

## THE TURN PHASES

- 1. BEGINNING OF TURN PHASE**  
If any Mythical Creature on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase.
- 2. DRAW PHASE**  
DRAW a card from the Main deck.
- 3. CAST PHASE**  
CAST a Spell from your hand **-OR-** DRAW a card from the Main deck.
- 4. SUMMON PHASE**  
SUMMON a Creature from your hand **-OR-** DRAW a card from the Main deck.
- 5. SPIN PHASE**  
SPIN the Spinner.

### Rune-Eating Pegasus



**TRIGGER** - Rune-Eating Pegasus enters your Lawn;  
**EFFECT** - DESTROY a Rune.

### Impatient Griffin



**TRIGGER** - Impatient Griffin enters your Lawn;  
**EFFECT** - Flip over the top card of the Regulation deck and replace the current active Regulation.

### Extremely Fluffy Unicorn



**TRIGGER** - Extremely Fluffy Unicorn enters your Lawn;  
**EFFECT** - Skip your next Spin phase.

## RUNES AND REGULATIONS

## Print-and-play version

### Cargo Pegasus



**CONTINUOUS EFFECT** - Your Rune limit is increased by 1.

### Spiteful Griffin



**TRIGGER** - Spiteful Griffin enters your Lawn;  
**EFFECT** - HEX a Mythical Creature.

### Anxious Unicorn



**TRIGGER** - You would RETURN Anxious Unicorn to your hand;  
**EFFECT** - DRAW a card instead.

### Slobbery Dragon



**TRIGGER** - Slobbery Dragon enters your Lawn;  
**EFFECT** - RETURN a Creature from any player's Lawn to their hand.