

# WE ARE HERE TO SEE THE EVIL WIZARD KORMÁKUR

A group of brave souls have traveled through dark forest and hissing swamp to reach the moss-covered tower that now stands before them. They are each here to see the dreaded wizard Kormákur, but apparently Kormákur is not home.

## THE OUTSIDER

You are here to learn the wizard's secret weakness.

*Announce what sets you apart.*

*Observe* Kormákur once he has appeared and learn his one secret weakness, so he can be slain.

*Confuse* an argument or issue.

*Revive* a "dead" person with strange powders, one time. You can also revive Kormákur...or yourself.

**Observe – Confuse – Revive**

## THE RUSTIC

You are here to free a prisoner held by Kormákur.

*Announce the prisoner's identity.*

*Plead* with those who have power, including Kormákur himself.

*Steal* useful things. Your cause is just, your methods are forgiven.

*Kill* a Character or Kormákur when killing is the only remedy.

**Plead – Steal – Kill**

## THE SERVANT

You are here because you have no choice.

*Announce the Character you serve.*

*Lie* to save your skin, fill your purse or put a fool in harm's way.

*Hide* to avoid another Character's action - but not Kormákur's.

*Kill* a Character or Kormákur when killing is called for.

**Lie – Hide – Kill**

## INSTRUCTIONS

Best for four to six players.

If playing with less than six, make sure the True Nature: Kormákur card is included and discard True Nature: Truth Teller. Randomly add cards of until each stack corresponds to the number of players, and shuffle them.

Each player should draw a Character and a True Nature card. The former indicates which person you will play, and is public knowledge. The latter is secret and hidden until you choose to reveal it.

Describe your alter ego, and announce the choice required by your particular role.

Take turns, starting with the player who has lived farthest west and continuing clockwise. On your turn, choose another player by pointing at them. Both you and your target then secretly choose among the available actions, which are then revealed simultaneously. Revealing your True Nature may open up new actions and is itself an action. Play out a brief scene based on the intersection of your actions. If either chooses Kill, their opposite dies. The only exceptions are the Servant, Knight and Kormákur, who have negating actions available.

The wizard cannot be Killed if his secret weakness is not known.

The game ends when when no Character with a grievance is left alive.

## THE DIPLOMAT

You are here to seal a bargain.

*Announce the gift you bring to the excellent wizard Kormákur.*

*Complain* so that others will attend to your needs.

*Flatter* a potential business partner - or a human shield.

*Kill* a Character or Kormákur when killing furthers your mission.

**Lie – Hide – Kill**

## THE HERO

You are here to slay the evil wizard.

*Announce the Character you enthusiastically protect.*

*Boast* of your exploits and skill in loving detail, and judge others.

*Defend* yourself from lethal attack - ignore a Kill action, but look like a coward if not attacked.

*Kill* a Character or Kormákur when killing covers you in glory.

**Boast – Defend – Kill**

## THE LADY

You are here to gain power.

*Announce the Character you feel real kindness and affection toward.*

*Wager* what you have to gain a thing even better.

*Manipulate* a fool out of their wealth, dignity, or good judgment.

*Kill* a Character or Kormákur when killing brings you more power than forbearance does.

**Wager – Manipulate – Kill**

## MINION

You secretly serve the wizard.

*Keep it secret until the time is right.*

In addition to Character actions, once you reveal your True Nature you may then also:

**Hate** Kormákur, or his enemies, but definitely hate yourself.

**Sacrifice** at any time - even out of turn - to take the fate of another upon yourself.

**Reveal – Hate – Sacrifice**

## GIFTED

You have the Gift of True Sight.

*Keep it secret until the time is right.*

In addition to Character actions, once you reveal your True Nature you may then also:

**True Sight** forces a Character to reveal their True Nature. The Gift is fickle, use one time only.

**Sacrifice** at any time to take the fate of another upon yourself.

**Reveal – True Sight – Sacrifice**

## LOVER

You secretly love Kormákur.

*Keep it secret until the time is right.*

In addition to Character actions, once you reveal your True Nature you may then also:

**Adore** your true love, against the laws of decency and good sense.

**Sacrifice** at any time - even out of turn - to take the fate of another upon yourself.

**Reveal – Adore – Sacrifice**

## EXAMPLE

Matthijs, Chris and I are playing. Three is really too few, but let's roll with it for simplicity's sake.

- My cards: Outsider and Minion.
- Matthijs' cards: Knight and Lover.
- Chris' cards: Lady and Kormákur.

Matthijs has already outed the Knight as Kormákur's lover. He frames his desire to kill the wizard as a spurned love type deal. It's my turn.

My guy is a raggedy highwayman and outlaw. I point to Matthijs, who I suspect is up to no good. I give him a mminute to choose a move, then we reveal.

I could choose to Confuse, but instead I decide to Reveal my role as Minion instead. Matthijs, equally suspicious of my guy, chooses to Kill the Outsider.

This works out great - we play out a little scene in which I boast about my master and his power, hinting that I am his new lover, and the Knight immediately cuts me down in a jealous rage.

Chris is next and has a weird gleam in his eye. He knows I'm his Minion, so he points to me. He chooses Reveal and I choose Revive on myself! The master drops his feminine glamour and I take a little narrative liberty and describe his magical touch reviving me.

The Knight is in trouble! But it is his turn...

## KORMÁKUR

You are the wizard in disguise.

*Keep it secret until the time is right.*

In addition to Character actions, once you reveal your True Nature you may then also:

**Reciprocate** any action, doing to them what they do to you.

**Destroy** a person, and ignore their action. Use this only once.

**Reveal – Reciprocate – Destroy**

## PLAIN DEALER

You are exactly what you appear to be and nothing more or less.

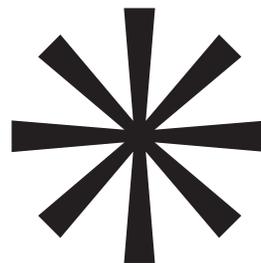
*Don't show anyone this card.*



## TRUTH TELLER

You are exactly what you appear to be and nothing more or less.

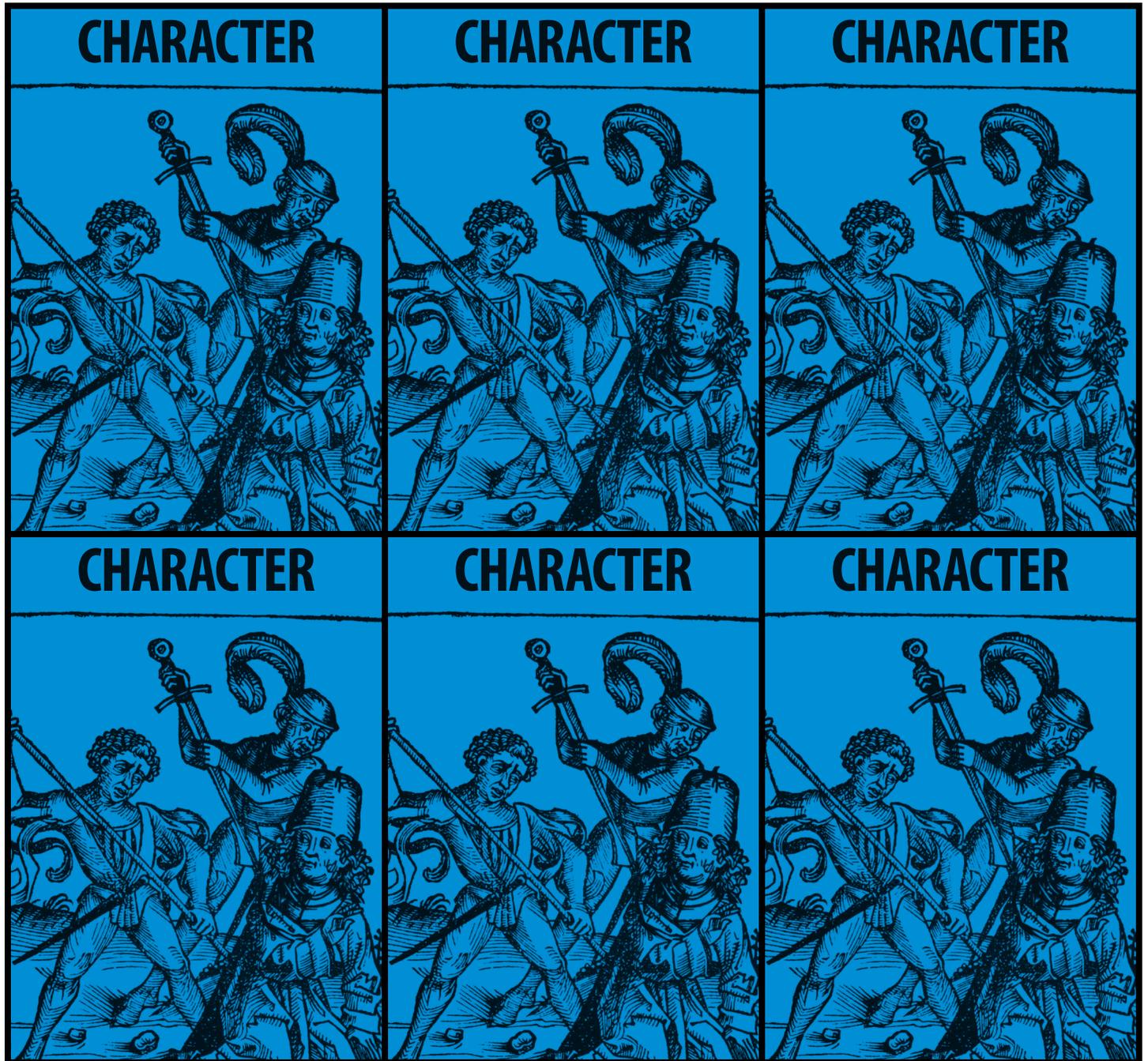
*Don't show anyone this card.*



# CARD BACKS

I'd cut these out as a unit, then do the same for the content side, and glue them to opposite sides of cardstock or old file folders. Then cut them out individually from the bloc of six. I use 3M Super 77 spray mount and it works great, but any old glue will do.

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# CREDITS

This game was written by me, Jason Morningstar, [jason@bullypulpitgames.com](mailto:jason@bullypulpitgames.com). If you play it let me know!

*We Are Here To See The Evil Wizard Kormákur* is part of a game-sharing exercise thought up by Robert Early-Clark. Robert sent me a box of weird stuff from New Orleans and told me to make a game inspired by it. This is the result. I hope you enjoy it.

Thanks to Matthijs Holter.

The art is from the 1493 Nuremburg Chronicle, by Hartmann Schedel. Look at that dude's guts hanging out!

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# THANKS!

I hope you enjoyed We Are Here To See The Evil Wizard Kormákur. I certainly enjoyed bringing it to you and if you have comments—particularly if you play it—I would like to talk to you. I can be reached at [jason@bullypulpitgames.com](mailto:jason@bullypulpitgames.com) or @jmstar on Twitter.

None of this was done in a vacuum—there's a whole community of talented, generous, creative people out there making and sharing their work. I borrowed from a few and stole from many, who in turn eagerly did the same.

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