**The Orcs of Goul’Riems Mountian.**

*‘We are the smoke that rises from the fires, we are the rock that makes the mountains, we are the water that cuts the rivers and we are the wind that calls to the sky. We are the flesh of the land, the dust of the bone and when the earth calls us, we are ready to embrace her once again. For I am born of the earth and the earth will take me, I am Orc’*

The Orcs believe they are true children of Ghia and the descendants of her son Torba, the Panther. Unlike the other races, the Orcs believe their souls belong to the earth and their Shamans worship the all mother, Ghia or Ghee and her many children, the beast of the world. In time, the Orcs adapted to the way’s of the other races and built mighty wooden fortress and great houses in the mountain (Japan inspired.

Heavily Influenced by the kings, the ruling class, the Habutii painted their faces white and dressed in fine robes. They became skilled artisans and weapons makers and tried to change the entire culture of the Orc’s, who at this time where spread out in tribes and clans. However, the link to Ghia by the Hashin (Native Indians), the plains Orcs of the tundra’s and their Shamans was too strong and so the faith of the earth mother remained at the heart of all Orcs. The warrior class of the Urak, who once roamed the world (Mongols) became settled near the Orc houses and for the first time, the Orc nation was united by class, rather than just faith.

The Grom or Goblin are the low Orc and no longer have anything to do with their brethren. They now live as hostile enemies to all. They have an uncontrollable and fanatic obsession with the deep earth which has caused many problems with the Dwarves whose mighty halls they have devastated with their own digging. Their females are treated as queens and continually reproduce to for hordes. Little else is known of the Grom.

**The City of Goul’Riems**

The impressive city of the Orcs was built between two of the highest peaks of the Kassa’Riems mountains north face and watches over the surrounding plains and tundra. The Habutii Orcs came to the Goul’riems and built the amazing palace of Goul’riems after joining the war against Leomass. The spread of his evil was contained for a short time in the Southern realms and so the vast Northern plains of Tegron, home of the Orcs,was untouched. However, after a clash with a large host of Dwarves from the Northern Mountains who were travelling south, the Orcs united and marched after them and into Bara’ghost. After a meeting with the council of Kings outside of the City of Janos, it was clear what was happening and why the Dwarves had come down from the mountains. For many years the Shamans of the Hashin had foreseen visions of a dark sky spreading from the East and witnessed many strange omens which they now understood. The Habutii agreed that the Orcs would join the fight against the return of the ancient evil and like the Dwarves required land to live from. They were given three mountain ranges across the realm but only Goul’riems survived the devastation of Leomass and his Legion.

**The return of an ancient evil**

Leomass is one of many great evils that fell from the sky’s. The Orcs also believe in the 13 witches of Noriban. Noriban was once an all father of the ascension and a God of the heavens, but its said he exiled himself from the heavens in search of his daughter who was lost to the world. 13 Witches, or the coven of the 13, believed to be lesser immortals of the gods followed him and used parasitic magics to hurt Ghia, killing the life everywhere they went. The Orcs searched out the Witches and killed them wherever they could find them, but they kept being reborn into each age of the world. The Orcs believe Leomass is a servant of the 13.

**The Culture of the Orcs.**

All Orcs have a very chaotic nature and live by many extreme laws. However, the current age of the world has allowed them to prosper and define themselves as a powerful and determined race.

The Habatii or Pale Orcs have defined themselves apart from the other Clans by their strict code of honor, their architecture and their very fashionable taste in modern clothing. (Feudal Japan with a Medieval flavor). The have enormous wooden houses, forts and citadels that are built high up in the mountains and always overlooking plains and tundra. Their choice for being so high up in the mountains isn’t just for defense but also to show the other races that they sit highest in the land. They also revere the fine weapons they make as being part of the their soul as the materials came from the deep earth and manufactured to be as good as it can be. The have many deferent kinds of sword that are all named and respected. (Feudal Japan).

The Urak Orcs live and die by the land they dwell in. They are a hardy folk, skilled in warfare and the hard life on the road. They have a very simple code of honor that of kill any enemy and you keep what you kill yet half of what you own is given to Tribe. The tribe leaders are voted or take the position by force (Viking Jarl) and bloodlines are very strong. Nearly every member of a tribe will be related by blood or joining together (marriage). They travel to different camps during the year, but these days have settled. They favor the hack sword, axe, crossbow and shield. In look and the way they live, we are going for a Mongol flavor. Amrour can be rough, ready and practical to the job. Tattoos and banners are displayed to show which clan they belong too.

The Hashin plains Orcs are a peaceful people yet deadly when focused. In a very traditional Plains Indian fashion, they travel from a number of camps during the year hunting, gathering and walking in their ancestor’s footsteps. The Shaman of the tribe is second to the chief and is the spiritual guide of their people. The readings of the Shamans are not taken lightly as they are so atoned to the earth mother and all clans of the Orcs listen to their words. Plains Indians of America with a splash of dark ages gives you an idea of the Hashin.

**All you need to do if you wish to play an Orc is make every effort to look the part, choose a Clan and then join the adventure.**