Arcane Laboratory 2



Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350

Arcane Laboratory 2

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
™ & © 1993–2001 Wizards of the Coast, Inc. 60350