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Great Ork Gods

Designed by
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“You’re Green, You’re Ugly and the Gods Hate You.”

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Introductions

What is Great Ork Gods?

Great Ork Gods is a roleplaying game of rampaging Orks and their malignant Gods. Unlike many other roleplaying games, Great Ork Gods is designed to be played for an evening and then forgotten about. Don't take it too seriously; it's not that kind of a game. Great Ork Gods was designed with having four players (plus the GM) in mind, I know it works well with three, and I suspect five or six could still work well — but you'll probably have trouble with two players, and one player just plain won't work.

About these Rules

These rules are written with the assumption that you, who are reading them, will be the Games Master and be explaining them to your players when you play. With this in mind, throughout these rules 'you' refers to the GM, and 'player' means one of the other players not you, the GM. Zipped with these rules, you'll find a short handout with a quick run-down of the rules on it — give copies of this to your players.

Huh? I Do Not Understand

If you haven't roleplayed before, Great Ork Gods is probably not the best introduction, as it is designed to play on the themes of more traditional roleplaying games and you may miss some of the humour.

Introduction to Roleplaying text to appear here.

Of Orks, Gods and Players

In Great Ork Gods each player plays one Ork (at a time, they may well die in an amusing fashion during the game) and controls one or more Gods. In theory the Ork and the God(s) played by one person are not linked in any way other than having the same player. Should you choose to play over more than one session your players will keep the same Ork but the Gods should be switched round each session.

The Great Ork Gods

Slashings and Slayings

(God of War)

Slashings and Slayings is the Ork God of War, in many ways he should be the Ork God who likes them the best but despise them he does. He controls any attacking or defending action. Want to swing a sword? Call on *Slashings and Slayings*. Want to use a bow? Do the same (but remember *Slashings and Slayings* hates a coward).

That Which Guards The Gate

(God of Death)

That Which Guards The Gate rules over whether an Ork lives or dies. Whenever an Ork could die (Lost a fight? Fallen a goodly way? Drunk that poison? Set fire to yourself?) they fall into the icy grip of *That Which Guards The Gate*. Pray that it looks favourably upon thee.

Lying Tongue, Twisting Words

(God of the Gab)

On rare occasions an Ork may find themselves forced to talk their way out of a situation, on these few occasions they look to the most un-ork-like *Lying Tongue, Twisting Words*.

Sneakings and Peekings

(God of Stealth)

Want to creep past that guard? Want to hide in that bush? Want to listen in on that conversation? Then *Sneakings and Peekings* is the God for you! Appeal to his better side and you might just get lucky.

The Obscurer of Things

(God of Artefacts)

Orks have difficulty with anything more complicated than a sword; but while a few have been known to stab with the wrong end of a spear, most can manage a door handle. A crossbow, or a door lock, or a pulley system or a rope, however, is pushing the boat out and it's time to look to *The Obscurer of Things* for 'guidance'.

Flailing of Limbs

(Goddess of Movement)

Flailing of Limbs is responsible for any and all kinds of movement an Ork wishes to achieve - from running fast, to balancing on tight ropes to leaping a stream - she's your God.

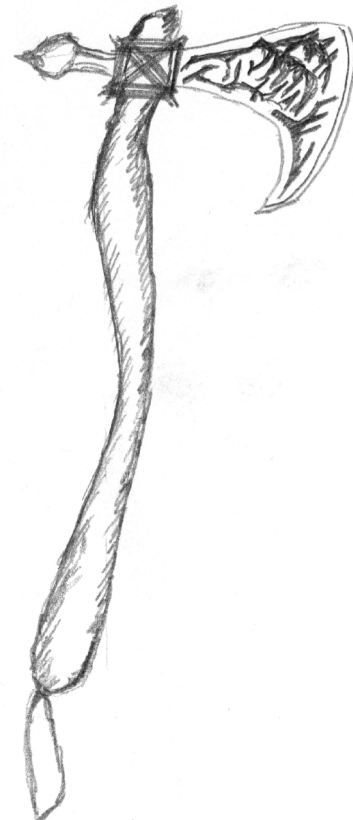
Lifting Stone, Pounding Rock

(God of Strength)

To an Ork strength is second only to bloodshed. Big, strong Orks are envied and feared by small, weedy Orks. But in the crunch, it is not down to the Ork's oversized muscles, but to the whims of *Lifting Stone, Pounding Rock*.

God Cards

Assuming nothing's gone wrong, along with this .pdf you should have found another entitled *God Cards*. These are cards for each of the Gods which you can give to the players so they can remember which Gods are theirs and for use in the God allocation stage (below). The idea is that you print them out, cut them out (obviously) and then slot them into a card protector along with one of the cards from a CCG I just know you have gathering dust somewhere. That way they will be neat, and easy to shuffle. If you haven't any card protectors, and managed to avoid CCGs you can just use them as bits of paper - they just won't be as pretty.



Orks

What is an Ork?

If you've war gamed, played WarCraft I or II, watched the *Lord of the Rings* films or played a few roleplaying games before you'll probably already have an idea of what an Ork is. You'll probably also have a slightly different idea to the one I'm about to tell you about. If you want to stick with your original idea, feel free — but if you go with the idea here it'll match the illustrations and mean all your players are thinking of the same kind of Ork.

Orks are big, burly creatures. They have brutish, tusked faces and flat, ugly noses. Their eyes are piggish, small and black. Most are bald. Their skin is usually a dark shade of green and rarely smooth; some Orks decorate their skin with tattoos or scars. They are bigger than the average human and more muscular, but neither slow nor clumsy.

They are slow of thought, simple of mind and violent and barbaric of nature — Orks love to smash, destroy and desecrate and have little time for beauty, construction or creation. But above all else they value the *Oog*; that strange, ephemeral measure of an Ork's balls, bottle, guts, savagery, dumb luck and brute cunning. Orks want Oog, respect and fear those who have it and will do almost anything to gather it.

By rights, the Orks should hold all the lands in their bloody fist: for what they lack in skill and subtlety they make up in numbers, endurance and sheer bloody-mindedness. However, the Great Ork Gods — those who should be looking out for their green-skinned — hate them and take every opportunity to put them down. Not only that but they hate each individual Ork in its own special way.

Creating an Ork

An Ork needs just three things to describe him: how much the different Gods hate him; his name and how much Oog he has. Let's go through them in order, but before we start, one important rule:

The Ten-Minute Rule

Players are only allowed ten minutes in which to create their Ork. Great Ork Gods is not the kind of game where players should be umming and ahing over where to put that last point of Hate. Should any player break this rule (they won't; Orks are dead quick to create) they suffer another d6 points of hate as a punishment.

Assigning Hate

Orks have a separate hate value for each of the seven Gods — don't worry who the Gods are yet; that's in the next section — each value will start out as a number between two and five. Two means

that God, by the standards of the Great Ork Gods at least, doesn't hate that Ork too much. While a value of five is some pretty serious hate. Thus, Ork players will want low hate values where possible.

Each Ork starts with d6+18 (i.e. throw a six sided dice and eighteen to the result) points of hate, which they may divide between the different Gods as they see fit. They must assign two to five points to each God, and they must use all the points rolled.

Random Hate

Alternatively, you may wish to have your players randomly assign Hate. This method has advantages: it prevents players from min-maxing their Orks, it emphasises the role of luck in an Ork's life and it increases the notion that No Ork Is A Unique And Special Butterfly. You can also let your players choose which method they prefer.

For each God, in order, the player should roll three ten sided dice, they get one point of Hate for each dice that comes up three or less, plus two more points (giving a number between two and five). Players may not redistribute the numbers, nor swap points between Gods.

Gilli on the other hand decides to roll her Ork randomly. Starting with Slashings and Slashings, she rolls three dice - getting a 2, a 4 and a 10 for a Hate of 3 (an initial Hate of 2, plus one extra for the 2 rolled). Moving on to That Which Guards the Gate she rolls two 2's and a 3, disaster! That's a maximum Hate of 5 in That Which Guards The Gate, She gets better luck on Lying Tongue, Twisting Words however - a 6, a 7 and a 5 gives her a minimum Hate of 2. She repeats the same process for the other four Gods to give all seven numbers.

An Ork by any other name...

Some Orks favour ugly, rough sounding names like Grug Ug Nunk, Ruk or Grunt. Others prefer colourful names like Vomit SkullSplitter or Bunny Stabber, while others still take descriptive names like Grunk One-Eye or Thorn the Scar.

Some Orks, for whatever reason, seem to take a perverse pleasure in picking the most un-orky names. Names like Daisy Flowerpicker, Lewis de Marco-Browning, Lothlorien of the Bow or John Smith. Needless to say the Gods despise these Orks even more and they suffer another d6 points of hate.

It is your decision alone whether a name is Orky or not. You may also choose to put more hate on an Ork whose name is a challenge or insult to the Gods, i.e. He Who Laughs At Death And Runs Away, Slashings And Slayings Has A Small One or Nug the Unkillable.

Oog

Normally an Ork starts with one point of Oog, however an Ork whose name offends the Gods starts with two points. After all an Ork who will offend the Gods with so trivial a matter as their name must be mighty brave, or mighty stupid.

Although Oog is incredibly important to the Orks, it is of little practical value. Its greatest effect is to give them greater sway over the Goblins that accompany the Orks wherever they go. Encourage your players to look upon Oog as a kind of score: like in Space Invaders — you don't want it because it is useful; you want it because it's the goal.

Equipment

Normally an Ork starts with just a simple weapon (sword, axe, club, etc.) and some dirty clothes to stop them from being naked. An Ork can have some other equipment if they like; it won't make any difference to their chances.

Ant is creating his first Ork, Vomit Skullsplitter, he decides he wants Vomit to be a fairly balanced Ork but tending a little towards the Physical aspects of Strength and Movement. He rolls a 3, for 21 points of Hate. Divided evenly that would make for 3 pts of Hate on each God, but he decides to set a hate of 2 for Flailing of Limbs and 2 for Lifting Stone, Pounding Rock. He also decides Vomit is a Ork of very little brains and plonks a Hate of 5 on The Obscurer of Things, leaving a Hate of 3 for each of the other Gods,

The Rules

Assigning the Gods

At the beginning of each session, the Gods need to be assigned to the players. Begin by shuffling the God cards and then laying them out in a line, face down, in front of the players. Have the players roll dice to see who goes first, then turn over a number of cards equal to the number of players, starting from the left.

The player whose turn it is to pick can choose any of the face up cards, but must place a Spite counter on each card to the left of the one he picks - so if he picks the card on the left he doesn't lay any Spite counters down. If there are any Spite counters on the card he picks then he adds them to his Spite pool. After each player picks, turn over the next face down card (if there are any left). Repeat this process, starting again with the first player if you have been through them all, until all seven Gods have been assigned.

Ant, Gilli, Robin and Pete are getting ready to play. Each rolls a dice; Ant gets an 8 and so goes first. I lay out the God Cards in front of them, all face down and then turn over the first four (one for each player):

Lying Tongue, Twisting Words is first followed by Lifting Stone, Pounding Rock then Sneakings and Peekings and finally That Which Guards The Gate.

Ant decides That Which Guards The Gate is too good a God to pass up, and takes it. However, he must place a Spite counter on each card be skipped. After Ant has picked I turn the next card over: Flailing of Limbs.

Robin's next: he plumps for Lifting Stone, Pounding Rock, places a second Spite counter on Lying Tongue, Twisting Words and takes the counter already on Lifting Stone, Pounding Rock into his own Spite pool. I turn over the next card: it's Slashings and Slayings, Pete's eyes light up as he quickly snaffles the God of War. There are now three Spite counters on Lying Tongue, Twisting Words, two on Sneakings and Peekings and one on Flailing of Limbs.

Gilli's last to pick. Before she does I turn over the last God Card: The Obscurer of Things. Gilli decides those three Spite counters on Lying Tongue, Twisting Words are mighty tempting and takes the God, and the Spite, for her own.

Performing Actions

Every time an Ork wishes to make an action of any consequence you will decide which God controls the action. Thus, *Slashings and Slayings* would control combat while picking a lock would be controlled by *The Obscurer of Things*. The God's player will decide how hard the action is; either **easy** (one dice), **medium** (two dice) or **hard** (three dice). Any player can then spend Spite to make the throw harder, while the Ork's player can use Goblins to make the task easier. The God's player cannot change their mind on the difficulty once the other players have started spending Spite, or using Goblins.

Once the number of dice has been decided upon and everyone is happy no more Spite will be spent, or Goblins used, the player rolls that many ten-sided dice. If *any* of the dice come up less than or equal to the Ork's hate value for that God, the action fails. If however the Action succeeds, the God gains a point of Spite, for they do not like uppity Orks.

The Ork's player may protest the level of difficulty. That's OK — the whining sod gets the difficulty level they desire. However, the God immediately gains two points of Spite for each level the difficulty is lowered, and can spend them on the same roll — smart Orks don't argue with the Gods.

Gilli's Ork, Grunt, is facing off against the Halfling. She's going for a straight fight: Grunt with his scimitar, the Halfling with its kitchen knife. This is a Slashings and Slayings roll. Slashings and Slayings is controlled by Pete. Pete reckons the Halfling is not much of a

challenge, so he sets the difficulty to easy. Gilli need only roll one dice, she rolls a 4, one more than Grunt's Hate of 3 in Slashings and Slayings, so she succeeds. Since she was successful, Pete gains a point of Spite.

If the same player controls the Ork and the relevant God, the difficulty is automatically set to **easy**. In this case, instead of the player in question getting a point of Spite on a success *all* the other players gain a point of Spite on a success. The Gods do not like favouritism.

Stunts

A Stunt is when a player wants to do something clever, or flashy, to solve a problem rather than taking the normal approach.

Grug ug Nunk is faced by a halfling. The halfling is dressed in crudely constructed armour, made from scavenged kitchen utensils. Grug decides to throw the halfling into the village pond rather than fight him figuring he'll sink under all that metal.

A player may not Stunt an action from someone else's God to one of their own (but may Stunt from one of their Gods to another God). If a player seems to be abusing the Stunt system to avoid facing the God's that hate them most you can decide not to allow a Stunt. If a Stunt is not allowed, two rolls must be made instead - one to resolve the usual action, and one to resolve the fancy effect the player desires.

The Stunted roll completely replaces the original roll, so any consequences the original roll would have had on failure apply to failure on the Stunted roll.

Grug appeals to Lifting Stone, Pounding Rock but the God does not favour him today (he fails his roll) and fails to get a good grip on the halfling. Since Grug's stunt replaced a Slashings and Slayings roll, Grug must now face That Which Guards The Gate as the halfling impales him with its kitchen knife.

I strongly encourage you to allow Stunts whenever possible, and to encourage your players to make frequent use of Stunts. You may even choose to call for a Stunt when the player doesn't request it.

Bunny Stabber wants to drop a particularly heavy log on the incoming Dwarf, normally attacking comes under the domain of Slashings and Slayings - but in this case, the GM decides that the weight of the log means Lifting Stone, Pounding Rock should control it.

Making Two Rolls

Occasionally a task may require two rolls to resolve, either because a Stunt has been refused or simply because it does. For instance, you might require two rolls to fire a crossbow - one to figure out how to use the bow and one to fire it and hit. Each roll is made separately, and the consequences of success or failure are figured separately.

Gnok One Eye has snatched a crossbow off a fallen guard and is trying to use it to shoot an oncoming Dwarf. He rolls vs. The Obscurer of Things to try and figure out how it works. A 7 and an 8 - this time the God smiles on him, and he manages to load and aim the crossbow. He must now make a second roll to hit the Dwarf - he rolls a 5, a 6 and a 1 - Slashings and Slayings is clearly unimpressed by this cowardly way of fighting and the bolt sails harmlessly past the Dwarf.

If Gnok now chose to fire again he would only need roll to hit, having already figured out the crossbow, if he had failed the Obscurer of Things roll he would not be allowed to try again.

Making two rolls makes a task a whole load harder than making one roll. I encourage you to avoid it whenever possible, and use Stunts instead.

Spite

Each player has one pool of Spite that they share between all the Gods they control. Spending a point of Spite makes a task harder by one die for each point spent. Players can spend as much or as little Spite as they like on any task, but not more than they have in their Spite pool. The only way to gain Spite is to start with it (see Assigning the Gods) or when someone else's Ork succeeds at a task their God adjudicates.

Players start with only as much Spite as they gained while the Gods were being assigned. If they didn't get any there then they start with none.

I suggest you have a pot of suitable counters (beads, crystals, buttons, etc — it fits my sense of irony to have them be pretty things) to keep track of Spite with, however in a pinch you could just keep track on a bit of paper.

Death

Death is pretty common in Great Ork Gods - you can expect each of your players to get through two or three Orks a session. Anytime an Ork loses a fight (e.g. fails against *Slashings and Slayings*), falls a long way, sets fire to themselves, or the like they must make a roll vs. *That Which Guards The Gate*. Failure results in death (new Ork time), while success usually means the Ork is simply down for a while (unconscious, winded, whatever). What exactly happens is up to you, but an Ork that succeeds at *That Which Guards The Gate* roll

Great Ork Gods

should never be immediately faced with the same situation that led to the roll in the first place.

What to do when an Ork dies

Unless it's almost the end of the session, just get the player to roll up a new one — remembering the ten-minute rule. When the new Ork is ready, they just appear somewhere suitable (preferably a bit back from the action) - the player can make up some excuse for why if they want.

Gaining Oog

Orks gain Oog based on the following criteria: Survival, Killing, Goals and GM fiat. Points of Oog should be awarded as soon as they are earned. Survival is only there as an overall goal. It is not expected that players will take Orks on to another session.

Survival: a point of Oog is allocated per player — these points are divided between any Orks that survive the entire session.

Killing: if an Ork kills another player Ork of higher Oog then they gain a point of Oog.

Goals: you will assign goals that the player Orks are to aim for during an adventure. Achieving these goals results in Oog for the Orks that achieve them. You should tell your players what these goals are and how much Oog they will get for them (see *Designing an Adventure* later).

GM fiat: the GM can, and should, award a point of Oog for particularly cool (or funny) and Orky actions.

Ongoing Play

Should you choose to run Great Ork Gods over more than one adventure, at the end of each session every surviving Ork gains a point of hate, except for the one that gained most Oog — who gains two points instead.

Dealing with Moral Issues

Moral issues? Moral issues!? This is not a game for dealing with moral issues! Smash stuff! Kill things! Treat the Goblins with cruelty and contempt! Steal stuff! Pull the legs off insects! This is not a game to take seriously, and if your players are worrying about such matters you've done something wrong.

Moral issues indeed! Pah!

Goblins

What are Goblins?

Wherever a band of Orks gather, you will find a cluster of scared, clueless Goblins following them around. Goblins are terrified of the Orks, but more terrified still of not having them around. Where Orks are big and strong, Goblins are small (2 ½ to

3 ½ feet tall), skinny and weak. Where the Orks are violent and destructive; they are merely naughty and mischievous. They have green skin, pointed faces, big ears, large eyes and sharp teeth.

Using Goblins

The main use for Goblins is rather Machiavellian: if an Ork's player can describe a way in which a Goblin dies to make their task easier they can either reduce the difficulty of that task to **easy** or cancel out one point of Spite. Note however that Goblins will not willingly sacrifice themselves, so no describing Goblin heroism here! If the task succeeds the Goblin dies, if it fails the Goblin lives to die another hour.

Vomit is attempting to open a window. Gilli, in charge of Obscure of Things, decides that this is an Easy task. However, since this will save Vomit from the burning building, Pete decides to spend two points of Spite to make it harder.

Vomit's in trouble now, Obscure of Things has a Hate of 5 against him, with three dice to roll he doesn't stand much chance. He rolls a 6, a 9 and a 4! That one failure is enough to scupper him, and he fails to get the window open.

With the flames growing higher around him, a panicky Vomit decides that if he can't open the window he'll just smash it and crawl out the hole. Lifting Stone, Pounding Rock is one of Ant (Vomit's player)'s Gods so the difficulty is set straight to Easy. This time however both Gilli and Pete decide to put the boot in, contributing a total of three spite against him. With four dice against him, Ant decides enough's enough and declares that Vomit will snatch a nearby Goblin and hurl it through the Window - thereby cancelling a point of Spite. He throws a 3, a two 6's. Success! Vomit can now crawl out through the broken window and escape the flames. Gilli and Pete gain a point of Spite. The poor Goblin however is now dead on the ground below.

Goblin Followers

Most Goblins have a single Ork that they follow around and take orders from, although there's often a band of free (leaderless) Goblins to be found around any group of Orks. Each Ork starts out with a number of Goblin followers equal to their Oog. Lost Goblins are not replaced, but when an Ork gains a point of Oog they can take a new follower.

Bunny Stabber has just ripped the head of a freshly slain Elf and impaled it on a stick to use as a weapon. This act of inventive savagery earns him a point of Oog, so one of the nearby Goblins goes all

doey-eyed and starts following him around. He now has an Oog of three and three Goblin followers.

A short while later Bunny heroically grabs one of his Goblin followers to use as a shield. Its honourable death will be remembered... for all of five or six seconds... Although there are still 'free' Goblins around, they won't replace the dead Goblin - so Bunny now has two followers. However, the Goblin shield turned the tide in his battle against the Dwarf, and slaying the Dwarf is impressive enough to game him a fourth point of Oog. A fresh-face Goblin adds itself to his little band of followers. Bunny Stabber now has four points of Oog, and three followers.

New Goblin followers are taken first from any free Goblins around (i.e. ones not following any particular Ork), however if there are no such Goblins around an Ork can cause a Goblin following an Ork of lower Oog to defect.

It should be noted that although follower Goblins will only take orders from the Ork they are following there's nothing to stop an Ork grabbing a Goblin following a nearby Ork and putting it to good use...

Telling 'em what to do

Free Goblins will approximate to following an Ork's orders but when left to their own devices for any length of time they will lose interest in whatever they are supposed to do, and find some inane and useless (but rather safer) things to do instead. Thus while the Orks can often be found burning and pillaging; the Goblins can be found chasing ducks round pounds, tipping lambs and daubing poorly spelt slogans on slow-moving farmers' wives.

Free Goblins will follow orders from an Ork until they get bored or another Ork of equal or higher Oog gives them a contradictory order. Free Goblins will not obey an order to follow an Ork around; only follower Goblins will follow (hence the name, like duh!).

Goblins who are following a particular Ork will only take orders from that Ork, and will follow them around unless told to do something else.

Remember that the Goblins are under your control, and are rarely useful. Goblins will take orders alarmingly literally and wherever possible will try to take an order in the way that gives them least to do. However you can use this rule of thumb whenever you wish to find out how they do, get the player to roll a d10: on a 1-4 the Goblin dies, or a 5-8 they merely fail and on a 9 or 10 they've succeeded.

Gilli has just started playing her new Ork, Ruk, after her first Ork died. Ruk turns up next to the town to discover a band of three Goblins standing around doing nothing.

"Oi! Whatcha doing?" asks Ruk.

"We're waiting for orders," reply the Goblins.

"Well don't just stand there; go kill some stuff!"

The Goblins run off into town. Ruk goes off on her way. A little while later the Goblins can be seen chasing a duck round the village pond...

Later still Pete's Gnok One Eye is nearing the mayor's house. He turns to his followers, "Oi! Goblins! Go to that building and kill anything taller than you!"

The Goblins look at one another, and start trying to work out who is tallest, each trying to make out they're the shortest.

"No! Not each other!"

Advice For Players

Be Fair

Great Ork Gods works best if you try to play your Gods fairly. In other words, you try to judge whether a task is easy, medium or hard based on the task; not on whether you want it to fail or not (although if they're trying to kill you I expect the other players will understand).

Forget The Group Mentality

In most roleplaying games its most fun if you stick together and don't run off doing whatever you like. In Great Ork Gods it makes little difference, if your current goal aligns with what the others are doing by all means team up for a while. But if it doesn't, don't sweat it — go off and do what you want.

Value Oog

Great Ork Gods is based around the pursuit of Oog — in effect, you 'win' if you gather the most Oog. Play your Ork like Oog is the most valuable thing in the world. And play to get it.

Play Like An Ork

Look, you're smarter than your character — we all know it; you don't need to prove it. The fun in the game is not in 'winning' or 'beating the GM'; it's in prating about, acting like an Ork and revelling in pointless destruction. Be anarchic. Be pointless violent and destructive. Be stupid.

When you can't decide what your Ork can understand, appeal to *The Obscurer of Things* for your answer.

"Ob, Obscurer of Things, are toddlers flammable?"

A sample scenario

Bits of text *that look like this* are intended to be read out to your players — you needn't worry about reading them out word for word, change them if you see fit.

Setting

As the Goblins fear and obey the Orks, so do the Orks fear and obey the Trolls. You have had the misfortune to fall in with a particular ugly Troll named Dursil. Dursil has picked out a picturesque little village named Little Umplingham for today's burning and pillaging. Little Umplingham sits prettily at the bottom of a valley. It is a quiet and pristine village with carefully tended flower borders, little white picket fences and children playing in the streets — in short, it makes your blood boil. The villagers themselves are not much threat, but there are three heroes defending the village — an elf, a dwarf and a halfling. In addition to your usual destructive aims, Dursil wants you to capture or kill the Mayor's three young daughters.

If the players ask for the reasons behind anything, tell them they've not been told.

Goals

You will receive one Oog for killing the Dwarf and one Oog for killing the elf. If the Mayor's three daughters are returned alive each of you will receive two points of Oog, however should any of them die the Ork doing the killing will receive one point of Oog for each one that dies. Any Ork that burns or otherwise flattens a building will gain a point of Oog after the adventure.

With any luck, one of the players will ask something like 'what about the halfling?'

He's three foot tall! What kind of Ork gets respect for killing something half his size!

Starting Out

Start the players out on the side of a hill overlooking Little Umplingham. I suggest starting them with roughly twice as many free Goblins as there are players, in addition to the followers they each start with. The players should start out by trying to establish a pecking order, but providing they act in an Orky fashion it doesn't really matter.

As they start making their way down the hillside, ask for a *Sneakings and Peekings* roll from each of them. Anyone who passes will notice the Elf standing on the roof of one of the flat-roofed buildings. Give them a moment to respond,

if they haven't got under cover, pick a random Ork and ask them to make a *That Which Guards The Gate* roll to avoid being killed by the Elf's arrows.

That should disabuse them of any notion of this being a fair and even game...

The Elf

The Elf is a real dangerous character. Since he can fire at the Orks at any time, it's up to you to make sure this comes across without slaughtering your players in the process. When a player finally manages to get close enough to kill him give your best description of a posh fop style of elf.

The Elf will remain on his building until either it is destroyed or someone comes and gets him on it (there is a ladder up from the room below).

The Dwarf

The Dwarf is your stereotypical dwarf with a big axe and a bigger beard. When he appears try to give your players the impression they are now facing off with a real bad-ass.

The Dwarf patrols about halfway into the village, and will cut off anyone attempting to reach the mayor's house (which is in the centre of the village).

The Halfling

The Halfling is about three foot two, he's dressed in armour cobbled together from Kitchen Utensils, with a saucepan worn at a jaunty angle on his head, and a thick baking tray as a breastplate. He's carrying a Kitchen Knife as a sword.

Bring the Halfling in to play whenever it forms a suitable nuisance. He's unlikely to pose much of a threat, providing your players are picking difficulties fairly.

The Mayor's House

Sooner or later (preferably the latter) your players will make it to the Mayor's house. This house — unlike most of the others in the village — is two stories high. There are two entrances, a front and back door, and windows. The front and back door are protected by pit traps with spikes in. Ask for suitable rolls to avoid falling in them; falling in results in a chance of death (i.e. a *That Which Guards The Gate* test). Inside are a handful of village guards (say, four or so).

You open the door to see four armed guards pointing their spears at you.

"I've got a delivery of wood for the Mayor, should I dump it round back?" says Grunt hopefully.

Unfortunately for Grunt, Lying Tongue, Twisting Words is not feeling so kind today...

Treat all four guards as one fight - i.e. one victory is enough to best all of them. Once inside, be sure to describe the wooden structure and burning torches to the players. Both entrances, incidentally, lead to the same entrance hall. It has one door leading to a side room with (wooden) stairs leading up to the Mayor's private chambers. In here, the players will find the three daughters (sitting quietly in a row) and the Mayor. If given a chance the Mayor will try to exchange his three daughters for his life.

Aftermath

That's it. If there's time left and people are still having fun you can describe the Orks leaving. Otherwise, just give out any final Oog.



— Elf-on-a-stick —

Other Ideas

Orks in Dungeons

I have a feeling Great Ork Gods could work out pretty well in a standard dungeon crawl. You have two big problems you need to solve first though: the system has no proper mechanics for fights involving multiple combatants; you cannot make easy and hard monsters.

Capture the Halflings

The player Orks have been sent on a dangerous and secretive mission to capture a halfling alive, he's travelling with a few friends though...

Advice For GMs

Keep The Spotlight Moving

Since the PCs are rarely moving around as a group in Great Ork Gods, it is important to keep moving who gets the 'focus'. As a rule of thumb, a player should get a chance to do one significant thing before the spotlight skips on to the next player. Also, feel free to cut before resolving an action — as a kind of cliffhanger.

Understand Your Role

As GM in most roleplaying games, you have a great deal of control over what happens. This is only partially true in Great Ork Gods — most importantly you can't control difficulty at all. Thus, planned encounters with 'big bads' don't work so well.

Avoid Heavy Themes

Great Ork Gods is supposed to be fun, in a cartoon violence kind of way. Pillage and Burn is fun; Rape and Pillage is not. Avoid the consequences of the players' actions — don't have mourning children and wives and crap like that.

Have Fun with the Goblins

Free Goblins aren't really there to be helpful to the players; they are there for you to have fun with. Use them as such.

Give the Players what they want

If a player asks you if there's something nearby say 'yes' unless you've got a good reason not to. E.g. if they want a tree make one be there, if they want a pond make one be there. I'm not saying the world should change at the players bequest, just leave your options open. Great Ork Gods is not a game suited to detailed maps and the like.

Great Ork Gods are for Orks Only!

The Great Ork Gods only control the actions of Orks. They do not control the world outside of the Orks. Elves do not face *That Which Guards The Gate*, nor do they appeal to *Slashings and Slayings*. No, what happens in the world is up to you. Non-player characters hit or miss at your whim. *Only players ever roll against the Great Ork Gods.*