

THE CHIEFS IN FIRE AND BLOOD

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DEITY	AL	AREAS OF CONCERN	<u>DOMAINS / subdomains</u>	FAVORED WEAPON	HOLY SYMBOL and SACRED ANIMAL	DESCRIPTION
Dretha “the Dark Mother”	CE	Birth, fertility, tribes	<u>Chaos, community, evil, protection</u> <i>subdomains:</i> defense, demon, family, home	scimitar	<i>symbol:</i> Two gauntleted fists <i>sacred animal:</i> dire wolf	She is the orc mother-goddess. Ironically. Patron of crafts and procreation, her main concern is produce many strong warriors and favors those who possessively for what's theirs.
Lanishra “the Slavelord”	CE	Slavery, subjugation, tyranny	<u>Chaos, evil, nobility, strength</u> <i>subdomains:</i> demon, resolve, slavery, tyranny	heavy flail	<i>symbol:</i> bloody sabre-tooth tiger <i>sacred animal:</i> dire tiger	He teaches that the weak serve the strong and that might makes right. There are no peers in life, only the strongest who leads, and the weaker, who serve and obey. Orcs do not sow, they take from the weak.
Nulgreth “the Blood God”	CE	Anger, rage, strength	<u>Chaos, evil, strength, war</u> <i>subdomains:</i> blood, demon, ferocity, rage,	orc double-axe	<i>symbol:</i> bloody double-axe <i>sacred animal:</i> wolverine	He is the god of rage and ferocity. He teaches that a true warrior faces his foe in the eyes to feel their blood splatter him as they die. Plans and schemes are for the weak. All that matters is the strength of an orc's arm, and the might of their rage. He demand constant endless bloodlust and war.
Rull “the Thunderer”	CE	Lightning, storms, thunder	<u>air, chaos, evil, weather</u> <i>subdomains:</i> cloud, demon, storms, wind	falchion	<i>symbol:</i> thunder cloud and lightning <i>sacred animal:</i> terror bird	Rull is the clamor and din of battle. He is the unpredictability and savage power of the untamed wilderness. He is destructive aspects of weather. But, he's also the god of the life-giving rains that fill the Flood Road every year. Many orc druids revere Rull and take axe beak companions.
Sezelrian	CE	fire, magic, revenge	<u>chaos, evil, fire, magic</u>	heavy mace	<i>symbol:</i> burning boar skull	He is the god of intelligence and magic.

“the Fire God”			<i>subdomains:</i> <i>Ash, demon, divine, smoke</i>		<i>sacred animal:</i> dire boar	Not everything can be beat with strength of arms, orcs must be clever and crafty to control others. But, knowledge that has no practical purpose in conquest is useless. He taught the orcs the power of fire and magic, so they might crush their enemies; and the truth of the gods, so that they might know fear.
Varg “the Iron Warrior”	CE	Iron, siege engines, war	<u>chaos, earth, evil, war</u> <i>subdomains:</i> <i>demon, fear, metal, tactics</i>	greataxe	<i>symbol:</i> crumbling and smoking tower <i>sacred animal:</i> woolly rhinoceros	He taught the orcs how to forge blades and craft siege engines. Varg plans and schemes. He teaches that savagery and bloodlust alone cannot win a battle, but tactics and strategy. He also teaches that psychological warfare is as potent a weapon as an axe, and a true warrior knows how to use both in equal measure.
Verex “the Despoiler”	CE	lust, pillage, plunder	<u>chaos, charm, evil, trickery</u> <i>subdomains:</i> <i>deception, demon, lust, thievery</i>	battleaxe	<i>symbol:</i> rat with gold coin <i>sacred animal:</i> dire rat	Want. Take. Have. If you want something, take it, using whatever method you need. He is capricious and his favor can turn at the flip of a coin. He teaches that duplicity and stealth are as honorable as an open raid. Take anything and anyone you want. If they are truly deserving of their property, then you will not be successful.
Zagresh “the Destroyer”	CE	death, destruction, disaster	<u>chaos, death, destruction, evil</u> <i>subdomains:</i> <i>catastrophe, demon, murder, undead</i>	greatclub	<i>symbol:</i> stack of severed heads <i>sacred animal:</i> dire bear	He is the primal nature of orcs, the prototypical orc. He doesn't care about rulership, or power. But, only survival and the innate need for orcs to fight and win. He is the god of violent death (a fate all orcs wish), and desires the total annihilation of everything and everyone.

Other Prominent Gods from the Main Pantheon

The gods in the previous table are the racial and most common deities in the Hold of Belkzen. Most orcs consider any other god as the gods of slaves (or food). Demon cults, and a few human gods resonate with orc sensibilities. These gods are:

- Gorum
- Lamashtu
- Rovagug
- Urgathoa
- Zon Kuthon
- Demon cults

Many people notice certain similarities between these gods and the racial deities of the orcs. Some (non-orc) theorize that the so-called orc-gods are really just corrupted aspects of these five human gods. The orcs don't really care or see the point in thinking about it too much. They worship whatever can give them power.