

MISTER ORK'S WILD RIDE!

AN ADVENTURE FOR ORK! THE ROLEPLAYING GAME

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Well, folks, it's the holidays again, and you know what that means—it's time to put away all those wimpy d20 games and play some *Ork!*

Mister Ork's Wild Ride is an adventure intended for those who are already familiar with *Ork! The RPG*. If you don't know anything about *Ork! The RPG*, you better **stop reading this right now and click that little button that says, "Add Ork! The RPG to my shopping cart" right now! Do it! Click it again!!**

Got your copy yet? Are you waving it in the air like you just don't care? Good. Now all you need is a whole lotta dice, some pointy pencils, and a gang of psychotic players ready to destroy Wonko World! Throughout this adventure, you'll see italicized stuff *just like this!* This stuff can be read to your players, paraphrased, or completely disregarded. Whoa!

Your players may use their big, badass Named Orks, or make up a bunch of soon-to-die-gruesomely-in-horrible-ways Gunks. Up to you. We here at Green Ronin are generous like that.

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

PART ONE THE GREATEST ADVENTURE EVER KNOWN

Well Orks, it am the holidays again, and you am know what that means, right?

Wait for an answer from your players.

No! You am wrong! It am time to go on Greatest Adventure Ever Known! And here am come all-powerful Shaman now, no doubt to am send you off on amazing journey into the unknown!

The all-powerful Shaman approaches the Orks and speaks.

"Me am have special job for you Orks. Me am want you to go down river into dark and terrible Slime Jungle and bring me back...a dinosaur tooth!"

Your players are probably full of questions.

Answer A: "You am shut up!"

Answer B: "Dinosaur am like lizard. Maybe a little bit bigger. They am like to roar sometimes. But they am not dangerous at all."

Enough questions! The all-powerful Shaman herds the Orks to the river, where there is a log raft waiting to take them on their journey.

All-powerful Shaman am take you to the river. Water! Blech! In river am floaty thing. It am made of wood! Shaman am tell you all to get on board. Then he am hand you big wooden club and say—

"This am called paddle. You am use paddle to make boat go down river. Like this. You am got that?"

Yes, yes, let them hit each other with the paddles. Yes, it's all very fun. Then the Shaman shoves them off, and away they go!

Do they remember how to paddle? Are all the paddles either lost in the river or imbedded in some Ork's skull? No matter, the current carries them further and further along, away from their village.

Water am going fast now! You am hear loud roaring sound, coming from somewhere up ahead. Dinosaurs am roar...Dinosaurs am must be that way! Paddle! Paddle faster!

Of course, up ahead is a huge waterfall, with, say, a ten thousand foot drop. Over the edge they go!

Say, where am all the water going up there? What am all this misty mist? How very strange. It am a mystery, yes sir. Will those dinosaurs am just shut up for a moment so you am can think?

WAAAAAAUUUUUGGGGHHHH!!!!

You am falling! Falling! River am gone! Sky all around! Ten thousand feet down am huge pile of jagged rocks! You am dead for sure!

And then a big magic portal opens up right underneath them.

What am that? Am it a shimmering, flickering giant tear in the fabric of the space-time continuum?

Any Ork who understands the above italicized sentence must have his head explode. Cue the player to make up another character. Then proceed with the following:

You am all fall into strange glowing portal! You am floating through the air! Your body am twist and bend into impossible shapes! Big heads made of puffy clouds am fly past you! Clocks am run backwards! And a giant, lidless, all-seeing eye am watch as you

MISTER ORK'S WILD RIDE!

begin to fall down again, down down down into other strange glowing portal...

You am hit the ground. Thud! Ow! Tiny, little Gunks am circle around your head going "Tweet tweet am tweet!" Eyeballs am roll around in your head, then stop. Where am you now?

Where am they, indeed? The PCs have landed in America's favorite family fun park, Wonko World!

That's right. Wonko World. You know what I'm talking about. Amusement park. Bunch of rides. Located in Orlando...the place we can't call by name because we don't want Green Ronin to get sued into oblivion by Evil Corporate Lawyers...yeah. Wonko World.

PART TWO IT AM A SMALL WORLD AFTER ALL

What am this place? Strange huts everywhere, covered with strange, colorful drawing of puny forest creatures! And bushes! And flowers! And all around you are hundreds of big Squishy Men! Some am tall, some am fat, some am have big black ears growing out of head! They all am laughing and squealing!

And what am that over there? Am giant Duck Man! He am wearing little blue hat and waving to tiny Squishy Men! He am go "Quack quack quack!" And over there! Am giant Woodchuck Man! He am hugging and kissing tiny Squishy Men! These freaks am fill you with urge to kill!!

Oh, Krom! This place am horrible! This am must be Squishy Man Hell!!

Yes, it's Hell all right. A smorgasbord in Hell! Roll some Krom dice against every Ork's Scent skill and read the following to the high-rollers:

Mmmm...somehow...Squishy Man Hell am smell pretty good...like meat...fresh meat cooking over open pits of flame! And something else am smell like...food! Magical, wonderful food! Where am meat and magic food? You am must eat it now!

Next you can roll some Krom dice versus every Ork's Eyeball skill. Some Ork is bound to notice the following:

Wait a minute! Over there you am see strange creature. It am roaring and swooping and whooshing, and am have Squishy Men all over it like bloated ticks. And over there am another strange creature—it am have giant tentacles and a big mouth full of sharp teeth. Over there am another one running in and out of caves in big mountain covered with snow...these strange creatures must am be dinosaurs!

NOTE TO MR. GM

Now you're on your own. Some Orks are going to want to kill Davey Duck, others are going straight to the Burger-O-Rama, while an enterprising few may actually try and collect some "dinosaur" teeth and return home.

Don't try to dictate what happens next. Let them rampage around the park, butcher a couple of men in fuzzy animal suits, eat greasy hamburgers, attack a roller-coaster or two, then bring in the SWAT team and proceed to Part Three.

Here are a few encounters you can sprinkle throughout this part of the adventure when appropriate.

BIG SQUISHY MEN

Big Squishy Men are, in fact, Sour Men who have grown soft, fat, and weak over the centuries. To your average Ork, they look like gigantic, succulent pink turkeys.

Meat: D6 **Bones:** D6 **Twitch:** D6 **Mojo:** D4
Skills: 2D6 Chuck, 2D6 Eyeball, 2D6 Fight, 2D6 Run, 2D6 Smash.

Stuff: Camera, Popsicle (optional), traveler's checks, Wally Woodchuck hat with big ears and name embroidered on the front.

Special Note: Big Squishy Men may mistake Orks for costumed characters, depending on how homicidal the Ork is behaving. If this happens, the Big Squishy Man may try to get the Ork to pose for a photo, sign an autograph, or hug some old lady.

FUZZY MEN:

**WALLY WOODCHUCK, SAMURAI CLAM,
PONTIFICUS J. PEACOCK, AND SO ON**

Meat: D6 **Bones:** D6 **Twitch:** D6 **Mojo:** D4
Skills: All are a D6, due to the heavy, movement-constricting animal suit.

Stuff: Padded animal suit (PR 2), balloons, love.

These fellows are Big Squishy Men in huge, furry animal costumes pretending to be various Wonko World characters. They talk like this: "Wah wah wah wah! Yay!" They don't want to get hacked apart by bloodthirsty Orks with swords, and will attempt to flee for their lives when attacked. Break open the fuzzy outer shell and they are full of meaty goodness.

THE BURGER-O-RAMA

All restaurants in Wonko World are the same. When any Ork enters a Burger-O-Rama, read the following paragraph:

Rrrr! This am hut full of Big Squishy Men. They am all sitting at tables, eating little, round balls of meat! And over there am magic fountain! With little cups! Over there am buckets full of little swords and knives! And look—there am some strange creatures that am spit up blood and yellow snot!

MISTER ORK'S WILD RIDE!

*Everywhere you am
smell hot meat, roasting
over fire! Aaarrgg! Am
must eat now!*

Each Burger-O-Rama has a theme corresponding to whatever section of the park it's located in. For example, there's Wild West Burger-O-Rama, Space World Burger-O-Rama, Jungle Land Burger-O-Rama, etc. Add a wait staff dressed as cowboys, astronauts, jungle explorers, and so on.

The Orks should be mad with hunger and blood lust by now. When all hell breaks loose, most of the Big Squishy Men will try to escape the Burger-O-Rama and run for the parking lot.

Have the Orks make a Scent roll vs. Krom. Any Ork who rocks out finds the kitchen. Inside are dozens of sharp knives, meat cleavers and tenderizers, heavy skillets and pans, vats of sizzling hot oil, gigantic semi-intelligent robot machines that shred, chop, and dice in a blink of an eye, exotic seasonings of choking and sneezing, and last, but not least, the grill—a huge iron slab designed to cook thousands of hamburgers at once.

GIGANTIC SEMI-INTELLIGENT ROBOT CHOPPING MACHINE (THE KITCHEN MASTER 3000)

Meat: D12 **Bones:** D20 **Twitch:** D12 **Mojo:** n/a

Skills: Fight 2D12, Chop 8D12, Shred 8d12, Purée 8D12, Run 2D20.

Stuff: Assorted cleavers, choppers and knives, precious robot brain, the desire to become human and discover what is "Love."

Gigantic Semi-Intelligent Robot Chopping Machines are unstoppable automatons, and will pursue the Orks forever until their wound level has been reduced to See You in Hell, or they are unplugged.

Or, they could fall in love with the Orks, in which case they will pursue the Orks forever until their wound level has been reduced to See You in Hell, or their perverse, desperate robot desires are met.

Well, Mr. GM, I don't think you need me to tell you there are soooo many ways for an Ork to get in trouble in the kitchen. An insane French chef could attack them with a giant meat cleaver (use Big Squishy Man stats—Meat cleaver DR2). One of the Gigantic Semi-Intelligent Robot Chopping Machines

A SPECIAL NOTE ON ORKS AND CANDY, AKA MAGIC FOOD

Although candy does not exist in the World of Orkness (except in the hideous dwellings of the Squid Heads, who use sugar as a mind altering drug), Orks will find themselves drawn to all sugary treats like moths to a flame. But as we all know, candy is very, very bad for you.

Any time an Ork eats some form of sugar (cotton candy, Popsicles, etc.), roll a D20. For that number of minutes, the Ork's attributes are bumped up as follows: D4 becomes D8, D6 becomes D12, D8 becomes 2D8, D10 becomes D20, D12 becomes 2D12, and D20 becomes 2D20.

But keep your eye on the clock, Mr. GM! When time runs out—the Ork implodes, becoming a miniature black hole that will suck everything in a twenty-foot radius into a matter-crushing portal from which escape is impossible. Then a squadron of 12th-level wizards in pointy hats descends on the park and takes the floating sphere away for study.

could try to mash the Orks into a fine purée. Something unfortunate, yet delicious, could happen with the deep fryer. Or you could throw a couple Orks on the grill and watch them go crazy!

The kitchen is also a fun place for the SWAT team to show up.

BIG DINOSAURS (AKA, THE RIDES)

Wonko World is full of an assortment of ride for the whole family. Describe them to the Orks as ferocious monsters—full of teeth and tentacles, sporting multiple eyes and legs, roaring and snarling and charging through the park.

THUNDER COASTER!

Your standard roller coaster. It goes around and around, does a corkscrew, goes upside-

down, the whole bit. Treat getting hit by Thunder Coaster as combat, with opposed Fight skill rolls.

Meat: D20 **Bones:** D20 **Twitch:** D20 **Mojo:** n/a

Skills: Fight 8D20, Smash 8D20, Run 8D20.

Stuff: Safety bar, big wheels...uh...

Other coasters at Wonko World include The Avalanche (complete with yodeling and fake snow), and Space Ahoy! (roller coaster with seizure inducing light show, use opposed Mojo rolls: Mojo D20). Use same stats as above.

RIDES WITH ROBOTS

These are rides that involve the Ork sitting down in some kind of small vehicle (boat, car, teacup, etc.) and being taken along a track through an attraction filled with performing robots. The robots are automated machines designed to sing, dance, frolic, or impart important, socially responsible messages.

AVERAGE ROBOT

Meat: D10 **Bones:** D8 **Twitch:** D6 **Mojo:** n/a

Skills: Fight 3D10, Smash 3D10, Run 2D8, Sawbones 3D8, Chuck 3D6, Eyeball 3D6.

Stuff: robot brain, assorted objects that can be used as deadly weapons.

Note to Mr. GM: At any time you wish, these robots may go berserk and attempt to exterminate all life forms.

MISTER ORK'S WILD RIDE!

PIRATE ISLAND

Here the robot pirates fight, shoot cannons, chase wenches around, sing sea chanteys, and say things like, "Shiver me timbers!" and "Yar! Be sure to pre-order *Denizens of Freeport* today, mateys!" They are armed with cutlasses (DR 3) and pistols (fake, DRO).

THE HOUSE OF PRESIDENTS

Every president of the United States is here, represented by a robot. They teach the history of America, with a few amusing personal anecdotes about their time in office tossed for good measure.

Some robots to watch out for: **George Washington** (armed with an axe, DR2), **Abraham Lincoln** (armed with a pistol, single-shot, DR7), **Gerald Ford** (insane head-butt attack, DR2), and **Richard Nixon** (armed with an aerosol can of Pure Evil, DR10).

WHAT A SMALL PLANET WE LIVE ON!

Perhaps the most insidious robot ride at Wonko World is What a Small Planet We Live On! Another boat ride that takes you on a journey around the world, featuring quaint little sets depicting the many cultures and peoples of planet Earth.

Thousands of tiny robots, dressed up like little people from everywhere on earth, cavort and sing the ride's theme song "What a Small Planet We Live On!" They sing this song over and over again. Yeah. You know how it goes.

Any Ork trapped on What a Small Planet We Live On for too long must make an opposed Mojo roll vs. the ride (Mojo D20). Should the Ork fail, many exciting and lethal things can happen. Roll 1D6 and consult the chart below.

WHAT A SMALL PLANET WE LIVE ON MISHAP CHART

- | | |
|---|--|
| 1 | Ork melts |
| 2 | Ork's leg is smashed into its pelvis, caving in the lower abdomen. Blood showers you and your opponent |
| 3 | Ork bursts into flame, does a little dance, and falls to the ground as a pile of ashes |
| 4 | Ork's head grows wings and flaps away, leaving body behind |
| 5 | Ork is eaten by thousands of hideous ghetto rats |
| 6 | Total Plutonic Reversal |

Other Rides with Robots at Wonko World include **The Country Cow Hootenanny** (large robot cows singing country songs), **Submarine Below the Sea** (submarine goes underwater, encounters robot fish, mer-people, etc.), **Beasties of the Dark Continent** (jungle ride, robot hippos, tigers, etc.) and many more. Use your most outlandish childhood experiences on this part.

PART THREE ZIP-A-DEE-DOO-DEATH!

At some point during the Orks' fiendish shenanigans, the SWAT team shows up to restore law and order.

All around you am blood and terror and flames. This am great day to be Ork! Squishy Man Hell am so fun! You am want to stay here forever! Maybe you am even become Shaman of Squishy Man Hell!

Say...what am all those Big Squishy Men doing? They am look different from regular Squishy Men. Like Krom am dipped them in blue goop. And they am swarming all around you, like puny gnats. They am talking to little black rocks in their hands. Ha! They am even pointing little black sticks at you! Stupid Blue Goop Squishy Men! You am show them!

BLUE GOOP SQUISHY MAN

Meat: D8 **Bones:** D8 **Twitch:** D8 **Mojo:** D4

Skills: 2D8 Chuck, 2D8 Eyeball, 3D8 Kung Fu, 2D8 Run, 2D8 Smash.

Stuff: Killer Boomstick (DR7, can shoot up to 3 rounds per turn, with a cumulative -1 penalty on Chuck skill rolls after

the first shot), Talking Rock (walkie-talkie), pepper spray (A noxious, but tasty condiment: Any Ork who eats the can of pepper spray has his head explode.), handcuffs, bulletproof vest (PR 3), gas mask, billy club, riot shield (optional, PR1).

SPECIAL BLUE GOOP SQUISHY MAN NOTES

A select few of the Blue Goop Squishy Men are armed with grenade launchers, which they use to shoot canisters of tear gas at the Orks.

Any Ork stumbling around in the tear gas must make an opposed Bones roll against the choking fumes (Bones: D12). Failure means the Ork bawls like a big baby Squishy Man, crying out for his momma. This should inspire the other Orks to immediately destroy him. Tear gas also affects Eyeballs and Scent skill checks (-3 on all checks, or -5 if the Ork is blubbering).

These gung-ho Blue Goop Squishy Men don't just fight, they know Kung Fu! Use the Kung Fu skill instead of Fight whenever a Blue Goop Squishy Man is in combat. Should the Blue Goop Squishy Man win a round of combat, the Kung Fu

MISTER ORK'S WILD RIDE!

skill lets him do things like flip the Ork over his head, throw the Ork into a table, send the Ork flying into an open stove, leap into the air and kick the Ork a thousand times, and, well...you get it, right?

What happens next should be a really big fight that can rage all over the amusement park, destroying lots of property, killing a bunch of Blue Goop Squishy Men, and hopefully a bunch of Orks as well!

PART FOUR WHEN YOU AM WISH UPON A STAR

Maybe, just maybe, one or two of the Orks have gotten hold of something they think is a dinosaur tooth, and they're ready to return to the World of Orkness. But how are they going to get back home?

Here's one way.

One of the Orks could find a secret door (somewhere in the Burger-o-Rama, or inside one of the Rides with Robots) that leads to an underground tunnel.

Where am you now? Strange underground tunnel complex! Tunnels am twist and turn, going down, down, far from the surface world. Finally, after you am walk forever, tunnel ends in front of door with big wheel on it. The air am cold here. Too cold! Little ice crystals am all over door and tunnel.

The Ork can use his Smash skill to break down the door.

You am smash down door! On other side am strange room. Room am full of little metal boxes that am go "bleep...bleep...bleep". Metal boxes am covered with little lights that go "blink...blink...blink". Air am cold in here too! Ice am all over everything. Hey! What am that?

In middle of room am giant bubble...and inside bubble there am Big Squishy Man! As you am look closer, you am see Big Squishy Man am also covered with ice. He am frozen! Next to bubble you am see big red button. Big, red, shiny, candy-like button.

Big, red, shiny, candy-like, you-am-must-press-it button. Big, red, shiny, candy-like, you-am-must-press-it-now button. Big...

And so on, until the Ork gets the point. After the Ork does press the button, read the following:

You am hear sounds like squawking of birds and hissing of snakes! Lights on metal boxes am flashing like crazy! Suddenly, the room am start to get warmer...and warmer...ice am start to melt...soon all ice am gone!

You am see Big Squishy Man open his eyes and step out of bubble. He am look at you and say "Good Heavens! Orks! In my amusement park! This will never do!"

Hey, kids! Can you believe it? It's Wally Wonko, the founder of Wonko World!

WALLY WONKO

Meat: D8 **Bones:** D8 **Twitch:** D20 **Mojo:** D20

Skills: Chuck 4D20, Grab 4D20, Eyeball 4D20, Lead 20D20, Magic 40D20.

Stuff: Benevolence, World Empire, Magic Wand.

The Magic Wand can do anything the user desires, provided they make a successful Magic skill check vs. Krom. Wally Wonko and Krom are old army buddies, so figure that when the wand is in Wonko's hands, he can do whatever he wants.

"Little Ork," he am say to you, "me am must send you home now. And all the other Orks, too." With that, he am reach into his coat and pull out little magic stick. He am tap you with stick, and suddenly—you am vanish!

Wally Wonko then goes around to each Ork in turn and sends them back to the World of Orkness with just a touch of his magic wand.

TAKE THE LONG WAY HOME

Of course, there are countless other ways the Orks could get home. For example, a magic portal opens up in the ladies bathroom. Or the amazing Doctor Rosen-Rosen and her Time Travel Police could show up and send the Orks back. Who knows? Maybe digging a big hole might work.

Or maybe the Orks don't have to go back at all. Maybe the SWAT team captures them all and sends them to a secret government lab for testing. Maybe the president Nixon robot offers them a job. Maybe the Orks kill Wally Wonko, steal his magic wand, and somehow teleport themselves to Jupiter. The possibilities are limitless, as long as it somehow ends in terror and bloodshed.

Orks who do get back better have a dinosaur tooth for the Shaman. Or else he will get 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 die in the heat of battle are rewarded with a seat at the Great Feast. Orks who melted in the Small World ride, or got chopped up by a horny Kitchen Master 3000, or were killed in some way totally unbecoming to an Ork will be reincarnated as lovable, funny animals who get into all sorts of misadventures and have their images plastered on lunch boxes, T-shirts, and Jolly Meals for all eternity.