

Two is a Magic Number



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

Dry Spell



**EFFECT** - No neighbor may ACTIVATE a Rune during your Summon phase this turn.

Dry Spell



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Dry Spell



**EFFECT** - No neighbor may ACTIVATE a Rune during your Summon phase this turn.

## RUNES AND REGULATIONS

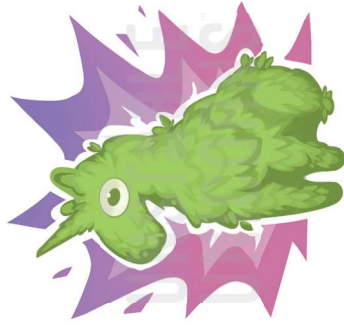
## Print-and-play version

Just For the Hex of It



**EFFECT** - HEX a Mythical Creature.

Just For the Hex of It



**EFFECT** - HEX a Mythical Creature.

Just For the Hex of It



**EFFECT** - HEX a Mythical Creature.

Just For the Hex of It



**EFFECT** - HEX a Mythical Creature.