

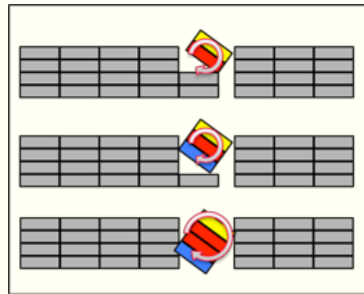


SPELL BOUND BOOKS

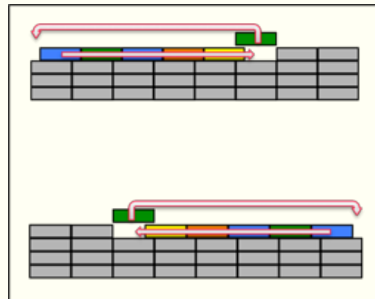
45 MIN

2-4 PLAYERS

AGES 12+



SPELL BOUND BOOKS IS THE MOST RESPECTED SHOP FOR MAGICAL RESOURCE BOOKS IN ALL THE SEVEN KINGDOMS. IN PREPARATION FOR THE NEW SEMESTER THAT IS ABOUT TO START AT THE VARIOUS WIZARD AND WITCH ACADEMIES NEW TOMES ARE POURING INTO THE SHOP. UNFORTUNATELY, THE SHOPS BIGGEST COMPETITOR PLACED A HEX ON THE SHOP, SCRAMBLING ALL THE INCOMING BOOKS!



Merlin Academy 6

Forked Wand
Perform a second Wand Action this turn (total of 2). During the end game sequence this provides a player with a total of one Wand action on their turn.

He's either homeless or a professor

Name: Elmhurst
Alma Mater: Druid School for Fae Creatures

Unique Ability:



1. EACH PLAYER STARTS WITH A STACK OF TOMES
2. CUSTOMER ORDER CARDS, EACH FOR 4 TOMES, ARE DEALT FACE-UP ON THE TABLE FOR ALL PLAYERS TO ATTEMPT TO FULFILL
3. PLAYERS USE SPELL ACTIONS TO REARRANGE THEIR STACKS OF TOMES IN ORDER TO RETRIEVE THE TOMES THAT THE CUSTOMERS ARE SEEKING.
4. CLEVER WITCHES AND WIZARDS SELL MORE TOMES OF THEIR SUBJECT SPECIALIZATION AND TO STUDENTS FROM THEIR ALMA MATER TO EARN BONUSES

