

Tail-Chasing Unicorn



TRIGGER - Tail-Chasing Unicorn is on your Lawn at the beginning of your turn;
EFFECT - Choose any player. That player must SPIN the Spinner.

Empty-Headed Unicorn



TRIGGER - Empty-Headed Unicorn would be hexed;
EFFECT - DRAW a card instead.

Overly Friendly Unicorn



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

Rescue Unicorn



TRIGGER - Rescue Unicorn enters your Lawn;
EFFECT - Choose a Creature from the Main discard pile and add it to your hand.

RUNES AND REGULATIONS

Print-and-play version

Emotional Support Unicorn



TRIGGER - Emotional Support Unicorn is on your Lawn at the beginning of your turn;
EFFECT - RESTORE a Hexed Creature.

Pampered Unicorn



TRIGGER - Pampered Unicorn is on your Lawn at the beginning of your turn;
EFFECT - DRAW a card.

Clumsy Unicorn



TRIGGER - Clumsy Unicorn enters your Lawn;
EFFECT - Each player must DESTROY one of their Runes.

Distracting Unicorn



TRIGGER - A neighbor CASTS a Spell;
EFFECT - Force that player to DISCARD a card.