



Cost:          None

Choose a tile in another witch's garden. All plant tokens in the chosen tile die, and all plant tokens within 1 tile of it also die unless they have a Resilience of 4 or more. If the chosen tile does not contain a Daybloom, discard this card.



Cost:          None

Chose 1 plant species in another witch's garden. This cycle, that plant will always grow towards the nearest plant of a different species, if one exists.



Cost:          None

Choose 1 plant species in a witch's garden of your choice. That species does not grow this cycle.



Cost:



Until the next New or Full Moon, spells cast on you by other witches fail: other witches may not target you with their spells, and any attempts to do so have no effect and cost nothing.