

Two is a Magic Number



EFFECT - You may SUMMON 2 Creatures during your Summon phase this turn.

The Savior



You win if The Savior ends their turn with 2 Sacrificial Creatures on their Lawn.

The Exotic Pet Collector



You win if The Exotic Pet Collector ends their turn with 3 Mythical Creatures on their Lawn that do not have "Unicorn," "Pegasus," "Griffin," or "Dragon" in their names.

The Hexlord

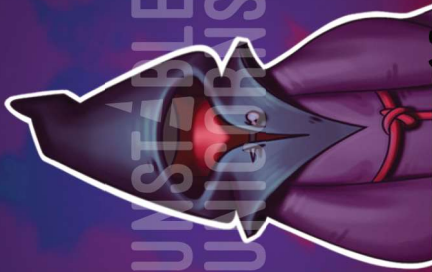


You win if The Hexlord ends their turn with 3 Hexed Creatures on their Lawn while no other player has any Hexed Creatures.

RUNES AND REGULATIONS


Print-and-play version

The Nefarious Neighbor




You win if The Nefarious Neighbor has 5 Corrupted Beasts on their Lawn OR if there are no cards remaining in the Main deck.

The Henchman




You win if the Nefarious Neighbor wins while The Henchman has no Creatures on their Lawn.

The Griffin Lady



You win if The Griffin Lady ends their turn with 3 Mythical Griffins on their Lawn.

The Humane Sorcerer



You win if The Humane Sorcerer ends their turn with no cards in hand and either A Stray Dog or Alley Cat on their Lawn.