

# Druj Brief



*“Ruthlessly dedicated to survival”*

- **Learn from failure** - curious, adaptable, pragmatic, don't rely on old tricks
- **Manipulate a weakness** - find an enemies weakness, make them pay for showing it
- **Masters of fear** - sow dread among a foe, use it as a weapon against your enemies

*“They exploit the weaknesses of others, using fear as their greatest weapon”*

- **Listen to your ancestors** - they were clever enough to avoid the Howling Abyss
- **Strike and retreat** - do not become stuck in combat, keep yourself alive
- **Barbaric and cruel** - cleave the fallen, force the enemy to rescue their downed

**NO PRISONERS, NO LOOTING,  
NO EXECUTING, NO TORTURING**

# Druj Tepel

## Mystic healers, skilled apothecaries

- Capable battlefield medics
- Respected authority figures
- Independent force
- They decide who survives

The Sar-Tepel direct the Dar-Tepel healers and subjects to where they are needed

*“Potions are our Blessing; Healing is our Boon; Poisons are our curse”*

### Sar-Tepel

- Light or Medium armour
- Sword + Buckler/Shield
- 4 hits
- Chirurgeon
- Physick
- 3 hero points
- Stay with Me

### Dar-Tepel

- Light or Medium armour
- Sword + Buckler/Shield
- 3 hits
- Chirurgeon
- Physick

### Sar-Tepel might carry:

- Healing herbs
- Healing potions
- Magical items

### Dar-Tepel might carry:

- Healing herbs
- Healing potions

# Druj Fethi

## Battlefield physicians and healers

- Subject orc, or human, serving the arkad
- Competent healer
- Provide support as they see fit
- Fearful of the Tepel

### Fethi

- Light or Medium armour
- Sword + Buckler/Shield
- 3 hits
- Chirurgeon
- Physick

### Things to know:

Fethi are subjects pressed into service of the arkad, to use what limited skills they have to keep the fighters alive. The Tepel look most unkindly on them.

They might have:

- Healing herbs and bandages

# Druj Rehtal

## Battlefield artisan

- Subject orc, or human, serving the arkad
- Competent crafter
- Oversee item bondings
- Repair shattered items

### Rehtal

- Light or Medium armour
- Sword + Buckler
- 3 hits
- Artisan

### Things to know:

The Druj armies fight with cunning and vicious weapons. Rehtal are essential for keeping the arkad fighting, be it in crafting mundane or magical equipment.

They might have:

- Artisan's Oil, crafting materials

# Druj Pahlai

## Battlefield mage

- Subject orc, or human, serving the arkad
- Trained spellcaster
- Provide support to the orc arkad
- Minions of the Ghulai

### Pahlai

- Mage Armour
- Staff or Rod + Buckler
- 2 hits
- 6 mana
- Mend + Purify  
or
- Heal + Restore Limb

### Things to know:

The Druj armies make us of subject mages to assist the arkad warriors in remaining in the fight. Nobody likes them, but recognises they are essential in war.

They might have:

- Crystallised Mana, Mageblood