

2



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*Elf*

*Peaceful - I cannot attack.*

↪ Sacrifice two resource cards: prevent a **Tree** or **Flower** from dying.  
Mark the saved card.

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## Call to Aid Event

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Residents of target **city** you control can help defend another **city** you control until end of turn.



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**Crop**

*Flower Token*



Sacrifice *me* to produce 1 *Gaian* resource.

*"Look! More Gaian food..."*

0

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## Early Spring Event

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Each **Tree** or **Flower** creature gets +2/+2 until end of turn.

Each **Gaian city** gains 2 defense points.



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## Elvish Ambush

*Elf*

Creatures defending against *me* get -1/-1 until end of turn.

Deal 1 damage to target *creature* or *city*.

1

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## Elvish Archer

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When *I* come into play my *city* gains 2 defense points.

All elves in play gain *ranged*.

*Ranged* - I can defend against creatures with flying.

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## Falconer

*Human*



Sacrifice two resource cards:  
prevent a **Bird** from dying.  
Mark the saved card.

**Birds** in your hand, deck and graveyard  
have **sudden**.

1

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## Falconer

*Human*



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## Farmland City

**Level 2:** Put a 0/1 crop token into play as *my* resident. It has "**☛ Sacrifice to produce 1 Gaian resource**" and counts as a *Flower*

**Level 4:** Your *Flowers* and *Trees* get +1/+3.

*"Our hearts go out to peace and good, fertile soil."*

7

## Grassroots *Enchantment*

X

Put **x** grassroot counters on target **creature** and **mark** it. Each time the creature is marked, add 1 grassroot counter.

Target **creature** does not unmark unless its controller pays **1** for each grassroot counter.



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**Kolibri**  
*Bird*

***Flying** - Only creatures with flying and ranged can defend against me.*

 Produce 1 **Gaian resource** or  
produce 2 **Gaian resources** if you  
control a **Flower**.

0

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## Majestic Griffin

*Lion Bird*

**Flying** - Only creatures with flying and ranged can defend against me.

**Veteran** - I am not marked for attacking.

"As the Sierra Angel's pet, the Majestic Griffin is the master of the skies."

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# Nature's Outrage

## *Magic*

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All *Trees* and *Flowers* with *peaceful* can attack this turn as though they didn't have *peaceful*.





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## Nightingale

*Bird*

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When **I** mark for devotion, mark target **creature**. That creature doesn't unmark during its controller's next unmark phase.

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## Nourished Flower

*Flower*

*Peaceful - I cannot attack.*

I gain a +1/+1 counter every time you play a **Gaian** card.

*"Roses are red but I sting just alike."*

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**Poison  
Ivy**  
*Flower*

*Peaceful - I cannot attack.*

Each time *I* damage a creature it gets an additional "*I do not unmark unless my controller puts a -1/-1 counter on me.*"

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Ivy**  
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## Sanctuary City

**Level 3:** All *my* residents have *sanctuary*.

**Level 5:** All residents in your *cities* have *sanctuary*.

**Level 7:** All creatures in your *army* have *sanctuary*.

7

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## Sequoia Saplings

Tree

For each other *Gaian* card in the same *city* or *army*, *I* get +0/+1.

If my defense reaches 5, *I* have *ranged* and can block creatures with *flying*.

*Peaceful* - *I* cannot attack.

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## Spirit Tree

*City Tree*

**Level 3:** You may put a creature from your *graveyard* in your *army*. Remove it from the game at the start of your next turn.

**Level 7:** You may put a creature from your *graveyard* in play as one of *my* residents.

6





# Arceage

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