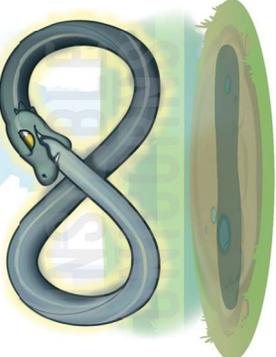


**Protective Ouroboros**



**TRIGGER** - You have 3 or fewer Mythical Creatures on your Lawn;  
**EFFECT** - Creatures on your Lawn cannot be stolen.

**Chaotic Foo Dog**



**TRIGGER** - Chaotic Foo Dog enters your Lawn;  
**EFFECT** - SPIN the Event Spinner on your next Spin Phase.

**Nesting Dragon**



**TRIGGER** - You skip your Cast phase;  
**EFFECT** - RESTORE a Hexed Creature.

**Alley Cat**



**CONTINUOUS EFFECT** - Alley Cat has no effect. It's just an alley cat.

## RUNES AND REGULATIONS

## Print-and-play version

**Pain Check**



**TRIGGER** - A Mythical Creature on your Lawn would be destroyed, hexed, or stolen;  
**EFFECT** - DISCARD a card instead.

**Suction Abduction**



**TRIGGER** - A Hexed Creature on a neighbor's Lawn is restored;  
**EFFECT** - STEAL that Creature.

**Tricky Trap**



**TRIGGER** - A neighbor CASTS a Spell;  
**EFFECT** - DESTROY a Mythical Creature on that neighbor's Lawn.

**Grubby Grabber**



**TRIGGER** - A neighbor would CAST a Spell;  
**EFFECT** - Add that Spell to your hand instead.