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| --- | --- | --- | --- | --- |
| Water  +3 Vitality  Drought  -2 Vitality to all plants | Sunlight  +2 Vitality  Heatwave  -3 to all plants unless a water card is discarded | Fertilizer  +4 vitality  Infection  Discard 2 cards from the draw pile | Repot  Shuffle the discard pile back into the deck.  Clumsy  Discard your hand | Pest Control  Remove all negative effects from a plant.  Forgotten  Halve the vitality of a random plant |
| Water  +3 Vitality  Drought  -2 Vitality to all plants | Sunlight  +2 Vitality  Heatwave  -3 to all plants unless a water card is discarded | Fertilizer  +4 vitality  Infection  Discard 2 cards from the draw pile | Repot  Shuffle the discard pile back into the deck.  Clumsy  Discard your hand | Pest Control  Remove all negative effects from a plant.  Forgotten  Halve the vitality of a random plant |
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| Foliage  6 Vitality  Hardy Leaves  +2 vitality when Water is played on it. | Succulents  4 Vitality  Water Retention  +1 vitality whenever a Water is played on any plant. | Flowering  4 Vitality  Blossom Burst  +2 vitality when Sunlight is played on it. | Air Plants  5 Vitality  Ambient Energy  +1 vitality whenever a Sunlight card is played on any plant. | Tropical  6 Vitality  Lush Growth  +1 vitality when Fertilizer is played on it. |
| Foliage  6 Vitality  Hardy Leaves  +2 vitality when Water is played on it. | Succulents  4 Vitality  Water Retention  +1 vitality whenever a Water is played on any plant. | Flowering  4 Vitality  Blossom Burst  +2 vitality when Sunlight is played on it. | Air Plants  5 Vitality  Ambient Energy  +1 vitality whenever a Sunlight card is played on any plant. | Tropical  6 Vitality  Lush Growth  +1 vitality when Fertilizer is played on it. |