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| <p>Harvest</p> <p>Discard any number of resources from your field.</p> <p>Gain $X+2$ Vitality, where X is the number of resources discarded this way.</p>   | <p>Harvest</p> <p>Discard any number of resources from your field.</p> <p>Gain $X+2$ Vitality, where X is the number of resources discarded this way.</p>   | <p>Sow</p> <p>Discard a resource from your field. If you do, plant two cards.</p> <p>Gain $X+2$ Vitality, where X is the number of resources discarded this way.</p>    |
| <p>Sow</p> <p>Discard a resource from your field. If you do, plant two cards.</p>  | <p>Entangle</p> <p>Deal 1 damage.</p> <p>Plant a card.</p>   | <p>Entangle</p> <p>Deal 1 damage.</p> <p>Plant a card.</p>    |

