







Gain Power Card

Add a Presence Add a Presence

and Beasts

Gain Energy Gather up to 1 Beasts into a Land

# **PRESENCE**



# **INATE POWERS**

### THE TEEMING HOST ARRIVES

| SPEED | RANGE | TARGET LAND |
|-------|-------|-------------|
| 3     | 2     | ANY         |



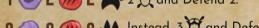


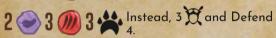
| 1 (a) 4 (a) 2 (b) Push up to 3 😩 |
|----------------------------------|
|----------------------------------|

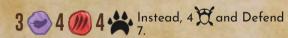
#### BESET AND CONFOUND THE INVADERS

| SPEED | RANGE | TARGET LAND |
|-------|-------|-------------|
| क्रे  | 2     | INVADERS    |

(below) checks the number of 💥 in target land. 1 2 0 2 4 2 7 and Defend 2.









### A JOINING OF SWARMS AND FLOCKS

SPECIAL RULES

FLY FAST AS THOUGHT

MANY MINDS MOVE AS ONE

lands up to 2 distant (rather than adjacent only).

Your Ray also count as . (Note: You never have more than 1 R in a land, no matter how many you have there.)

When you Gather or Push 🔆, they may come from or go to

(If something changes a 👺 that is your 💂 , it affects 2 of your there - e.g., Push 1 will Push 2 of your together.)