



Snappy Trap

NN



TRIGGER - A neighbor would **ACTIVATE** a Rune;

EFFECT - **DESTROY** that Rune instead and **DRAW** a card from the Forbidden deck.



Destruction Manual

NN



TRIGGER - A Mythical Creature on your Lawn would be destroyed, hexed, or returned;

EFFECT - **DESTROY**, **HEX**, or **RETURN** a Mythical Creature on a neighbor's Lawn instead.



Unhappy Hour

NN



TRIGGER - A Mythical Creature on your Lawn would be stolen;

EFFECT - **SUMMON** a Corrupted Beast instead.



Eye Spy

NN



TRIGGER - Any neighbor's Spin result is 2;

EFFECT - Choose a Curse from the Forbidden deck and add it to your hand. Shuffle the Forbidden deck.

RUNES AND REGULATIONS

Print-and-play version



Crookie Jar

NN



TRIGGER - Any neighbor's Spin result is 1;

EFFECT - Nullify that Spin result. Add the top 2 cards from the Forbidden Rune deck to your Fence.



Sacrificial Creature

NN



CONTINUOUS EFFECT - Sacrificial Creature cannot be **HEXED** or **DESTROYED**.



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