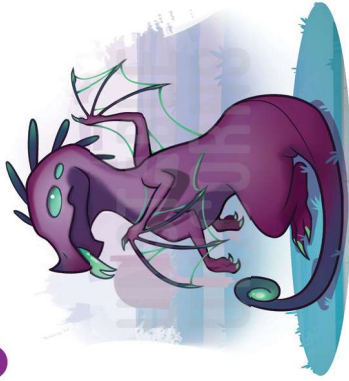


### Mist Bringer



**SUMMONING COST** - 1 Unicorn + 1 Sacrificial Creature  
**TRIGGER** - Mist Bringer is on your Lawn at the beginning of your turn;  
**EFFECT** - Choose any neighbor. That neighbor must SPIN the Spinner.

### Toxic Terror



**SUMMONING COST** - 1 Dragon + 1 Sacrificial Creature  
**TRIGGER** - Toxic Terror is on your Lawn at the beginning of your turn;  
**EFFECT** - DISCARD a card, then DESTROY a Creature.

### Bane Wing



**SUMMONING COST** - 1 Pegasus + 1 Sacrificial Creature  
**TRIGGER** - Bane Wing is on your Lawn at the beginning of your turn;  
**EFFECT** - Add the top card from the Forbidden Rune deck to your Fence, then skip your Curse phase.

### Vile Beak



**SUMMONING COST** - 1 Griffin + 1 Sacrificial Creature  
**TRIGGER** - Vile Beak is on your Lawn at the beginning of your turn;  
**EFFECT** - DRAW a card from the Forbidden deck.

## RUNES AND REGULATIONS

## Print-and-play version

### Salamonster



**SUMMONING COST** - Any Creature + DISCARD 1  
**TRIGGER** - You DISCARD a card;  
**EFFECT** - Choose any player. That player must DISCARD a card.

### Rune Raptor



**SUMMONING COST** - Any Creature + DISCARD 1  
**CONTINUOUS EFFECT** - Your Rune limit is increased by 1.

### Rune Raptor



**SUMMONING COST** - Any Creature + DISCARD 1  
**CONTINUOUS EFFECT** - Your Rune limit is increased by 1.

### Crooked Chimera



**SUMMONING COST** - Any Creature + DISCARD 1  
**TRIGGER** - You would DRAW a card during your Draw phase;  
**EFFECT** - Search the Forbidden deck for a Sacrificial Creature and add it to your hand instead. Shuffle the Forbidden deck.