









Place a rock  on any empty space.
Draw a card



Place two rock  on any empty spaces



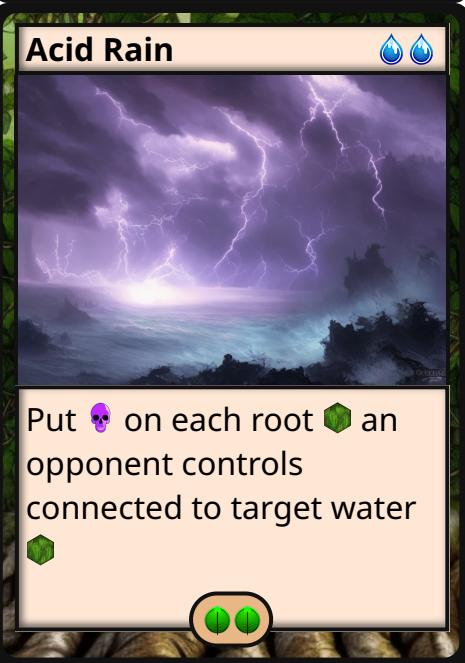
Destroy one non-seed root  connected to your opponents network



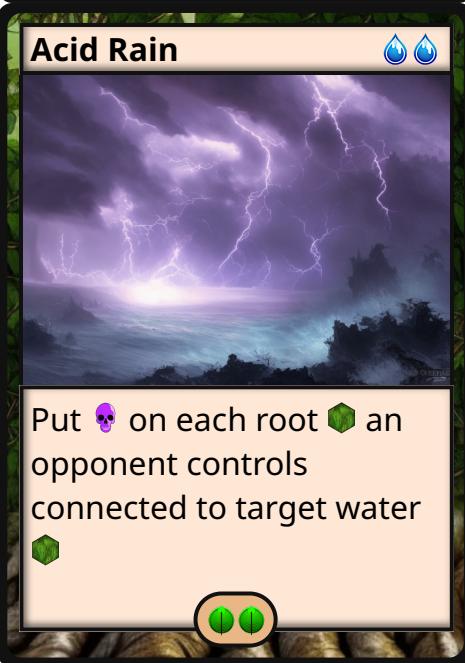
Grow the top root  of the root deck connected to an opponent's network, and gain control of it



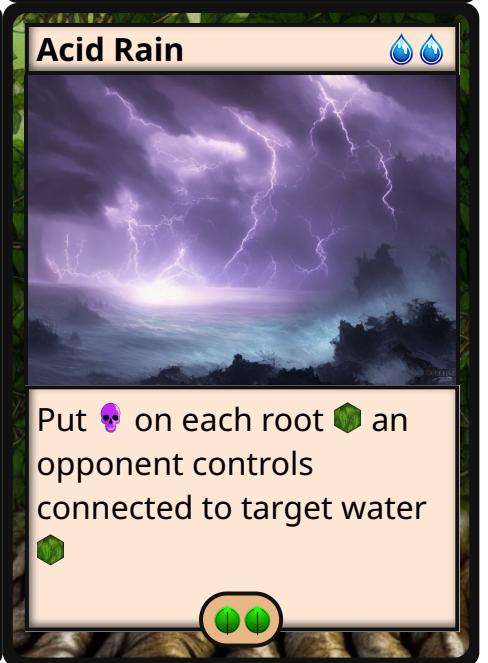
During your opponent's next turn they lose   in the resource phase.
Draw a card



Put  on each root  an opponent controls connected to target water 



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