

SANTA CLAUS VS. THE ORKS!

AN ORK! ADVENTURE BY TODD MILLER

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Season's Greetings, folks! Here's a bit of Orky mayhem for your happy holidays! All you need to play **Santa Claus vs. the Orks** is a copy of Ork! The RPG (an excellent gift for friends, family, and loved ones), a bunch of dice, and a gang of psychotic players ready to destroy Santa! (Spiked eggnog and mistletoe are optional.)

Santa Claus vs. the Orks! Is an adventure is intended for those who are already familiar with the Ork! The RPG. If you haven't had a chance to read the rules, or if you don't know anything about Ork! The RPG, now is a good time to rush out and buy a copy! Come on back after you're done. Go ahead. Santa can wait. Or can he?

Throughout this adventure you'll see italicized text just like. This stuff can be read to your players, paraphrased, or completely disregard. Whoa!

Before you begin the adventure, have your players break out their big, badass Named Orks, and get ready to kill them in many exciting, Christmassy ways!

Note to Mr.GM : this adventure is going to require some improvisation on your part. So be prepared!

PART ONE, YOU BETTER WATCH OUT, YOU BETTER NOT CRY

It am winter time in Ork village. Am very cold. Fluffily white snow am on ground. Am nothing to do but freeze. But this morning, all-powerful Shaman am summon you to all-powerful hut. "Me am want you Orks to do something for me," he am say. "Me am want you to go to village of Crumpet Men, and capture big, fat Crumpet Man Shaman. Then, you am bring me Crumpet Man Shaman, so me am can eat his heart!"

Your players are probably full of questions.

What am Crumpet Man?

"Crumpet Man am very small person who am make toys."

What am toy?

"You am shut up now!"

What am Crumpet?

"Crumpet am small, puff pastry full of goo. Am good to eat."

Who am Crumpet Man Shaman?

"Crumpet Man Shaman am jolly, fat person who am rule over Crumpet Men."

Where we am find Crumpet Man Shaman?

"We am go to woods. Am magic portal in tree. You am jump through portal and go to land of Crumpet Men. You am go to ... the North Pole."

But how we am get back?!

"That am your problem. Me am have to think of everything?"

Why you am want to eat Crumpet Man Shaman's heart?

"Me am all-powerful Shaman! Me am not have to explain everything to you!"

ON THE ROAD

So you am follow Shaman into woods. You am walk very far. Little snowflakes am fall on your nose. Ug! They am horrible!

At last, you am stop at mysterious grove of trees. Trees am have strange symbols drawn on them The Shaman am lead to you tree that am have drawing of small, spiky green thing on it.

"This am magic portal to North Pole," he says.

The Shaman then am say magic words and open small door in tree. Inside tree am strange black hole ... am portal to the North Pole!

"Now, you am jump in portal!" he shouts. "Jump, jump now!"

Any Ork who refuses to jump into the portal will be turned into a toad, which, this being the middle of winter and all, will freeze up instantly and die.

PART TWO, YOU BETTER NOT POUT, I'M TELLING YOU WHY

You am jump into magic portal. Aaaaaaaaaaaggghhh!!!! You am falling! Falling! Darkness am all around you! You am no can see ground! This am it! You am finished for sure! But suddenly ... you am hit the ground. Magic portal am gone. Where am you? Am this North Pole? This place am terrible and strange! And am cold!

But look! Up ahead you am see two small houses and one big house. Houses am all covered with snow. Little red and green lights am all over big house, blinking and blinking. Mistletoe sprig am hanging above door. Smoke am come out of chimney. You am hear coming from the big house little tiny voices ... they am singing! They am full of holiday cheer, singing Fa la la la la, la la la la! It am horrible! You am filled with urge to kill!

The largest house is Santa's Workshop, home of the Crumpet Men and their toy making factory. The next house is the cottage of the Crumpet Man Shaman. The last house is the stable, home to nine magical, flying reindeer and one big sleigh.

The Orks may use their Eyeball or Scent skills to learn more information. Krom doesn't care, so use 3D6 Krom Dice.

For a successful Eyeball roll:

You am see through window of big house hordes of tiny, little men! They am wear little aprons and pointy hats. They am making toys! Toys for all the little boys and girls! Arrrrrgh! They am must be stopped!

For a successful Scent roll:

You am smell furry beasts of burden! And hay! In that house over there! Beast of burden am smell like meat! Fresh, fresh meat!

THE TOY FACTORY

Fill this up with Crumpet Men. It doesn't matter how many. These suckers are going to die. A successful Sneak roll will bring the Orks right up to the front door without anybody noticing. A successful Smash roll will break down the door.

You am smash down door! You am see little Crumpet Men everywhere! They am wear little aprons and pointy hats! They am have little hammers and saws. What am they doing? They am making little cute things. Some am furry. Some am have wheels. Some am look like ponies! This am factory of terror!

"Fa la la la la," go the puny Crumpet Men. "La la la la!"

CRUMPET MEN

Meat: d4 **Bones:** d4 **Twitch:** d8 **Mojo:** d20

Skills: 3d4 Jump, 10d4 Sawbones, 6d4 Run, 3d8 chuck, 8d8 Sneak. Crumpet Men have the following special skill: Make Toy 10d20

Stuff: Little claw hammer (DR1), Little saw (DR1), Dentistry equipment (DR 0)

After the Orks first attack, most of the surviving Crumpet Men will try to flee and/or hide. Crumpet Men can roll their Sneak skill vs. an Orks Eyeball skill. If the Crumpet Man succeeds, he mysteriously disappears!

The leader of the Crumpet Men will attempt to perform a dentistry examination on the nearest Ork. Roll the Crumpet Man's Sawbones skill vs. the Ork's Bones. If the Crumpet Man succeeds, the losing Ork has all of his sharp, nasty teeth pulled out. The Ork cannot act the next round, as he is writhing around in agony!

Now, all this ruckus is going to attract the attention of Santa Claus.

SANTA'S COTTAGE

If the Orks somehow bypass the Toy Factory and go straight to Santa's Cottage, read them the following paragraph:

You am see small house. Smoke am come from chimney. Light am come from window. Someone am inside!

Orks may once again use their Eyeball or Scent skills to find out more information about the house. Use 3D6 Krom Dice

For a successful Eyeball roll:

You am peek through small window and you am see big, fat man! He am must be Crumpet Man Shaman! He am have long, white beard, and twinkle in his eye. You am hear Crumpet Man Shaman go "Ho ho ho!" Then he am make list, and he am check it twice!

For a successful Scent roll:

You am smell furry beasts of burden again! Beasts of burden am still smell like meat! They am must want to be eaten! Eaten now!

Something is probably going happen that will attract the attention of Santa Claus. Like, if the Orks Smash down the door and attack. Or, if they are making too much noise, Santa will become suspicious and cast Detect Naughty.

SANTA CLAUS

Meat: d12 **Bones:** d12 **Twitch:** d12 **Mojo:** d20

Skills: Climb 8d12, Jump 8d12, Grab 8d12, Eyeball 8d12, Ride 10d12, Sneak 20d12, Lead 4d20, Magic 6d20

Stuff: Santa Claus carries no weapons.

Santa Claus has the following special abilities:

- 1) He can go up any chimney in the world, regardless of size.
- 2) He can Detect Naughty, and Detect Nice at will
- 3) He can see when you're sleeping ...
- 4) And he knows when you're awake

When Santa Claus finally encounters the Orks, read the following paragraph:

"Ho ho ho! Ho ho ho! What am we have here? Naughty, naughty Orks! You am naughty! And you am naughty too! But you ... you am Nice!"

Pick the meanest, strongest Ork and have him roll his Magic against Santa's Magic Skill. If the Ork fails, he suddenly becomes Nice. Forever. Read the following paragraph:

What that Crumpet Man Shaman am say to you? He am call you Nice? You know ... he am right! You ... you am Nice! No one am understand you like Crumpet Man Shaman does! You am must protect him from foul Orks! Kill them! Save Crumpet Man Shaman!

In the erupting chaos, Santa Claus will attempt to escape by going up the chimney. Any Ork may attempt to go after Santa by making a successful Climb roll. Add an extra Krom die if you decide there is currently a fire blazing away in the fireplace.

Once Santa Claus reaches the roof, he will whistle. This is a signal for Blitzen to come to his rescue. It's not too late to bring them down with a good Chuck roll! You may also decide to allow a spectacular Jump roll as well.

Eventually, if the Orks are unable to stop Santa and Blitzen, they will fly off into the sky and escape. Santa will return 3D6 rounds later with 12 gigantic wooden toy soldiers. These are magically animated wooden golems, summoned to destroy the Ork menace.

GIANT TOY SOLDIER

Meat: D10 **Bones:** D8 **Twitch:** D6 **Mojo:** D20
Skills: Fight 3D10, Smash 3D10, Eyeball 3D6
Stuff: Boomstick (DR6) – one shot only, Bayonet (DR2)

Toy Soldiers are susceptible to fire, taking one extra wound level from any successful fire-based attack. Toy Soldiers are almost unstoppable, and will pursue the Orks forever until their wound level has been reduced to See You In Hell.

If they Orks search Santa's Cottage, read them the following description:

Inside Crumpet Man Shaman house there am cozy fire in fireplace. Next to fireplace you am see big, comfy chair. Next to chair am huge, gigantic roll of paper. Paper am covered with filthy words! Also you am see Crumpet Man Shaman's collection of little globes. Globes am have teeny, tiny Squishy Men in them, and am make snow when you shake them!

This is Santa's famous snow globe collection. Also of interest in the cottage are Santa's pipe, a steaming hot cup of eggnog, and – a spare Santa suit. Hmmm ...

THE STABLE

If the Orks skip both Santa's Workshop and his cottage and head straight for the stable, read the following paragraph:

You am see large, long house. Am smell of many forest creatures inside. Am smell like meat! Fresh meat! Hot blood am take edge off cold. Time to gorge!

Inside the stable are nine magic, flying reindeer. These are, of course, Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and Blitzen. You may also recall the most famous reindeer of all – Rudolph, the red-nosed reindeer.

REINDEER

Meat: d8 **Bones:** d8 **Twitch:** d12 **Mojo:** d20
Skills: Fight 3d8, Jump 6d8, Eyeball 2d12, Sneak 2d12,
Scent 2d20, Magic 2d20
Stuff: reindeer don't have any stuff!

The reindeer are ready to fight! If you need to even the odds for the Orks, some of the reindeer can get spooked and run away. Probably Prancer, Vixen and Cupid. It is a well known fact these reindeer are worthless and weak.

If any Ork wants to try and Ride a magic reindeer, they must first roll to hit in hand to hand combat. Then, the Ork must roll his Ride skill vs. the reindeer's Magic skill. If the Ork succeeds, the magic reindeer will fly in whichever direction the Ork points him. Should the Ork fail, many exciting and lethal things can happen. Roll 1d6 and consult the chart below.

REINDEER MISHAP CHART

- 1) Orks falls off, gets impaled on tree
- 2) Orks falls off, lands on big rock and breaks open like a succulent mollusk
- 3) Ork falls off, gets eaten by the Bumble
- 4) Ork and reindeer attacked by squad of polar flying monkeys and are never seen again
- 5) Ork and reindeer fly straight up to moon, get eaten by moon trolls
- 6) Ork and reindeer fly up into clouds, get blasted out of sky by Mr. Heat Miser

At any moment, the Orks may decide just to eat the reindeer instead. Roll the Ork's Magic vs. the reindeer's Magic. If the Ork fails, nothing happens. If he succeeds, he's able to fly for 3d6 rounds!

Now, one of those Orks is probably going to try and eat poor Rudolph. The Ork must roll his Magic vs. Rudolph's Magic. If the Ork fails, nothing happens. If he succeeds, his nose will suddenly glow bright red. Forever. And he will be able to fly. But only for 3d6 rounds.

Once the Orks search the stable, read the next paragraph:

What? It am stable. Am full of hay. And big sled. Sled am have one seat. Big sack am in seat. What am in sack? Am treasure in sack?

The sack is full of defective toys. A squirt gun that shoots jelly. A toy train with square wheels. A Jack-in-the-Box that weeps like a little Squishy Man. You get the idea. They also talk, saying things like "Are you my new, best friend?" and "I love you!"

PART THREE,

SANTA ORK AM COMING TO TOWN!

Well, at some point during the adventure the Orks may have totally knocked the stuffing out of Santa. If he isn't dead, they can take him prisoner and bring him to their Shaman. If he is dead, they'll have to drag his body back. This can be an adventure all by itself. Maybe they have to find another tree with a portal and force Santa to activate it, or maybe the Crumpet Mrn can be tortured until they figure out a way for the Orks to get home.

Any Ork worth his Name would probably want to eat Santa's heart himself! They may need some encouragement. You could say something like:

"There am Crumpet Man Shaman. He am at your mercy. Totally helpless. You am could eat his heart right now! You am could eat it and get all his power!"

When any Ork eats Santa's heart, have him roll his Magic skill versus 1D6 Krom Dice. That's right! Krom really approves of this sort of thing! If he fails, well, nothing happens.

But if he succeeds? Read the following paragraph:

What am happening? Beard am grow out of face! Belly am get big and fat! Oh, no! Oh ... nnn ... nnn ... Ho ho ho! Ho ho ho! Merry Christmas! You am must give toys to all the good little girls and boys! You am must go now! But where am your reindeer? On Dasher, on Dancer, on Prancer and Vixen!

Yes, whoever eats the heart of Santa Claus is filled with the spirit of Christmas! The Ork must understand that he really, really wants to make Christmas happen. Bump the Ork's Mojo up to a D20, and his Magic Skill up to 6D20.

What happens next is anybody's guess. Will the other Orks attack him? Or help him? Just what is left of the North Pole anyway?

The new Santa Ork will probably want to get started right away. The Crumpet Men will only obey him if they fail a Magic Skill test against his Magic Skill. They'll make toys, but they won't sing. If the Crumpet Men roll succeed, they will flee to the hills and never return. The same goes for the reindeer

Santa Ork will have to make a Ride skill check to fly the sleigh. If he fails, you can consult the chart above, or cook up your own gruesome, spectacular death for Santa Ork.

At some point, they will fly over a Sour Man village known as South Town. Landing on any random roof requires another Ride skill roll. Santa Ork gains all of the abilities of the deceased Santa Claus, so he can go down chimneys, etc.

This part of the adventure can go on for as long as you like. If it gets boring, you can have the Sour Man army get wise to Santa

Ork, and roll out the cannons to shoot him out of the sky. Figure a cannon does something like DR 20.

But what if they really do take Santa back to their Shaman? Then he'll eat the heart, turn into Santa Ork, and bring Christmas presents to all the good little girls and boys. You could substitute Horse Rats for reindeer, Gunks for Crumpet Men, severed heads for toys. You know, make it a very Orky Christmas.

Perhaps Santa Ork visits a different Ork village and makes them all sit on his lap. At sword point. Or better yet, send him to a Squishy Man village! Once again, this part of the adventure could go on for as long as you like. Shooting Santa Ork out of the sky is always an option. Perhaps a squadron of Squid Heads descend on Santa Ork and take him prisoner. Maybe he's attacked by Titanic Lizards. Maybe the Easter Bunny vows revenge ... the possibilities are limitless, as long as it somehow ends in terror and bloodshed.

What if there is no Santa heart for the Shaman? He gets angry. Very, very angry! Did the Orks bring him something good instead? Or did they forget? How the Shaman deals with the Orks is up to you.

And of course, there's Krom. Orks who died while trying to destroy Christmas are rewarded with a seat at the Great Feast. Orks who fell off a reindeer, or turned Nice, or were killed in some way totally unbecoming an Ork will be reincarnated as tapeworms. Or candy canes.

Feliz Orkidad!