Duelling Wizards

Two age old rivals meet for a final showdown

Number of Players

2

Forces

1 Wizard each

Setup

Map
Lay 4 random [geomorphs](#) in a line **Start**
Roll to see who goes first.
Start each wizard with full mana at the furthest legal hex. Player going first places their wizard first.

Special Rules

Leaving the map is an instant defeat.

Winning

Last wizard standing wins

Variants

A victory is only counted if either the winner or the loser is in human form at the time of death. This can only be achieved if they run out of mana and revert to human form. So tiring out the opponent is the easiest way.