

## THE DRÛGHU INTRODUCTION

Despite the fact that Hâm supports civilized kingdoms, barbarian tribes and gargun colonies, there are still remote areas that have not been well explored. Tales of strange beasts and bizarre creatures abound in legend and in tales told in taverns. Some talk of strange "beast men", living in the deep woods, half-seen, never heard, who only leave the occasional large, deep footprint to mark their passage. Folklore gives these creatures many names: Drüedain, Púkelsen, Wild Men, Woses or simply Bigfoot. They are a type of man, different; living separately for millennia, they are the Drûghu.

### THE GARGUN KILLER

"We was huntin' elk in the Northern Hills we was, when we hears a restlin' in the leaves we was certain was the "big one". So we readies our bows hopin' all our trackin was about to pay off big. But the arrow that just missed Aidreck's ugly head sent us divin' for cover an' told us rightly that it wasn't no buck making all that dar' commotion after all. The western sun was low in the sky glowin' red in our eyes but I could see plain as we rounded the bend that the squat, hairy creatures we seen there was sure the foulspawn. There seemed to be a handful or so an' they was comin' on fast so we had no choice but to fight it out. I let loose my arrow an' hit one in the arm. Aidricks arrow flew wild as he ain't never seen no Gargun before. He'd never admit it to ya, poor bastard, but I knows his knees was a knockin'!

So anyways, the first two des was about ten paces off an' just as I pulled my blade ready to charge, this huge hulking black figure comes crashing out of the trees in a flash and clubs the first ones head almost clean off! I swear all that Gargun's rotten teeth come clean outa it's head! The udder Garguns stopped just long enough to turn tail and runs outa sight. Then, that thing turns on us! It looked to be a man, though unlike any I ever seen. Spooky as hell it was! It's eyes glowed red an all from it's black head.

Thank merciful heaven that monster turned away from me an' Aidreck. Cours'n I did have my blade out. He looked down at what was left of the Gargun a layin' there an' with one last thundering blow he drove it's foul head deep into the ground. Then, pretty as you please, that man thing just turned dun disappeared into the woods. I ain't say'n for sure, but me, I think theres was more of 'em creatures back behind the trees a watchin' all this a goin' on. After a time standing there all quiet, septin' for the sound of Aidrick's knockin' knees, we walks all slow like over to dat der dead Gargun to take a look. I's tells ya, there was a bloody crater in the ground with just a hairy ear sticking outs where that Gargun's head should have been.

On my soul, we ended that hunt right then and came home real speedy. I's been called crazy, but I swears on Peoni, there's something in those hills. You be warned! Now, hows bout's ya fetch me a nudda Ale!" – **Rikard of Loozchek**

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## HISTORY

The Drûghu are one of the oldest tribes of man. By choice, they isolated themselves from the mainstream humanity many thousands of years ago. As their numbers have decreased, certain physical and mental traits have become very common, giving them a distinctive look, but the changes are only superficial and they remain inter-fertile with mainstream humans.

In about 5000BT, the Drûghu had already developed many of their characteristic features, including their affinity for nature, sensitivity to Barasi Points, vegetarianism and xenophobia. These traits forced them to move ever further west to avoid the growing population of mainstream humans on Lythia. They eventually settled in the area now known as Emelrene. Soon, expanding tribes approached again and so, using primitive boats, they emigrated to the isle of Melderyn. The elder races, elves and dwarves, were aware of the Drûghu, but due to their non-aggressive nature and similar attitude towards nature as the elves, they were allowed to settle unmolested.

Isolated from the pressures of the mainland, the Drûghu culture flourished. Their population grew and they began to form larger and more sophisticated communities, gradually expanding until their society covered all of the islands surrounding Melderyn. Out of respect for the Codominium, they avoided Hâm itself.

About three thousand years ago, the Drûghu culture began to decline. The few remaining Drûghu on the mainland brought reports of a new people, the Jarin, who had begun settling the Lythian coast in greater numbers. Fear that they would be driven from this last refuge had a profound effect on this peaceful people. Birthrates plummeted. A malaise came over the people and they lost interest in fixed communities. More and more young people chose to return to the old ways, living among the forest. By 2000BT, their towns and villages were abandoned. All that remained were a few Sindarin tales and legends that talked of the “watchers of the sky” and the “people of the weirding stones”.

As the Jarin began to arrive on Hâm, the Drûghu retreated into the interior of the isle of Melderyn. Within a few hundred years, there was not enough unsettled land for them to hide in. With the abdication of the Sindarin and the dissolution of the Codominium, the surviving elders of the Drûghu decided there was no further reason to avoid Hâm. In great secrecy, the remaining Drûghu crossed the straits and disappeared into the forest. At first, they had little trouble finding places to live. As the barbarian tribes grew in size however, it became harder and harder to avoid contact. Then came Lothrim and the foulspawn. With his death, the gargun spread into the mountains and forests. The Drûghu and gargun soon came into direct conflict. Brilliant woodsmen, the Drûghu took a terrible toll on the gargun. Their sudden, deadly attacks caused the gargun to fear them greatly, naming them Oghur-hai. But the gargun numbers were too many and the Drûghu were forced to retreat again.

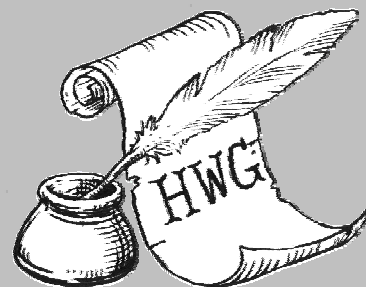
Over the last thousand years, the Drûghu have dwindled to just a few hundred. The Sindarin, Khuzdul and (if anyone ever thought to ask) Gargun know of the existence of the Drûghu but rarely speak of them, perhaps believing them extinct. They are little more than a legend among humans, civilized and barbarian. However, the Drûghu still exist and because of their affinity for Barasi Points and outstanding woodsmen skills still travel throughout Hâm.

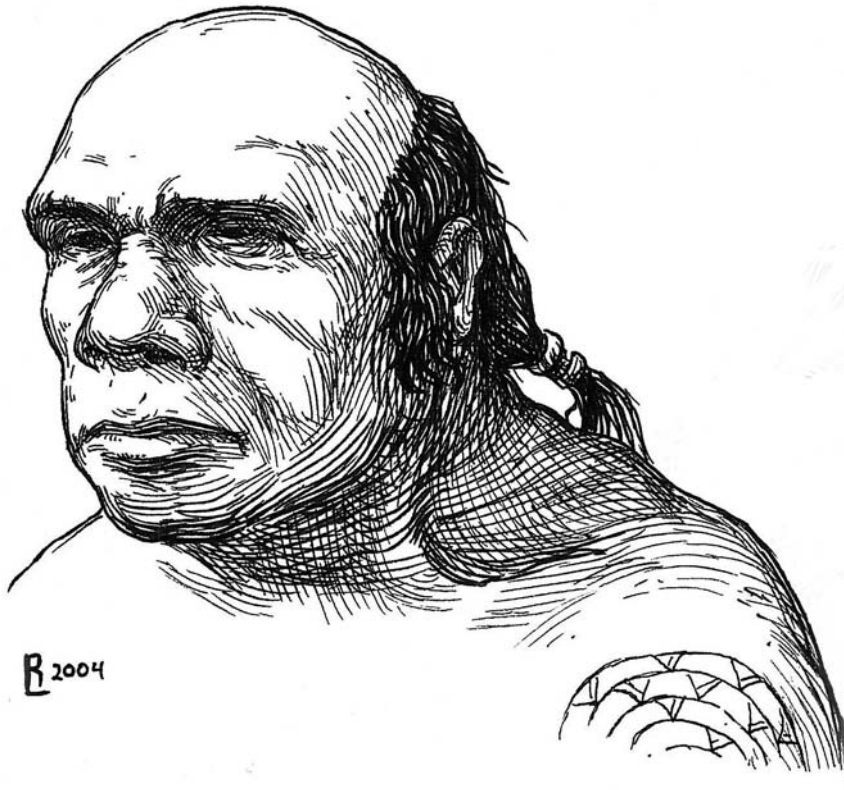
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## CLANS AND RANGES

There are three Drûghu clans remaining on Hâm: Keron, Garvin and Kuza.

The Keron clan is the largest tribe, numbering about 200. They make their home on the island of Keron off the east coast of Hâm. There was great fear among the tribe when an Ivinian settlement was established at Balhafen in 704TR. Members of the settlement who survived the storm of 707TR did not survive the Drûghu attack that followed immediately after. Sailors landing at the old settlement have reported an eerie feeling they are being watched.

The Garvin clan is the widest ranging of the Drûghu. Numbering about 150, they rotate between three main camps. They use a large natural cave overlooking Garvin Bay, a grove of old growth trees south of Cape Obeo and a sheltered ravine at the headwaters of the Ilmen River. They might be spotted on the very fringes of

the kingdoms of Melderyn, Chybisa and Kaldor. Their wilderness skills allow them to avoid contact with the Bujoc. The Drûghu keep a safe distance from the nomadic gargun tribes of Chindra, Moym and Ruthuba and the colonies at Felgoth and Pazel.

Also with about 150 members, the Kuza clan is also nomadic, preferring the coastal plain as far north as the southern edges of the Anoth Delta. They are well known to Noron and his sons and share their hatred of gargun. They sometimes join his attacks on the gargun colonies of Zhakom and Pyxyn. They know of the Riddlemaster of Anrist Point, but avoid his pools and hot spring out of fear and respect.

## BIOLOGY

The Drûghu are an ancient species of man, characterized by prominent eyebrow ridges, wide flat noses, low forehead, long narrow skull, a protruding upper jaw, a strong lower jaw with a short chin, a broad deep chest, large bones, big feet and a powerful build. They have strong eyes, excellent night vision, dark complexions, black eyes and black hair. As a group, they have almost no hair below the eyebrows and most males have only a fringe of hair around their head.

They are short, squat and stout. Other humans, elves and dwarves would consider their tattooed bodies and particular features very ugly. The Drûghu have little use for clothing, beyond a breechclout for modesty, due to their great resistance to cold. They avoid others due to their severe shyness and xenophobia. To the few who have observed them, they appear unemotional and slow to speak.

## ADVENTURE HOOKS

**Monster Hunt:** Villagers have spotted strange beasts in the forest. The local lord hires the PCs to hunt them down and kill them.

**Gladiator:** Rumours of a new "Ivashu" have reached the masters of the Pamesani games. The PCs are dispatched to capture one and bring it back alive.

**Unexpected Saviour:** The PCs are being attacked by gargun. At a critical moment, one or more Drûghu appear and shift the balance in favour of the PCs. Afterwards they can try and interact with the Drûghu.

**Lost in the Woods:** A child has wandered into the woods and become lost. The PCs are sent to find her. The Drûghu find her first and are trying to help. The PCs may think they mean to harm her.

**Investigate a Mystery:** Large numbers of dead gargun have been found in the forest. Who is killing them? The PCs are sent to find out.



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The Drûghu are secretive and dwindling people. They have a lifespan of just 30-50 years. Strictly monogamous, they have few young and so treasure every member of the clan. A dying race, the loss of any member of the tribe is a source of great sadness. Among themselves, they are a happy and joyous people, quick to laugh in their deep resonating voices and unique language. They have no written tongue; all history is passed on orally. They are iron-willed, have great patience and rival the dwarves for stubbornness.

Current birthrates are just barely sufficient to maintain a constant population. Death by injury or disease claims many infants and children, however, by the time they are teenagers Drûghu are quite hardy and resilient. Given the Drûghu's short lifespan, having many children is very important for all fertile females and so most are pregnant at least half of their life. Females chose their mates, bringing them into their extended family.

Drûghu chose their mates from outside their clan, but due to their dwindling numbers, this has little real effect, as all Drûghu are closely related after scores of generations of inbreeding within a small population. The results of this inbreeding are a number of shared traits. All Drûghu look very similar and share common psychological conditions of xenophobia and claustrophobia. Psionics are also very common with the most prevalent talent being transference and a special type of clairvoyance (the ability to connect with the seeing stones). Other genetic problems result in over 50% of pregnancies resulting in miscarriages or stillbirths. The line is traced through the mother.

## WAY OF LIFE

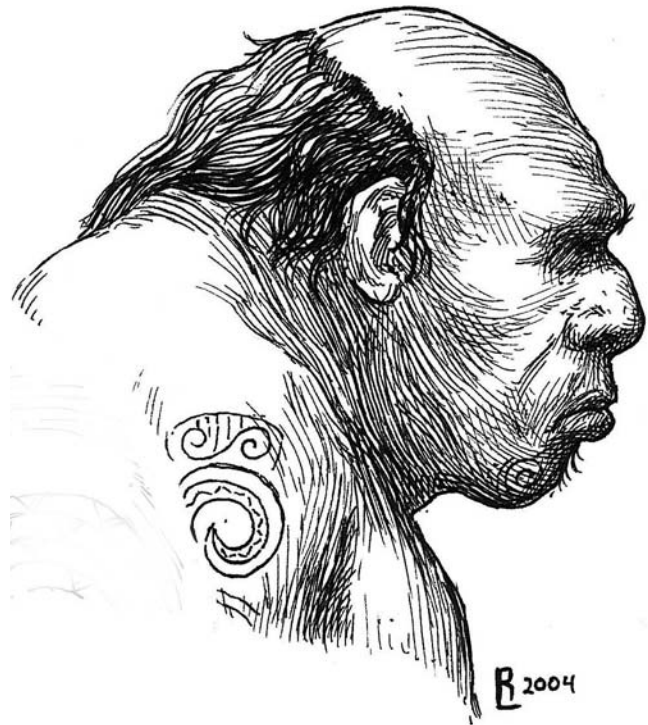
### Habitat and gathering

The Drûghu are forest dwellers, preferring thick woods where they can easily avoid contact with others or disappear quickly. No other men, civilized or barbarian can surpass their skill in the forest. Exceptional woodsmen, their abilities are exceeded only by the elves. They will not be seen unless they choose to be. Their senses are finely honed and give them ample warning of the approach of even a skilled hunter. They live in harmony with the other creatures of the forest and have little to fear from natural predators, such as bears and wolves, except when other game is scarce. They deal with sapient species by avoiding them, except for the gargun who they will hunt mercilessly when numbers are in their favour. The Drûghu do not keep any domesticated animals.

The Drûghu greatly dislike violence. Mostly vegetarians, they gather grains and roots to live off, occasionally supplemented with small game and fish. Developed over hundreds of generations and passed from adult to child, their herblore is truly superior. They can live where few others could, a necessary survival skill as they have been increasingly forced into the land no one else wants. The elves can easily identify their territory by its subtly altered patterns of plant growth that indicates carefully plant management. The womenfolk are especially talented at encouraging plant growth and weeding out non-productive species of plants.

## LANGUAGE

The Drûghu are quiet people, speaking rarely, even within their own family groups. They speak a unique language, *Pûkael*, which is not part of any living language group. It is completely foreign to any Hârn speaker. Only a very few Drûghu, primarily the shamans or an occasional male who has spent a great deal of time observing civilized people from afar, speak a smattering of very crude Hârnic. This will make communication very difficult and easily lead to misunderstandings and mistrust. Some elves know *Pûkael*. Noron and his sons are the only outsiders who speak *Pûkael* fluently.



## DRÛGHU OCCUPATIONS

### GATHERER (female)

Stealth/6, Awareness/6, Initiative/5, Club/5, Cookery/5, Folklore/5, Foraging/5, Herblore/6, Survival/5, Weatherlore/4

### WOODSMAN (male)

Stealth/6, Throwing/5, Awareness/6, Initiative/6, Unarmed/5, Blowgun/5, Club/5, Spear/4, Cookery/4, Folklore/5, Foraging/5, Herblore/6, Survival/5, Tracking/5, Weaponcrafting (stone tools)/4, Weatherlore/4

### CHIEFTAIN

Gatherer or woodsman skills, plus Intrigue/5, Rhetoric/4, Oratory/4, Law/2

### SHAMAN

Dancing/5, Stealth/6, Awareness/6, Intrigue/4, Mental Conflict/4, Oratory/4, Rhetoric/4, Singing/5, Ritual (Yavanna)/4, Initiative/6, Club/5, Cookery/4, Embalming/2, Folklore/6, Foraging/5, Herblore/6, Physician/3, Survival/5, Stone carving/4, Weatherlore/4

In keeping with their desire to remain isolated and undisturbed, the Drûghu are very careful to leave little or no trace of their presence. They make only small, smokeless fires and then only for cooking. Family groups sleep together to share body warmth and have only a few untreated furs to sleep on. Due to their claustrophobia, they prefer to live outside under large trees in warm weather. They do take shelter in natural caves in the winter. Wherever they camp, they are able to pack and depart in mere minutes, leaving little more than some beaten down grass to indicate they were ever there. From a young age, Drûghu learn to elude or slay those who seek to disturb them. One method they employ is poisoned darts from blowguns, what they call pipebows. This has led more than one pursuer to the mistaken conclusion they have been attacked by a splinter group of Bujoc tribesmen, an idea the Drûghu understand and are careful to encourage.

## Learned skills

Living in harmony with nature, the Drûghu have never developed many “civilized” skills, instead they have focused on survival related abilities. Skills such as stealth, awareness, herblore, survival, weatherlore and tracking are necessary to thrive in a forest environment. Generally a peaceful people, the gargun threat makes good initiative, throwing, club, blowgun, spear and weaponcrafting (wood, stone and flint) skills necessary to defend themselves. Since all of their history and tradition is passed orally, all Drûghu have a high folklore skill as well. One “civilized” skill they are retained through their race’s long slow decline is stone carving. Each Drûghu shaman learns the art of carving Pûkel men (seeing stones) from his mentor. These seeing stones are used to guard the approaches to campsites and to mark Barasi points and are intimately connected to their maker (see below). As their civilization has declined, the Drûghu have become more and more circumspect with their Pûkel men, concealing them from view, incorporating them into existing rock formations and carefully encouraging moss growth to hide their true nature. The Drûghu no longer build large elaborate henge formations, preferring instead to use a few carefully placed stones.

## TRIBAL ORGANIZATION

Drûghu clans are composed of a series of extended family groups averaging about 25 people. A chieftain, usually the strongest and most experienced adult male, leads each family. Although female leadership is rare, it is not unknown, especially when she has the support of strong sons. Each family group also has a shaman; these are very frequently women due to their powerful auras. The spiritual leaders are always chosen for their psionic abilities. Each chooses an apprentice who demonstrates strong psionic powers and trains him or her in folklore, the worship of Yavanna and the use of their abilities. The shaman has a great influence over the chieftain, though the leader has the final say in any decision.

The clan usually travels in a loose grouping of extended families spread out over several square miles. This dispersal allows the clan to avoid over-exploiting any one area of forest while still remaining close enough to come together for defence. In event of attack on an extended family group, the adult males form a defensive line between the threat and the elderly, women and children. The women, also solid fighters, form a ring around the weaker

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members of the tribe. Even an elderly Drūghu can be a dangerous opponent and they are the final line of defence for the children, the tribe's most precious members. Shamans with psionic powers often prove a very potent and unexpected contribution to the defence of the family.

The whole clan gathers for important religious events and in times of danger. If a serious threat is detected, the women, children and elderly will be withdrawn to a safe area defended by the older adult males and the teenage boys. The Drūghu preference is to ambush enemies by using the seeing stones to track their movements. They leave no one alive. If the enemy is too strong or ambush is not possible, the Drūghu will retreat into the forest and evade their enemy. As a last resort, they can use the Barasi Points to escape, returning when it is safe.

The elderly members of the clan are revered for their great knowledge. They are protected and supported until they can no longer travel or keep up with their family group. Some chose to end their own lives using poison plants. Younger members of the clan carry the rest until they succumb to injury or death. Their bodies are carefully and reverently buried in a fetal position with a few valued possessions. Drūghu graves are deep, to protect them from scavengers, and never marked. They go to great efforts (though not suicidal) to recover those killed in combat in an effort to hide their existence.

## RELIGION

The Drūghu are a religious people with a strong tradition of organized worship. The shaman is the centre of their religion by virtue of his extensive psionic power. They have a deep, almost instinctual, reverence for nature. The Drūghu are spiritualists and follow the goddess Yavanna, Giver of Fruits and Queen of the Earth. They believe that when they die, they are reincarnated as young Drūghu.

## DRŪGHU ON OTHER WORLDS

Midgaad has the largest remaining Drūghu population, with clans in the woods of the Tawar-in-Drúedain of Anórien, Firien Wood, the higher woodlands and forests of Westmarch as well as in Andrast and southern Eriador. There is regular communication between the clans on Kethira and Midgaad. Small numbers of males and females travel to find mates on Midgaad in hopes of increasing the numbers of Drūghu on both worlds. So far, this has only delayed the inevitable.

The Drūghu clans of Terra are heavily inbred and almost uniformly suffer from hirsutism (excessive body hair). Their North American aboriginal name, Sasquatch, means "hairy man". Originally present across most of Terra, they have retreated back into a handful of enclaves, including the Rocky Mountains of North America, the Siberian forests and the Himalayas. They have little contact with other clans, as they are, if possible, more xenophobic than is normal for Drūghu.

In event that Drūghu have to flee danger, elsewhere on Hârn is their first choice of destinations, followed by Midgaad and then Terra. There are no known Drūghu on Sherem, Yashain or in the Blessed Realm.

## DRŪGHU WEAPONS

### WQ Weapon

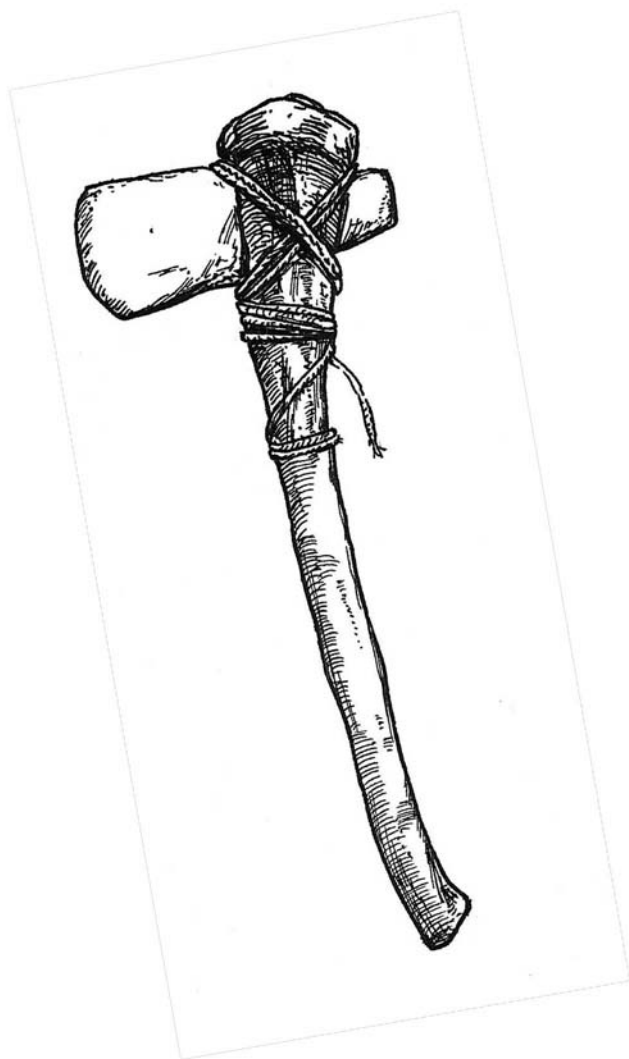
08 Blowgun

09 Plain Wood Club

10 Stone-headed Club

09 Flint-headed spear

**Note:** The Drūghu do not use armour, not even leather or fur.



## CURRENT SITUATION

The end is in sight for this last remnant of this once proud and ancient race. Reduced to scratching living out of a corner of Hârn so desolate and barren no one else, not even the gargun, wanted it, the Drûghu are slowly dying out. A substantial infusion of new blood from Midgaad might slow the decent, but there is too little land to support a viable population. If the pressure on the Drûghu gets too severe, they will most likely leave Hârn for Midgaad. The number of Drûghu there may be enough to be sustainable. In the meantime, they live their quiet peaceful lives as they have for generations, pierced only by the occasional skirmish with the gargun.

## CHARACTER GENERATION

### Introduction

GMs may allow PC to be Drûghu if they so chose, however, it is not advised. The Drûghu receive many bonuses during character creation, resulting in strong, deadly woodsmen. This is deliberately balanced by their xenophobia and claustrophobia. Drûghu almost never interact with outsiders (non-Drûghu), so earning their trust is extremely difficult. Once earned, this trust does not extend beyond a handful of people. Drûghu cannot and will not interact with large groups of people (more than 6), and entering a village, much less a town or city, is unthinkable, even for a Drûghu with only mild xenophobia. Buildings and other structures are also a problem. Although Drûghu will enter natural caves, they must be large with good air circulation to allay their innate fear of being trapped. Houses, tunnels and even city streets are almost impossible for even the most strong-minded Drûghu to endure. Drûghu PCs (or NPCs) will be reduced to slipping off the road into the forest and watching while the other members of the group deal with other people or enter civilization.

The best use of the Drûghu are as NPCs. They make ideal sapient allies or enemies. The PCs can be pitted against them or the Drûghu can unexpectedly come to their rescue. Their ability to travel by Barasi Points means they could conceivably be found anywhere on Hârn.

### Changes to Character Creation

Drûghu character creation follows the normal Hârnmaster process with some exceptions. The species is human (Drûghu). Sex, birth date and sun-sign are all rolled normally. Birthplace is one of the three clans (Keron 40% chance, Garvin and Kuza 30% each). Culture is tribal, but there are no slaves in Drûghu culture, so treat all such rolls as unguilted. Sibling rank and parent are generated normally. There are all small clans so estrangement rolls are +20. Due to the small Drûghu population, all clanhead rolls are +40. Shorter than mainstream humans, use 50" + 3d6 when generating male characters and 48" + 3d6 for females. Stocky like Khuzdul, Drûghu get +2 to their frame roll. All characters have a dark complexion with black hair and black eyes. Ugly to outsiders, deduct -3 from all comeliness rolls. Heavy bones, thick muscles and a hard life give a +2 bonus to strength and +2 to stamina, but no bonus or penalty to dexterity and only the normal adjustments to agility based on frame. The Drûghu are treated as tribesmen for eyesight (+1) and hearing (+2), but their sense of smell is at the very edge of human limits (+4). Their deep voices are disturbing to civilized people (-2). Drûghu have normal intelligence (no modifiers), but a strong

### TRANSFERENCE (F4)

**25 – SI seconds** [HârnMaster 3]

The ability to detect and employ *Barasi Points* to transfer the invoker from one world to another. Objects or living entities within AURA inches of the invoker's skin may also be transferred. Less skilled users often lose things along the way.

The talent is fairly common among the older bloodlines of the Sindarin, but otherwise rare. The invoker does not necessarily know where the destination will be, although it is always a similar environment.

**Psionic Episodes:** Headaches and dizziness, and rare bouts of semi-translucence, especially near Barasi Points.

**Misfire (CF):** Invoker may arrive at an unexpected destination, most often on Yashain.

### DRÛGHU CLAIRVOYANCE (F1)

**25 – SI seconds**

The ability to visualize events currently occurring at a remote location *visible to a Pûkel Stone the invoker has personally carved*. A target may sense the attention of a clairvoyant; test a multiple of the target's AURA, or SENSITIVITY talent if applicable. Drûghu clairvoyants may only be linked to a maximum of SI x 2 Pûkel Stones. If they carve more stones than this amount, the oldest connections will be lost. The clairvoyant enters a trance for 25 – SI seconds to transfer their point of perception to any Pûkel Stone they are attuned to. There are no range restrictions. MS allows the clairvoyant to watch; CS allows them to also listen and smell. The vision lasts for SI minutes.

**Psionic Episodes:** Vivid dreams of the areas around the Pûkel Stones. Dizziness, disorientation, confusion, headaches, sleepwalking, blurred vision or mirage like hallucinations can also occur.

**Misfire (CF):** False or random information is given to the clairvoyant. Sometimes, severe headaches or temporary blindness occurs.

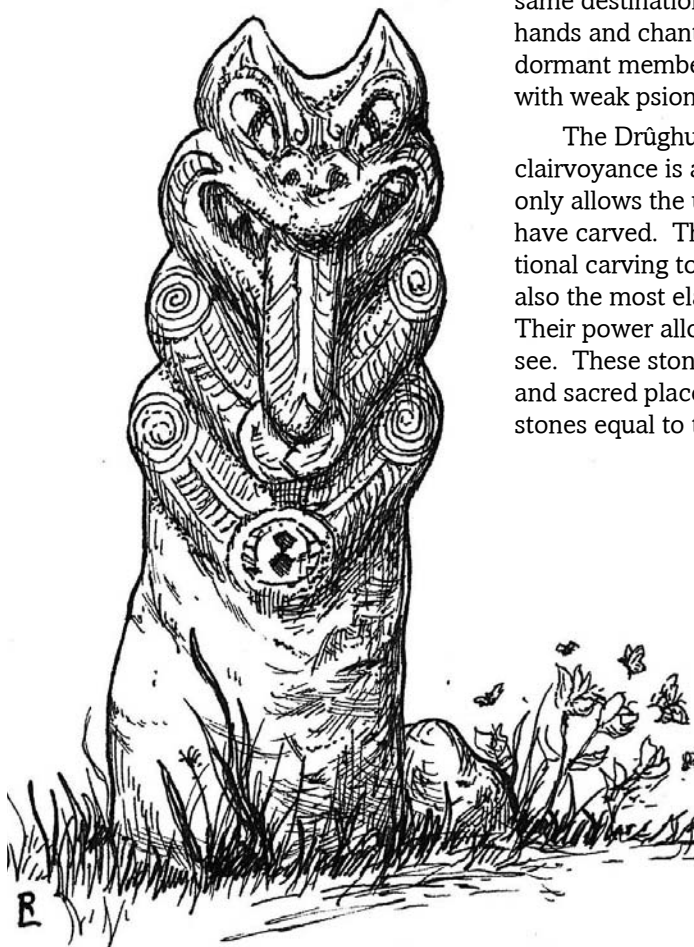


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## BARASI POINTS

*Barasi points* are natural portals between worlds. Dozens exist throughout Kethira, although the Shava Forest on Hârn has a particularly high concentration. The environment at each end of a Barasi Point is always very similar. Unskilled users may not realise for some time they have changed locations, and may never discover they have actually changed worlds. [HârnMaster III].

They are difficult to detect; sometimes there is a feeling of disquiet, a spine-tingling sensation when one approaches. They are detectable by psionics, magic, or divine revelation, which leaves most people out. [Kelestia, EH 4]



aura (+2 for males, +4 for females). Their Will (+2) reflects their great patience and stubbornness. They have the same range of morality of any human group.

The Drûghu have several congenital problems due to inbreeding. All automatically suffer from alopecia (lack of hair) below the eye level. They must each make three rolls on the Medical table (with no rewards). Treat hirsutism as a complete form of alopecia, leaving them with no hair at all. All suffer from xenophobia and claustrophobia, roll for severity at +20. Other psyche rolls are at the GM's discretion.

## Psionics

Extensive inbreeding has resulted in a highly unusual level of psionics among the Drûghu. ALL Drûghu receive a minimum of one roll for psionics. The first psionic power is always transference. All successive rolls are treated normally. Once a Drûghu displays psionic powers, the extended family shaman has the responsibility to work with them to train and develop their skills through use of ancient techniques of meditation and practice. Particularly powerful psionics will often change family groups to work with other shaman who shares the same talent.

Many Drûghu can sense Barasi Points (to a greater or lesser degree). Shamans with a transference ML greater than 80 have the learned to help those with dormant skills to open the point and then "guide" them to the same destination. The shamans use direct personal contact, usually joining hands and chanting, to establish a link. They may "guide" a number of dormant members equal to their SI. This is used to help children and those with weak psionic powers to stay with the group.

The Drûghu also have a special, limited, form of clairvoyance. This clairvoyance is a prerequisite to become a shaman. Drûghu clairvoyance only allows the user to connect with a stone figure (Pûkel man), which they have carved. The shaman can also establish a connection by adding additional carving to an existing Pûkel man, thus the most important stones are also the most elaborate, having been added to by successive generations. Their power allows them to see everything the eyes of the seeing stone can see. These stones watch over all the approaches to Drûghu territory, camps and sacred places. Each shaman can establish a connection to a number of stones equal to twice his clairvoyance SI.