

Find It & Bind It

THE DEMON EXPANSION

Find It & Bind It: The Demon Expansion is a fast-paced card game for 2-6 players where each player controls two witches, who happen to be sisters, that are attempting to find the elusive **Book of Shadows** while also avoiding a roaming Demon that would take the **Book of Shadows** for itself.

This is an add-on that requires the base game, in order to be playable.

Object of the Game

As in the original, each player controls a pair of witches who are searching for the **Book of Shadows**. It must be found and then bound to your sisters.

You must do this, **while also avoiding a demon**, before anyone else learns of its location, binds it first or moves it away from you before you can bind it.

Contents

- **1 (Demon) Book Card**
(I know, right?)
- **18 Spell Cards**
- **The Rules**
(That's this, here...)

Setup

1. Substitute **The Demon** Book Card for 1 **Other Books** Book Card. Shuffle and place them face down (without looking) in a 3x3 grid. This is "the field" of Book Cards.
2. Find and remove the **Total Obfuscation** Spell Card (optional) and add in the new **blue-bordered** Spell Cards.
3. Continue setup per the base game's instructions.

The Demon Expansion Artwork

The Demon Book Card: Doré - *Satan Resting On The Mountain*, c1866; **Blink:** Friedrich - *Woman before the Rising Sun*, 1818-20; **Demon Obliteration:** Goya Y Lucientes - *Saturn Devouring One of his Children*, 1819-23; **Avoid Obliteration:** Goya Y Lucientes - *Fire at Night*, 1793-94; **Move Demon:** Stock - *Dante & Virgil Encounter Lucifer in Hell*, 1923; **Send Demon:** Goya Y Lucientes - *Two Monks*, 1821-23; **Thwart Binding:** Goya Y Lucientes - *The Spell*, 1798.

How To Play The Demon Expansion

SCRYING CHANGES

When any player plays a Spell Card with "Scry" in its name, she should look at all Book Cards as usual.

- **After scrying, if** the player saw **only** the **Demon** Book Card:
 - » Reveal it to all players **if** there are any witches at the location. Those witches will need to react to the **Demon**. See below.
- If the player saw both the **Demon and** the **Book of Shadows**, together, the "Scry" spell will become a modified Obfuscation spell. Do the following:
 - » Do **NOT** Reveal the Demon. No witch will need to react.
 - » Pick up the Book Cards you scried.
 - » Pick up a 4th Book Card from the remaining Book Cards.
 - » Shuffle the Book Cards and, **without looking**, put them back in the available Book Card spaces.

The demon wants to get its claws on the **Book of Shadows** as well. So the **Book of Shadows** protects itself and hides.

THE DEMON OBLITERATION SPELL CARD

- When played, all 9 Book Cards are revealed. The **Move Demon** Spell Card cannot be played to move the location of the **Demon**.
- Witches at the **Book of Shadows** Book Card location are safe.
- The witches at Book Cards within one space, including diagonally, of the **Demon** must react. See below.
- For this Spell Card only, playing a **Dispel Magic** works only for one player's witches (like the **Avoid Obliteration** Spell Card).

REACTING TO THE DEMON

When witches react to the **Demon**, the following options are available:

- When your sisters are together, they are unaffected because: **The Power of Two Has Seen Them Through!**
- To protect 1 witch from the **Demon**, discard 1 Spell Card with a shield. To protect against **Demon Obliteration** you can use the **Avoid Obliteration** Spell Card. 
- Any witch that is not protected from the **Demon** is banished.