

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
 - a. Moves are exact and must be legal
 - b. Maximum of 6 wizards per tower roof
 - c. If unable or unwilling to play a card:
 - i. Discard entire hand and redraw up (3)
 - ii. Move one tower 1 space
 - d. Tower moves can never be changed once lifted
 - i. You can lift (split) Tower at any level
 - ii. Towers have no height limit
 - iii. Tower(s) can never go on top of Raven Castle
 - iv. Covering anybody's wizard(s) refills exactly 1 potion only
 - e. Entering Raven Castle ends turn IMMEDIATELY
 - i. Move Raven Castle clockwise to next Raven Space without wizards
 - f. LAST dice roll must be used and you can choose stop early
 - i. You may roll before deciding card's usage
2. Play a second card to move a wizard or tower clockwise
 - a. 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
 - a. All players before 1st player take a final turn
 - b. 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.