

Each team is given four copies of a double-sided page. Four teams need to find each other and combine pages into a book. If done properly, it should have “The Standard Book of Spells” in front, and “A Final Warning...” on the back. In addition, every left page should make sense with the spell on the right page.

Other than cover, every left page should have one misspelled word and every right page should have a spell name and a grade assigned to it. From left pages, take the missing letter from the misspelled word. From the right page, index the spell name with the grade level.

The book pages should look like the following:

*The  
Standard  
Book of  
Spells*

<p><i>pos(S)essions</i> Move your possessions a safe distance away before using.</p>	<p><b>IN(C)ENDIO</b> <b>INCENDIO</b> <b>Grade III</b> Start a fire</p>
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Cast this to prevent  
embarassing revelations.  
embar(R)assing

S(I)LENCIO  
**SILENCIO**  
Grade II  
Make target silent

Requires great control to  
avoid self-injury when cast  
on heavy objects such as a  
dumbell.  
dumb(B)ell

ACCI(O)  
**ACCIO**  
Grade V  
Summon an object

Skilled witches and wizards  
can induce a variety of  
rythms.  
r(H)ythms

TARANT(A)LLEGRA  
**TARANTALLEGRA**  
Grade VII  
Make opponent dance

The effects of this charm are  
similar to drunkenness.  
*drunken(N)ess*

*(C)ONFUNDO*

**CONFUNDO**

**Grade I**

Confuse opponent

*lab(O)ratory*  
Only cast inside the laboratory  
to prevent the uncontrolled  
growth of invasive species.

*OR(C)HIDEOUS*

**ORCHIDEOUS**

**Grade III**

Conjure flowers

<p><i>Absolutely essential when picnicing in a tent at night. picnic(K)ing</i></p>	<p><i>L(U)MOS</i> <b>LUMOS</b> <b>Grade II</b> <i>Create light at tip of wand</i></p>
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**A FINAL WARNING:**  
*Study carefully. mis(S)pelling  
can lead to disastrous effects.*

Taking all the letters from each page in order gives us our spell and final answer:  
**SCRIBOHANCOCKUS**