

In Black Garden...

You are all members of a coven of witches. For the past few moons, you have been divided: your coven's sacred Black Garden has lain fallow for too long, and only the most skilled among you could even dream of restoring it to its former glory.

The problem you face is that none of you can agree on who is the best gardener! So, on this night of the Full Moon you have decided to set the record straight by entering into a competition:

You will all start your gardens from scratch, and whoever manages to create the most varied garden by the next Full Moon will be declared the most skilled gardener of the coven—and be granted full control over the coveted Black Garden! Although, perhaps the most valuable prize up for grabs is the promise of impervious bragging rights...

Resolving 3+ Plant Competitions

Sometimes, a large number of plant tokens end up growing into the same tile, and the question of what order to resolve their conflicts in comes up. The answer is that you shouldn't pick an order: all conflicts should be resolved simultaneously. But how do you do that?

- First, have all of the plants in question grow into the tile at once. Just, go wild and dogpile them in there.
- Then, compare each plant's Resilience to the Aggression score of the most aggressive plant in the pile (or, the *second-most aggressive if the plant in question is the most aggressive*). If they don't survive that plant, they don't survive the competition and vice versa.

Resolving a Perfect Tie

You'll probably never have to use this edge case. Regardless, in the case that two or more players are tied at the end of the game not only for Plant Cards but also for Plant tokens, you can break the tie by having the prospective victors continue playing past the Full Moon. Anyone who loses a Plant Card is out of the running, and the first person to play a new Plant Card or the last witch standing wins.