

### Grubby Grabber



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**EFFECT** - Add that Spell to your hand instead.

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### 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.

## RUNES AND REGULATIONS

## Print-and-play version

### Rinse & Repeat



**TRIGGER** - A player SPINS the Spinner;  
**EFFECT** - Nullify that player's Spin result. That player must SPIN again.

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### The Hexo Deflecto



**TRIGGER** - A Mythical Creature on your Lawn would be hexed;  
**EFFECT** - HEX a Mythical Creature on any neighbor's Lawn instead.

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