



**Sparkly Dragon**



**TRIGGER** - Sparkly Dragon enters your Lawn;  
**EFFECT** - CAST a Spell.

**Rune-Eating Dragon**



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

**Overly Friendly Dragon**



**TRIGGER** - Overly Friendly Dragon enters your Lawn;  
**EFFECT** - SUMMON a Creature from your hand onto your Lawn.

**Squirmy Dragon**



**TRIGGER** - Squirmy Dragon would be destroyed, hexed, or stolen;  
**EFFECT** - RETURN Squirmy Dragon to your hand instead.

## RUNES AND REGULATIONS

## Print-and-play version

**Temperamental Dragon**



**TRIGGER** - Temperamental Dragon is destroyed, hexed, or stolen;  
**EFFECT** - DESTROY a Creature.

**The Most Intense Dragon**



**TRIGGER** - The Most Intense Dragon enters your Lawn;  
**EFFECT** - DESTROY a Creature.

**Bratty Dragon**



**TRIGGER** - Bratty Dragon is on your Lawn at the beginning of your turn;  
**EFFECT** - Choose any neighbor. That neighbor must DISCARD a card.

**Horrifyingly Smelly Dragon**



**TRIGGER** - Horrifyingly Smelly Dragon enters your Lawn;  
**EFFECT** - Each neighbor with a Creature on their Lawn must RETURN a Creature to their hand.