

# BUSINESS WIZARDS

VERSION 2.0



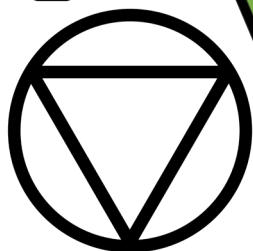
Mesnard & Watson

  
**polymorph**



# BUSINESS WIZARDS<sup>2.0</sup>

**A Roleplaying  
Game about the  
Arcane World of  
Big Business**



**9TH LEVEL GAMES**



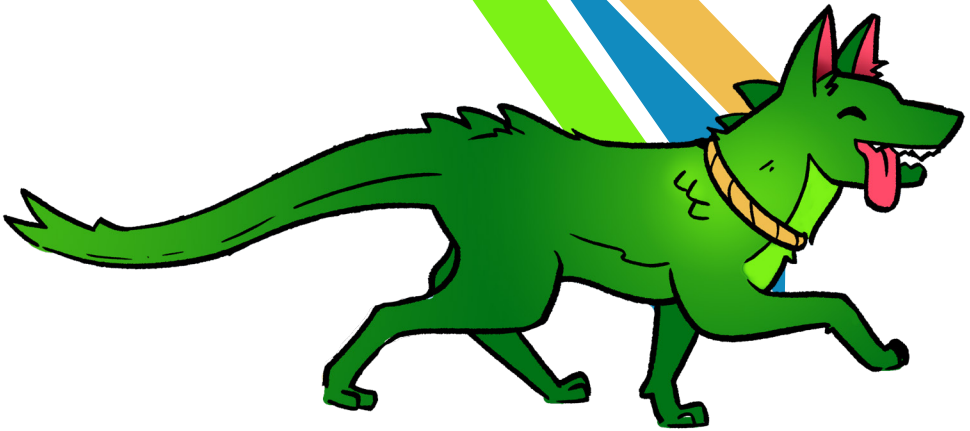
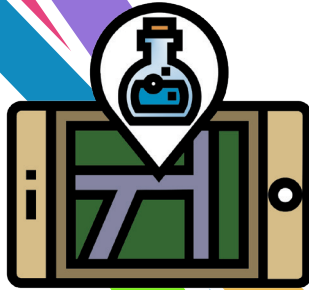
powered by

  
**polymorph**



## Dedication

“For every wizard  
with a mundane day  
job.”



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# **BUSINESS WIZARDS**

## **VERSION 2.0**

*a polymorph rpg*

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A Game by  
**Nat Mesnard and Patrick Watson**  
*aka Oat & Noodle Studios*

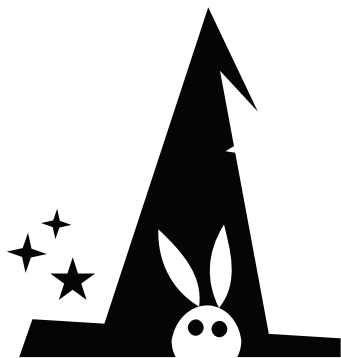
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*“Haaaaaaail there Fulmorious, if you could conjure your TPS Scrolls upon my desk by this afternoon, that’d be great. Also, we’re going to need you to come in on St. Cuthbert’s day.”*

## —Lumbergho the Adequate, Senior Strategos and Magus of Operations at Innimagic®

Picture yourself in a boardroom.

But instead of some boring old real company...it’s a boring old **MAGICAL COMPANY**. Yes, you are at a meeting.

The wizard at the head of the table waves one hand over a swirling crystal ball, and illusory slides appear in a swirl of smoke and sulfur.

“I want to surface an issue: **THE ONE RING™** is a threat to quarterly revenues. We’ve known for a while that we’d have to disrupt that sector with a visit to Mount Doom. Let’s brainstorm some possible party compositions!”

The other wizards around the table stroke their beards and nod sagely at each other, muttering “Wise counsel, wise counsel.” They sip potions from novelty mugs and reusable bottles.

It’s midafternoon, you’re on your seventh cup of alchemically sourced coffee, and you and your august colleagues have just been tasked with the project of a lifetime — or maybe just the project of the week. Whatever the goal-set, you’ll need to cast spells, innovate, battle, and delegate to get the work done and impress your company’s CEO — Chief Enchanting Officer.

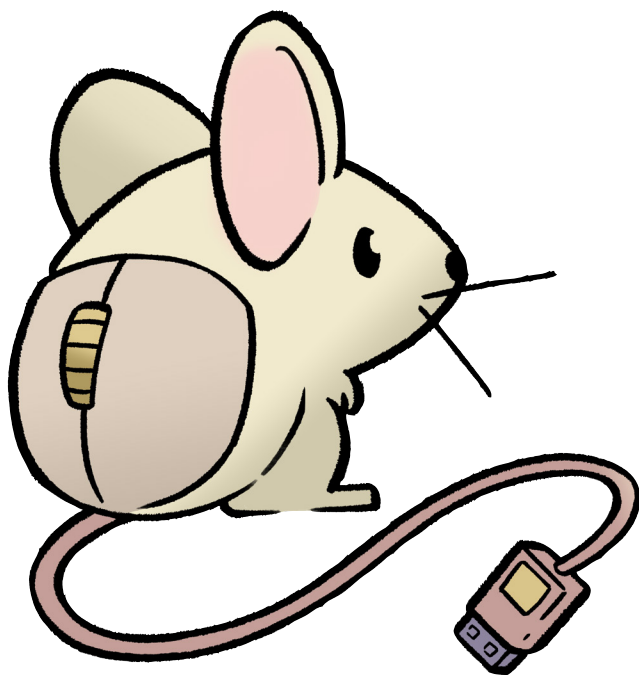
Who could be better for this task than a group of **BUSINESS WIZARDS? BIZARDS™!**



You and your friends are the best in the world at magical corporate bureaucracy. You're specialists in divination, pontification, enchanting, and delegating. And you're the ones **THE REALM™** calls on when heroes aren't enough; when a project is so complex it definitely needs some middle management.

Your job is to do your job: whether that means crafting an epic story of competence, indulging in the juiciest of gossip while lingering around the Water Cooler Elemental, or drawing on the secret power of your special Desk Ornament, whatever that might be.

**You might even —\*shudder\*—  
do some work.**





# BIZARDS™?

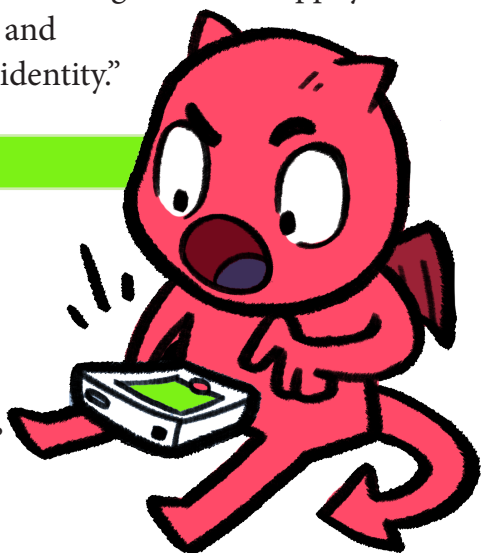
By recent decree of **THE REALM™**, any and all corporate employees with the ability to wield magic are termed **BIZARDS™**. This includes economic witches, marketing warlocks, human resource necromancers, project sorcerers, and even magical creatures like leprechauns, gnomes, centaurs, and the like.

Whether you wield a wand or a tarot deck matters not; nor do your raiment, lineage, or your pronouns. As long as you've sold your soul to capitalist toil and the self-inflicted tyranny of project management, you are a **BIZARD™**.

As Amonora from Humanoid Resources always puts it: "While arcane in our methods, we do expect, encourage, and strongly desire that all races, species, genders, abilities, alignments, life statuses, and schools of magic take a seat at the table. Therefore, we respect all methods and manners of being, and will happily conjure policy as needed to support and celebrate a your particular wizardly identity."

## THE REALM™

**THE REALM™** looks much the way you might imagine any fantastical land. It's a sprawling continent rife with magical creatures, diverse in biome and culture. Seas, mountains, forests, deserts, plains, and caves can all be found here. This land is





populated with every fantasy race you might imagine, all with their own politics, religions, histories, and cultures. Some live in townships, with feuding lords enforcing what passes for order. A few larger cities have modest industries, and are ruled by leaders who occasionally make war upon each other. Others live in underground tunnels, or roam the forests in bands. And there are always a few fascinating loners to be found in obscure niches.

Most importantly, lurking in the background are powerful wizards pursuing mysterious agendas, subtly meddling in world affairs. Long ago, these wizards were organized into colleges, and studied magic tirelessly while cloistered in towers of ivory. They advised kings, taught introductory magic, and wrote grimoires critiquing the politics of **THE REALM™** (Das Capispell, Simulacrum and Simulation, etc.).

Occasionally, these wizards would go on adventures and acquire treasure. They spent this treasure enhancing their individual legends—taller towers, fancier robes, bards to sing their praises. And thence began the drift toward business. For as these legends proliferated, the wizards were invited to speaking gigs, guild boards, and blink tanks: all of which gained them...yet more treasure.

Soon, younger wizards entering the colleges aspired to similar heights of financial prominence and reputation across **THE REALM™**. It wasn't long before a group of enterprising initiates discovered a powerful incantation (“Pozeetiv Gro'wth, Pozeetiv DAU”) which summoned a mysterious angelic investor who blessed them with the funds necessary to “start up.” Using this technique — sometimes called “slipper-strapping” — a group



of enterprising **BIZARDS™** could compete with more traditional wizarding arrangements by selling magical services to the highest bidders, sans the politicking and social status so ingrained in college history. The murdering, soul selling, and dangerous incantations remained, though.

Thus began the Great Disruption. Magic was no longer for kings. Now even regional mayors could afford the occasional Charm spell to help them retain their office at election time. It wasn't long before conglomerates arose, eclipsing the college with free market conjurations, and offering all manner of advice, management, and magic — for a fee, of course.

### HOW TO SUCCEED AS A BIZARD™ WITHOUT REALLY TRYING

*“Do you know what it takes to spell real estate?  
It takes brass wands to spell real estate.”*

—Blake of Glengarry

Each player starts by creating a **BIZARD™**. We do this by building out our **RESUMES**.

There is a **RESUME** template on pages 36 and 37 of this book. You may photocopy or hand copy this template onto paper of your own, or download a full color version at [9thlevel.com](http://9thlevel.com). Style points for printing it out in color on a company printer deep in the bowels of a dread nightmare corporation.

The Magic Business is serious business, so you will also need a pad of sticky notes to track the total number of spells available to each wizard; some polyhedral dice

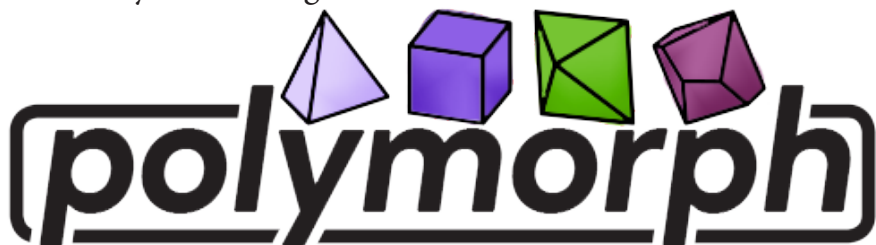




(a **D4**, a **D6**, a **D8**, and a **D10** — preferably 2 of each); and your preferred writing implement (frixion pen, sharp number 2 pencil, raven quill and octopus ink, etc.).

If you are playing this game using the magic of the internet, access to a screen sharing tool, and Google Slides is really handy. You can download the character **RESUME** in both PDF and PowerPoint versions on our corporate share at [9thlevel.com/powerpoint](http://9thlevel.com/powerpoint).

It takes only a few minutes to create a **BIZARD™** and start playing. It's often best to sit down with your group, make characters together, and start playing right away. If you're going to be on a magical project, you're going to have to learn to work with a team. Why not start right now?



**BUSINESS WIZARDS** is powered by the flexible and easy to learn *Polymorph* system. If you have played other 9th Level *Polymorph* Games (like *Mazes* or *The Excellents*), you will already have a firm handle on how to play — if not, don't worry, it's really easy to learn and use.

As you create your **BIZARD™**, you will learn the basics of the system, how to play, what your character can do in the world, and so on. It's also safe to use this guide even if you're the sort of actuarial **BIZARD™** who worries about creating the perfect character. *Polymorph™* is a rules-tight system designed to be both easy to explain and intuitively cover many special cases.





The focus is on providing a flexible framework that players can use to support the fictions they wish to create. Build the character that you want to play, skin them however you wish, and the rules will be there when you need them to model conflicts.

The rules of **BIZARDS™** are meant to feel like a playful colleague to goof off with when you're supposed to be working, not a panopticon of weird bosses breathing down your neck.

## WHERE DO WE ALL WORK?

**BIZARDS™** like to imagine they're cool individuals putting a ding in the multiverse, but more realistically, they're responding to pretty specific job requirements. So before we make the individual characters, it's best to brainstorm the company the **BIZARDS™** work at. Is it big and unwieldy or scrappy and under-resourced? Is it competently staffed or a byzantine nightmare of conflicting managers? Is it ineffective at doing good or competent at doing evil? Most importantly, what are we all trying to do here?

## COMPANY NAME, MOTTO, AND QUEST SCOPING

First, the **BIZARDS™** must all agree on the name, motto, and logo of the company that they work for. Add this to your **RESUME** and/or draw it on a whiteboard.

## WHAT DOES SUCCESS LOOK LIKE?

Next, the **BIZARDS™** should answer the question - "What does Success Look Like?" and "What's Our Timeline?"

The first question is open ended, but for the second question, the **BIZARDS™** should pick a specific clock time when they'll begin to wrap up the game (set a time on your real world



phone). Time boxing quests is a tried and true **BIZARD™** time management technique. **BIZARDS™** may adventure for any amount of time, but be advised that user experience studies suggest that most people can only take about an hour or two of business puns before it starts to get them down.

Now it's time to meet the team!

## THE INTERVIEW™

**AMONORA, SEER OF CORE COMPETENCIES**, clears her throat and sets her wand down on the desk with a sharp click. “To make it here at the company, you’re going to have to clarify a few things, both for us and in your own mind. Please answer the following questions.”

- ♣ **HOW DO YOU ROLL?**
- ♣ **WHAT DEGREE DID YOU EARN?**
- ♣ **WHAT WAS YOUR MAJOR?**
- ♣ **WHICH DEPARTMENT ARE YOU APPLYING TO?**
- ♣ **WHAT'S YOUR SECRET EDGE?**



### HOW DO YOU ROLL?

In **BUSINESS WIZARDS™**, as in all *Polymorph* games, your **ROLE** on the team is your **ROLL**. Each character has a single die that they always roll to perform their actions.

#### **AMONORA ASKS:**

“So, let’s start with an easy one. When you’re on a team, do you...”





...Provide a blend of best practices and creative inspirations?

If so, you should choose the **D4**.

You're **THE INNOVATOR™**.

...Add endless excitement and energy?

If so, you should choose the **D6**.

You're **THE DYNAMO™**.

...Get down to business ruthlessly and efficiently?

If so, you should choose the **D8**.

You're **THE CUTTHROAT™**.

...Just love working with people, and making sure the team stays on target?

If so, you should choose the **D10**.

You're **THE MANAGER™**.

✓ Fill in the circle next to your type

(**THE INNOVATOR™**, **THE DYNAMO™**, **THE CUTTHROAT™**, or

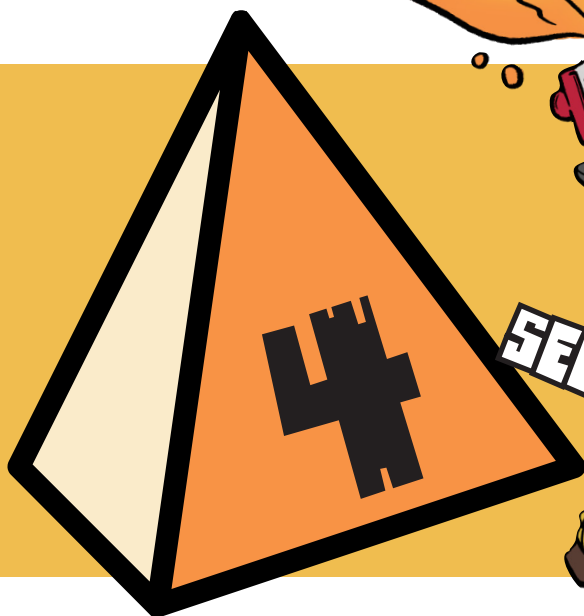
**THE MANAGER™**) under **ROLE** on your **RESUME** and take the die corresponding with your response. This is the only die you'll use while playing **BUSINESS WIZARDS™**. You'll always roll this die whenever the rules say you need to roll.



# THE INNOVATOR™

*"I'm an ideas wizard. Let me show you my portfolio."*

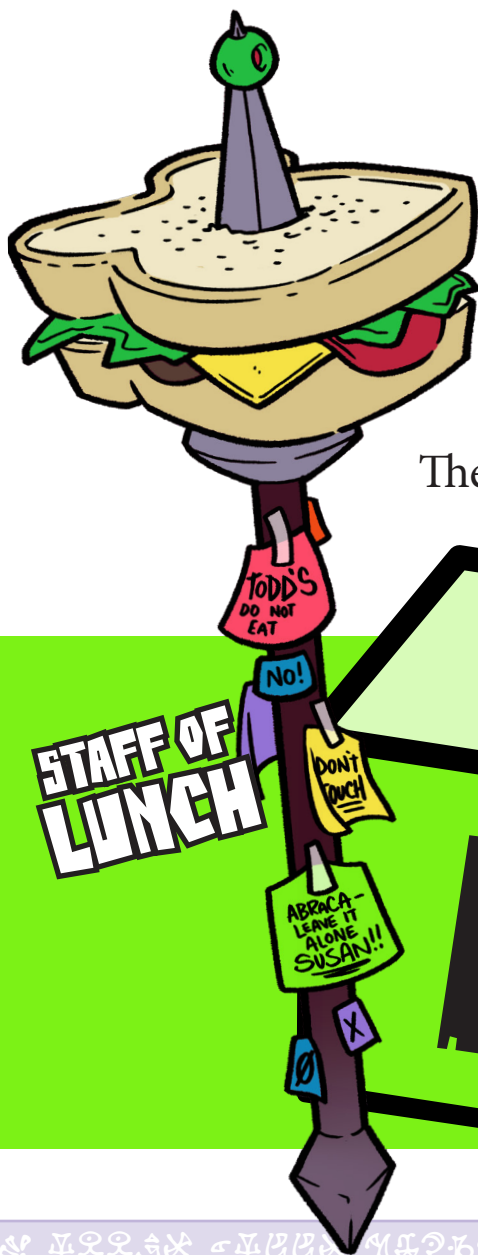
An expert **IDEATOR** and out-of-the-box thinker, this **BIZARD™** dreams, designs, makes, and creates. Do not disturb... genius at work!



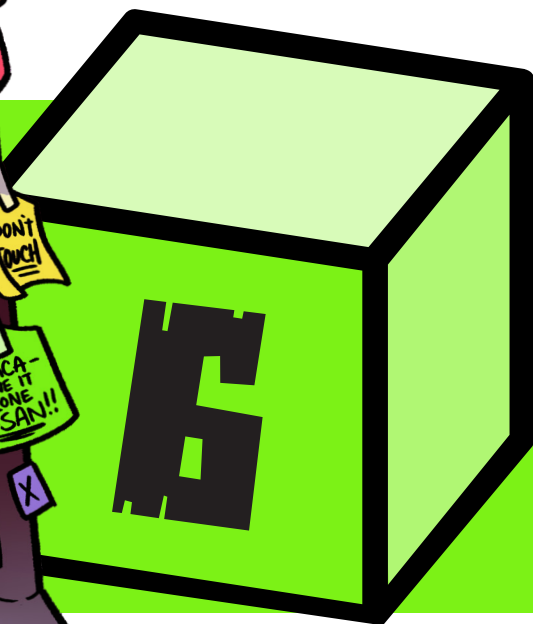


# THE DYNAMO™

*"I'm just so excited to be here!"*



This **BIZARD™** is a great **PERPETRATOR**: optimistic, motivated, and eager to participate in anything and everything. The ultimate yes-wizard.

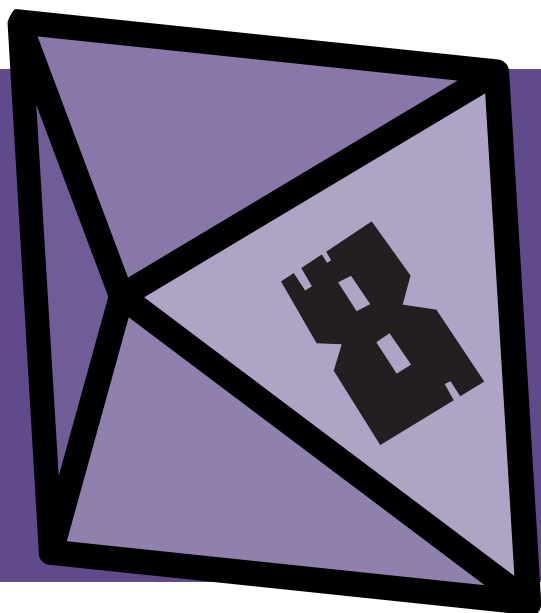




# THE CUTTHROAT™

*"I'm ruthless, efficient, and I always get  
my way."*

Finger-guns! This **BIZARD™**  
is a deadly **LIQUIDATOR** and  
makes sure the job gets  
done no matter the cost  
or the challenge. Efficient team  
member, deadly enemy.

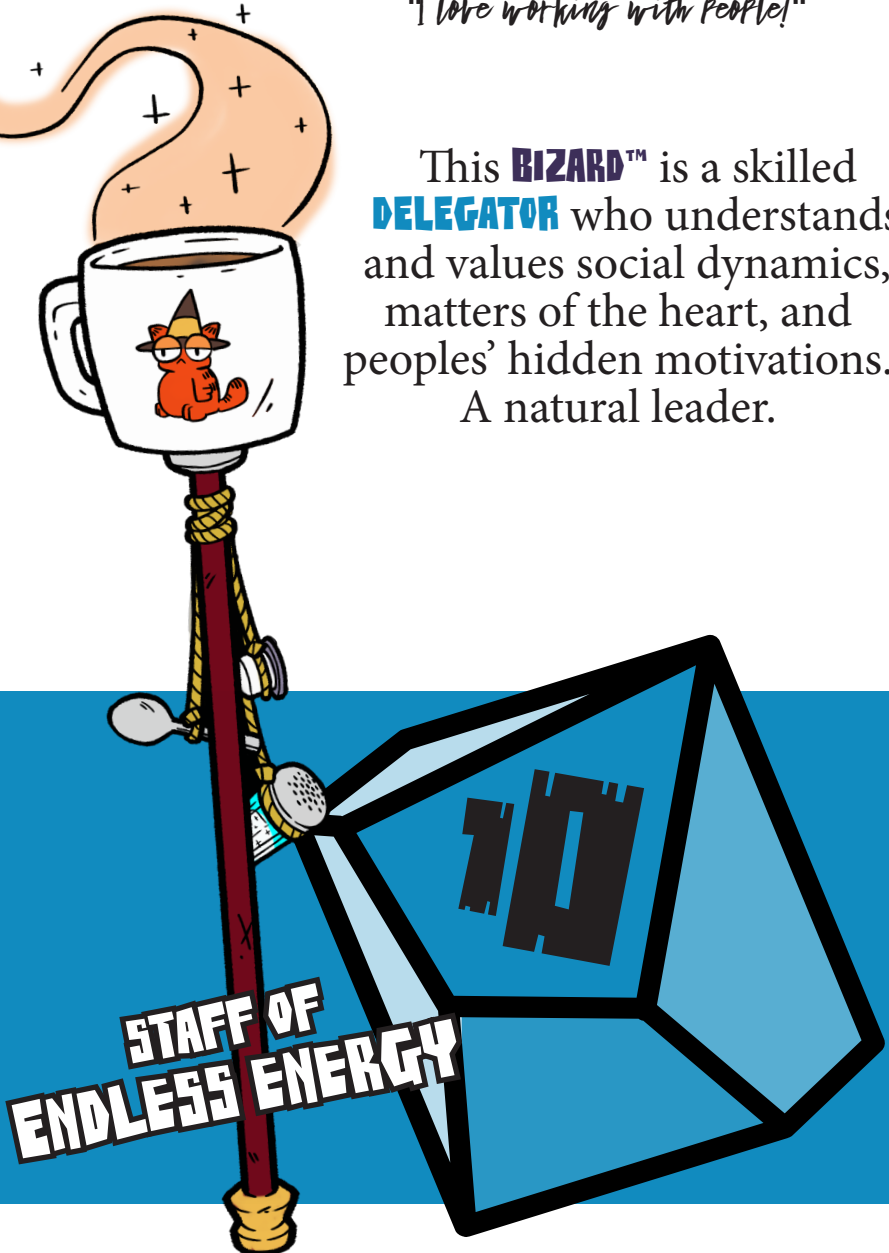




# THE MANAGER™

*"I love working with people!"*

This **BIZARD™** is a skilled **DELEGATOR** who understands and values social dynamics, matters of the heart, and peoples' hidden motivations. A natural leader.







## EDUCATION

As corporate wizards, there is a baseline expectation that you have a solid education. Being a wizard isn't just wearing a pointy hat and hand-waving about your "natural sorcery talent".

All **BIZARDS™** need a college degree, equivalent work experience, or some magical nepotism—casually dropping the fact that your dad is a beholder, for instance.

### AMONORA ASKS:

"All right then. Tell me about ye olde Arcana Mater.

*While not required, it's often very fun to name your school — Harmvaard, The Yeet School of Enchantomatics, Ravensdeath College of Magical Usury and Accounting, "the" Otyugh State, etc.*

✓ Add the name of your school under **ARCANA MATER** on your **RESUME** if you want.

## MAGICAL EDUCATION

All wizards pick a Major at their Wizard College that gives them special expertise in a certain domain of spells.

### AMONORA ASKS:

"...Ah of course! Good old Notre Demon, the Fightin' Wizzies. Sorry to hear about the Qwizatch Bowl this year. Tell me a little about your spells!"



## SPELL PAGES®

Doing Magic requires great power—and resources. Your company needs you to scrupulously track all of your T&E (thaumaturgy and enchantment) spending. Each member of the team is issued a number of **SPELL PAGES** (aka “sticky notes”) equal to the number of players on your team.

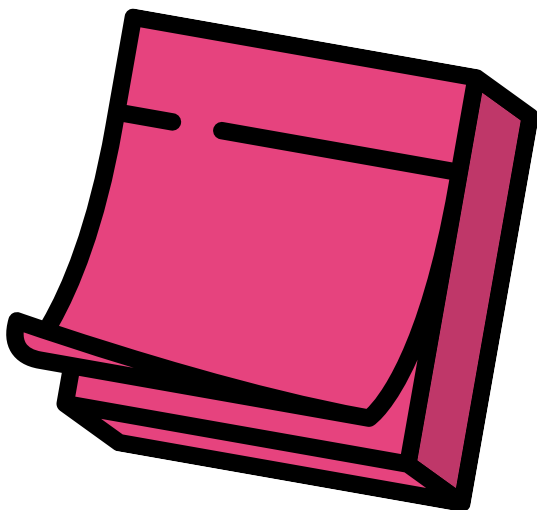
✓ Affix them to your **RESUME** where it reads ATTACH SPELL PAGES HERE. You will need these later!

## WORD OF POWER®

The spells your **BIZARD™** can cast are determined by your **WORD OF POWER®**.

Choose a **WORD OF POWER®** on the chart below. The this word appears on determines your **COLLEGE**, and the column determines your **MAJOR**.

Check these off on your **RESUME**. More detail on these schools of magic can be found on page 56 right after the example characters.



# WORD OF



**EARTH**

**FORGE**

**CONJURATION**

Furniture

Smarm

**ENCHANTMENT**

Defense

Passion

**EVOCATION**

Stone

Fire

**ILLUMINATION**

Self-Care

Sales

**SUMMONING**

Mammals

Reptiles

# POWER<sup>®</sup>

NIGHT	SEA	SKY
Secrets	Cash	Gravitas
Dreams	Haste	Memory
Fear	Ice	Lightning
Stocks	Logistics	Branding
Undead	Fish	Birds



# DEPARTMENT™

It's time to choose your **DEPARTMENT**. Being part of a **DEPARTMENT** is more than just what your job is — it's the primary way that others will see you at the company. You may write down whatever department makes sense for your **BIZARD™** even if it isn't on this list. Don't be limited by our simple view of the myriad, byzantine possibilities of arcane hierarchies.

## AMONORA ASKS:

“What department do you see yourself working in?”



✓ Whatever you choose, write it under **DEPARTMENT** on your **RESUME**, and note down your **JOB TITLE** there.

### DEPARTMENTAL BONUS

*When you roll a 1, if the action is something your department could handle, you succeed—but are unable to take credit for it. See “Stress and Conditions” on p.41*

302 Abjurations  
 105 Acquisitions  
 101 Bizarding  
 455 Enchanting  
 200 Engineering  
 900 Executive  
 845 Exploration  
 001 Facilities  
 820 Finance  
 697 Gygaxian Mapping  
 600 Hexes  
 650 Hexcrawling  
 410 Humanoid Resources  
 200 Inventory  
 425 IT (Imaginary Theology)  
 666 IT (Infernal Thaumaturgy)  
 888 IT (Infinite Tautologies)  
 300 IT (Information Technology)  
 119 IT (Intern Tentacles)  
 500 Legal  
 187 Extra Legal  
 587 Extra Extra Legal  
 890 Management  
 615 Marketing  
 223 Operations  
 420 Research & Divination  
 102 Recruiting  
 005 Sanitation  
 725 Sales  
 045 Security  
 669 Vancian Magic Systems  
 808 Wizard Services



**DEPARTMENT  
LISTING**



# YOUR SECRET EDGE

Your edge is a personal skill or resource that you have that can be called into play to provide **ADVANTAGE** in certain situations, and occasionally allows you to just luck out and succeed.

## AMONORA ASKS:

“Last question. What gives you the edge for this position? What is your secret weapon? Since it is sometimes an actual secret weapon, we need this information for safety reasons, and promise to maintain total confidentiality.”

Whenever you roll the highest number on your die (**D4**, **D6**, **D8**, or **D10** depending on your **ROLE™**), you succeed because of your **EDGE**.

✓ You may select one **EDGE** from among the following:





## A MAGIC ITEM

You have an item that is powerful and provides you **ADVANTAGE** in specific types of non-violent situations. It could be anything as long as it is specific, attainable, and allowed by the team. (Though your Magic Item may be secret in-character, vet your choice out of character with your fellow players.)

**Example:** *A Manual of the Planes, a book that allows you to fly; a Crystal Bowling Ball, that can tell the exact future, but only on league bowling nights; the lid from a Magic Trash Can capable of recycling wasted magical energy, etc.*

Create and name your Magic Item and then write it under **EDGE**.

## A MAGIC WEAPON

You have a magic item that is specifically a weapon. Whenever you are in a violent situation, you may be able to gain **ADVANTAGE** using your Magic Weapon. Like a Magic Item, it could be any kind of weapon as long as it is specific, attainable, and allowed by the team.

**Example:** A +2 Vorpal Stapler, an Axe of Internet Flame Wars, a Shotgun of Exorcism, etc.

Create and name your Magic Weapon and then write it down under **EDGE**.

## A MAGICAL LINEAGE

You are a magical creature or have some intrinsic magical abilities. When taking a Lineage as your **EDGE**, you have intrinsic magic powers beyond those of just casting spells (Djinni can fly, Drakes can breathe fire, etc.).





***Example:** Leprechaun, Goblin, Fire Elemental, Poison Elf of the Wyrnwood Glade, etc.*

Create and name your Magic Lineage and then write it down under **EDGE**.

## 🍷 A MAGICAL RETAINER

You have a magical retainer — a familiar or servant. It can be an animal, a totem, a demon — any companion that serves as an extension of you. Due to your deep magical bond with your familiar, your familiar can take actions without you.

***Example:** A rainbow faerie dragon pegasus with collectible booty mark, Gary the Torchbearer, Gleeax'Barnswaggle Demon of the Spawning Pits of the 13th Hell, etc.*

Create and name your Magical Retainer and then write it down under **EDGE**.





# HOW TO BE A BIZARD!

Playing a Game of **BUSINESS WIZARDS™**

The following provides an example structure for a **BUSINESS WIZARDS™** project.

**BIZARDS™** teams are encouraged to run their magic-inspired business adventures in whatever way they find exciting, compelling, silly, and soaked in the appropriate degree of plastic corporate despair. However, the following structure may enhance your team's chance of harmonious and successful questing.

A typical **BUSINESS WIZARDS™** quest takes place in three acts: The Team Meeting, The Adventure Phase, and The 360 Review. The Adventure Phase will usually be broken up into a number of scenes equal to the number of players.

At the start of the session, the group will create their company, their mission, and identify their threats. At the end of the session, they will present their accomplishments and hope to be rewarded. These Acts — The Team Meeting and The 360 Review — are run communally, without a GM.

**BUSINESS WIZARDS™** is best played with an “agile” shifting GM role. During the Adventure Phase scenes, players will share their company's story, with each player taking a turn as the PM™ (Project Manager). If not everyone is an experienced RPG player, it's okay for one player to be the permanent PM, or to take extra PM turns.

In each scene, players take turns describing their **BIZARD'S™** actions while the Project Manager (PM), referees and mediates this scene. The PM narrates the actions of NPCs, and describes



the world to the **BIZARDS™**.

## THE TEAM MEETING

A session of **BUSINESS WIZARDS™** begins with a team meeting in the conference room to identify the **QUEST** and perform a **SWOT** analysis. All **BIZARDS™** should gather at the conference room table, and conduct their initial meeting as follows.

## SWOT ANALYSIS RITUAL

If you've never done a SWOT Analysis before, a) bless you my sweet summer child, b) don't worry! It's easy enough for business people to do, its easy enough for a fantasy roleplayer.

As part of the arcane ritual of SWOT Analysis, we will discuss our team and company's Strengths, Weaknesses, Opportunities, and Threats. And we will write them down in the **MAGIC QUADRANTS OF PROTECTION!**

Ask the team the questions following, and ensure that you have at least 3 things written in each quadrant.

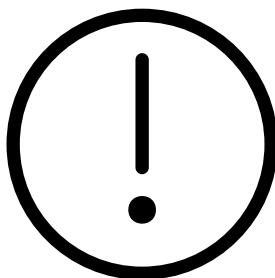
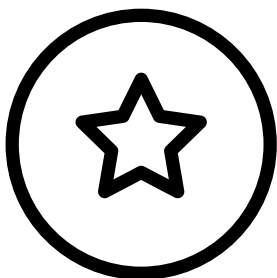
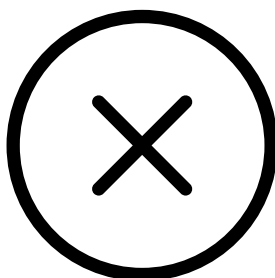
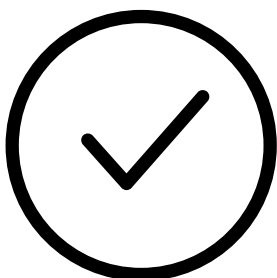




Draw this dread and magical glyph  
upon thy whiteboard.

**STRENGTHS**

**WEAKNESSES**



**OPPORTUNITIES**

**THREATS**



## WHAT ARE OUR TEAM'S STRENGTHS?

To answer this, think about your characters and decide what you have going for you as a group—your positive abilities, resources, and experiences. These can be intangibles (“We are very brave”, “We have a great working relationship”, or “We are a well-oiled fighting machine”) or tangibles (“We have an M-1 Abrams Tank with Pegasus Wings”, “We have a Vorpal Paper Cutter”, or “We are a well-oiled fighting machine”).

**STRENGTH:** Whenever you take an action that is listed in your **STRENGTHS** quadrant, you have **ADVANTAGE** on that action (see more on page 39).

## WHAT ARE OUR TEAM'S WEAKNESSES?

Like Strengths, Weakness are things about your team's abilities, resources, and experiences—but negative. What are our group-wide problems? Do we have key skills that may be missing or some problematic social dynamics? Do we have debts, constraints, or skill holes? List them here. (“Fractious”, “Problems with Authority”, “Suffering from the Curse of Lycanthropy”, etc.)

**WEAKNESS:** Whenever you take an action that touches upon your team's **WEAKNESSES**, you have **DISADVANTAGE** on that roll (see more on page 39).

## WHAT OPPORTUNITIES ARE OPEN TO OUR BUSINESS?

How do we “win” today? Sometimes, you will start with a simple declaration of your group goal (“Destroy **THE ONE RING™**”), or you may list a series of smaller related opportunities (“There is an opening in the market for a new sorcerous item, cursed phones”, and “App sales are down”). List important research, key



The **OPPORTUNITIES** quadrant defines the “QUEST” that your team is on. For each item on the list, assume that you will have a scene during the Adventure Phase to address that opportunity.

List any obvious enemies your company has: Big Bads, lackeys, or interfering organizations. List worldwide conditions, curses or issues that pose challenges.

Simply combining a **THREAT** and an **OPPORTUNITY** is a great seed for an Adventure Phase Scene. (“So we need Heavy Water to complete the Matter Transmission Ritual...but, Squirrelnados are ravaging Lake Michigan, the best place for heavy water. Oh no!”)

When the meeting is concluded, the **BIZARDS™** may set off on their adventure. Each phase of the Adventure should be set up by a player taking on the role of the PM™. When they do this, they should choose an OPPORTUNITY from their SWOT ANALYSIS and state that the rest of the team has been assigned to “capitalize” on that opportunity. They may or may not inform the party of which THREATS are going to be in play.

**The characters should leave the conference room and take turns taking actions in the world.**



When playing **BUSINESS WIZARDS™**, each player takes turns describing an ACTION that they are contributing to the current quest. Despite their complaints, stress, agonizing, and extreme coffee consumption, modern **BIZARDS™** are highly insulated from danger. Their worst threat is downsizing, and even those who fall victim to it are usually able to find new roles quickly. The tension in a game of **BUSINESS WIZARDS™** comes not from immediate mortal danger, but from ennui and the existential dread that a project might be a “black eye” rather than a “feather in one’s cap.” The focus is on how and why the **BIZARDS™** do what they do.

## YOUR ROLE IS YOUR ROLL

In a game of **BUSINESS WIZARDS™**, as is the case in all *Polymorph™* games, each **BIZARD™** is controlled by a single die. When it comes time to do something, you only ever roll your die. Yep, that's it. You don't have to remember which die or dice to roll. Pick up the single die corresponding with your **ROLE**, and **ROLL** it.

## WHEN DO I ROLL?

Since **BUSINESS WIZARDS™** is a game of telling silly stories about magical capitalists' overwrought schemes it can sometimes be a challenge to explain what is "allowed." Can the **BIZARDS™** just teleport the MacGuffin into their starting conference room and declare victory? If so, what are all these weird stats and dice for? In general, the answer to this question is "ask the PM," as it is this person's job to guide the team to produce a coherent quest by refereeing and making judgement calls.

🍏 **BIZARDS™** should roll for their actions whenever a failure could be interesting.

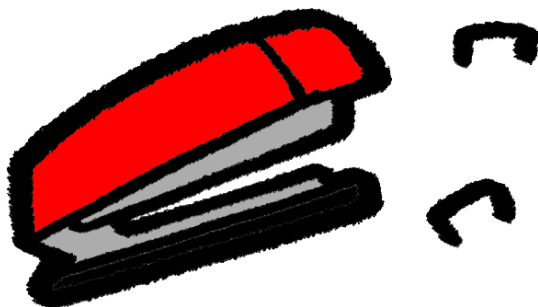


## SUCCESS AND FAILURE

When taking an action that could succeed or fail you will usually know which ACTION to roll against, but the current PM is the final arbiter of which action that is. If you roll the target number, you succeed at the action and may describe the outcome. If you fail, the PM should describe the negative outcome.

Certain actions may take more than a single roll to complete (for example: **IDEATE** a new plan and **PERPETRATE** to carry it out). If you do not succeed the situation becomes more dire.


*Example: Fizbina the Fastidious (a **DYNAMO™**, **DE**) is dealing with some Orcs encamped in the break room. She narrates that she drives them out with an animated mop. The PM suggests that this would be a **LIQUIDATE** roll. Fizbina rolls a 3, and so the mop fails. The PM narrates that now the issue has escalated to “Orcs are sieging the conference room.”*









**THE INNOVATOR**



**THE DYNAMO**



**THE CUTTHROAT**



**THE MANAGER**



**COMPANY LOGO**

**EMPLOYEE NAME & PHOTO**

**DEPARTMENT**

**JOB TITLE**

**ARCANA MATER (EDGE)**

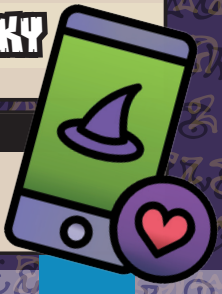
**COLLEGE**

- ☐ CONJURATION
- ☐ ENCHANTMENT
- ☐ EVOCATION
- ☐ ILLUMINATION
- ☐ SUMMONING

**MAJOR**

- ☐ EARTH
- ☐ FORGE
- ☐ NIGHT
- ☐ SEA
- ☐ SKY

**WORD OF POWER®**



**RESUME**

# BUSINESS WIZARDS



**1 | DEPARTMENT**

Doing your actual job...



**CRABBY**



**2 3 | IDEATE**

Wits, Knowledge, Perception, Bullshit



**OVERWORKED**



**3 4 5 | PERPETRATE**

Exercise, Hard Work, Task Completion



**EXISTENTIAL**



**4 5 6 7 | LIQUIDATE**

Violence, Budget Cuts, Firing, Setting Fires



**JUST DONE**



**5 6 7 8 9 | DELEGATE**

Teamwork, Strength, Throwing someone under the bus (metaphorically or literally)

**4 6 8 10 | SECRET EDGE**

**SECRET EDGE**



**ATTACH SPELL PAGES® HERE**



## FOUR ACTION TYPES

**BIZARDS™** actions are divided into four categories. Actions succeed on the specific target numbers listed beside each type of action.

### IDEATE - 2 3

Roll against **IDEATE** when you are trying an action that uses your brains, pitching ideas or making up new concepts. This action captures using wits, guile, perception, creativity, and the ever popular bullshit.

### PERPETRATE - 3 4 5

You are trying to **PERPETRATE** whenever you take vigorous or physical action, carry out a plan, tick off your goals, or act to impress your boss. Roll against **PERPETRATE** for hard work, impulsive actions, and office pranks.

### LIQUIDATE - 4 5 6 7

Roll against **LIQUIDATE** when you simplify, eliminate, and delete. This action captures violence, firing, budget cuts, and restricting coffee to closers.

### DELEGATE - 5 6 7 8 9

You are trying a **DELEGATE** action when you use alliances and empathy to bring people together to solve problems, or when you are trying to shift blame, take cover, or otherwise throw someone under the bus. Whether sinister manipulation or heroic leadership, these actions can engage and involve whole teams.



## ACTIONS, SAVES, AND EFFECTS

If you need to make roll on your turn, it's usually an ACTION, and describes something your character is doing. Sometimes you'll be affected by another character or a monster on their turn. In this case, the affected character should still roll the appropriate action, this time as a SAVE. A successful SAVE usually cancels out something bad happening to you, while a failure allows the bad thing to happen.

*Example:* Fizbina is in the conference room and an Orc shoots an arrow at her. Because this is a violent act, Fizbina needs to roll a **LIQUIDATE** SAVE. She rolls her **DE**, and needs a 4, 5, or 6.

Sometimes, rather than success or failure, a **BIZARD™** needs to generate a specific number (such as how much damage their fireball does, or how many elves are impressed by their pitch). In these cases, you should simply ROLL your die and use the number it generates. Numbers generated by these EFFECT rolls can “explode”: if you roll the highest number on your die, roll it again and add the results together.

*Example:* Fizbina thinks that a good opening salvo against the Orc Squatters is to get them coffee from Farbucks®. The PM says roll to see how many coffees she can carry.

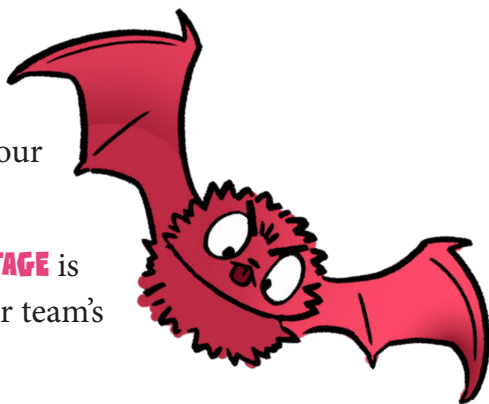
## VANTAGE

Sometimes the odds are in your favor. If you have a special ability or attempt an action where it seems you might have **ADVANTAGE**, the PM should give you **ADVANTAGE** on your roll. When you have **ADVANTAGE**, you roll two dice, and if either succeed, the action is successful. By contrast, if the odds are against you the PM may give you **DISADVANTAGE** on a roll. In this case, roll two dice, and you must succeed on both.



The most common **ADVANTAGE** is when your action is one of your team's **STRENGTHS**.

The most common **DISADVANTAGE** is when your action is one of your team's **WEAKNESSES**.



*Example: Fizbina attempts to calm down the Orcs who are shooting at her by giving them some nice “snaps,” compliments that always worked when there was conflict at her wizard sorority. Because she’s already being shot at, the PM tells her to make a **DELEGATE** check with **DISADVANTAGE**. She must roll her **D6** twice, and get a 5 or 6 on both dice.*

## CASTING SPELLS

As a wizard or magical creature, you have access to Magic Powers. In **BUSINESS WIZARDS™** we call these **SPELLS** regardless of what they may actually be; breath weapons, magical songs, rituals, cantrips, hexes, etc.

Your capacity to cast **SPELLS** is only limited by your current supply of **SPELL PAGES™**. Casting a spell never requires a **ROLL**, but does require the approval of the PM, if the PM accepts its success is guaranteed.

To cast a spell, **BIZARDS™** write the effect of the spell on an available sticky note and stick it somewhere visible to the rest of the team (on the wall, on their person, on their laptop, etc.)

Spells allow a **BIZARD™** to take the spotlight. They can be used



for many things, but should primarily be cast to take narrative control of the game. The name and effect of the spell may be anything a **BIZARD™** chooses, but should be inspired by their **WORD OF POWER®**.

***Example:** Fizbina decides that her talents are probably better spent elsewhere. As a Conjuraton/Sea wizard, “water” is her word of power. Fizbina writes “Emergency Cruise” one of her sticky notes, and is whisked away from the Orcs, leaving the conference room situation for someone else to clean up.*

***Example:** Tabriz, a contractor specializing in Kobold exterminations, needs to impress a potential new client, but he’s terrible at impressing people. Tabriz takes a SPELL PAGE™ and writes “Tabriz’s Spell of Minimum Requirement Acceptability” to cast a spell that shields himself against questioning his **RESUME**. He is hoping that the Kobold infestation is really bad and he can just get to blasting.*

## STRESS AND CONDITIONS

**BIZARDS™** take **STRESS** in many situations—life as a corporate cog isn’t for the weak of mind. As **BIZARDS™** take **STRESS** it manifests in the form of **CONDITIONS**.

When a **BIZARD™** fails in an important situation, or when their department bails them out, they should take a **CONDITION**. When they are attacked, damaged, or otherwise put out, they should also take a condition. These negative characteristics limit the ability of a **BIZARD™** to engage with the quest.

When a player takes **STRESS** they can choose any **CONDITION** on the list as long as they aren’t already suffering it.



The **CONDITIONS** are:

- ① **CRABBY** →
- ① **OVERWORKED** →
- ① **EXISTENTIAL** →
- ① **JUST DONE** →
- ① **WORKING REMOTELY!**



*Example:* Fizbina tries again with the Orcs to find a peaceful solution. She rolls **IDEATION** to make up some bullshit that will impress them enough to take her seriously. They seriously don't. Fizbina chooses to take the **OVERWORKED** condition. Later the Orcs charge her with axes and office chairs, and she fails the **LIQUIDATE** roll to avoid it. So, she takes another condition. Since she was already **OVERWORKED**, she must take something else. She chooses to be **JUST DONE** with the Orc situation.

## CONDITION EFFECTS

- ① **CRABBY**: DISADVANTAGE ON **IDEATE** ROLLS
- ① **OVERWORKED**: DISADVANTAGE ON **PERPETRATE** ROLLS
- ① **EXISTENTIAL**: DISADVANTAGE ON **LIQUIDATE** ROLLS
- ① **JUST DONE**: DISADVANTAGE ON **DELEGATE** ROLLS

Each of the **CONDITIONS** are listed on the **RESUME** next to the action type that they affect. Remember, whenever you take **STRESS**, the player gets to choose how it affects them, as long as it's different than any previous **CONDITION**.

When a **BIZARD™** can't take anymore, when they are beyond **JUST DONE**, they enter the corporate analogue of the afterlife and are **WORKING REMOTELY** for the rest of the adventure.

**BIZARDS™** who are **WORKING REMOTELY** do not act as normal





on their turns. They retreat to their home towers and add to the team through the use of Magicsoft Lookout®, the revolutionary eSpell delivery and collaboration platform. While **WORKING REMOTELY**, a **BIZARD™** may cast a single spell per turn by writing it on a sticky note and pasting it in the middle of the table. **BIZARDS™** who are **WORKING REMOTELY** never run out of spells to cast but may not explain the spell to the other **BIZARDS™**. The other **BIZARDS™** must do their best to interpret what's written on the sticky note, and the PM describes the effect of the spell on the world. It is recommended that the other **BIZARDS™** try to wrap up their quest quickly if they are forced to collaborate with a **BIZARD™** who is **WORKING REMOTELY**.

***Example:** Grandelf the Grey has already had a stressful week at work. After having his frequent-eagler miles blacked out, he's had to lead his team through the Mail Room of Moria. One of his team fails a **PERPETRATE** roll, and the PM rules that the party has attracted the attention of Bal'Roger, a particularly long-winded old security guard at FellowCorp. Bravely sacrificing himself, Grandelf stays behind to listen to Bal'Roger's stories while his team flees. Failing a **LIQUIDATE** roll to take the hit, Grandelf, who was already already **CRABBY**, **OVERWORKED**, **EXISTENTIAL**, and **JUST DONE**, has no more **CONDITIONS** to take. He makes one last desperate suggestion that the team take some time off ("Fly to Cabo you fools, FLY!"), before he falls into darkness and **WORKS REMOTELY** for the rest of the adventure.*

## THE PIVOT

With so much coffee-fueled magic flying around, quests can become over-complicated nightmares that seem near impossible to complete. When the **BIZARDS™** reach the end of their agreed-upon adventure time, they often find that they haven't quite completed their quest and might be forced to make a very



In this case, if all of the **BIZARDS™** at the table agree that they have not yet reached their “win,” they can PIVOT by crossing out their old “What would success look like?” and writing down a new goal (hopefully one that’s already complete). Each **BIZARD™** takes one last turn, and then moves onto The 360 Review.

## THE 360 REVIEW

Upon completing their quest, the team returns to HQ and makes a presentation recounting their quest to the company's Chief Enchanting Officer and their peers. Each **BIZARD™** gets a turn to describe the key activities of the quest, highlighting their own contributions. While each player presents, the other players get to speak for the CEO and themselves, providing feedback about the actions of the wizard.

The use of SPELL PAGES as part of your PowersPoint presentation is a nice touch here, and players may wish to take a few minutes in secret to prepare their presentation. The CEO (the group) listens to the presentation, and may award the **BIZARDS™** promotions, office upgrades, items, or other perks (such as the opportunity to seek new employment with some other wizard business). This readout should make it clear what happens to each **BIZARD™** after the project.



**Example:** The CEO suggests that FellowCorp should “wind down” this business unit. Grandelf becomes a CEO of the FellowCorp spin off. Sarumina resigns to focus on her Ring of Power Franchise opportunity, and Galahadirel and The Rond seek new employment in the Undying Lands over the seas to the west.



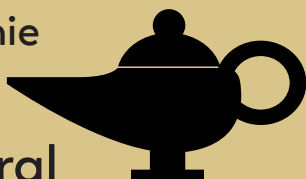
**STEVE**  
**NATURAL GAS**  
**ELEMENTAL**



# QWAR'N MIMIC-O-GRAPH



GE<sub>nie</sub>



general  
enchantment

822 822 822 822 822 822 822 822 822 822



DO NOT SCRY





# ERO, WEAVER OF GIGS

**PRONOUNS:** They/Them

**ROLL/ROLE: D4 – THE INNOVATOR™**

**COLLEGE OF ILLUMINATION** (Yowl University)

**MAJOR:** Forge Magic

## WORD OF POWER®: Sales

**EDGE:** Leif, a friendly fire lizard (Familiar)

Young and creative, Ero has innovative ideas, but gets bored easily. This nonbinary wizard's employment history is an extensive list of 4-8 month stints at places ranging from Ubehir to Dimension Door Dash.

Prior to their current position, Ero was the lead designer at a startup hawking chic fanny-packs-of-holding in linen, flax, leather, and even a few high-end packs in dragon scale—but they left the company upon discovering that the dragon scale was not being ethically sourced.

Eternally in search of their true calling, Ero craves the “big break” that will allow them to make revolutionary art and finally leave the gig world behind.



A real GO GETTER.  
Perfect ALIGNMENT too.  
- Hiring Mage





# ELDER RHUGRUS

**PRONOUNS:** He/Him

**ROLL/ROLE: D6 – THE DYNAMO™**

## COLLEGE OF SUMMONING

**MAJOR:** Sea Magic

**WORD OF POWER®:** Fish

### EDGE: The Apparatus of the Crab (Item)

The newer employees keep whispering, “Does he still work here?” But Rhugrus believes his role at the company to be critical and is constantly at work on...something.

Ensnared in an office overgrown with papers, staplers, and tchotchkes from conferences, Rhugrus eschews modern technology, preferring to send messages by owl rather than email.

After work, he leads the local Clockwork Club, where he mentors teen wizards in constructing Battle-Clockworks, helping them acquire valuable technical skills. He spends his weekends, nights, lunch breaks, coffee breaks, and several working hours each day fishing for compliments or actual fish.



Seems a little FISHy  
to me, he's hiding  
something dark.  
Too "experienced".

- Hiring Mage

# ELDER RHUGRUS







# VIMONORA THERANOS

**PRONOUNS:** She/Her

## ROLL/ROLE: D8 – THE CUTTHROAT™

## COLLEGE OF EVOCATION

**MAJOR:** Sky Magic

**WORD OF POWER®:** Lightning

### EDGE: Vampiric McKinsey Consultant (Lineage)

Vimonora is really into being effective. She drinks on-the-go breakfast shakes of blended kobolds, sends her personal haggler to market, and goes hard at her weekly sessions on the Fighters' Guild training grounds with pricey battle trainer who has a big following on Instascroll™.

A management consultant, Vimmonora is always headed to a meeting or incanting rapid-fire advice on her Bluefang™ headset. She's always brushing elbows with famous humanoids, like the time she spent the weekend pounding Black Claws with her were-walrus buddy Elon Tusk.



She totally "Magic Missiled" that INTERVIEW. 5D4 damage to that old glass ceiling...

- Hiring Mage



# VIMONORA



# RELESS, BRINGER OF BAGELS

**PRONOUNS:** She/They

**ROLL/ROLE:** D10 – THE MANAGER™

**COLLEGE OF CONJURATION**

**MAJOR:** Earth Magic

**WORD OF POWER®:** Furniture

**EDGE:** Cookbook of Ultimate Craving (Item)

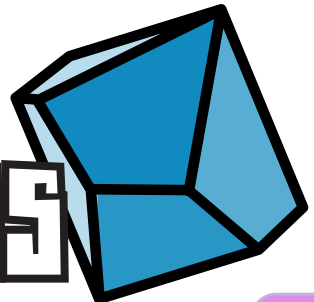
An inveterate charm wizard, Reless craves seeing people laugh, and relishes a room humming in tune. Relentlessly positive, Reless keeps books in her office like “The Power of Positive Summoning,” “The Four Enchantments,” and “Wherever You Apparate, There You Are.” Every Friday she conjures up a hearty batch of Otik’s Spiced Potatoes or Fizban’s Fireball Chili for the hungry **BIZARDS™** on her team.

Reless’s biggest struggle is single-parenting her sullen teenage son Raf, who just won’t prepare his application to wizard college. Reless is worried that she may have to intervene in Raf’s unhealthy addiction to violent crystal ball gaming like Horn of Duty, Grand Theft Equine, and World of Warcraft.



Literally -  
Brought me a TEA and  
a BAGEL of HOLDING !  
Management Material.  
- Hiring Mage

# RELESS





# MAGIC IN THE ARCAINE WORLD OF BUSINESS

## SCHOOL OF CONJURATION

Attending a Conjuration College teaches you the art of using magic to call forth the raw elemental forces of the world. You may also learn to abjure — remove or protect against — those same elemental forces. Common conjurations are lighting fires, drawing forth walls of earth, or breathing underwater. Common abjurations are shields, wards, counter spells, and the always popular exorcism.

Graduating from a CONJURATION program earns you a Master of Conjuration, and the right to call yourself a **MASTER CONJUROR™**. You are allowed to append the letters MC at the end of your name. Every wizardly business needs conjurors in manufacturing and creation roles, as well as abjurors to fight fires — figuratively and also literally — throughout the organization.







## SCHOOL OF EVOCATION

Choosing an Evocation College is a good way to keep the parents happy — everyone needs an Evoker. Every major represents and controls a different form of energy. Gathering, channeling, and binding magical power is the role of evocation. Common evocations are throwing lightning, generating heat, or sapping the life force of an enemy. Evocation is way more practical (and damaging) than silly old Conjunction.

Evocation, of all degree programs, generally awards a simple **BACHELOR LAUREATE IN ARTS, SCIENCES, AND THAUMATURGY™ (BLAST™)**. Most evokers don't talk about school much, as a shouting match over schools between Evokers often ends up in fireballs. Many Evokers will get headhunted right out of school — or, more often, will be doing some hunting when they are offered jobs as troubleshooters, project managers, acquisition specialists, assassins, and a host of other needed jobs that are made easy with the threat of a lightning bolt or well-placed set of magic missiles.





## SCHOOL OF ENCHANTMENT

Bright-eyed young wizards who yearn to imbue objects or creatures with magical powers study at an Enchantment College. Each major is responsible for a different type of action in the universe. When a wizard influences these actions through a hex, curse, boon, or buff, that is termed enchanting.

While enrolling in Enchanter School isn't a particularly sexy choice, it is quite easy. Compared to all of the other magical disciplines, enchanting is a walk in an extra dimensional space — it's as easy as baking a magical pie. Strangely, it is a popular choice for student athletes and party kids. As an Enchanter, your **MASTER OF ENCHANTING™** is always about ME, ME, ME.

Manufacturing magic items used to be a reliable way to make a living, but has mostly been out-sorceroused to planes where labor is cheap. Modern MEs usually supervise golems assembly lines or handle magic-carpet delivery logistics. Also, it turns out, that it's fairly difficult to keep mages with access to Charm Person spells out of management postions.





# SCHOOL OF SUMMONING

The use of magic to summon and control living (and undead) things is what is studied at a Summoning College. There, students learn to call forth creatures and elementals to do their bidding. Each major has thrall over a different class of elemental, creature, and demon, and rules a different class of creature, spirit, or beast.

Getting through Summoning school can be quite hard (no other discipline requires you to create monsters who literally want to kill you). Survivors are quite proud of their **BACHELOR OF SUMMONING™** degrees, and love to add the BS flourish at the end of their long names.

Summoner jobs are often grunt work: summoning grunts, managing grunts, and making grunts at employees who don't speak Common. Summoner's usually work in Humanoid Resources, Recruiting, Personnel...or whatever we're calling the Fodder department these days.



法苑珠林 卷之六





24Zt8t

## SKY MAGIC

Majoring in Sky means you studied the magic of the air, wind, and clouds. It covers all things gaseous. Sky magic is the magic of storm and thunder. It covers lightning bolts and thunder cracks. Sky magic is responsible for sound and hearing. Birds and other flying creatures are controlled by Sky majors as well.

Majors in **SKY MAGIC** are lofty and high-minded, controlling all things related to IDEATION (actions that involve **IDEATE**).



♀♂Y±αβγ

## SEA MAGIC

Sea majors study the magic of the oceans, the water, and ancient times. Their curriculum covers all liquids. Sea magic is the force of cold and time passing. Sea creatures of all types are summoned by Sea majors. They also control taste and smell, the senses most tied to memory and time.

Majors in **SEA MAGIC** tend to be rolling and flexible, controlling all things related to PERPETRATION (actions that involve **PERPETRATE**).



## FORGE MAGIC

Forge majors study the heart of the human condition. This major focuses on the beating of metal into blades, and the burning away of doubts. Forge majors control passion and learn to charm intelligent beings, or fool others into seeing things that are not there. Majoring in Forge is about conjuring fire and heat.

**FORGE MAGIC** majors tend to be dangerous, and therefore control all things related to **LIQUIDATION** (actions that involve **LIQUIDATE**).



## EARTH MAGIC

Earth majors study more than just rocks and earth; they focus on all the living things of the earth, from plants and trees to the creatures of the land. Students of Earth can evoke the living force, as well as its opposite—poisons and disease. Most animals are able to be summoned by an Earth major.

Being solid and communal, **EARTH MAGIC** majors control all things related to **DELEGATION** (actions that involve **DELEGATE**).

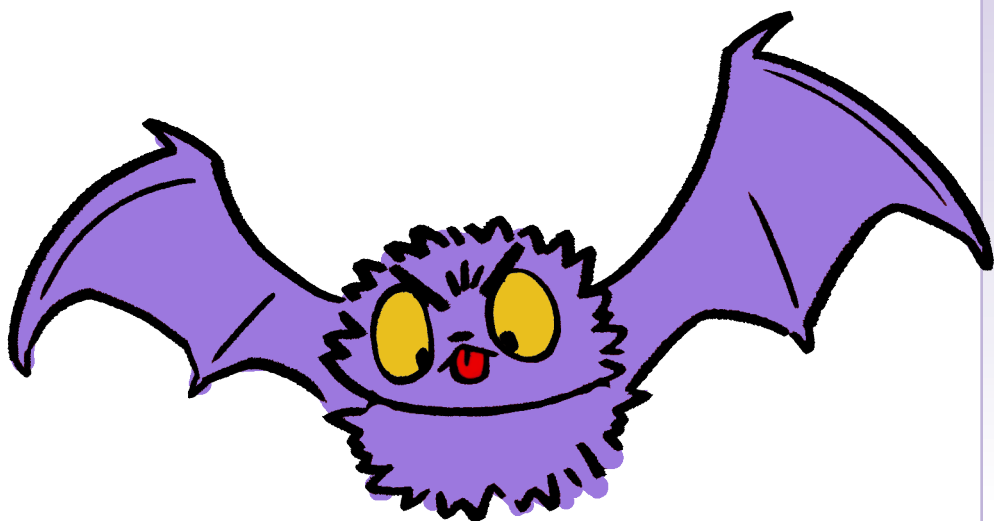




# NIGHT MAGIC

Night majors study the forces of darkness and entropy, not evil. Night majors do summon ghosts and souls, because death is the natural end of all living things. Night majors govern the strange and the unquiet—auras and telling the future. These students evoke fear and strange magic.

**NIGHT MAGIC** majors focus on disruption, interoffice politics, and other nefarious things. They can influence aspects of identity such as **COLLEGE, MAJOR,** and **DEPARTMENT.**



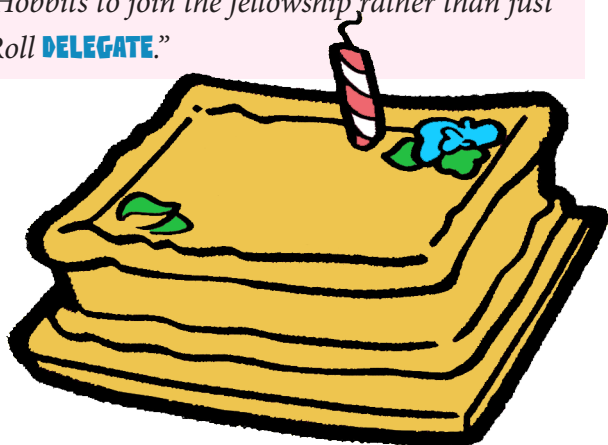


# PROJECT MANAGEMENT BEST PRACTICES

If you've played other RPGs you're probably familiar with the role of a Dungeon Master, MC, or GM. Rather than take a specific role in the story, this player acts as writer, director, and producer of the adventure. They are responsible for descriptions of the world and the world's reaction to the behavior of the other players. In **BUSINESS WIZARDS™**, this role is captured by the role of Project Manager™. While it's perfectly fine to have a dedicated PM for your game, the fine wizards at 9th Level Games feel that the best way to play is utilizing an Agile Style with players taking turns acting as PM for one Adventure Phase. Players can address the current PM by the name of their **BIZARD™**.

***Example:** Sarumina is acting as PM and it's Grandelf the Grey's turn. Grandelf might say: "Sarumina, can I bounce an idea off of you? What if we gave **THE ONE RING™** to some Hobbits? Hobbits don't even like jewelry."*

*Sarumina might reply "Great plan, but I'm worried that it might be hard to convince the Hobbits to join the fellowship rather than just eating cakes all day. Roll **DELEGATE.**"*





## ACTING AS PROJECT MANAGER™

Whether you're PM for a whole game, an Adventure Phase, or a single action, there are some good policies to keep in mind to help move the quest forward:

### ♣ BE SAFE, HAVE FUN

**BUSINESS WIZARDS™** is about having fun with your friends.

Anyone's allowed to leave at any time, or decide they want to do something else. But your responsibilities to each other go beyond having an open door. If a mission ends with someone leaving, crying, feeling ignored, or otherwise having a bad time, then something went wrong. Often this means that the project took on a life of its own and the players forgot to be human to each other.

Before and during play be sure to communicate with each other to discuss what you're comfortable exploring, what kind of experiences you'd like to create, and check to be sure everyone is listened to. You might write down a list of "Always/Nevers": things you want to be sure to include, and things you want to be sure to exclude. Or maybe a list of "Lines and Veils". Lines are topics that you won't include in your scenes (you won't cross those lines); veils are topics you might mention, but not describe in detail (such topics take place behind a veil). Remember to check in with each other during the game too.

### ♣ THE RULE OF COOL

The goal of **BUSINESS WIZARDS™** is to tell an absurd, self-aggrandizing story of magic and capitalism while trying to accomplish an over-scoped, convoluted project goal. If someone



suggests something silly or over-the-top, let it happen, and deal with the fallout later! The guiding principle should be “make the story cooler.” Tone, fairness, and rules consistency are important, but should usually come second.

If your PMing draws heavily on making rulings based on “realism” or whether the **BIZARDS™** are using “optimal strategy” please consider a different game.

## 🍏 YES, AND...

Avoid shutting down a player's suggestion. Your default should be "yes, and..." ("no, but..." is also okay.) Try to use business or magical logic to make their suggestion more fun, silly, or convoluted. Don't be a wet blanket and shut things down because "my character wouldn't do that," or "that's not how it works in the Forgotten Realms™." Unless someone accidentally addresses a topic that's been lined or veiled.

## 🍏 PLAYER DESCRIBES SUCCESS, PM DESCRIBES FAILURE

In general, players who make successful rolls should explain the result. However, failures are usually described by the PM. Failures shouldn't be dull "try again" scenarios. Instead, they should make the quest more complicated and interesting.

## 🍏 SETTING APPROPRIATE STAKES

Just because **BUSINESS WIZARDS™** is a goofy game where the worst that can happen is being too stressed out to go to the office doesn't mean that there shouldn't be high stakes and adventure. Part of the PM's goal should be to invite emotional investment by assigning appropriate costs and consequences to player actions. In general, a PM has three options:





It's always okay for a player to make a change to the shared fiction that's purely cosmetic. They can alter the color of their robes, the size of their hat, or the element shooting out of their wand. It's also okay to simply narrate actions where failing would be boring—don't roll to have a character whistle a tune or put on socks. This is often the right category for actions that only affect the character who wants to take them.

When you reach a moment in the story where outcomes are uncertain, and it would be fun to explore the consequences of success or failure, it's best to roll the appropriate action. Use your judgement of the situation for assigning **ADVANTAGE** or **DISADVANTAGE**. Rolling is often appropriate when a player wants to take an action that affects the status of the quest or another player at the table. Want to inspire that intern to jump over a chasm of spikes? It's probably time for a **DELEGATE** roll.

If a player would like to dictate a specific outcome, or otherwise simply state what happens in the story, it's time for them to take Stress and/or spend Spells. This is often the case when players want to move the quest toward completion, respond to something bad happening, or generally break the ordinary logic of the story. Want to get that punctured intern back on his feet as a helpful zombie? Spend a spell to do it.

If a player fails a roll, it's best to come up with an appropriate consequence within the narrative, such as a new task they'll have to accomplish to move the quest forward. However, when





it's not obvious how to do this, it's okay to just have them take **STRESS** (and the resulting **CONDITION**).

Remember, rolls and spells in **BUSINESS WIZARDS™** are “player facing.” When you’re acting as PM, you shouldn’t ever roll dice to affect the player. Instead the player rolls dice corresponding to the action they take or in response to your statements.

Players usually

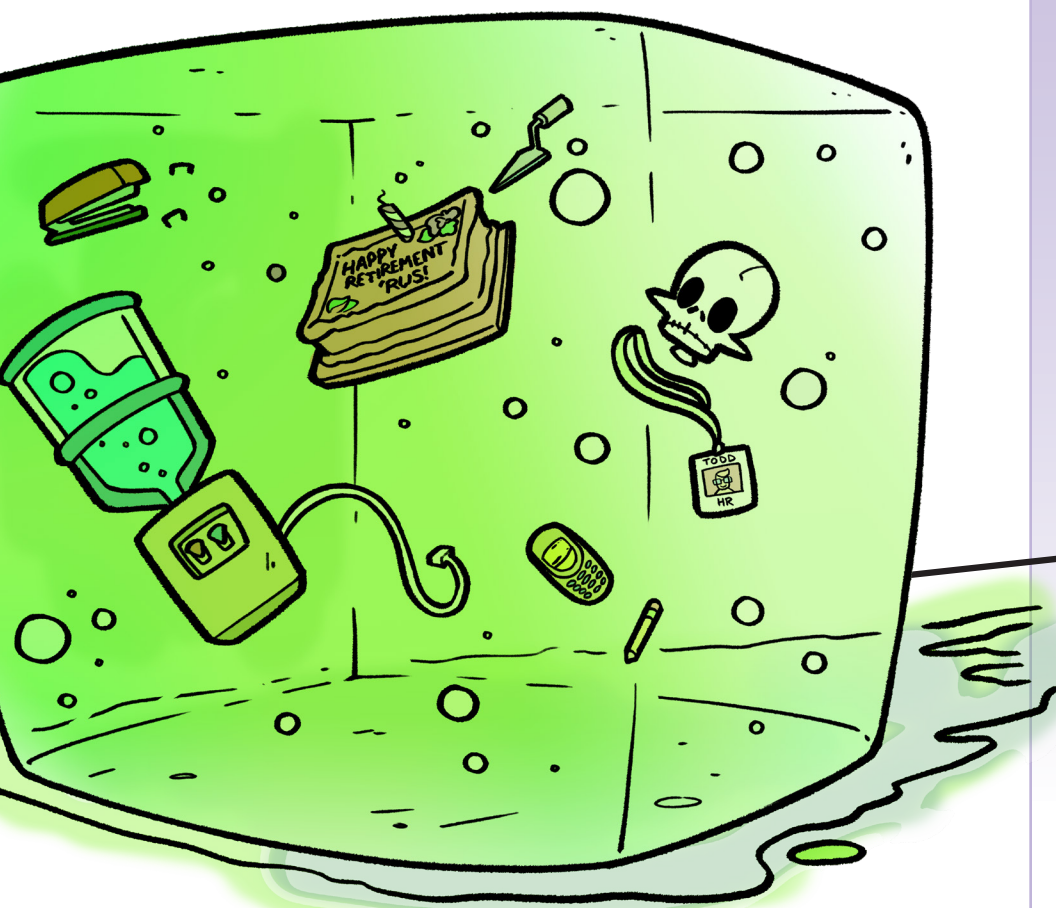
do this properly in all cases except when being attacked in combat. In combat if the PM says that a certain player is being “attacked,” that player should roll **LIQUIDATE** to defend themselves, and they avoid a **CONDITION** on a success.



**RUS**  
**“JUST DONE”**



# A GELATINOUS CUBICLE





## EXAMPLE QUEST #1: MILLENNIAL CONJUNCTION

**COMPANY NAME**

# International Business Magicians

**MOTTO**

## “Don’t Think Too Hard”

## SCOPE OF QUEST

It's time to party like it's 999 because the conjunction of the spheres is mere weeks away. Yet all is not well, for the **BIZARDS™** have discovered a flaw in their IT golems. The wizard who created the golems didn't foresee their continued use after so many centuries. To save memory, he embedded a magical scarab in the brain of each golem. These scarabs lie dormant for 1000 years, but emerge during the conjunction to begin their breeding cycle. It's unclear whether these "millennium bugs" will cause any problems whatsoever, but for some reason our CEO has become convinced that the golems will shut down and plunge **THE REALM™** into time-travel wackiness, leaving its denizens to a post-apocalyptic survivalist lifestyle lacking even the most basic magical infrastructure.

## WHAT DOES SUCCESS LOOK LIKE?

## Prevent the emergence of the millenium bugs.



## STRENGTHS

- ♣ We're expert fumigators.
- ♣ One of the team members is really into astrology.
- ♣ We have a virtually bottomless budget because the CEO is terrified of creepy crawlies.

## WEAKNESSES

- ♣ We know nothing about golem technology.
- ♣ We have problematic beliefs about the undead's role in modern society.
- ♣ We're also terrified of creepy crawlies.

## OPPORTUNITIES

- ♣ Somewhere deep in the Crypt of the Ancients, it is said that a powerful "flux capacitor" device exists that may allow the **BIZARDS™** to control the flow of time.
- ♣ A force of eager interns has volunteered to work on manual scarab-removal, one golem at a time.
- ♣ The original creator of the golems is a powerful Lich who consults for companies that still use vacuum-tube-based automatons. Maybe he can fix the bugs?

## THREATS

- ♣ Bards are singing panic-inspiring songs about this impending technology crisis, inspiring bands of angry, terrified citizens to storm the company walls.
- ♣ A corrupt local king, eager to rule in a new post-technology world order, is sending out a force of rogue goblins to prevent the **BIZARDS™** from lifting the curse before the Great Conjunction.
- ♣ The mummified insectomancer who enchanted the scarabs doesn't really feel like any of this is his fault. He blames the end-users who refuse to update their golems.



## EXAMPLE QUEST #2: SO EASY AN OGRE COULD DO IT!

**COMPANY NAME**

# Charmin'

**MOTTO**

“Please do squeeze the charmin’!”

## SCOPE OF QUEST

Times are enchanting at Charmin' Corporation. They've recently had huge success with a new charm called "Tongues" that can translate languages from Aarakocra to Zombie. They're trying to enter the juicy two-headed ogre market where they might be able to sell two copies of the charm per customer. However, sales are in the toilet. Charmin' is ill-regarded in the Ogre Lands after an advertising campaign for a set of plug-and-play charms that included the condescending tag line "So easy an ogre could do it." Your job is to travel to the Ogre Lands and negotiate a partnership with OgCorp, an ogre-magi-owned-and-operated-business. Perhaps OgCorp can distribute the charm in a more culturally sensitive fashion.

## WHAT DOES SUCCESS LOOK LIKE?

OgCorp agrees to distribute the Tongues spell in the Ogre Lands.



## STRENGTHS

- ♣ More than half of our team is of magical lineage, avoiding the appearance that Charmin' management is an "old humans" club.
- ♣ Charmin' prides itself on all-natural spell components, which might be appealing to a "primitive" people like the ogres.
- ♣ The party's Charmin' stock options just vested and everyone is flush with cash!

## WEAKNESSES

- ♣ Charmin' management is an "old humans" club.
- ♣ Our understanding of two-headed ogre culture is spotty at best, and none of us speaks Ogrish.
- ♣ One member of the party has recently been through a crushing divorce.

## OPPORTUNITIES

- ♣ Ogres are not very smart.
- ♣ OgCorp is a successful, quiet company mostly focused on the bottom line. They're always open to partnerships. Perhaps Charmin' could agree to a "quid pro quo" where we distribute one of OgCorp's charms in the human lands?
- ♣ The OgCorp CEO's left head is noted for his kindness, generosity, and exceptional leadership.

## THREATS

- ♣ Ogres are unbelievably dangerous.
- ♣ OgCorp's most recent charm successes are "bloodlust," "ghost wolves," and "*polymorph to ogre*."
- ♣ The OgCorp CEO's right head once fed his mother to the bottom line.



## EXAMPLE QUEST #3: THE BOARD OF THE RINGS

**COMPANY NAME**

**FellowCorp™**  
*a subsidiary of WhiteCouncil Middle Earth*

**MOTTO**

## “Middle Earth, Big Flavor”

## SCOPE OF QUEST

Sources have revealed that a rival fast-food franchise is secretly controlled by the “One Contract”, a document created by the unconscionably evil Eye of Corporate (666 Tower of Sauron Blvd., Mordor). Any **BIZARD™** who reads this foul contract will be seized by a desire to deploy it in their own operations, but the fine print states that any company who uses the contract becomes the property of the Eye of Corporate, for the Eye of Corporate does not share equity.

## WHAT DOES SUCCESS LOOK LIKE:

The **BIZARDS™** must retrieve the sinister contract and melt it in a pool of legal lava before it's too late!



- 🧙 One of the team members knows some halflings. Halflings are pretty good at eating things.
- 🧙 One member of the party has a magic crystal through which they've learned much about the One Contract... perhaps too much.
- 🧙 The **BIZARDS™** have a colossal bag of pipeweed.

- ♣ We cannot defeat the (lawyer) armies of Mordor.
- ♣ The only legal lava hot enough to destroy the contract is found in Mt. Tort in the lands of Mordor where the One Contract was forged.
- ♣ All of our spells are very subtle. They're things like riding horses quickly or talking to moths. We struggle with doing flashy, useful things.

- 🍄 A group of granola elves argue that the fast food franchise's onion rings are created by fel magics. They might aid FellowCorp™ in a marketing campaign highlighting the health dangers of genetically enchanted onions.
- 🍄 The Delivery Riders of Rohan prepare to revolt against their lack of benefits and low pay.
- 🍄 We know of Smeagol, a corporate toady who for many years held the contract in a secret file-drawer in his cubicle. The sweet sound of its perfect legalese has become precious to him, and he is drawn inexorably toward it.





## THREATS

- ☛ Nine are the contracts with the lands of Men, and Nine are the dark lord's ghostly corporate lawyers on pitiless black steeds.
- ☛ The R&D department of the fast food franchise is field-testing a new flavor of boil-in-a-bag Uruks: salt and vinegar.
- ☛ The Eye of Corporate watches Smeagol closely, for it knows that Smeagol will be drawn to the new hiding place of the contract: a small tax-haven called "The Shire."

THREE LAWSUITS FOR ELVEN KINGS,  
NO NEED TO BUY.

SEVEN FOR THE DWARF LORDS,  
SENT BY PHONE.

NINE FOR MORTAL MEN...  
RIGHT IN THE EYE!

ONE FOR CORPORATE'S DARK THRONE.

IN THE LAND OF LEGAL  
WHERE LITERALLY EVERYTHING LIES.

ONE SUIT TO SERVE THEM ALL,  
ONE SUBPOENA TO FIND THEM,


ONE SUIT TO BRING THEM ALL,  
AND IN THE DARKNESS LEGALLY BIND THEM  
TO CEASE AND DESIST OPERATION  
IMMEDIATELY.

Եղբւ օրէքաւէ՛Տ քօր  
 Էլք Լօրք՝ յօ յձք Եօ Էւր  
 Տընք օրէքաւէ՛Տ քօր Եիւ  
 Գաւրք Լօրք՝ Տընք Էլ քօրք


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 Էօրքաւ Էւք - քիւիւք յօ Եիւ Էլք!  
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**THE INNOVATOR**



**THE DYNAMO**



**THE CUTTHROAT**



**THE MANAGER**



**COMPANY LOGO**

**EMPLOYEE NAME & PHOTO**

**DEPARTMENT**

**JOB TITLE**

**ARCANA MATER (EDGE)**

**COLLEGE**

- ☐ CONJURATION
- ☐ ENCHANTMENT
- ☐ EVOCATION
- ☐ ILLUMINATION
- ☐ SUMMONING

**MAJOR**

- ☐ EARTH
- ☐ FORGE
- ☐ NIGHT
- ☐ SEA
- ☐ SKY

**WORD OF POWER®**



**RESUME**

# BUSINESS WIZARDS



**1 | DEPARTMENT**

Doing your actual job...



**CRABBY**  
→

**2 3 | IDEATE**

Wits, Knowledge, Perception, Bullshit



**OVERWORKED**  
→

**3 4 5 | PERPETRATE**

Exercise, Hard Work, Task Completion



**EXISTENTIAL**  
→

**4 5 6 7 | LIQUIDATE**

Violence, Budget Cuts, Firing, Setting Fires



**JUST DONE**  
→

**5 6 7 8 9 | DELEGATE**

Teamwork, Strength, Throwing someone under the bus (metaphorically or literally)

**4 6 8 10 | SECRET EDGE**

**SECRET EDGE**



**ATTACH SPELL PAGES® HERE**

**RESOLVER**

**BUSINESS  
WIZARDS**

**1 | DEPARTMENT**

Doing your actual job...



**CRABBY**  
→

**2 3 | IDEATE**

Wits, Knowledge, Perception, Bullshit



**OVERWORKED**  
→

**3 4 5 | PERPETRATE**

Exercise, Hard Work, Task Completion



**EXISTENTIAL**  
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**JUST DONE**  
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**5 6 7 8 9 | DELEGATE**

Teamwork, Strength, Throwing someone under the bus (metaphorically or literally)

**4 6 8 10 | SECRET EDGE**



**9TH LEVEL GAMES**

# BUSINESS is MAGIC

## GENERAL ENCHANTMENTS SEEKS MOTIVATED BUSINESS WIZARDS!

Do you love a challenge? Are you illusionary projections actually illusions? Can you cast legendary spells - on time and under budget? Join a magically powered up team with flexible hours, and a competitive treasure / experience share. Only highly proficient communicators and ace spellcasters need apply. *EvilEyeOS*, *Crystal Balls*, and *Aura Farming* required. PC or NPC experience a plus.

Grab your **STAFF \*** and your **STAFF \*\*** - you've just been tasked with another project and the hourglass is already pouring sand. You are going to need to *innovate*, *perpetrate*, *liquidate*, and *delegate* your way to success using Spells, Magic Items, and possibly a Grimoire of Beast Practices or maybe hire a Demon. This isn't your regular RPG of eldritch sorcerers. This is an RPG about powerful wizards stuck in mindless, mid-level corporate jobs. How very exciting!

**Built with polymorph™**, in **BUSINESS WIZARDS™** each player has a different polyhedral die - and they only ever roll that die. The system is fast and easy to learn, without sacrificing flavor or flexibility. Perfect for one-shots or ongoing play, **BUSINESS WIZARDS™** features everything that you need except for a few polyhedral random number generators, a co-worker or three, and a burning desire to make your numbers this quarter!

Make sure you have access to a conference room\*\*\*.

\*A stout piece of wood with magical powers.

\*\* A multi-disciplinary team with magical powers.

\*\*\* If you don't have a room, you could always just use Broom®

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9TH LEVEL GAMES



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