

# WIZLORDS!



WIZLORDS is a semi-cooperative, semi-competitive game of rulers in a magocracy. You are all wizards, and you are also nobles – WIZLORDS! (Or WIZLADIES, if you identify as female.) Your magical council faces a new problem every day, making proposals and voting on them with the goal of improving life in your realm. That mage who proves themselves most adept in guiding the council’s agenda will obtain the title of HIGH WIZLORD.

As wizards, there is little you cannot achieve. Possessing the power to bend time and space, you can find a solution for any issue. You are also, without exception, insane. Each member of the council has their own personal obsessions that often color their decision-making skills.

## CREATING A WIZLORD

First, give yourself an ostentatious name. Secondly, decide on your obsessions. Each player has three obsessions, graded from relatively harmless (eating as much fondue as possible) to somewhat risky (giving everyone exotic pets) to incredibly dangerous (putting explosive walls in every building.) These obsessions are worth 1, 2, and 3 points respectively. It’s usually best to keep these obsessions to yourself.

## PLAYING THE GAME

WIZLORDS has the players live out a week in the life of a magical council. You might rule a city, a nation, or even a whole continent – location and time period are entirely up to the players. Each day, roll a twenty-sided die for an event; these are the troubles plaguing your realm. Then, each WIZLORD may come up with a proposal, debate it with the others, and call for a vote. In the interests of fairness, limit debates to five minutes, or shorter if you enjoy energetic arguments with your friends. If your proposal wins the majority vote of the council, you score 3 points. However, there is another way to score. Even if you didn’t come up with the original proposal, you can still throw your support behind it... while trying to incorporate one of your obsessions. Successful “amendments” can score you 1, 2 or 3 points, depending on the grade of obsession you managed to sneak through.

The winner of the game is the player with the most points after seven days. This player is the HIGH WIZLORD and should be showered with praise by the other players.

# EVENTS

1. Rabid pigeonraccoons have been ganging up to raid for garbage, growing in number daily.
- 2. A new statue is to be commissioned, but no one can agree what it should celebrate.**
3. The First Reformed Church of The Skeleton God (fewer skeletons, more pancake breakfasts) has asked to build a new temple.
- 4. Monkeys.**
5. Gnome-goblin relations are at a new low, threatening to overwhelm small claims courts.
- 6. You were supposed to purchase a ton of flowers, but accidentally wrote “flours” on the order form.**
7. People are complaining about the smell from the Shrine of the Mud God.
- 8. A colony of awakened ants is demanding their queen recognize their union.**
9. People keep breaking the law of gravity.
- 10. Should we reclassify fairies as “tiny elves with attitude?”**
11. There are too many signs.
- 12. Winter celebrations have been affected by unseasonable meteor swarms.**
13. The dogs have finally issued their demands.
- 14. There’s something in the woods, and it’s very annoying.**
15. The Church of the Cheesemakers have declared all soft cheese and abomination unto dairy; we must respond.
- 16. How do we reach these kids?**
17. Gangs of orcs have been taking over street corners, breakdancing at all hours of the day. This upsets older citizens.
- 18. Smartphones are becoming too smart and pushing organic beings out of STEM jobs.**
19. A lot of people are upset about the Apocalypse, while others don’t think it’s a big deal. Where does the council stand?
- 20. The bees are back, and this time it’s personal.**

