

Great Ork Gods

The Wizard's Tower

What is this?

You hold in your hand (or see on your screen) is a new scenario for Great Ork Gods. You'll need to have a copy of the second release of the playtest rules in order to play it. The scenario needs playtesting before it goes into the final version of the rules — and that's where you come in. Please send your feedback to feedback@greatorkgods.co.uk — preferably after actually trying it out. Your feedback will help decide which Scenarios make it into the final release, and what state they are in when they do.

The Rules

Great Ork Gods is currently undergoing a stage in its existence that might be called 'polishing' - as such, there are a few clarifications and alterations to the rules that have been made since the second playtest release, please use these when testing out the scenarios. They're not necessarily the way it'll work in the final game, but they're the current best candidates.

Goblins

The rules for Goblins are mostly the same as they were in the second playtest rules — but they've been refined a little further. The rules contained a concept of 'free' and 'follower' Goblins. These are now more concrete categories, and there are a few more rules about them:

Free Goblins

Free Goblins are those which are not assigned to anyone. By default you can assume that if there's any vague possibility that some could be around they should be around. However, each scenario can have a different setting for this so read the scenarios for details. Free Goblins *cannot* be sacrificed in actions; they can only be given orders. They are disobedient little buggers though, and will generally only follow orders for as long as the Ork who gave them is around to enforce them. They'll also just run away if told to do anything that is likely to get them killed.

Follower Goblins

As before, each Ork has a number of Goblins equal to their Oog, less any they got killed. These Goblins are known as follower Goblins and are the *only* Goblins that can be sacrificed during actions,

and an Ork can only sacrifice their own Goblins. They can also be given orders, and are likely to do a better job of it than free Goblins when they are.

You start with a number of Goblins equal to your Oog, but Goblins that get killed are not replaced. When you gain a point of Oog you can take a new follower Goblin out of the available free Goblins — if there are none around you'll have to wait until some are before you can do so. Free Goblins will follow the first Ork with space for a new follower that they see (remember that killed Goblins are not replaced though).

When an Ork is killed, their follower Goblins become free Goblins.

Replacing dead Followers

Normally any follower Goblins that get killed are not replaced, but there are a few ways to get them back. You may (occasionally) allow an Ork to replace a dead Goblin if they do something that is impressive, or funny, but not enough to earn a point of Oog. If an Ork kills another Ork of higher Oog, that Ork's follower Goblins will replace any of the killer's dead followers before running off to do whatever. Finally, the scenario may contain something you can do to replace dead followers.

Awarding Oog

This isn't a new rule, just some emphasis and advice. The rules say you should award some Oog by GM fiat - I'm now saying that you should try to award about as much Oog as is awarded by Goals. If someone does something that makes everyone there burst out laughing give them a point of Oog. If they do something stunningly stylish and Orky, give 'em a point of Oog. Got it?

Who does what when?

Great Ork Gods is designed to be run with a 'spotlight' system. You, as GM, should ask each of the players in turn what they want to do, and then they get to do it. You needn't worry too much about keeping a neat temporal chronology together - it is much more important that each of the players gets a fair share of the 'screen' time.

Most of the time whoever has the spotlight gets their action resolved and then you move on to the next person. However, sometimes another player will want to do something to stop them acting, or try and do something at the same time which interferes with the action — i.e. they might be

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trying to rugby-tackle their fellow Ork before they get to the Mayor, or both trying to grab the last daughter.

There are two ways that this can be dealt with and you'll need to decide which is appropriate to the situation at hand.

Way one: *one before the other* - if one action would clearly happen before the other and stop it happening then you can resolve them sequentially.

Gilli announces that her Ork, Grunt Ug, is going to run over to the Mayor and push him down the stairs. Ant announces that he's going to try and stop her by rugby-tackling Grunt Ug. In this case Ant's action would clearly stop Gilli's, so I call for a Flailing Limbs roll from Ant for the rugby-tackling first of all. If it succeeds then presumably the two will have a fight (and I'd let Gilli call her action first) or if it fails then Gilli will have made it to the Mayor and she'll need to make a Lifting Stone, Pounding Rock roll to shove his great bulk down the stairs.

Way two: *both at the same time* — if, however, both actions must happen at the same time then you will need to resolve them simultaneously. You do this in the same way as you would for two rolls, but instead of doing one after the other, you do each stage at a time. So both Gods must decide their difficulties at the same time, all the Goblins and spite must be worked out for both before any rolling is done. And any Spite generated by the rolls is awarded after both rolls have been finished with. This means that the Spite earned from one roll cannot be spent on the other. If one roll succeeds and the other fails the one that succeeds gets the result they were looking for, if they both fail it's just like they both failed at their individual rolls, or if you can think of a fun way for them to interact, do so. Finally, what if they both succeed? In this case they both, well, succeed. Trouble is, most of the time that's not much good to anyone...

Vomit and Grunt Ug are going for the last of the Mayor's daughters. I decide both rolls are going to be Flailing of Limbs ~ which happens to be one of Gilli (Grunt Ug's player)'s Gods. She automatically gets easy, and decides the task is Medium for Vomit. Ant decides to throw one of his Goblins at Grunt Ug to make his task easier. Gilli counters with a point of Spite. The third player, Pete, decides to throw his oar in by spending a point of Spite on Gilli.

When all of them agree no more Goblins or Spite is going in. Ant and Gilli roll. Ant gets a 1, and a 7 ~ failure, while Gilli rolls a lucky 8, and 10. Grunt Ug snatches the last daughter away before Vomit can get there, and Pete and Ant gain a point of Spite (since Gilli succeeded against her own god).

Now let's suppose instead they both failed. I decide the notion of them both failing to reach the

daughter is silly, and so announce instead that they've accidentally run into each other.

*And if they'd both succeeded? Sounds to me like a tug of war that could only end badly... *snap**

Big Bads

Some enemies will be described as Big Bads. Big Bads take a little more killing than your usual foe. Namely, in order to kill them, you must make two successful and escalating 'attacks' on them before they die. These attacks must occur in the same 'scene' (i.e. in a continuous sequence of play). If you replay the scenario in the main rules, I suggest you adopt these rules for the Elf and the Dwarf.

Other Scenario Concepts :

Which might, or might not, make it into the release version. You never know:

3. Pansies

This is a limited Goblin scenario set in an elven citadel. There's plenty to smash, and plenty of poncy elves to laugh at.

4. Dungeon!

Orks in dungeons: kill things, take their stuff. Pretty straightforward really.

5. Peaksville

Peaksville is another take on the 'trash the village' concept as presented in the *Little Umplingham* scenario in the main rules.

(But, boss? They start at 3? Yes, I know — 1 would be Little Umplingham, and 2 is the Wizard's Tower Scenario presented on the next page — not so hard is it?)

2. The Wizard's Tower.

Setting

For a while now a local Wizard has been causing trouble, poking around for the four parts of The Staff of the Winds, it seems he's finally found all four. The Dark Lord is most pleased, now he needn't track them all down himself, all he has to do is send a few Orks along to get them...

If you wish you can have the orders passed on through Dursil from the *Little Umplingham* scenario, or if you've already got a few player Orks from other games you've run you can link it in to them somehow.

Goals

Your major goal is to get the four pieces of The Staff of Winds and bring them back to the Dark Lord. If all four pieces are returned to the Dark Lord, each of you will receive two Oog. However, should anyone destroy a piece of the Staff they will receive one Oog for each piece destroyed. If anyone manages to get all four pieces of the Staff, and assemble them, then they will receive a further point of Oog.

In addition, anyone who kills the Wizard will receive a point of Oog, and anyone who slays any Big Bads you encounter in the Wizard's Tower will receive a point of Oog.

Starting Out

Start the players out in the valley, near the Wizard's Tower. You needn't worry about how many free Goblins there are - you can just assume there's enough around to suit anyone's purposes.

The Wizard's tower rises ominously ahead of you, it is thin, black and menacing, it twists as it rises upwards. Small windows are dotted at intervals along its height. The base of the tower is circled by a high brick wall that you will need to get over.

The Wall

The wall is too tall for an Ork to simply climb over, but allow any vaguely clever, or intelligent plan for getting over it to work otherwise — assuming the make the right roll, of course. Alternatively, if anyone thinks to look, there's a gate round the other side that they can just walk through.

Once inside the wall they will come under arrow fire from archers in the tower, and will need a successful *Flailing Limbs* roll to make it across without being hit (and thus face *That Which Guards The Gate*).

The Door Gargoyle

The entrance to the tower is guarded by a hideous Gargoyle. He is a Big Bad. However, he's also very stupid so if anyone thinks to try and talk their way past him they can roll against *Lying Tongue, Twisting Words*.

As you reach the base of the tower, you find your way blocked by a hideous (but very stupid looking) stone Gargoyle. "Who goes thar?" It moans.

Inside the Tower

The tower consists of a long, spiral (and wooden) staircase with one or two rooms on each floor. How many floors there are is up to you, just keeping throwing more in while you've still got ideas and the players are still having fun. The top level of the tower will be the Wizard's Sanctum (described below). You should spread the four parts of the staff liberally around the tower, but one should always be in the Sanctum, and one in the Study. Several of the rooms should also contain Skeletal Archers (the ones who shot at the players earlier) — they should be easy to kill, and don't earn the players Oog.

Some example rooms follow:

The Kitchen

Every home needs a kitchen. This one is well stocked with everything you could possibly eat, or drink, and has the added bonus of a nice (and lit) wood burning stove.

Wizard's Study

The Study is filled with ancient, leather-bound books. Each worth a small fortune and filled with great secrets, lore and knowledge — if only the Orks could read them. You may also wish some of the books to be 'alive' — they are magic books after all. One of the pieces of the Staff should be here as well.

The Storeroom

What would a Wizard have in a storeroom? Hmm... A bag of holding? A cloak of invisibility? Perhaps a really easy to use My First Wand of Fire? I know you've played plenty of fantasy role playing games before — have the funniest, and most outlandish items you can think of be in here. And maybe a few magical animals too.

Wizard's Laboratory

Ah, yes, a well stocked Laboratory — complete with bubbling potions, exotic ingredients and strange animals in cages. Needless to say the Orks cannot read the labels on anything, so should they decide to sample the odd potion, anything could happen... Should they start quaffing any old thing,

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they're likely to be violently, and corrosively, sick. And if they start feeding them to Goblins...

I suggest you place the Laboratory immediately below the Sanctum, so its contents can be used in the final conflict.

The Inner Sanctum

At the very top of the tower, there lies the Wizard's inner sanctum. It is a pentagonal room, with arcane writings scribbled across all the walls, and markings on the floor that look suspiciously like they have etched in blood. The Wizard himself is in here, along with two Golems to protect him.

The first Golem guards the door. It will push anyone who tries enters the room back down the stairs. If they get in, it will try to pick them up and hurl them down the stairs.

The second Golem stands further inside and will try to kill anyone who gets past the first Golem before they can reach the Wizard. Both Golems are Big Bads.

The Wizard himself is old and weak, and will present little challenge. Although he will do his best to bribe the Orks.

The Staff of Winds

The Staff of Winds is a strange and powerful artefact, far beyond the wit of Orks to use. Each of the four pieces is about two feet long, and obviously both magical and valuable. If broken the pieces will detonate, and any Orks nearby must face *That Which Guards The Gate* or die.

It is possible to fit the pieces of the Staff together, however it is both tricky and deadly if performed incorrectly. Any Ork that tries to fit the pieces together and gets it wrong dies instantly, no appeal to *That Which Guards The Gate* is allowed.

Scenario Notes

The key to having fun in The Wizard's Tower is to make sure that the players play havoc with the Wizard's stuff. I don't think I need point out the comic possibilities of a bunch of Orks playing with dangerous magic items they don't understand.

Make sure you remember to reward Orks doing fun stuff with Oog.