

# Drune

*A sinister cabal of sorcerers who covet occult knowledge above all else.*

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## FACTION OVERVIEW

### Masters of the Leys and Standing Stones

The Drune are the unchallenged masters of the standing stones of Dolmenwood, having domination over all nodal stones save for the Wyrdstone, which Atanuwe has usurped, and the few stones which are corrupt.

They guard secret arts of geomancy for the harnessing and manipulation of earth energies through the stones, having painstakingly mapped the many greater and lesser ley lines of Dolmenwood. A sub-order known as the Audrune are the designated masters of the leys and know the secrets of travel along them, both to other locations in the wood and to otherworldly realms beyond.

### Wardens of the Witching Ring

Among the Drune's chief activities in the Wood is the tending of the Ring of Chell—the vast artificial ley that encircles Dwelmfurgh (see *The Witching Ring*, p22), preventing the exiled Cold Prince from returning to Dolmenwood. The Drune maintain their vigil against the return of the Cold Prince with deadly earnestness, for they wish to share arcane dominion over Dolmenwood with no one.

### Last Remnant of the Triple Compact

As wardens of the Ring of Chell, the Drune are the last remnant of an ancient alliance, known as the Triple Compact, that expelled the Cold Prince from Dolmenwood. The other factions that partook in this alliance—the Church of the One True God (p38) and the Duchy of Brackenwold (p46)—have long forgotten their pact and its deadly significance.

### Hoarders of Arcane Knowledge

Key to the tenets of the Drune sect is the hoarding of knowledge. They regard knowledge as sacred and more valuable than a man's life.

### Common Folk Fear to Speak Their Name

Common folk refer to the Drune by euphemisms such as “the watchers of the wood” or “the hooded men”, for the name they call themselves—the Drune—is said to be accursed.

### Occult Enslavement and Binding

A significant portion of the Drune's occult potency lies in the spirits and godlings that they have bound and subjugated for use as sources of arcane energy.

The Drune do not reserve the use of bondage, imprisonment, and enslavement purely for beings of godly magnitude; these are tools which they commonly use as a means of amplifying or creating arcane force. Kidnap and sacrifice by the Drune is feared as a fate worse than death by the common folk of Dolmenwood.

### Magic of Shadow and Flame

These two energies have long been friends of the Drune. All Drune may see in utter blackness and they may summon flickering green flames to their service at will.

### Golems of Wicker and Bramble

Having dwelt exclusively in the forest for many centuries, it is natural that the Drune's studies have led them to dominate their environment. They possess occult powers of commanding and transmuting wood and plants and practice golem-working in wood, wicker, and bramble.

## THE DRUNE'S SCHEMES

### Seek to Reawaken the Entity Gheillough

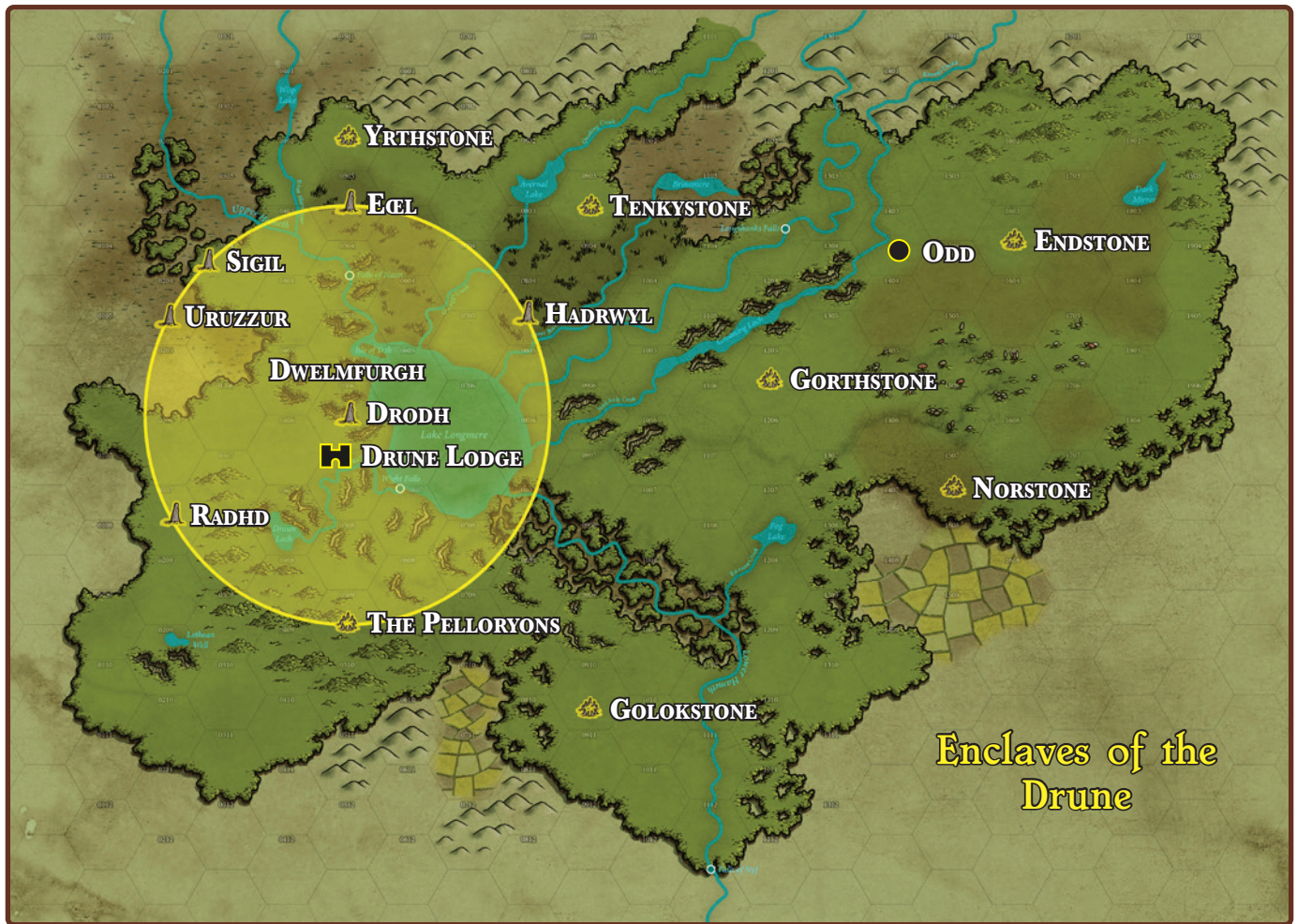
The Drune, of old, profited greatly from their dealings with the mysterious power in the waters of Lake Longmere. Contact with the entity was lost when the coming of the Nag-Lord tainted the waters of the Lake, but the Drune seek to reawaken Gheillough.

### Scheme to Entrap and Subjugate Atanuwe

The Drune view the coming of Atanuwe with strictly pragmatic eyes—the Nag-Lord is a godling whose powers must be subjugated and harnessed to further their own ends. If the Drune were to succeed in this scheme, their occult dominion over Dolmenwood would be nigh complete.

### Reclaim Dominion over Sargstone

A side-benefit of subjugating the beast Atanuwe would be the recovery of the nodal Sargstone (hex 0904), whose loss the Drune rue bitterly.



## ENCLAVES OF THE DRUNE

### Dwelfurgh

The area around Lake Longmere within the circle of Chell (see *Regions of Dolmenwood*, p10), is the Drune heartland. In the absence of any meaningful presence of the Duke and his nobility, the Drune's word here is law.

### Drune Lodge (0507)

The centre of Drune activity in Dolmenwood and home of the Elder Phanatarch—the king of all Drune—and the Aegis—the Drune high council. The Lodge consists of a series of wooden towers scattered among the sloping woods beneath Droun Loch, along with a maze of catacombs tunnelled in the earth and rocks beneath. All are guarded with great magic, invisible and unlocatable to all but the Drune.

### The Village of Odd (1403)

The Drune control this village and the monolith that is integrated into its disused church.

### The Nodal Stones

**Drodh (0506):** Warded by the Audrune Rigmirth.

**Endstone (1603):** Warded by the Audrune Mathonwy.

**Eel (0503):** Warded by the Audrune Morgodh.

**Golokstone (0910):** Warded by the Audrune Aethogrym.

**Gorthstone (1205):** Warded by the Audrune Haygral.

**Hadrwyl (0804):** Warded by the Audrune Hermanach.

**Norstone (1507):** Warded by the Audrune Morthgwail.

**The Pelloryons (0509):** Warded by the Audrune Cadraigaunt.

**Radhd (0207):** Warded by the Audrune Grebglin.

**Sigil (0304):** Warded by the Audrune Wargfole.

**Tenkystone (0903):** Warded by the Audrune Jhaelloch.

**Uruzzur (0204):** Warded by the Audrune Mestmord.

**Yrthstone (0502):** Warded by the Audrune Zarlac.



# MEMBERS AND ORGANISATION

## The Drunic Race

The Drune are a folk apart from the common people of Dolmenwood, breeding only among their own kind. Their hair is straight and raven-hued, their complexion is ghostly pale, and their voices are clear and strident. They stand a full head above the normal folk of the forest. One may only become a drune by being born the son of a drune and every drune is born into a specific station within Drune society.

## The Aegis

Members of the aegis—the Drune high council—dwell with their families in the Drune Lodge and occupy much of their time coordinating various projects and conflicts and handing down policy. Other drunes consider them bureaucrats, necessary yet at times terrible.

## The Elder Phanatarch

The chief of all drunes in Dolmenwood and ruler of the Aegis, known in folklore as “the Owl King” and to other Drones as “the Bone King”. Dwells in the crypts of the Drune Lodge, attended by nine spirits.

## The Audrunes

Watch over the stones and mind the leys. Each nodal stone within Dolmenwood is guarded by an Audrune, living hermit-like in its vicinity.

## Cottagers

The remainder are known as cottagers and make their dwellings throughout the Wood. Cottagers live with a drunewife and their children. The males of the household own nothing but the clothes on their backs. Until a cottager is called upon by the aegis to perform some official duty, he will spend the bulk of his time scavenging ruins for lost grimoires, sleeping in crypts and dream-talking to ghosts, capturing fairy pests, brewing virulent poisons, recording omens and auspices, and tracking the movements of goat-people.

## Drunewives

Women-folk of the Drune who practice the inherited crafts of herbalism, pottery, and song. Their songs—known as notions—are enchanted, as are their kilns, which are used in the construction of small clay golems called *kilnlings*. Each household and its property is owned and managed by the drunewife and her daughters.

## Braithmaids

The daughters of the Drune, who roam the wild regions of Dolmenwood, singing enchanted melodies. It is traditional that some braithmaids will marry a drune, becoming a drunewife, while others will remain virgins and join the ranks of the witches (see *p60*).

TODO: Illustration

## The Drunemoot

Moonlit meetings—overseen by at least one member of the aegis—are sometimes called to mete out justice or discuss recent goings-on. On such occasions, as many as thirty drunes may appear, though gatherings of less than a dozen are more common.

DRUNE NAMES			
d20	Male	Female	Surname
1	Abram	Aembgyth	Astraleth
2	Aestgrym	Andramath	Bonewort
3	Brackborne	Athe	Broodmoot
4	Brimgord	Braithlynne	Broomewith
5	Cantcor	Caendrgald	Canker
6	Celleddach	Deregbra	Casket
7	Grimlocke	Eostra	Chancter
8	Hecator	Estembra	Dolmward
9	Hestith	Frigdra	Doome
10	Hestobraithe	Gremlith	Duskwith
11	Illforridh	Gwentmarg	Hallow
12	Lolldhrimm	Gwordlith	Loome
13	Limnis	Haelleth	Moonewer
14	Majorus	Hancith	Owlhame
15	Malrubius	Idralynne	Unction
16	Mirroddor	Jhaellen	Unlight
17	Molloch	Lagwynne	Vaunte
18	Mordoch	Polldra	Wicker
19	Oglimoth	Sigdra	Wraithmord
20	Waykehald	Wakehyld	Wyrd



## CADUCEUS DOOME—ELDER PHANATARCH

A gaunt, vault-pale man of imposing height, crowned with the finger bones of his mightiest forebears and swathed in black. His beard and hair are grown tangled like bramble thickets. A baleful green fire flickers in his pupils.

**Demeanour (Neutral):** Cool-minded, scheming, manipulative.

**Speech:** A dispassionate whisper that penetrates all noise. Woldish, Old Woldish, Drunic, Liturgic, Sylvan, a smattering of High Elfish.

**Desires:** To forge a lasting alliance with the witches, ushering in a new era of Drunedom where the occult energies of male and female are united. To procure saintly relics and turn their power (oft ignored by the Drune) against Atanuwe.

**Possessions:** The Crown of Old Droun—formed of the finger bones of other men who once held the title of Bone King. One who wears the Crown experiences fever dreams wherein drunes long deceased whisper their rede.

**Servants:** The Elder Phanatarch is served by nine female spirits known as the Aldweathe—the spirits of Braithmaids who elected to sacrifice their mortal lives in order to serve their king for all eternity. They fulfil many functions, including those of guards and advisors (for their memories span back to the old days of Drunedom).

**Location:** In the crypts of Drune Lodge, hex 0507 (pXXX).

**Combat stats:** TODO.

TODO: Illustration