

Wizard War

Rival kingdoms at war send their court mages to take care of the competition before invasion.

Number of Players

2+

Forces

1 Wizard and 1 Mana Font each

Setup

Map

Each player places 2 random geomorphs

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.

They are carrying a Mana Font and are in Human shape.

Special Rules

Leaving the map is an instant defeat.

Also see [Mana Fonts](#)

Winning

Last wizard standing wins

Variants

The battle is hurried and unprepared. None of the rival kingdoms can spare Mana Fonts. However, one has been found. All the wizards start with no Mana Font. Place one Mana Font in the middle of the map.

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