

**Pilgrimage** (Cost: 4, Value: 3)

⌚ Migrate 1 ☀️ from a friendly card.  
 ⌚ You may empower a friendly card you have not empowered this turn.

**Elysium** (Cost: 5, Value: 2)

⌚ Add 2 ☀️ to this card.

**Orchard** (Cost: 6, Value: 1)

⌚ Add 2 ☀️ to a card.  
 ⌚ Destroy this card.

**Granary** (Cost: 7, Value: 4)

⌚ Whenever you would add ☀️ beyond another card's max, you may add them to this card instead.

**Sacred Way** (Cost: 8, Value: 4)

⌚ Migrate up to 2 ☀️ from a friendly card.

**Seed Festival** (Cost: 9, Value: 3)

➔ You may migrate 1 ☀️ from a friendly card to this card. Repeat this ability any number of times.

**Blossom** (Cost: 10, Value: 1)

➔ Raise a destroyed card. If it is friendly, empower it.

**Demeter's Staff** (Cost: 11, Value: 2)

➔ Raise a destroyed card.  
 ⌚ Whenever you raise another destroyed card, add 1 ☀️ to this card.

**Nourish** (Cost: 12, Value: 2)

➔ Add # ☀️ to a card, where # = your devoted cards.  
 ➔ If you have no devoted cards, add 1 ☀️ to a card.