

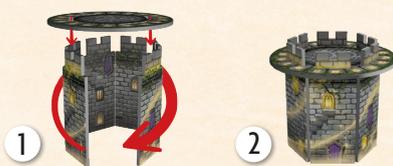
MAGIC TOWER

COMPONENTS

1 magic tower



CAREFUL!
Insert the battlements carefully!



SETUP

Place the magic tower on the space after the last tower, making it the 10th tower. If you are including the witch and/or raven, they go on the unoccupied space after the magic tower. You must include 5 magic spells: Choose them together, or draw random ones — but the first time you play this, we suggest the following (the ones with an asterisk [*] are new in this expansion):



Advance a Wizard
1-3 spaces



Free a Wizard



Move a Tower
6 Spaces*



Headwind
for a Tower



Move a Wizard
onto the
Magic Tower*

As usual, place them near the path, and return the remaining spells to the box.

MAGIC TOWER MOVEMENT

- You can move the magic tower with movement cards and magic spells.
- The magic tower imprisons like any other tower; you may fill one of your empty potion bottles.
- However, no towers can go atop it. If a tower were to land on the magic tower, the tower cannot make that move.

MAGIC TOWER EFFECT

If your wizard ends its movement on the magic tower, you may immediately cast 1 magic spell, without spending any full potion bottles. Using a magic spell this way **does not** count toward your limit of 1 magic spell per turn.

NEW MAGIC SPELLS

You can add these new magic spells to the game as usual. Some of these spells are for a specific expansion module; if you aren't playing that module, exclude them; if you are, you may include them, but it's not required.



ADVANCE A WIZARD 1-3 SPACES
Move **any** 1 wizard 1-3 spaces clockwise.



ADVANCE A WIZARD 6 SPACES
Move **any** 1 visible wizard 6 spaces clockwise.



MOVE A TOWER 6 SPACES
Move **any** 1 tower 6 spaces clockwise.



ELIXIR ABUNDANCE
*This magic spell can only be used with the **Elixir Fountain** module.*
Use this when your wizard lands on an elixir fountain. Fill 2 bottles at the elixir fountain, rather than 1.



PRECISION LANDING
*This magic spell can only be used with the **Bouncy Spiderweb** module.*
Use this magic spell when something bounces on a spiderweb. Bounce 1-3 spaces (your choice) to a legal space, rather than repeating the move it took to get there.



MOVE THE WITCH
*This magic spell can only be used with the **Witch** module.*
Move the witch, if visible, to **any** other legal space. Then, execute her effect.



CALL FOR THE RAVEN
*This magic spell can only be used with the **Raven** module.*
Move the raven to **any** other space with at least 1 of your wizards on it. Each player with wizards on that space receives 1 raven feather, as usual.



MOVE A WIZARD ONTO THE MAGIC TOWER
*This magic spell can only be used with the **Magic Tower** module.*
Move **any** 1 of your visible wizards onto the magic tower and execute its effect. You can only use this magic spell once per turn.

OVERVIEW

RAVEN-FEATHER ACTIONS



ORDER OF EFFECTS

When combining these modules, sometimes several effects are executed back to back. Apply them in the following order:

1. Witch
2. Elixir fountain
3. Raven
4. Magic tower

SETUP WITH ALL MODULES

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



For more information on
Wandering Towers look here:



Authors: Wolfgang Kramer and Michael Kiesling

Illustrations: Fiore GmbH and Alexander Jung

English Editing: Nathan Morse

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WANDERING TOWERS

THE MAGIC TOWER

EXPANSION FOR 2-6 PLAYERS

AGES 8 AND UP

REQUIRES A COPY OF WANDERING TOWERS TO PLAY

Lucky wizards may find an elixir fountain to fill a potion bottle along the path to Ravenskeep... but if it's covered by a bouncy spiderweb, it will catapult them along the path (for better or worse). Rumor has it that there's a witch roaming the path. Trapping her will fill a potion bottle, but you don't want to meet her! Folks have also seen a raven whose feathers bestow special magic upon those it meets. You can use new spells, as well as a **special tower** so enchanted that a wizard atop it could cast a spell using purely the tower's magic.

Discover new spells, encounter enchanted locations, and cross paths with strange characters as you make your way to Ravenskeep!

THE FIVE MODULES

Wandering Towers: The Magic Tower includes 5 expansion modules that you can integrate into the base game **Wandering Towers**. You may add just 1, any combination you like, even all 5; however, before you go all in, we suggest that you include each module on its own first to get familiar with it. We also recommend integrating each into the base game in the order we present them in these rules. The base game's rules still apply, amended by the additions and changes explained in each module.

PLEASE NOTE

The word 'space' can refer to a space on the ground of a landscape tile or the platform atop a tower. Ravenskeep cannot land on anything from this expansion.

ELIXIR FOUNTAIN

COMPONENTS

2 elixir fountain landscape tiles



SETUP

Attach each elixir fountain's wall to its landscape tile. Insert one fountain tile between landscape tiles 1 and 2, and the other between landscape tiles 3 and 4. The path should now be slightly oblong, but still a closed loop.

Do not place towers or wizards on the elixir fountains. Place them as usual according to the blue ghost lights on each tower space.

EFFECT OF THE ELIXIR FOUNTAIN

- Anything that moves can end its move on an elixir fountain, except towers and Ravenskeep.
- If a tower or Ravenskeep would end its turn on an elixir fountain, it cannot make that move.
- If your wizard ends its move on an elixir fountain, flip 1 of your empty potion bottles to its full side. If you can't because they were all full already, you may retrieve 1 full bottle of your color from the box, as long as you wouldn't then have more than at the beginning of the game.

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BOUNCY SPIDERWEB

COMPONENTS

2 spiderwebs*



* (and the 2 elixir fountain landscape tiles)

SETUP

Cover each elixir fountain with a spiderweb. As with the **Elixir Fountain** module, insert one fountain tile between landscape tiles 1 and 2, and the other between landscape tiles 3 and 4.

Once you're familiar with the **Elixir Fountain** module and **Bouncy Spiderwebs** module, you may wish to have 1 normal elixir fountain and one with a spiderweb. If so, we suggest putting the **spiderweb** tile between landscape tiles 1 and 2, and the **elixir fountain** tile between landscape tiles 3 and 4.

EFFECT OF THE SPIDERWEB

- An elixir fountain with a spiderweb on it is a spiderweb for all purposes, and is not an elixir fountain.
- Anything that moves can end its move on a spiderweb, except Ravenskeep.
- If a tower or a figure ends its move on a spiderweb, it must bounce the same number of spaces it moved to get there, and in the same direction it was going. This also applies to backwards movements caused by magic spells.
- If a tower's move would bounce it off a spiderweb and end up on something it's not allowed to land on (Ravenskeep, elixir fountain, magic tower), it cannot make that move.
- Because of these rules, spiderwebs are never occupied.



WITCH

COMPONENTS

1 witch



6 witch potion bottles



SETUP

Place the witch on the space after the last tower.

Pile the witch potion bottles near the path.

The term "potion bottle" refers to both the witch's and the players'.

WITCH MOVEMENT

- If you play a movement card with a text page, advance the witch clockwise 1 space.
- Always move the witch first and execute her effect



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(see below), then proceed with the normal effect of your movement card.

- The witch can land anywhere except for Ravenskeep. If the witch were to land on Ravenskeep, move her clockwise 1 additional space.

WITCH EFFECT

→ If the witch lands on a space occupied by wizards, each player with wizards on that space must flip 1 of their full potion bottles to its empty side.

→ If your wizard moves to a space occupied by the witch, you must flip 1 of your full potion bottles to its empty side.

Even if several of your wizards meet the witch, you only have to empty 1 of your potion bottles during a single turn.

If you only have empty potion bottles, nothing happens.

However, if you don't have any potion bottles at all, you receive 1 empty witch potion bottle. The only way to fill this bottle is by imprisoning the witch. The witch potion bottle works like a normal potion bottle in every way: If you have an empty witch potion bottle, you cannot end the game; and you can use a full witch bottle to cast a spell.

IMPRISONING THE WITCH

If you move a tower in such a way that it newly covers the witch, you imprison her. When you imprison her and/or wizards, you may fill one of your empty potion bottles (no matter how many you imprison at once) by flipping it over. You can only fill the witch potion bottle if you imprison the witch.

FREING THE WITCH

If you play a movement card with a text page, but the witch is imprisoned, you must try to free her. To do so, lift any one tower to see if she was imprisoned by it.

→ If you were correct (the witch is now visible) advance her clockwise 1 space per her usual rules. Then put the tower back. Continue per the rules of **Witch Effect** above.

→ If you were wrong (the witch is nowhere to be seen), your turn ends immediately. Refill your hand to 3 cards, and it's the next player's turn.

THE RAVEN

COMPONENTS

1 raven



18 raven feathers



SETUP

Place the raven on the space after the last tower, even if the witch is also there. Pile the raven feathers near the path.

RAVEN MOVEMENT

- If you play a movement card depicting dice, in addition to the wizard or tower, you must advance the raven clockwise the same number of spaces. The raven can land anywhere except for Ravenskeep. If the raven were to land on Ravenskeep, move it clockwise 1 additional space.
- You choose whether to move the raven before or after the wizard/tower.



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RAVEN EFFECT

→ If the raven lands on a space occupied by wizards, each player with wizards on that space receives 1 raven feather.

→ If your wizard moves to a space occupied by the raven, you receive 1 raven feather.

You can only have up to 3 raven feathers at a time.

Raven-feather actions:

On your turn, you may discard raven feathers to execute 1 of these 3 raven feather actions, as well:

- You may play your 3rd movement card. Refill your hand to 3 cards at the end of your turn.
- You may cast 1 magic spell without spending any potion bottles.
- You may move any 1 wizard clockwise 1-6 spaces.

You can only execute 1 raven-feather action per turn. Discarded feathers go in the pile near the path.

Defensive raven-feather action when the witch is in play:

- At any time, you may discard 1 raven feather to protect yourself from the witch's effect. This does not affect the witch's movement. This defensive raven-feather action **does not** count toward your limit of 1 raven-feather action per turn.

IMPRISONING THE RAVEN

Towers (including the magic tower) cannot imprison the raven. If a tower's move ends on the raven's space, the raven flies up and lands atop the tower. If that space is occupied by wizards, each player with wizards on that space receives 1 raven feather.

Special case: Spiderweb

If the witch's or raven's move were to end on Ravenskeep, according to their rules, they would move 1 additional space. If this caused them to land on a spiderweb, they would continue for as many spaces as they moved to land on the spiderweb.



Special case: Moving Other wizards

If you move another player's wizard to the witch's space (e.g. by using the magic spell "Advance a wizard"), that player must apply the witch's effect.

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