

**Just For the Hex of It**



**EFFECT** - HEX a Mythical Creature.

**Works Like a Charm**




**EFFECT** - RESTORE a Hexed Creature.

**This Spells Disaster**



**EFFECT** - DISCARD a card, then DESTROY a Creature.

**Rune Recharge**




**EFFECT** - Add the top card from the Rune deck to your Fence.

## RUNES AND REGULATIONS

## Print-and-play version

**Hex Reversal**



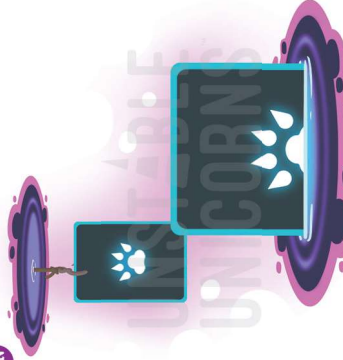
**EFFECT** - HEX a Mythical Creature on any player's Lawn, or RESTORE a Hexed Creature on any player's Lawn.

**Rando-mancy**




**EFFECT** - Flip the top card from the Main deck. If this card is a Creature, immediately SUMMON it onto your Lawn. If this card is a Spell, immediately CAST it.

**Hit the Bench**



**EFFECT** - RETURN a Creature from your Lawn to your hand, then STEAL a Creature.

**One Magician's Trash...**



**EFFECT** - STEAL a Hexed Creature.