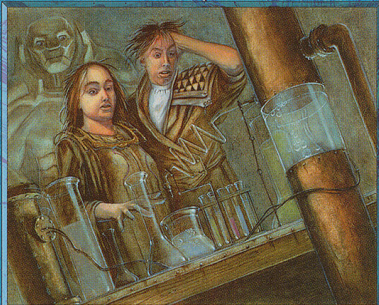


Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

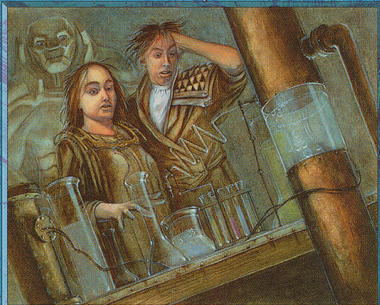
It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

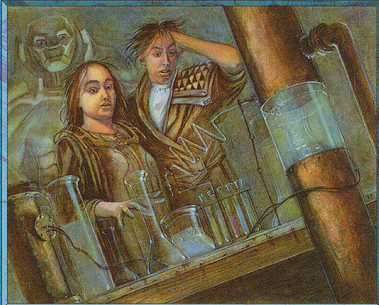
It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

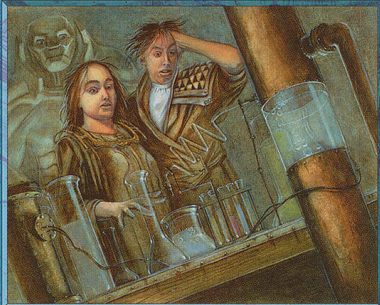
It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

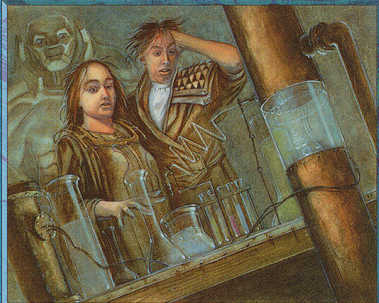
It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

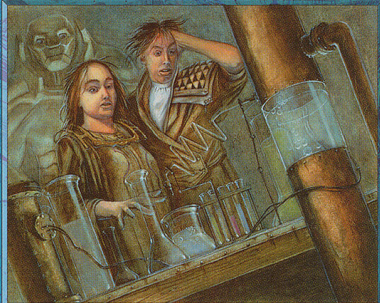
It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350

Arcane Laboratory

2



Enchantment

Each player cannot play more than one spell each turn.

It soon became obvious that some experiments were best overseen by fireproof teachers.

Illus. Stephen Daniele

©1993-1998 Wizards of the Coast, Inc. 60/350