

## ***The Hordelands of Vulkura***

**Population:** 673,000, 65% Orc, 15% Goblin, 10% Other Goblinoid, 10% Other.

**Non-Native Population:** Most of the non-goblinoid population are Human, Dwarven and Elven slaves, with smaller numbers of other races also in bondage. An extremely small number of ambassadors and free tradesmen/merchants of other races are allowed within the Hordelands. These few wear the colors of the Orcish god Urlok (a Green Fist on a red field), to mark their protected status as invitees of Vulkura.

**Capital and places of note:** Karakorum is the capital from which Vulkura rules, Beshbalik is a major port city on the western coast of Isle of Kalidor, Davarish is the city of gathering a place of peace where all hordes meet and combat is illegal, Samarvak is the small Orcish outpost closest to Estlemere in the Deymournes and Zirvat is a mountain fort where the hordes sometimes trade, sometimes war with the Dwarves.

**Current Rulers:** Vulkura, is the synonymous name and title assumed by the leader of the Hordelands of Vulkura. This tradition has been so since the nation's inception and if the ruler has changed at all it has gone unnoticed. Some believe that this is because the ruler has been the same for centuries. Others say that this is because new leaders so thoroughly assume the mantle of leadership that any distinction between the former Vulkura and his heir is impossible.

The concept of 'Vulkura' is that the leader of the nation and the nation itself are indivisible concepts. The property, motives and fortune of one are the same as the other. His rule is absolute and carries nothing less than the weight of divine mandate. His will is law.

Many people say many different things about the current Vulkura, but only the mightiest tribes at the heart of the Hordelands have ever seen his face. The Orcs (and the Scholars of the Blue Quill) know him as an Orc, the Goblins say he is one of their kind, the Ogres are certain he is of their line and yet others whisper he has assumed the form of a Grave Golem, filled with the rotting flesh of his fallen enemies.

While the mysterious Vulkura rules the Hordelands, his lessers still scheme and kill for power. Those who rule multiple tribes or small hordes in their own right carry the title Vulku but they maintain their names and identities as separate from the position. Vulk are the same but rule of single tribes, clans or individual battalions.

**History:** What would become the Hordelands took root amidst former Fir Bolg tribal lands. The first inhabitants were Orcish survivors of Brytnoth's Wall. After the defeat of the Undying God Salaam and his Vlotkin, the god Urlok arose here and took a personal interest in the goblinoids of the area.

Urlok raised his children as his personal flock for a time. He bred out their more civilized traits and brought them back to their brutal and visceral roots.

Out of this culture came the mighty Orcish War Caster Vulkura. He mercilessly took his crown by the blood of enemies and kin alike. Around him slowly gathered the massive hordes of goblinoids that currently inhabit the Hordelands.

**Government:** The laws and governance of Vulkura are both simple and complex: Urlok is God, worship him only. Vulkura is Chief, do as he commands. Property belongs to those who can keep it.

These three sentences sum up the entirety of the Hordeland's legal system. As one can imagine however, the will of Vulkura is subject to change from year to year, day to day and even moment to moment.

The penalty for breaking any law is Final Death.

**Religion:** All the world must worship Urlok. Those who do not must convert, or die. As far as anyone knows, all of the Goblinoids of Vulkura worship this God of Goblankind. Any who do not are either silent, or dead.

**Societal Views:** Might makes right, is the best way to sum up the society of Vulkura. If you want someone's coin pouch you simply attempt to take it. If they can defend it, they keep it. If not, it's yours. If one of you dies in the process so be it.

There is something of an unwritten rule about the order of escalation and the measure of force used in disputes. For instance, if an opponent makes a threat for your ale, you can give them the ale for fear of the threat (and the threats stop), or make a threat back. If they then attack you in a nonlethal manner, you can submit and give the ale (and the attack stops) or respond in kind. If things get heated and the attacker draws a weapon you may hand over your ale (and the attack stops) or lethal force becomes socially acceptable for either party at this point.

One is not bound to follow this unwritten rule, but those who don't are generally ill-regarded by their peers.

**Exports:** Mercenaries, arms, armor and slaves.

**Imports:** Agriculture, masonry, textiles.

**Social Rank Structure:** Vulkura > Vulku > Vulk > Average Goblinoids > Slaves.

**Factions:** There are a multitude of tribes and clans, but none are apart from the Horde.