

## MAGIC TOWER

### MATERIALS

#### 1 magic tower



**CAUTION!**  
Insert the merlons carefully!



### SET-UP

For the **starting set-up**, place the magic tower on the space behind the last tower, making this the 10th tower. If the hag and/or the raven are in play, place them on the unoccupied space behind the magic tower. Also, this module makes you play with 5 magic spells. For this, shuffle the viable magic spells, draw 5 and place them in the running course. Put the remaining spells back into the box. Alternatively, you can decide on 5 magic spells together. For the first game we recommend the following selection:



Move a Wizard  
1-3 spaces



Free a  
Wizard



Move a Tower  
6 spaces



Headwind  
for Towers



Move a Wizard  
onto the  
Magic Tower

### MAGIC TOWER MOVEMENT

- You can move the magic tower with movement cards and magic spells. The general rules for the movement of towers apply.
- If you lock up at least one wizard and / or the hag with the magic tower, you may turn 1 of your corresponding empty potion flasks onto its full side as usual.
- You may not place towers on the magic tower. Towers that would end their move on the magic tower may not be moved.

### MAGIC TOWER EFFECT

If your wizard moves on the magic tower, you may use one magic spell, immediately and without giving up full potion flasks. Using a magic spell like this does not count toward the limit of one magic spell per turn.

## NEW MAGIC SPELLS

You can add these new magic spells to the game as usual. The magic spells applying to modules of this expansion are optional and don't have to be put into play when playing with the module.



#### MOVE A WIZARD 1-3 SPACES

If you use this magic spell, you may **move** any 1 wizard **1-3 spaces forward**. This can be one of your own wizards or another player's. For this, the general rules for the movement of wizards apply.



#### MOVE A WIZARD 6 SPACES

If you use this magic spell, you may move any 1 wizard **6 spaces forward**. This can be one of your own wizards or another player's. For this, the general rules for the movement of wizards apply.



#### MOVE A TOWER 6 SPACES

If you use this magic spell, you may move any 1 tower **6 spaces forward**. For this, the general rules for the movement of towers apply.



#### ELIXIR ABUNDANCE

*This magic spell can only be used with the elixir fountain module.*

If you use this magic spell, you may, if your wizard's movement ends in the elixir fountain, **turn 2 of your empty magic potion flasks onto their full side instead of 1.**



#### PRECISION LANDING

*This magic spell can only be used with the spiderweb module.*

If you use this magic spell, you may – if a movement ends on the spiderweb – decide if **the movement is continued by 1, 2 or 3 spaces** instead of doubling the whole movement. For this, the general rules for the movement of wizards, towers, the hag and the raven apply.



#### MOVE THE HAG

*This magic spell can only be used with the hag module.*

If you use this magic spell, you may **move the hag to any other space**. Then, execute her effect. For this, the general rules for the movement of the hag apply.



#### CALL FOR THE RAVEN

*This magic spell can only be used with the raven module.*

If you use this magic spell, you may **move the raven to any other space with at least one of your wizards**. All the players who have wizards occupy that space receive 1 raven feather each.



#### MOVE A WIZARD ONTO THE MAGIC TOWER

*This magic spell can only be used with the magic tower module.*

If you use this magic spell, you may **move any 1 of your wizards onto the magic tower** and execute its effect. For this, the general rules for the movement of wizards apply. This magic spell can only be used once per turn.

## OVERVIEW

### RAVEN FEATHER ACTIONS



### ORDER OF EFFECTS

When combining modules, sometimes several effects have to be executed right after each other. For this, the following sequence applies:

- 1) Hag
- 2) Elixir fountain
- 3) Raven
- 4) Magic tower

### SET-UP WITH ALL MODULES

- 1 Elixir fountain, 2 Spiderweb,
- 3 Hag, 4 Raven, 5 Magic tower



For more information on  
"Wandering Towers", look here:



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WANDERING TOWERS

# THE MAGIC TOWER

EXPANSION FOR 2-6 PLAYERS

8 YEARS AND UP

ONLY PLAYABLE WITH "WANDERING TOWERS"

## THE FIVE MODULES

“Wandering Towers – The Magic Tower” contains 5 expansion modules that you can integrate into the basic game “Wandering Towers”, either solitarily or in any combination you like. We advise you to play every module on its own first to familiarise yourselves with it. We recommend integrating them into the game in the order they are introduced in this manual. The basic game’s rules apply, amended by any additions and changes explained in the following.

### PLEASE NOTE

Whenever the word “space” is mentioned from here on, this can refer to a space on the ground of a landscape tile and to a tower’s platform. The raven castle cannot land on elements from this expansion.

## ELIXIR FOUNTAIN

### MATERIALS

2 elixir fountain landscape tiles



### SET-UP

When setting up the game, connect the fountains’ walls with their landscape tiles and integrate the two elixir fountains into the running course. Place them between landscape tile 1 and 2 (A) and between landscape tile 3 and 4 (B). You need to add both elixir fountains at a time.

For the **starting set-up**, do not place any towers or wizards on the elixir fountain. Instead, position them as usual, guided by the little blue ghost lights.

### EFFECT OF THE ELIXIR FOUNTAIN

- If the move of your wizard ends on the elixir fountain, you may turn 1 of your empty magic potion flasks onto its full side. If you don’t have any empty flasks left, you may take 1 full magic potion flask of your own colour from the box. However, you can never have more magic potion flasks than at the start of the game.
- Any figures’ moves can end on the elixir fountain.
- You may not place towers on the elixir fountain. Towers that would end their move on the elixir fountain may not be moved.



## SPIDERWEB

### MATERIALS

2 spiderwebs



### SET-UP

When setting up the game, put the two spiderwebs on the elixir fountains and integrate their tiles into the running course. Later, you may as well play with one elixir fountain and one elixir fountain with a spiderweb on top. In this case, we recommend placing the elixir fountain **with** the spiderweb in position A and the elixir fountain **without** the spiderweb in position B.

### EFFECT OF THE SPIDERWEB

- If the move of a figure or a tower ends on the spiderweb, extend that movement by the same number of steps used to access the spiderweb. This also applies to backwards moves, e.g. caused by magic spells.
- The spiderweb’s effect replaces the elixir fountain’s effect.
- Towers that would end their move – extended by the spiderweb – on the raven castle, the elixir fountain, or the magic tower may not be moved.
- The spiderweb is never occupied.



### MATERIALS

1 hag



6 hag potion flasks

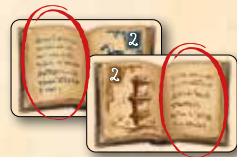


### SET-UP

For the **starting set-up**, place the hag on the space behind the last tower. Put the hag potion flasks within reach in the running course. Whenever the term “potion flask” is mentioned from here on, this refers to the hag potion flasks and the magic potion flasks.

### HAG MOVEMENT

- If you play a movement card with a text page, advance the hag by 1 space clockwise.
- Always move the hag first and execute her effect, then proceed with the effect of your movement card.
- The hag can land anywhere except for the raven castle. If the hag was to land on the raven castle, move her forward by one additional space clockwise.



### HAG EFFECT

- If the hag lands on a space occupied by wizards, all these wizards’ players have to turn 1 of their full potion flasks onto its empty side.
  - If your wizard is moved to a space occupied by the hag, you have to turn 1 of your full potion flasks onto its empty side.
- You only have to turn 1 of your full potion flasks onto its empty side max. once per turn.



In both cases, if you only have empty magic potion flasks, nothing happens.

However, if you don’t have any potion flasks at all, you receive 1 empty hag potion flask. You can fill this flask only by locking up the hag. If you possess an empty hag potion flask, you cannot end the game. The hag potion flask corresponds to a regular magic potion flask and can be used for magic spells.

### LOCKING UP THE HAG

If the movement of a tower ends on a space with the hag, she is “locked up”. As a reward for this, the player who has imprisoned the hag may turn 1 of their empty potion flasks on its full side. A player may turn only 1 flask, irrespective of the number of figures locked up.

### FREEING THE HAG

- If you play a movement card with a text page, but the hag is locked up, you must free her. For this, you may lift any one tower you assume the hag underneath.
- If you were correct and you found the hag, advance her by 1 space clockwise, corresponding to the rules of the hag movement. Then put the tower back. If the hag, by this, moves onto a space with wizards, first execute her effect, then proceed with the effect of your movement card.
- If you were wrong and you did not reveal the hag, your turn ends immediately. Refill your hand to 3 cards and it’s the next player’s turn.

## THE RAVEN

### MATERIALS

1 raven



18 raven feathers



### SET-UP

For the **starting set-up**, place the raven on the space behind the last tower, even if the hag stands there already. Put the raven feathers within reach in the running course.

### RAVEN MOVEMENT

- If you play a movement card showing dice, additionally to the magician or tower, you have to advance the raven clockwise for the same number of spaces. The raven can land anywhere except for the raven castle. If the raven was to land on the raven castle, move it forward by 1 additional space clockwise.
- You may decide if you move the raven before or after the tower or wizard movement.



### RAVEN EFFECT

- If the raven lands on a space occupied by wizards, all these wizards’ players receive 1 raven feather each.
  - If your wizard is moved to a space occupied by the raven, you receive 1 raven feather.
- You can only possess up to 3 raven feathers.

### Raven feather actions:

In your turn, you can discard raven feathers to execute one of these 3 raven feather actions:

- You may play your 3<sup>rd</sup> movement card. Refill your hand to 3 cards at the end of your turn.
- You may use 1 magic spell without giving up potion flasks.
- You may advance any 1 wizard 1-6 spaces clockwise.

You can only execute 1 raven feather action per turn. Put the discarded feathers back to the others in the running course.

### Additional raven feather action when the hag is in play:

- At any time, you can discard 1 raven feather to protect yourself from the hag’s effect. This does not affect the hag’s movement. This additional raven feather action does not count toward the limit of one raven feather action per turn.

### LOCKING UP THE RAVEN?

Towers, including the magic tower, cannot lock up the raven. If a tower’s move ends on the raven’s space, the raven flies up and lands on top of the tower. If that space is occupied by wizards, all these wizards’ players receive 1 raven feather each.

### SPECIAL CASES FOR HAG AND RAVEN

#### Special case: Spiderweb

If the hag’s or raven’s move was to end on the raven castle, according to the rules, they would advance by 1 additional space. If they, by this, land on the spiderweb, they advance forward for as many spaces as they moved to land on the spiderweb.



#### Special case: Moving other wizards

If a player moves another player’s wizard, e.g. by using the magic spell “Move a wizard”, to the hag’s space, the wizard’s player must execute the hag’s effect.