

Druj Tepel

Mystic healers, skilled apothecaries

- Skilled battlefield healers
- Feared authority figures
- Independent force
- They decide who survives

All Tepel are Druj orcs

The Sar-Tepel direct the Dar-Tepel 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

Druj fethi can be orcs or humans

Fethi aid their Tepel masters in healing the injured

Fethi

- No armour
- Dagger + Buckler
- 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

Druj rehtal can be orcs or humans

Rehtal swiftly repair weapons whilst keeping a low profile

Rehtal

- No armour
- Dagger + Buckler
- 3 hits
- Artisan

Things to know:

The Druj armies fight with cunning and vicious weapons. Rehtal are essential for keeping the arkad fighting. They are never openly acknowledged for their contributions.

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

Druj pahlai can be orcs or humans

Pahlai use their cunning to deftly support the arkad with magic

Pahlai

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

Things to know:

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

They might have:

- Crystallised Mana, Mageblood