








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.

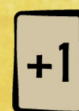
SLOWLY COALESCING NATURE

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)



 1/2
Reclaim Half
(round up)

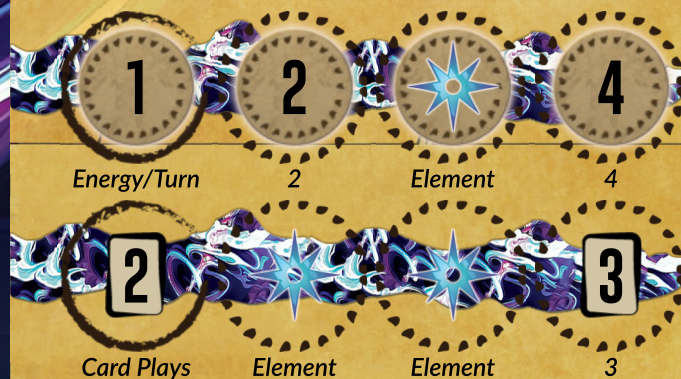


Gain Power Card



Move a Presence




PRESENCE



INNATE POWERS

AIR MOVES, EARTH ENDURES

SPEED	RANGE	TARGET LAND
		ANY

 Push up to 2  or 1 .

 Defend 5.

FIRE BURNS, WATER

SPEED


 1  2

 Remove

