

An Orc's Day

A You Are Not the Hero Gamebook

perpetrated by Travis S. Casey

Introduction

In this book, you take on the role of an orc -- a mere cog in the great machinery of fantasy, destined to be killed by a hero, without even the dignity of a name.

Or maybe not. It's up to you. But remember... *You Are Not the Hero*.

Game System

This game uses the *System We Haven't Named Yet*TM, a complete, flexible, and easy-to-understand game system that we made up while typing this. (And that's the editorial "we", for those wondering about the fact that there's only one author listed.)

Characters in the *System We Haven't Named Yet*TM are defined by four ability scores:

Muscle	Wits
Courage	Luck

At some points in the book, you may be asked to make a check based on one of those abilities. To do this, roll two six-sided dice, add them together, and add the value of the ability. Your total must equal or exceed the difficulty specified for you to succeed. If it does not, you fail.

Equipment

You start out with some items that may be of help in your adventure, and may acquire more through the course of the book. At some times, you may have choices that are only available if you have certain items. You may not use these choices if you don't have the items. The Gamebook Police say so. You can carry a weapon, wear one suit of armor, and carry up to five other (non-armor) items. If you acquire more than that, you have to drop something.

Some items may have a *weapon rating* or *armor rating*. These will help you in....

Combat

(How's that for a segue!) Sometimes you'll be told that you have to fight something. Okay, probably a lot of times, since you're an orc. When that happens, you'll be given three statistics for the thing(s) you're fighting:

Attack
Defense
Health

Combat goes in turns. On each turn, first your opponent attacks you, then you attack it. (Yes, your opponent goes first, always. You're an orc. Of course you get the short end of the stick.)

When your opponent attacks, check the highest of your Wits and Luck against its Attack, adding the armor rating of the armor you're wearing. If you fail, you lose a point of Health.

When you attack, check your Muscle against the opponent's Defense, adding the weapon rating of the weapon you're using. If you succeed, your opponent loses a point of Health.

Sometimes you may be given other options in combat. Cherish them.

If your Health goes to zero before your opponent's, you lose. If your opponent's Health goes to zero first, you win. Either way, follow the instructions given.

Orcishness

Each *System We Haven't Named Yet*TM book adds a ~~cheap gimmick~~, *unique extension* to the basic game system described above. For this book, it's Orcishness. Sometimes in the text, you'll be asked to add or subtract something from your Orcishness score. At other times, you may be required to do Checks with or against your Orcishness to determine if you can take certain courses of action.

Character Creation

First things first, you need an orc. Get a piece of paper, and write down the following on it:

Name:

Leave this blank. You're a nameless orc.

Race: Orc

What did you think it would be? You're an orc.

Muscle/Wits/Courage/Luck

You have ten points to put into these. Place them however you please, so long as the total does not exceed ten.

Health

You get a Health of 5. Lucky you.

Equipment

sword (weapon rating 0)

mail armor and helmet (armor rating 0)

chicken leg (sans chicken)

Money

You start with 20 silver coins.

Orcishness

You start with an Orcishness of 6. Modify as follows:

If you put a negative number in any score: -1. Orcs don't know about negative numbers.

If your Wits is higher than your Muscle: -1. Orcs aren't supposed to be clever.

If your Luck is higher than zero: -1. If you had any luck, you shouldn't be an orc.

If your Muscle is your highest score: +1. Now that's an orc!

If your Courage is higher than your Wits: +1. Too dumb to run away... that's an orc, all right.

If your Courage is higher than 2: -1. Orcs aren't supposed to be very brave.

Starting to Play

Okay, you're an orc now. Time to get this game started! Start with section 1.

1

It's morning. At least, you think it's morning. It's hard to tell, down here in the dungeon. All you know is, you woke up, rolled off the old pile of skins, ate a quick breakfast (it was really quick -- took you fifteen minutes to catch it), then came down here.

Here. The ten-by-ten room that you guard, every day, waiting for some heroes to come along. There's a chest in here. It probably has treasure in it. Somewhere, down below, there's the evil wizard Galros the Undying, whose dungeon this is. And there's you. Sitting here day after day, getting older, waiting for a hero to come kill you....

- * To keep staying here waiting for a hero to kill you, go to section 44.
- * To go to the break room, go to section 31.
- * To open the chest, go to section 84.
- * To get the heck out of this place, go to section 18.

2

"Mortimer has slave girl in there," the lead orc says. "We want have fun with her," he says with a leering grin. You can tell you're not going to be able to talk them out of this idea.

- * To fight the orcs, go to section 68.
- * To open the door for them, go to section 3.
- * To leave, go to section 47.

3

Subtract one from your Orcishness, for disobeying orders.

The door to the room you're guarding isn't locked. Entering it, you find a room smaller than the one that you were just in, and much less comfortable-looking. A small bed is here, a washstand, cushions, a chamber pot -- but all that fades to unimportance as you see what's on the bed.

A young human woman, dressed in the scanty clothes of one of Galros' slave girls, sits up as you enter. Her eyes are wide with fright.

- * To kill her, go to section 28.
- * To do other nasty things to her, go to section 67.
- * To talk to her, go to section 98 if there are no other orcs here, or section 40 if there are.

4

As you fight, other orcs rush in. Seeing you in combat already, they quickly come to your aid, rushing Mortimer as well as the adventurers. The battle is brief and bloody, and soon, there are only orcs still alive.

The other orcs turn to you, and then one of them speaks. "Who are you, who looks like orc, but fights like demon? Tell us your name!"

- * Go to section 8.

5

"You! You are cheating!" you say, standing up and pointing at Mortimer. Taken aback, the apprentice starts to say, "Me?"

No, surely you must be mistaken -- "No!" another orc says, cutting him off. "He is right! Look -- wizard has more cards than he should!"

"Blast!" Mortimer says, then grins and stands. "Well... I suppose that's just what I'll have to do -- blast you all!"

- * Go to section 91 and fight Mortimer. However, the other orcs will join in the fight on your side:

Other Orcs: Health 3.

Subtract two from Mortimer's Attack and Defense because of the other orcs' aid. Each turn, roll a die to see who Mortimer attacks. On a 1-2, he attacks the other orcs; on a 3-6, he attacks you. Any time he attacks the other orcs, they lose a point of Health. If they reach Health 0, you lose their help.

6

Thinking that Galros will be watching the front door, you decide to head for the back entrance. It comes into sight, and a smile grows on your face -- which is when Galros appears, holding his staff out low. You trip and fly headlong into the ground. Desperately, you try to get up, but an invisible hand grabs you, picking you up and lifting you before Galros.

"Stupid orc," he says to you, looking you up and down. "Did you think you'd get away with killing one of my apprentices?" He doesn't pause for an answer, but simply shakes his head, saying, "Well, you were wrong." Galros raises his hand, and a bolt of lightning sears into you.

* You have died, without even the dignity of a name. It wasn't a hero that killed you, but -- you definitely ended like an orc.

7

As your combat with Mortimer presses on toward the inevitable conclusion, there's suddenly a commotion as more people enter the room. They're humans, dressed in armor and carrying weapons -- adventurers!

Mortimer calls out quickly. "Help me! I almost have this vile orc defeated!"

* To try a bluff, go to section 90.

* To keep fighting, go to section 46.

8

Did you think earning a name would be that easy? Well, maybe. Go to section 65 and come back here.

"I am but a simple orc like yourself," you answer. "Any one of you could have done this, if you could find it in yourself." This is a most un-orcish thing to say, so subtract one from your Orcishness.

The orc you're speaking to looks confused, so you dumb it down. "Me just orc. You could be like me."

A light dawns in the eyes of the orcs around you, and suddenly, they're all nodding their heads. "Yes! We want be like you! You lead us! We kill wizard, take all treasure for us!"

* Check your Courage against your Orcishness. If you succeed, you lead the Glorious Orcish Revolution -- go to section 26. If you fail, you wimp out -- go to section 75.

9

"Here!" The girl pulls a potion bottle from her bag and tosses it to you. You catch it with a desperate lunge, pull the cork with your teeth, and swig it down quickly.

* Your Health has been restored to 5. Go back to 96 and continue the fight. This time, if you reach Health zero, you die.

10

Check your Muscle against a difficulty of 10. If you succeed, you manage to be intimidating enough that the orcs leave.

- * If you failed, you'll have to fight the orcs now. Go to section 68.
- * If you succeeded, and you want to open the door and see what they wanted, go to section 3.
- * If you succeeded, and you want to just leave now, go to section 47.

11

Together, the four of you manage to track down Mortimer in his lab. "What is the meaning of this?" he asks when you enter, but the meaning rapidly becomes evident to him when you attack.

- * Go to section 91 to fight Mortimer. Since you have other orcs helping you, you may subtract two from Mortimer's Attack and Defense in the fight.

12

Well, that was definitely un-orcish. Subtract 2 from your Orcishness. While you've slaughtered the other orcs, Mortimer has watched. Now, he applauds, saying, "Good show! I thought those orcs were cheating, so I'm glad you killed them. You know... I could use an orc like you. How'd you like to be my personal guard?"

- * Go to section 58.

13

Add one to your Orcishness, for rushing ahead.

With half a dozen other orcs behind you, you charge deeper into the dungeon, seeking Galros' quarters, until you realize you don't know where they are.

Thankfully, one of the other orcs turns out to know how to get there.

"We almost there!" one yells, and you and the others cheer, then charge forward... into a large room, dominated by its inhabitant: a zombie troll.

"Oh... did I not mention Galros has guard?" one asks.

"Ha! We not afraid of him!" another cries. "Our leader take care of him!"

Zombie troll: Attack 10, Defense 9, Health 5.

The other orcs do not join in until you are at Health 2, expecting their champion to easily win. When they do join in, subtract two from the troll's attack and defense.

* If you defeat the troll, go to section 83. If you do not, you die, and the Glorious Orcish Revolution dies with you.

14

A man enters the room you're guarding. You recognize him as one of Galros' apprentices, Mortimer the Unsneezing (you've got to work your way up to Undying). "Ah, you there," he says in a snootily pre-emptive tone. "Come with me. I have a job for you."

* To follow him out, go to section 56.

* To kill him, make a check of your Courage against (Orcishness + 5). If you succeed, go to 38. If you fail, you're still too much of an orc to rebel against an order. Follow him to section 56.

15

The others are happy to let you take a seat and join in the game. One of the orcs sets a mug of ale by you, and you happily take a swig -- guarding is thirsty work!

* The ante is one silver. You may bet up to five silver. Check your Luck, then decide how much you want to bet. Once you're decided, go to section 97 to find out what happens.

16

Check your Wits against a difficulty of 10.

* If you succeed, you have persuaded the orcs to go with you to fight Mortimer. Go to section 11.

* If you fail, the orcs attack you. Go to section 68.

17

The other orcs have beaten you down, and you fear for the girl as they turn to her, leering and chuckling. She backs up into the corner, looking between you and them. Suddenly, she dives for her bed, grabs something out from under the mattress, and tosses it to you.

A potion bottle, containing a greenish potion, hurtles toward you. With the last of your strength, you manage to catch it, pull the cork with your teeth, and drink it down. As the potion courses through you, you feel invigorated. Your health has been restored to 5. You have a chance to redeem yourself. Return to section 40 and

continue the fight. The healing potion has been used up. If you are defeated you die, and you may not receive the potion from the girl.

18

How long has it been since your orc troop started working here? you wonder as you walk the halls. Years, you realize, and that realization makes you angry. Years, stuck here guarding the treasures of some stupid wizard. You've never even met Galros, much less gotten an "attaorc" from him. Maybe you should give him a piece of your mind. Tell him what it's like for the simple working orc. Maybe...

Subtract one from your Orcishness.

- * To go to the break room and think about things, go to section 31.
- * To keep heading out, go to section 80.
- * To give up trying to leave and go back to your duties, go to section 44.

19

You're kidding, right? Four adventurers, and the girl doesn't like you either. You're an orc, not a Dark Lord.

* Check your Wits against your Orcishness + 5. If you succeed, your brains override your natural Orcishness and you try the bluff. Go to section 54. If you fail, well... four adventurers? You're left as nothing more than an orc-tinged splotch on the floor. Go to Scoring.

20

Wandering the corridors, you turn a corner and... well, it's not your lucky day is it? Then again, when is it an orc's lucky day? You've just run into Galros' apprentice Mortimer, with a pack of orcs following him.

"What are you doing, orc? You're supposed to be standing guard, you insolent upstart!" He raises his hand, and it starts to smolder as his eyes begin to glow.

- * Go to section 91 to fight Mortimer.

21

You take the girl in your arms, a rush of un-orcish emotions going through you. This... this human fought by your side. Perhaps she could have trusted you. Perhaps....Then she speaks.

"I... I have a healing potion." You move to get it, and she grabs your arm. "No! Don't use it for me! Kill Galros for me! Please! My.... my name is Bethany. Remember me."

Can you tell her your name? Go to section 65 and read the instructions there, then return here.

- * To use the potion to save Bethany anyway, go to section 92.
- * If you let Bethany die, go to section 64.

22

You lead the orcs back to your old guard room, and with all of you there, it's easy to force open the chest. Inside, you find three things:

- a sword with a jewel-encrusted handle, slightly glowing (weapon rating +2)
- a vial full of a greenish healing potion (drink at any time to restore three Health; one use only)
- a sack with five hundred gold pieces

* You know you're running out of time, and have to get moving now, while you might be able to surprise Galros. Go section 86 now.

23

Add one to your Orcishness, for following orders.

You stand for perhaps half an hour, waiting, before something finally happens. The door opens, and you almost let out a sigh of relief, thinking that it's Mortimer returning. But then you see the green skin of the hands, and the black nails. Three orcs come into the room, looking and smelling drunk. They stop and look at you, obviously surprised to see you here.

The lead orc's eyes narrow. "Let us in there," he says, pointing past you to the door you're supposed to be guarding.

- * To talk to them, go to 36.
- * To attack them, go to 68.
- * To open the door for them, go to 77.

24

You continue to play, but this time, with your suspicions started up, you watch the other players more carefully. This requires un-Orclike brain activity, so subtract a

point of Orcishness. Place a bet of one to five silver, then check your Wits against a difficulty of 9, and your Luck.

If your Luck check is 15 or above, you make back your bet, plus the same amount.

If your Luck check is 10 - 15, you break even and get back your bet.

If your Luck check is less than 10, you lose your bet.

* Regardless of how your Luck check came out, if you succeed on your Wits check, go to section 94. If you fail, go to section 41.

25

Add one to your Orcishness. Seeing the force she's faced with fighting, the girl's eyes go wide. As your orcs saunter in, she quickly reaches under the bed again, pulls out a potion, and quaffs it.

She disappears, and you feel your throat tighten. Is she invisible? Has she teleported? Is she warning Galros of your plans even now? Quickly, you bark orders to your orcs, but they can't find any trace of you. With a sinking feeling in your heart, you head on to your fight with Galros' bodyguard.

* Go to section 74.

26

"Yes!" you proclaim. "I will lead you!" Drawing your sword, you thrust it into the air. "To arms, my orcs! To arms!"

Subtract one from your Orcishness. Speeches aren't an orc kind of thing.

"You our leader! Yes!" The other orcs thrust their own swords into the air, shouting. After a few moments, the tumult dies down, and a voice arises from the group. "Uh... what mean 'to arms'?"

Fighting back a sigh, you explain yourself, in Orcish terms. "We make ready to fight! That what 'to arms' mean!"

A renewed cheer goes up, while your hopes for the Glorious Orcish Revolution sink a little. Okay, maybe a lot.

* To go ahead and lead your orcs to Galros, go to section 13.

* To take some time to plan, check your Wits against your Orcishness + 5. If you succeed, go to section 77. If you fail, go to section 13.

27

With the aid of the adventurers, you easily defeat Mortimer. You cheer, and they set about quickly and efficiently looting Mortimer's body, since that's what adventurers do.

- * To join the adventurers, go to section 30.
- * To leave them, go to section 59.

28

Add one to your Orcishness. (Yes, even if you just added one in the previous section.)

As you move toward the slave girl, she throws herself into your arms. "You've got to help me! You're my only hope! Please, please, I beg you... have mercy on me!"

- * To continue what you were trying to do, go to 78.
- * To reconsider and try to talk to her, go to 98.

29

As you fall, dying from your wounds, you see Mortimer get up from the table. "He was right you know -- someone was cheating. I was." Grinning, he throws a lightning bolt into one of the other orcs. "Well, I guess it's up to me to clean up this mess now. Pity. Galros so prefers living servants to zombies."

- * You die, without even the dignity of a name. Go to Scoring, and better luck next time!

30

The adventurers happily take you into their party, and ask your name. Do you have one yet?

- * If you do, go to section 66. If you do not, you may attempt to overcome your Orcishness. Go to section 55 and follow the instructions there. If you succeed, go to section 66. If you fail, the adventurers discover you are an orc and kill you. Go to Scoring.

31

You trudge to the break room. The usual crew of orcs are here, gambling with cards, but today, there's something different: one of Galros' apprentices, Mortimer the Unsneezing (you've got to work your way up to Undying) is here.

- * To attack the orcs, go to section 73.
- * To join the card game, go to section 15.
- * To attack Mortimer, go to section 91.

32

The girl narrows her eyes. "Sure. I surrender, then you orcs just rape me instead of killing me. No thanks." She reaches under the bed for something.

- * To attack her, go to section 25.
- * To try to talk to her now, check your Wits against your Orcishness + 3. If you succeed, go to section 51. If you fail, you may make a last-ditch attempt to overcome your Orcishness -- go to section 55 and follow the instructions there. If you succeed, proceed to section 51. If you choose not to try, go to section 25.

33

You have gained a name. Choose a name for your orc. Write it down in the name spot. Be proud.

You are now immune to all changes in your Orcishness status. You no longer have to make Orcishness checks -- if a check involving Orcishness is called for, you may choose which way to go. Further, you may choose two of Muscle/Wits/Courage/Luck to add a point to, and your Health is restored to 5.*

You tell everyone around you your name, then go back to the section you were in.

34

"Ha!" you bark in Mortimer's face, then spit on him. "Wizard scum! Do you think I would serve you? I have more pride than that. I am --"

You're interrupted as Mortimer replies, "You? YOU? A wretched piece of orcish slime thinks it can turn me down?! I will fry you where you stand!"

Go to section 65 and read the instructions there, then return here.

* Check your Luck against a difficulty of 9. If you succeed, go to section 5. If you fail, go to section 99.

35

"I could kill you now," Mortimer says, "but I don't think I will. You've impressed me, orc. So instead, I want to offer you a job -- as my new bodyguard."

* Go to section 58.

36

What do you want to say to them?

* "What's in there that you want?" - go to section 2.

* "Get out, before I have to hurt you!" - go to section 10.

* "We can do better than this -- we should kill Mortimer!" - go to section 16.

37

"I... I cannot." Your shoulders slump as you feel defeat wash through you.

"Oh." The disappointment in her look wrenches at your heart in a way you didn't know you could feel. "Well... you'd better go back out there, then. I wouldn't want you to get in trouble."

* To make a last-ditch effort to fight against your nature, go to section 55. If you succeed, go on to section 95. If you fail, follow the instructions for failure at section 55.

38

Fight Mortimer. If you have already fought Mortimer before this, use his Health at the end of your last fight instead of 5.

Mortimer the Unsneezing: Attack 9, Defense 9, Health 5.

When one of you drops to Health 1 (which may be as soon as the fight starts, if you've fought before this!), go to section 7.

39

With the ancient Orcish cry of "Geedouddahere!" you take to your feet, running like the wind. Okay, like an orc in armor. Check your Luck against a difficulty of 10.

* If you succeed, go to section 80. If you fail, go to section 45.

40

“What you doing?” the lead orc says suspiciously, then grabs you by the shoulder and spins you around. “We not here to talk. We here to take!” He pushes you against the wall, then raises his fist to hit you, the other two orcs chuckling gleefully.

Before they can hit you, however, the girl grabs her chamberpot and brains one of the orcs. You have an ally!

The orcs: Attack 9, Defense 9, Health 6.

The girl: Health 3.

The girl fights on your side. Her help is factored into the orcs’ statistics. You may choose each turn whether the orcs attack you or the girl. If the girl reaches

Health 0, she is dying, and cannot help. If this happens, increase the orcs’ Attack and Defense by two each.

* If you defeat the orcs, and the girl is not yet at Health 0, go to section 85. If you defeat the orcs, and the girl is at Health 0, go to section 21. If you are defeated, go to section 17.

41

You realize that the other orcs are in this together, and cheating against Mortimer and you. Standing up, you bang your fist on the table. “Cheaters! Give me back my money!” you say, pointing to the orcs.

“Liar!” one of the other orcs says. “You’re the one who’s cheating!” Drawing their swords, they begin to close in on you.

Other orcs: Attack 8, Defense 5, Health 5.

* Fight the other orcs. If you defeat them, go to section 12. If you are defeated, go to section 29.

42

Bethany and you go through the dungeon, moving carefully so as not to attract attention. You’re nearing the exit when a patrol stumbles across you -- almost literally.

“Hey! What you doing?!” says the orc who’s fallen on his back from trying not to run into you.

* To fight him, go to section 53.

* To try to trick him, check your Orcishness against a difficulty of 8. If you fail, go to section 62. If you succeed, you are too much of an orc to not attack him. Go to section 53, or go to section 55 to make a last-ditch effort to overcome your Orcishness.

43

With the help of the orcs, you're able to search Mortimer's quarters quickly. The outer chamber and Mortimer's bedroom yield two items that could be of great use:

A magic wand. You may use it up to three times; with it, you may attack with your Wits + 3 instead of your Muscle.

A bluish healing potion. You may take it at any time, to get back three Health, up to a limit of 5. You may only use it once.

Continuing the search, you open the door to the other room in Mortimer's quarters... and find a surprise. A human woman, dressed in the 'clothes' of one of Galros' slave girls. Seeing you and the crowd of orcs behind you, she gasps, then reaches under the mattress of her bed, to pull out a dagger.

"You won't have me, orcs!" she cries, holding the dagger ready.

* To attack her, go to section 25.

* To tell her to surrender, go to section 32.

* To tell her you won't hurt her, check your Orcishness against a difficulty of 10. If you fail, go to section 51. If you succeed, you must make one of the other two choices.

44

Good things come to those who wait. Unless they're orcs. Add 1 to your Orcishness, then check your Luck against a difficulty of 9.

* If you succeed, go to section 14. If you fail, go to section 88.

45

The adventurers catch up with you. Soon, you are dead. And looted, since that's what adventurers do to things they kill. Like orcs.

* Your story is at an end. A sticky one. Go to Scoring.

46

You press on with the fight, hoping that at the least, you can kill Mortimer before you're killed. Check your Luck against a difficulty of 10.

* If you succeed, go to section 4. If you fail, go to section 60.

47

You leave Mortimer's apartments, fuming, both at him and yourself. How could you have let yourself sink to this depth? It feels unclean even to you -- and you an orc! Nothing should feel unclean to an orc! This is wrong!

* As you wander, lost in your thoughts, check your Luck against a difficulty of 10. If you succeed, go to section 80. If you fail, go to section 20.

48

Telling the truth? How un-orcish! Subtract a point of Orcishness.

"I... I am an orc. But, perhaps you are right. I do not seem to feel like an orc any more."

"Will you help me escape?" she asks.

* Check your Courage against a difficulty of Orcishness + 6. If you succeed, go to section 95. If you fail, go to section 37.

49

The tunnel slants steeply upward. Thankfully, after a short distance, there are stairs, which make it easier to go up. It seems like half an hour or more that you're in there, dreading every step of the way that Galros might come and attack -- but finally, you see light ahead.

Emerging from the tunnel, you find yourself out under a full moon, and thank the Gods for that -- not the bright blinding sun, so cruel to Orcish eyes. The other orcs around you look about, and then begin to cheer. "We free! We free now! No more serve Galros!"

* Congratulations; you have escaped! Go to section 100 for your finale.

50

You pass by other orcs on your way out, but none of them try to stop you. Why should they? You're just another orc, like them, you think. You're beneath anyone's notice -- even the notice of another orc.

After perhaps an hour of travel through Galros' dungeon, you finally make it to an exit. It's daytime outside, and the light filtering in burns your eyes, but you can't really find it in you to care. Grimly, you set off out into the world, determined to make your way as a free orc.

* Your story here is finished. Proceed to Scoring.

51

Subtract a point from your Orcishness. "Really? You won't hurt me?" She blinks in surprise, then nods slowly, looking into your eyes. "I... I can see that. You're not like the other orcs, are you?"

"Him not like us! Him leader! Him smart! Him brave!" It seems that one of the other orcs is angling for a job as your public affairs officer. You cuff him to get him to shut up, then talk to the girl.

"I not know about that. But my word good. I say you not be hurt. No orc gainsay me."

"Uhh..." one of the orcs says, "What means, 'gainsay?'"

You cuff him one as well. "I say she not be hurt! You not hurt her! Understand?"

The orcs shuffle a bit and look down at their feet. "Yes, boss."

"Good!" Turning back to the girl, you go on. "We go to kill Galros, make ourselves free orcs. You help us?"

A light comes to her eyes as you say that. "You bet I'll help you! I've been planning to escape from here for weeks! Here... I've got a few things I've saved up..." From under the mattress, the girl produces:

A somewhat vile-looking black potion -- a potion of zombie control!

A magical dagger (weapon rating +1).

* With the girl accompanying, you and the orcs proceed to section 86.

52

"Capital," Mortimer says to your acceptance. "I have a job for you to do right now. Come with me."

* Follow Mortimer to section 56.

53

You draw your sword and attack him, confident that you can take out one lone orc easily.

Lone Orc: Attack 7, Defense 6, Health 3.

* If you defeat him, go to section 89. If he defeats you, you are dead. Go to Scoring.

54

"I an adventurer, like you!" you say. "This... Galros made me look like orc! And, uh... talk like orc!" You swallow as you see the doubt in their eyes, and prepare to grab for your sword. Or maybe run.

But then, to your surprise, the girl speaks up. "That's right. We're trying to escape from here together. Can you help us get out?"

* Check your Luck against your Orcishness + 5. If you succeed, go to section 66. If you fail, go to section 96.

55

You've reached a moment of truth, which will decide whether you are bound to your Orcish nature or not. Now, you must fight your inner Orcishness.

Check your Courage + Wits against your Muscle + Orcishness + 5. Each time you succeed, reduce your Orcishness by one. Each time you fail, reduce your Courage by one.

If your Orcishness reaches zero first, you are free of your Orcish nature. Gain three points of Courage, follow the instructions at section 33, then go on to the section you were directed to go to if you succeeded here.

If your Courage reaches zero first, you are a slave to your Orcish nature. Go to section 69.

56

You follow Mortimer to his quarters with mixed feelings. On the one hand, this is definitely a promotion -- you're moving up in the heirarchy of orcs. On the other hand, what you're "moving up to" is just being a servant to a servant. Why did you have to be born an orc? Are you destined to spend your whole life as servant to some dark lord or other?

This train of thought is interrupted when Mortimer speaks to you again. "Ah, here we are." Looking around, you find that while you've been distracted by your

thoughts, he's led you to his private quarters -- a room deep in the dungeon. Compared to the orcs' quarters, this place is practically a palace, with an actual bed, silken cushions, chairs that have padding, a writing desk....

Then he's speaking again. Gesturing toward the door, Mortimer says, "I have important business elsewhere. I need you to guard my valuables while I am gone. You will guard this door. You will not enter it, nor allow anyone else to enter, until I return."

He doesn't even ask you if you understand his instructions, but simply leaves. As the front door of Mortimer's apartments shuts, you're angered by his preemptory treatment of you.

- * To stand here and guard the door like a good orc, go to section 23.
- * To see what's in the room that you're guarding, go to section 3.
- * To just leave, go to section 47.

57

"We go faster way. Better be out sooner." Subtract a point of Orcishness -- risk-taking is not an orcish trait!

The girl nods in agreement with you, then says, "All right -- this way then." It is indeed fast -- only a few minutes pass before you're standing at the door that she says has the zombie troll -- and the exit -- behind it. Taking a deep breath, you prepare yourself for the fight.

The Zombie Troll: Attack 10, Defense 9, Health 6.

- * If you defeat the troll, go to section 76. If it defeats you, you are dead. Go to Scoring.

58

Impressed by you, Mortimer has offered you a job as his new bodyguard.

- * To accept Mortimer's offer, go to 52.
- * To tell Mortimer where to stuff his offer, go to 87.
- * To try to kill Mortimer, go to 38.

59

Bidding the other adventurers aduei -- adooy -- goodbye (sorry, orcs can't spell French words), you continue on your way out of the dungeon.

- * Check your Luck against a difficulty of 10. If you succeed, go to section 80. If you fail, go to section 70.

60

Other orcs charge in, and quickly attack the adventurers. Treacherously, however, Mortimer takes the opportunity to attack you with lightning.

* Go to section 99.

61

You should have shown up Mortimer, you think. It would have been his just deserts, for cheating simple orcs like that. But that's nothing new. Evil wizards always cheat orcs. Maybe someone should do something about that...

You find your feet have carried you back to your ten-by-ten room with the chest.

* To sit here and think for a while, go to section 14.

* To try to open the chest here, go to section 84.

* To try to leave, go to section 18.

62

"It okay," you tell the orc, offering a hand to help him up. "I taking this slave out for Galros."

* Check your Wits against a difficulty of Orcishness + 4. If you succeed, go to section 82. If you fail, the orc doesn't believe you. Go to section 53.

63

In the course of your fight, the other orcs have gathered around, and you notice the paying off of bets happening, with quite a bit of grumbling from the losers. One of the orcs steps forward. "That... that was the greatest thing I ever saw! You must lead us now! What... what's your name?"

* To tell the orc your name, go to section 8.

* To get out before anyone important realizes you just killed Mortimer, go to section 81.

64

She wanted you to keep it. So you have. Laying Bethany down gently, you find yourself seething with anger. Damn Galros! If it weren't for him, this wouldn't have happened! Part of you wants to kill him, and part just wants to get out....

* To try to leave the dungeon, go to section 50.

* To try to go find Galros, go to section 20.

65

Congratulations! If you're reading this, it means you've gained the potential to gain a name. Note down the number 33. If your Orcishness drops to zero at any point, go to section 33, complete the instructions there, then return to where you were.

66

You tell the adventurers your name, and they clap you on the back, give you a share of the treasure they just looted, and the five of you continue on, deeper into the dungeon.

* Well, now you've gone and done it. You're a hero now, and this is a *You Are Not the Hero* book. Go to Scoring.

67

Sorry, this isn't that kind of a gamebook. With a reaction like that, you're definitely an orc, though. Add one to your Orcishness.

* Before you can do anything more than leer at her, you're interrupted. Go to section 28.

68

Thankfully for you, the three orcs are off-duty, and have no weapons or armor! While it's still three against one, at least you have a sword and armor....

Three Orcs: Attack 8, Defense 8, Health 4.

If the orcs defeat you, they kill you, and your story comes to an ignoble end. Proceed to Scoring. If you defeat them, you may:

* See what's in the room you're guarding by going to section 3.

* Leave by going to section 47.

69

Bereft of Courage, you have become a slave to your Orcish nature. More might happen to you after this, but this is the end of your story. Go to Scoring.

70

Unfortunately, as you make your way out of the dungeon, you get lost, backtrack, and run into the adventurers again. You protest that you're their friend, but they can't tell one orc from another, so they don't believe you, and kill you, then loot your body.

* You're dead, and looted. Go to Scoring.

71

You're an orc. They're four adventurers. You barely have time to regret your choice before you're dead, and by the time your ghost really gets a good regret going, they've looted your body.

* You're dead. Go to Scoring.

72

"I... I'm an adventurer," you tell her, unable to bring yourself to tell her the truth. Well, lying about being an orc in the face of danger is, amazingly enough, very orc-like. Add a point to your Orcishness.

* Go to section 95. Liar.

73

Check your Orcishness against a difficulty of 12. If you succeed, you're too much of an Orc to attack other orcs; go back to 31 and make another choice. If you fail, you may fight the other orcs:

Other Orcs: Attack 8, Defense 5, Health 5.

* If you defeat the other orcs, go to 12. If you don't, you're dead, without even the dignity of a name. Feel free to try again... and better luck next time. Go to Scoring.

74

With those who know the way guiding, you make your way to Galros' rooms, expecting attack the entire way. As you approach Galros' quarters, you think that perhaps you were lucky, and the girl simply fled... and then the door opens, and the zombie troll comes out, swinging its massive club. Galros stands far behind it, and

you know you're going to have to destroy the troll to get to him. You should have known you couldn't be that lucky -- after all, you're an orc.

Zombie troll: Attack 10, Defense 9, Health 6.

The other orcs helping has been factored into the zombie troll's scores.

* If the troll defeats you, you die, and the Glorious Orcish Revolution dies with you. Proceed to Scoring. If you defeat the troll, proceed to section 93 to fight Galros.

75

"I... I cannot..." you begin, but then you stop. Deep within, you know you want to do this. If only you could....

* To make a last-ditch effort to fight against your nature, go to section 55. If you succeed, go on to section 26. If you fail, follow the instructions for failure at section 55.

76

With the zombie troll dead, you and the girl go out through Galros' escape tunnel. It slopes up steeply, turning to stairs after a short distance, and takes you out to the surface, under a full moon and stars.

Suddenly, the girl hugs and kisses you. "What's your name?" she asks.

If you already have a name, you tell her it. If not, if you are at an Orcishness of zero or below, you may now take a name.

* Regardless of whether you have a name or not, your journey here is at an end. Go to Scoring.

77

Planning? What kind of an orc are you? Subtract one from your Orcishness.

A few orcs are already starting to head out of the room, but you call them back with a bellowed, "Hold!" The assembled orcs turn and look at you expectantly.

Carefully calculating your words for the orcish mind-set, you speak. "Galros strong. Galros smart. We stronger... but if we smarter, we certainly win!" A murmur of agreement passes among the orcs, and many nod, but one speaks up.

"We orcs! We not smart!"

Stepping forward, you smack the orc who spoke down, then speak again. "No orc smart by himself... but many orcs thinking together, that smart!" Before anyone can question your wisdom, you ask, "Who knows where Galros' quarters are?"

A few orcs raise their hands. "Good!" you call out. "Does Galros have guards?"

"Yes," one of them answers. "Big-big troll. Not alive -- undead. Have fangs like this!"

"We need more of us," you say.

"I get more! Tell orcs we have leader now!" One orc departs for the barracks, and comes back a few minutes later, with many more.

"Good, good!" you cry. "We many now! We all have weapons?" The orcs lift their swords in answer.

"Anyone know anything else can help us?" They fall silent, scratching their heads and thinking.

There's limited time before Galros notices this gathering, you know. You have time to do one of the following:

* To see if there might be something in the chest you were guarding that can help, go to section 22.

* To search Mortimer's quarters, go to section 43.

* To go ahead to fight the troll, go to section 86.

78

Just then, a group of four adventurers bursts in. Seeing you intent on attacking the slave girl, they attack, yelling, "Unhand that maiden!"

* To try to bluff the adventurers that they're misunderstanding what's happening, go to section 54.

* To fight the adventurers, go to section 19.

79

You scream like only an orc with four adventurers facing him down can scream. A moment later, Galros' apprentice Mortimer comes running in, lightning shooting from his hands, with more orcs with him.

Together, you all make short work of the adventurers. Dusting off his hands, Mortimer looks at you. "Well, I see you're a responsible sort of orc. In fact, I think I have a job for you. Come with me."

* To follow him out, go to section 56.

* To kill him, make a check of your Courage against (Orcishness + 5). If you succeed, go to 38. If you fail, you're still too much of an orc to rebel against an order. Follow him to section 56.

80

Turning a corner on your way out, you almost run into someone. You start to snarl the usual Orcish greeting (translation: "Get outta my way, punk!"), but then notice that this is not an orc. Not an orc at all. It's a young human woman, dressed in the -- well, "clothes," for want of a better term -- that Galros likes to have his slave girls in.

- * To kill her, go to section 28.
- * To do other nasty things to her, go to section 67.
- * To talk to her, go to section 98.

81

You take off running, doing your best to get out of this place before Galros realizes that his apprentice Mortimer is dead. Everything seems to be going well -- you're well on your way out, and no alarms have been raised.

- * Check your Wits or Luck, whichever is better, against a difficulty of 10. If you succeed, go to section 80. If you fail, go to section 6.

82

A few minutes later, Bethany and you come out of the dungeon under the stars and a full moon. Another ten minutes pass as you put distance between yourselves and the dungeon, and then you finally feel that it's safe to stop for a moment.

"We made it!" she says. "I can't believe it! Oh, thank you... my hero!"

- * Congratulations. If you have not already earned a name, you now gain one. And now, your tale ends... for now, you are the hero! Go to Scoring.

83

Having defeated the troll, you notice that there are, in fact, two doors out of here. "Where those doors go?" you ask the orcs, and one speaks up.

"That one go to Galros. That one -- it secret escape tunnel. Lead out of dungeon."

- * To go on to Galros' room, go to section 93.
- * To take the secret escape tunnel, go to section 49.

84

Subtract one from your Orcishness. The chest is locked, of course. Did you think the wizard would trust an orc not to steal the treasure? You try to work the lock, but don't really know what you're doing. As you're working, you hear a noise, and turn to look.

Uh-oh. Adventurers. Four of them. And there's just... one... yes, one of you.

- * To run away, go to section 39.
- * To yell for help, go to section 79.
- * To fight the adventurers, go to section 71.

85

With the enemies dead, the girl hugs you, then kisses you on the cheek. "Thank you for saving me!" she says, then pauses as if she's remembered something. "Oh! You're wounded!" She takes out bandages and healing herbs.

Her ministrations give you back three Health, but cannot take you above Health 5.

- * Proceed to section 98.

86

As a result of your planning, you're able to let the orcs who know where Galros' quarters are lead the way. Knowing that the troll guard will be there, you stop at the door to his room to brief your orcs.

"We be smart in here! Not dumb!" you say. "All orcs fight -- all orcs win! Are you with me?"

"Yes!" the orcs reply as one. With them behind you, you kick open the door, revealing the zombie troll, and you and the other orcs rush in to attack.

Zombie troll: Attack 8, Defense 7, Health 6.

The other orcs helping you has been factored into the troll's scores.

If you have the potion of zombie control, you may take it at this time. Check Wits against your Orcishness + 8 (orcs don't take well to magic!). If you succeed, you now control the zombie. You immediately defeat it, and may subtract 3 from the Attack and Defense of anything you fight, to represent its help. If you fail, the potion has no effect.

- * If you defeat the troll, go to section 83. If you do not, you die, and the Glorious Orcish Revolution dies with you.

87

Check your Courage against your Orcishness + your Wits. Regardless of the result, subtract one from your Orcishness, for trying to stand up to him.

* If you succeed, go to section 34. If you fail, you're too much of an orc to turn down his offer. You accept it and go to section 52.

88

Well, you got what you were waiting for. Adventurers. Four of them. Three are wearing armor and carrying weapons. The fourth you guess must be a wizard, since she's unarmored and unarmed.

Your practiced eye -- heck, who are we kidding? You're an orc. If you'd ever run into adventurers before, you'd be dead already -- or possibly undead, depending on who you were working for at the time. Either way, all you know is that you are now very, very deep in it.

- * To run away, go to section 39.
- * To yell for help, go to section 79.
- * To fight the adventurers, go to section 71.

89

Standing over the dead sentry, you feel a surge of triumph -- which quickly fades as you hear the voice behind you.

"Impudent orc! Did you think you could steal one of my slave girls and get away with it?!" You turn to find Galros there, his face contorted with rage, his hands crackling with power.

Galros the Undying: Galros the Undying: Attack 10, Defense 11, Health 8.

Each time Galros attacks, roll a die to see if he attacks you or the girl: 1-2 - the girl, 4-6 - you. The girl has three Health. If Galros removes all her Health, he no longer attacks them. If the girl has not yet given you a healing potion, then at any point in the fight you may use one to heal yourself or the girl by three Health. You may only do this once.

* If Galros defeats you, you and the girl are both dead. If the girl reaches Health zero, and you do not use a healing potion on her, she is dead. Regardless of the outcome, you have reached the end of the story. Go to Scoring.

90

"Don't listen to him! He's Galros' apprentice! He turned me into this!" you call back. The adventurers look back and forth clearly torn. Check the better of your Luck and Wits against your Orcishness + 5.

* If you fail, the adventurers side with Mortimer. Go to section 46. If you succeed, they side with you. Go to section 27.

91

Wow, attacking the evil wizard's apprentice... looks like you've decided to shake things up. Subtract one from your Orcishness, then fight Mortimer:

Mortimer the Unsneezing: Attack 10, Defense 8, Health 6.

* If, by some amazing stroke of luck, you win the fight, then you have killed Mortimer. Go to section 63.

* If, as is much more likely, your Health goes to zero and Mortimer is still alive, go to section 35.

92

Subtract two from your Orcishness. "You... you saved me. You could have used that to help you get out, but you didn't..."

Suddenly, Bethany sits up and kisses you. You're startled by it, then after a moment, you try to do the things with your lips that she seems to be doing with hers, but it doesn't seem like Orcish lips were made to do that...

Then she breaks the kiss. "Oh! We've got to get out of here, before anyone notices I'm missing! Come on!" Taking your hand, she leads you along, speaking as she goes.

"There's two ways out of here. There's the regular way out, but that'll take us a while. And there's a fast way out, but it's Galros' own escape route -- and it's by his quarters, and guarded by a zombie troll. I've got a potion that might help us against it, though. Which way do you think we should go?"

* To go the long way out, go to section 42.

* To take the short way out, past the zombie troll, go to section 57.

93

Plucking up your courage, you gather the orcs around you again. "Now, we kill Galros. No more we have to fear him -- we be free if we kill him!"

Then an unnatural glow fills the room. "Orcs!" you hear a voice filled with fury roar. "You think you can rebel against me?! I'll have your livers for this!" Galros attacks, lightning blazing forth from his fingertips.

Galros the Undying: Attack 10, Defense 11, Health 8.

Each time Galros attacks, roll a die to see if he attacks you or the other orcs: 1-3 - other orcs, 4-6 - you. The other orcs have 5 Health all together. If Galros removes all their Health, he no longer attacks them. If you have a healing potion, you may choose to use it to give Health to the other orcs.

* If you defeat Galros, and there are still other orcs alive, go to section 100. Otherwise you are done, and should go to Scoring.

94

As you play, you see Mortimer make a subtle gesture at one point with his left hand -- and suddenly his hand has one more card than it did!

* To accuse Mortimer of cheating, go to section 5.

* To leave the game and try to forget about it, go to section 61.

95

"There are two ways out of here," the girl tells you. "A long way, which is safer... or a faster way."

"What make faster way less safe?"

"It goes out through an escape tunnel by Galros' quarters... and you have to get past a zombie troll he has guarding it," she says.

* To take the faster way out, past the zombie troll, go to section 57.

* To take the longer way out, go to section 42.

96

"He's an orc all right," one of the adventurers says, eyes narrowed. "I can always tell. As for her -- if she's trying to protect him, she must be evil. Kill them both!"

The Adventurers: Attack 10, Defense 8, Health 5.

The Girl: Health 3.

The girl is helping you in this fight. Her aid is factored in. You may choose each turn whether the orcs attack you or the girl. If the girl reaches Health 0, she is dying, and cannot help. If this happens, increase the Adventurers' Attack and Defense by two each.

* If you defeat the adventurers, and the girl is not yet at Health 0, go to section 85. If you defeat the adventurers, and the girl is at Health 0, go to section 21. If you are defeated, go to section 9.

97

If your total was 15 or higher, you're doing well! Get back your bet, plus an equal amount.

If your total was 12 - 15, you're breaking even. Get back your bet.

If your total was less than 12, you're losing. Lose your bet.

At this point, you may:

- * Leave and return to the room you're guarding. Go to section 14.
- * Decide the orcs are cheating and attack them. Go to section 73.
- * Decide Mortimer is cheating and attack him. Go to section 91.
- * Continue playing. Go to section 24.

98

Subtract two points of Orcishness.

You say to the girl, "Greetings." Before you can say anything else, she speaks.

"You... you look like an orc, but you don't act like one. Who are you?"

You may have earned a name. Go to section 65 to see if you have, then come back here.

- * To tell her you're an orc, go to section 48.
- * To tell her you're an adventurer in disguise, go to section 72.

99

As Mortimer's hand begins to glow with the lightning that will kill you, however, the other orcs turn on him. His lightning strikes you, but you have the joy of seeing Mortimer brought down by them.

Your wounds are too great for the orcs to treat, but they gather around you. "Tell us your name," they say. "We will band together and kill Galros -- but we need your name to chant as we fight. Tell us your name, hero!"

* Choose a name and write it on your sheet. Although you do not live to see it, inspired by you, the orcs go on to free themselves from Galros. Know that now, you will dwell forever in the halls of the Orc's Valhalla, hero.

100

As the orcs around you celebrate, you feel something stir within you. Orcs need a leader... and now, you are that leader. But do you want to be that leader? Do you want to be a new Dark Lord for the orc horde?

Do you still have any Orcishness left? If not, you may make your own choice. If you do, go to section 55. If you succeed there, then you are free, and may choose.

* Regardless of what happens, this tale is at an end. Proceed to Scoring to see how you did!

Scoring

Well, you've made it to the end... or an end, at least. Let's see how you did. Give yourself a point for each of the following:

- * Still being alive
- * Earning a name
- * Reaching an Orcishness of zero or below
- * Defeating Mortimer
- * Defeating Galros
- * Making it out of the dungeon
- * Learning the slave girl's name
- * Being kissed by the slave girl
- * Finishing with the slave girl with you and alive
- * Being free to forge your own destiny
- * Becoming an adventurer

Lose a point for any of the following:

- * Being looted.
- * Becoming a slave to your Orcish nature.
- * Becoming a new Dark Lord.

The maximum possible score (as far as I can figure out, anyway) is nine. How did you do?