

The Watchful, True Lord of the Orcs

Greater Deity

Symbol: A pair of shining, green eyes.

Home Plane: Asgard

Alignment: Chaotic Good

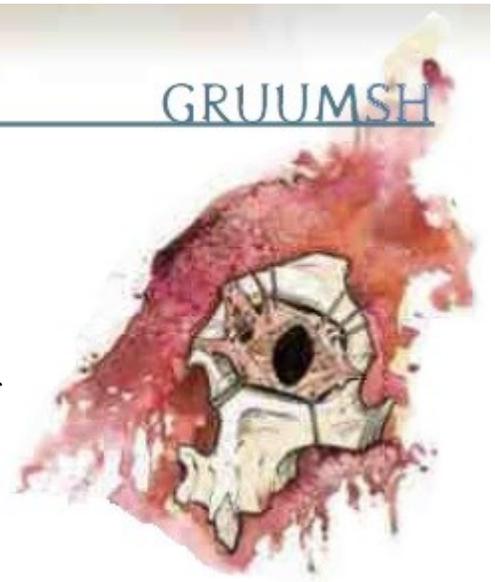
Portfolio: Orcs, battle skills, courage, observation (especially in combat,) self esteem, pride

Worshippers: Orcs, Half-Orcs, Sympathizers of Orcish plight

Cleric Alignments: CN, CG

Domains: Chaos, Good, Knowledge, Strength, War

Favored Weapon: Spear



Gruumsh (*groomsh*), deity of Orcs, is Chaotic Good. He was once an evil and cruel deity, but as the result of a miracle which he witnessed, the evil was driven from his heart, and he has experienced a rebirth of sorts, changing his worldview completely. As a result of the change, four things happened: first, his left eye was restored. Second, as a result of the restoration of his eye, he gained a new domain (Knowledge.) Third, he gained three divine ranks, making his total divine rank 19! *Lastly, a rift was created in the D&D Pantheon, allowing almost twice that number of divine ranks (5, to be exact) to be acquired by a Pit Fiend known as Yellinvloxx.*

The fiend is now a powerful demigod, and has begun calling himself Gruumsh, saying that the “other” (real) Gruumsh is a false deceiver, who is trying to lead the Orcish people away from the true path of glory. The fiend has gone so far as to pluck out his left eye, and to permanently shapechange himself into an Orc in order to fully assume the role of Orcish deity. He tells the Orcs that “The Deceiver” is really an agent of Corellon Larethian, and that the Orcs that follow this deceiver are walking right into an Elvin trap, designed to destroy the Orc race forever. However, one side effect of the fiend’s assumption of power is that Orc society (among those that follow him) will begin to shift, from Chaotic Evil, toward a more stable (and suitable to Yellinvloxx) Lawful Evil.

There are now three factions of Orc society: the blue faction, which follows the true Gruumsh, who now calls himself Marek, which in Orcish means “He who has been reborn.” His purpose is to lead the Orcs back to what he calls the “true path,” a path that means co-existing with the other races in peace. Surprisingly, many Orcs have embraced this idea readily. Most Orcs have long since been weary of the constant warfare, and of living in caves, on the fringes of society, and of being seen only as outcasts or misfits. In fact, 76% of all Orcs now follow Marek.

The black faction, which makes up 14% of the Orc population, wants to keep the old ways alive, and see the followers of Marek as weaklings and fools, and as traitors to their kind.

The other 10% make up the red faction, a faction which has not yet made up its mind as to which course to take. This faction is under constant pressure from both sides to choose between them, and a new order of Orcish Knights, known as The Truthseekers has been formed to help solve the problem. These knights are an order of Adepts who are devoted to unravelling the mystery of the “two gods,” and their true origin. They have turned to neutral-aligned greater powers from which to obtain their spells and insight, and are sworn to the service of their faction. They are all True Neutral in alignment.

Marek has left Archeron, and now makes his home in Asgard. The Aesir have welcomed the wayward deity to their beloved city, and Marek has become an admirer and close friend of Odin, whom he sees as a kindred spirit because they have both had “eye trouble.” Marek has forgiven both Corellon Larethian and Moradin, saying that his hatred of them was due to his “blindness,” and that now he can see a brighter future ahead for Orcish, Elvin, and Dwarvish kind.

Dogma

Marek demands that Orcs seek to better themselves. He tells them to take pride in their heritage, despite its dark origins. He says that the Orcs of the past were lost and wandering in the darkness, but now, they have discovered the light. He says that the Orcs of the past deserve pity, and that they have done modern Orcs a great service; by acting so vile, they serve to remind modern Orcs of how far they’ve come, and of the fact that evil cannot endure. Marek encourages the Orc people to be strong, to develop their prowess as warriors, and to observe everything, because the world is full of opportunities to learn, especially in the cause of self-betterment. Marek tells the Orcs to temper their battle prowess with faith, mercy, and understanding. ***He tells them that the source of a warrior’s power lies not within rage, anger, and raw strength, but within skill, courage, and wisdom.***

Clergy and Temples

Marek’s priests strive to improve the Orc way of life through all means possible; they act as ambassadors to the other races, negotiating land acquisitions, trade agreements, and other diplomatic entreaties. They are also its protectors, and will stop at nothing to prevent the wrongful persecution of their kind. They usually wear blue-tinted, full plate armour, and carry ornate, masterwork weaponry. Priests of Marek are often the chieftains of their communities.

Marek’s priests wear blue clothes, with bluish-green and black trim. They welcome anyone that they perceive as brave, honest, and open-minded. They love good mead, and good company. They will not tolerate a bully, nor will they fail to help a friend in need. Marek’s temples tend to resemble fortresses, and offer safe haven and a warm meal to anyone in need.