








## STARLIGHT SEEKS ITS FORM



### SPECIAL RULES

#### GROWTH BEGETS GROWTH

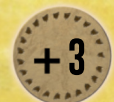
You have 6  tracks. (As usual, you may add  from any track.) 4 of the  tracks are next to rows of Growth choices: these choices start unavailable. Upon emptying a Growth track, pick one of its two Growth choices to be immediately available. The other stays unavailable for the rest of the game (cover with a spare piece).

After you add  from a space marked , gain 1 Energy.

#### SLOWLY COALESCING NATURE

After revealing an , place 1 Element Marker of your choice on it. That Element is permanent and is constantly available (as if pre-printed on the  track).

### GROWTH (PICK THREE)



Gain Energy

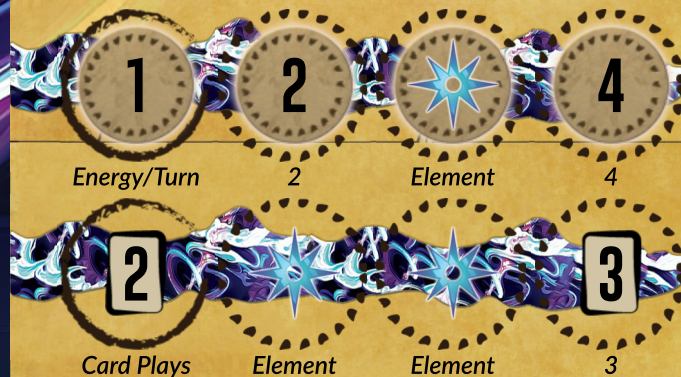


+1 Card Play  
this turn



Move a Presence




### PRESENCE




### INNATE POWERS

#### AIR MOVES, EARTH ENDURES

SPEED	RANGE	TARGET LAND
		ANY

3  Push up to 2  or 1 .

3  Defend 5.

#### FIRE BURNS, WATER

SPEED


3  1  2

3  Remove

