

# The Key of Soloman

An artifact of power has been unearthed, the magical emanations in the ether have attracted treasure seeking wizards.

## Number of Players

2+

## Forces

1 Wizard each

## Setup

### Map

Place a geomorph with a farm.

Place the Key of Soloman counter on the farm.

Each player then places 2 random geomorphs **Start** Roll to see who goes first.

Start each wizard with full mana at the furthest legal hex away from every wizard and the Key. The

Player going first places their wizard first.

They are in Human shape.

## Special Rules

Leaving the map without the Key is an instant defeat.

Also see [MetamorphKeyofSoloman](#)

## Winning

The first wizard to leave the map with the Key of Soloman wins.

## Variants

From:

<https://curufea.com/> - Curufea's Homepage

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