# Setup

## Player

|  |  |  |  |
| --- | --- | --- | --- |
| Players | Wizards | Potions | Colors |
| 2 | 5 | 6 | Blue | Yellow |
| 3&4 | 4 | 5 | Red | Green |
| 5&6 | 3 | 4 | Purple | Orange |

* 3 cards per player

## Board

* >Shore >Forest >Fields >Mountains
* A Raven Tower is next after the Raven Castle

# Turn Structure

1. Play a card to move a wizard or tower clockwise
	1. Moves are exact and must be legal
	2. Maximum of 6 wizards per tower roof
	3. If unable or unwilling to play a card:
		1. Discard entire hand and redraw up (3)
		2. Move one tower 1 space
	4. Tower moves can never be changed once lifted
		1. You can lift (split) Tower at any level
		2. Towers have no height limit
		3. Tower(s) can never go on top of Raven Castle
		4. Covering anybody’s wizard(s) refills exactly 1 potion only
	5. Entering Raven Castle ends turn IMMEDIATELY
		1. Move Raven Castle clockwise to next Raven Space without wizards
	6. LAST dice roll must be used and you can choose stop early
		1. You may roll before deciding card’s usage
2. Play a second card to move a wizard or tower clockwise
	1. If unable to legally play 2nd card then discard it instead of playing it
3. Redraw up if hand is less than 3 cards
4. Game end: all player’s potions filled and wizards in Raven Castle
	1. All players before 1st player take a final turn
	2. Tie breaker: Unused potions

# Friendly Master Variant

* All spells are available.
* Spells per turn is only limited to filled potions.
* Spells can be used before, after, or mid turn.
* Spells cannot directly move opponent wizards
(indirect via tower movement is allowed).
* Piggyback is available to all players during any turn.