Attack or duel any other player Buy a magical object if you have three Ornicles

Discard spells if you hit the "Maximum Spell Color Rule"

Draw one card from

the playing cards

stack

Play a trap card to capture another player's critter of your colour

Perform the "ritual of the Ornly cat" and trade 3 cat cards for the top Magical Object on the stack

"Pass" and draw two more cards from the playing cards stack

Discard spells if you hit the "Maximum Spell Color Rule"

End

Turn