

# Orcs' Nite Out

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A single HårnMaster scenario for a maximum of 6 players who are playing orcs in a cave complex. Happy endings?? Many endings but usually hilarious ones in this Social Darwinist yuk-fest where the rules are simple: 1) the highest ranked orc wins, and 2) there are no other rules.

Playing Gargu-Viasal (red orcs) in a cave complex ruled by Gargu-Khanu, social climbing is literally murder, as the death of a higher-ranked orc increases your rank and everyone else's. Don't get too attached to your character as life is short and you are stupid. Don't worry about being knocked out of the game by an early death. You'll simply be pulled out of the group cage and returned as the lowest-ranked Viasal orc ready to 'work' your way up again. Highest ranked orc still conscious at end of the final turn wins.

Players need to bring some percentile and d6 dice and some pencils and erasers. They will be provided with sheets that are substantially filled-out. As mass-produced creatures created for exploitation, the idea of individuality is laughable. So that's where we will start.

Firstly, the player will choose an aspect. They can either:

- a) Increase their Endurance by 2 **or**
- b) Increase their Stealth by a Skill Base(12) **or**
- c) Increase their Awareness by a Skill Base(13) **or**
- d) Increase Dagger Skill by a Skill Base(11) **or**
- e) Add a secondary career that might give them enough status not to be killed at random.
  - 1) Cook
  - 2) Stone-Digger
  - 3) Ceramics
  - 4) Metalcraft
  - 5) Basket weaving

The player will either circle or write down his choice. He keeps it for that orc but can change it when he gets a new orc.

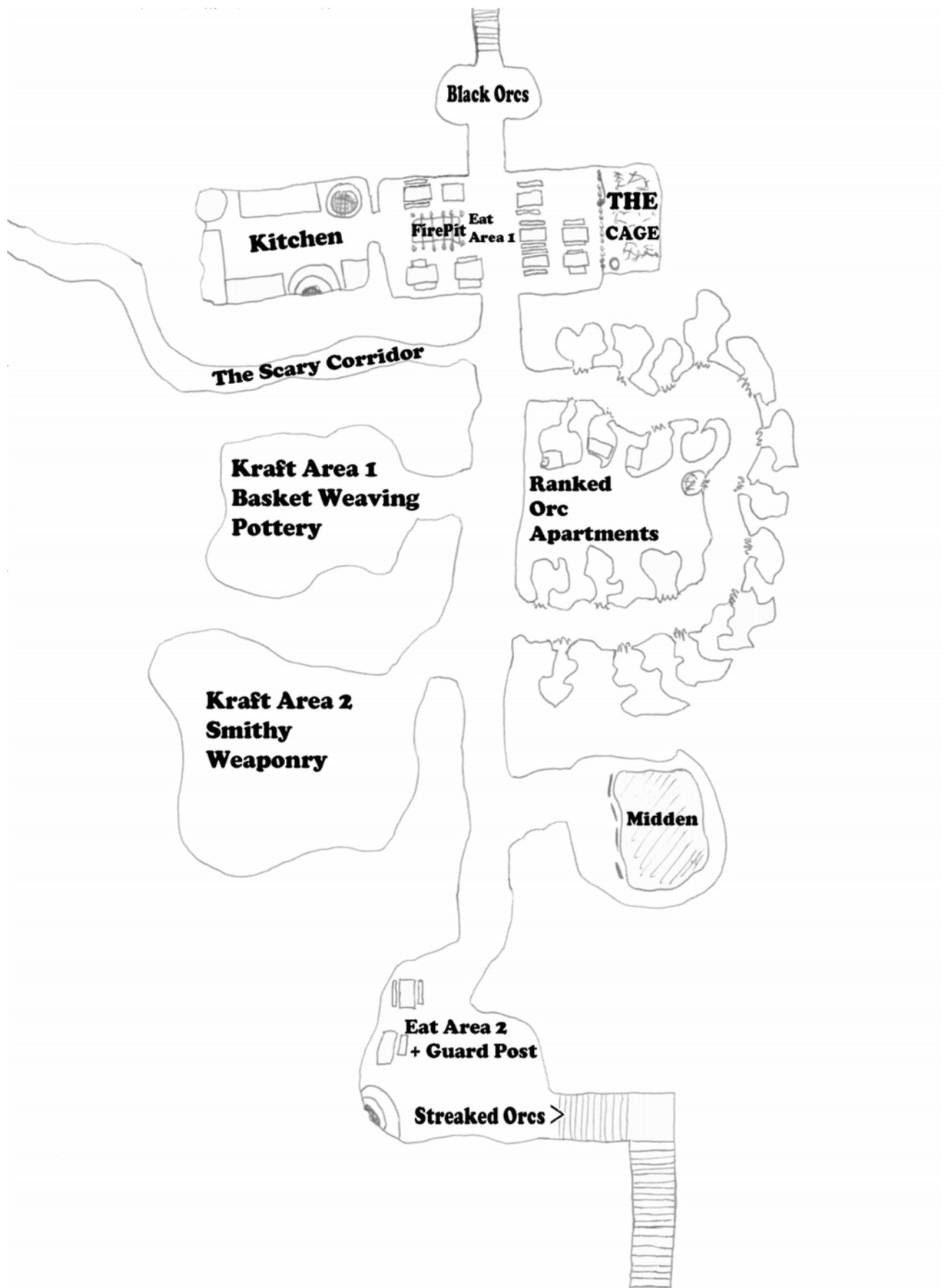
Secondly, each player will receive a name for their orc from the GM. As names are bestowed by the orc community, expect much hilarity. When given these names, at the beginning of the session or when the player's orc is killed, the player is to stand and announce his new name to the table.

Thirdly, each player will get a Secret Shame by the GM. This Secret Shame would be a secret desire that no orc would ever admit to. But it would help get them through the day. Things like flower-arranging, a Zen-type sand-garden, macrame, and others. When the player's orc dies, he does however keep the same Secret Shame. Will it help him achieve the highest rank or does it even need to be role-played? No, it is an option.

Fourthly, as a religious option, on their sheet the player is given "Thing" to worship with a number of piety points. That can be changed to anything the player desires or might find useful.

While supposedly there are no set of rules, there are meta-rules and strategies and understandings that under-pin much of the game.

- A. The GM is not to be bored. Player's orcs will die if game-play descends into deep rule discussions or repetitive game-play. The players' job is to entertain the GM.
- B. The players will play red orcs(Gargu-Viasal) under the control of the black orcs(Gargu-Khanu). The red orcs' instinct is to obey the black orcs. The exception to that would be if a black orc tries to issue a stupid command from a position of weakness (i.e. if he's all alone). The black orcs have their own hierarchy that the red orcs do not participate in directly. Black orcs kill then negotiate with the player's orc's corpse.
- C. Lower ranked orcs obey higher ranked orcs.
- D. Expect stupidity. Orcs will not throw away their own lives directly but can choose illogically even if it damages their interests.
- E. In tournament play, the scoring is determined only by the player's ranking.



## Gargu-Viasal Level

**Black Orcs** – This leads up to the Gargu-Khanu level and exits out of the complex. Usually some guards are posted here.

**Kitchen** – Cook rules here and is feared and respected.

**Fire Pit** – Loads of fun. It has no guard-rail. It has many fire-spits. Enjoy.

**The Cage** – This is the source of PCs when their character is killed. The Viasal in here mill about.

**Eat Area 1** – Food good. Hunger bad.

**The Scary Corridor** – Go down there. The other orcs dare you.

**Ranked Orc Apartments** – The higher ranked orcs get to choose their apartment. The rooms usually have a bed and small bench.

**Kraft Area 1** – For some of the softer crafts – basket weaving, leather crafting, pottery.

**Kraft Area 2** – For more interesting crafts – weapon-smithing, black-smithing. Many more items of deadly value.

**Middens** – One of the better places to take a dump. Some drownings have occurred; no lifeguard yet.

**Eat Area 2** – Food good but not so close to kitchen.

**Guard Post** – A couple of Gargu-Khanu guards are posted here to keep the Gargu-Viasal from constantly raiding the scrawny Gargu-Arak down below.

**Streaked orcs** – These stairs lead down to the level of the scrawny Gargu-Arak. Do not go down there alone and unarmed.