



Cost:



Mark 1 tile in any witch's garden. Until the next Full Moon, any plants in that tile die if they have an Aggression of 4 or more. Plant tokens that survive in that tile cannot be killed by anything other than a competing plant.



Cost:

None

Choose another witch's garden. That witch must choose a number of plant tokens in their garden equal to the number of Plant Cards they have played: all chosen plants with a Resilience of 4 or less die.



Cost:



Grant 1 plant species in a witch's garden of your choice vigor: causing it to experience 2 cycles worth of growth in a single cycle.



Cost:

None

Choose 3 tiles in another witch's garden: they are poisoned, and nothing new will grow there this cycle.