

Inevitable Resolution

Time duels are tricky things. It starts with two people in a fighting circle, and ends with one of the two victorious, and one admitting defeat. In between, anything goes.

I suspect it is unclear what 'anything' might mean, in this context. Once a time duel is declared and started, the two participants may leave at any time, go anywhere and anywhen, but they will *a/ways* end up back in the circle. This makes them unkillable in a fundamental way, and many combatants will try to use a time duel to achieve effective immortality.

It doesn't matter. Eternity is patient.

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