Propogate

Grow one root from your supply.
Draw a card

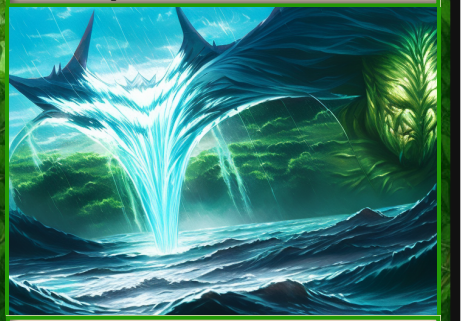
Uproot

Destroy or shift a rock or root adjacent to or in your network

Fertilise

Add for each root with an open end in your network

Downpour



Add

Nature's Bounty

Draw two cards, then discard a card

Deforestation

Destroy all root an opponent controls adjacent to a root in your network

Crop Rotation

Rotate or replace a root adjacent to or in your network.
Draw a card

Offshoot

Draw a line from an open end in your network until you reach a wall or , and place a seed before it

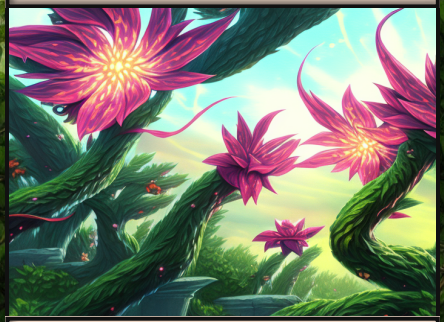
Rampant Growth

Grow the top two root of the root deck

Compost

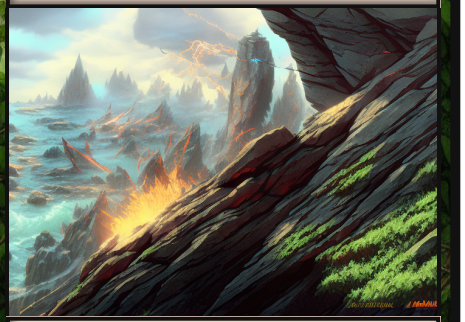
Until end of turn, mulching cards adds an additional

Bloom



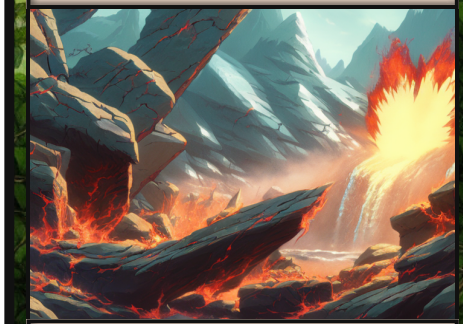
Grow the top root of the root deck

Erosion



Place a rock on any empty space.
Draw a card

Landslide



Place two rock on any empty spaces

Prune

Destroy one non-seed root connected to your opponents network

Entangle

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

Drought

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

Acid Rain

Put 💀 on each root ⬢ an opponent controls connected to target water ⬢

Fungal Infestation

Put 💀 on each root ⬢ adjacent to your network that you don't control

Wilt

Put 💀 on one root ⬢ adjacent to your network.
Draw a card

Leaf Blight

Put 💀 on up to three root ⬢ adjacent to your network.
Draw a card

Dry Spell

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

Frostbite

Destroy one root ⬢ connected to target water tile

Overgrowth

For each open end on target root ⬢ in your network, grow the top root of the root deck attached to that end

Mulching Frenzy

Until end of turn mulching cards adds double the 🟢

Rootslap
Shift one non-seed root .
Draw a card

Wealth of Fertility
Draw three cards