

Spellcaster Tournament

Unlike the normal wizards-game the five wizards determine the most trustworthy of them do not only refer to the ordinary marshalling-points categories but add a very important one: the wizard-spells.

The aim of the game is: to give the „wizards staff“ to your wizard and after that using seven different wizards spells.

Put into rules this means:

- A wizard, possessing the „wizards staff“, puts his used spell cards not in his discard pile but in his marshalling points pile.
- Additional to the normal 2-deck victory conditions (exhausting your play-deck, 25 marshalling points) you have to have at least seven different spells in your marshalling point pile.
- Marshalling points that are no spells are estimated as in every ordinary game. Spells work as multipliers.
- The first spell multiplies the MP's by one; the second by 1,3; the third by 1,5; 1,7; 1,8; 1,9 ; 2.
This means if you have seven spells you double up your MP's – if there is no spell in your MP-pile you will always have 0 Points.
- As corruption checks are occurring very often, wizards use the fallen wizard corruption-conditions: if the roll for a corruption check is equal to a fallen wizard's corruption point total or one less, he is tapped instead of being discarded.