

# Drune—Audrune

Elite members of the occult brotherhood tasked with warding the nodal stones of Dolmenwood, keeping all non-Drunes away.

**AC** 6 [13] **HD** 6\*\*\* (27hp) **THACO** 17 [+2]

**Attacks** 1 × astral knife (1d4+2, +2 to attack rolls) or spells

**Move** 120' (40') **Morale** 10

**Saves** D11 W12 P11 B14 S12 (MU 6) **XP** 950

**#Appearing** 1 (no lair)

**Alignment** Neutral. Fanatical and ruthless

**Intelligence** 15. Fierce

**Speech** Fearsome, brooding. Woldish, Drunic, Sylvan

**Possessions** S, platinum torc (350gp) **Hoard** C, O

**Astral knife:** A +2 magical blade ritualistically forged at a site of geomantic power. A non-Drune who handles an Audrune's blade must **save versus paralysis** or be turned to stone until the next full moon rises.

**Spells:** The typical Audrune has the following spells memorized: *charm person*, *invisibility*, *dispel magic*, *dimension door*, *cloudkill*, *invisible stalker*.

**Ley travel:** When in a hex which a ley line passes through, an Audrune can step into the ley line and travel along the course of energy at a rate of 24 miles per hour.

**Unique individuals:** The order of the Audrunes is limited to 13 members (one per nodal stone controlled by the Drune). Their traits are described in the hexes where the nodals are located (see the *Dolmenwood Campaign Book*).

**Undead Audrunes:** Some Audrunes exist in an undead form. Stats for these individuals are listed in the hex where they dwell (see the *Dolmenwood Campaign Book*).

**Lair:** Audrunes live hermit-like in the vicinity of nodal stones. Their lairs are described in the hexes where the nodals are located (see the *Dolmenwood Campaign Book*). Therefore, they are never encountered randomly in their lair and example lairs are not provided here.

## ENCOUNTERS

- Stepping suddenly from a purple dimension door, fleeing **1d4 babbling phantoms** (treat as wraiths).
- Divining the course of a lesser ley line with a pulsing crystal rod. Wears opaque onyx goggles which grant the ability to detect magic once a day for 6 turns.
- Gazing into a pool of water in a hollow tree stump, conversing in the Sylvan tongue with a shimmering water-spirit. The Audrune seems to be negotiating for aid in locating "the dreaming wyrm" in Lake Longmere.
- Conducting solemn council with a gathering of **2d4 cottagers**. The Drunes discuss (in Drunic) their brotherhood's imminent plans to attack the Court of the Nag-Lord (hex 0904).



## THE AUDRUNES OF DOLMENWOOD

- Aethogrym, guardian of Golokstone (hex 0910).
- Cadraigant, guardian of the Pelloryons (hex 0509).
- Grebglin, guardian of Radhd (hex 0207). Shade.
- Haygral, guardian of Gorthstone (hex 1205). Shade.
- Hermanach, guardian of Hadrwyl (hex 0804).
- Jhaelloch, guardian of Tenkystone (hex 0903).
- Mathonwy, guardian of Endstone (hex 1603). Mummified.
- Mestmord, guardian of Uruzzur (hex 0204). Shade.
- Morgodh, guardian of Ecel (hex 0503).
- Morthgwail, guardian of Norstone (hex 1507).
- Rigmirth, guardian of Drodh (hex 0506). Stone symbiont.
- Wargfole, guardian of Sigil (hex 0304).
- Zarlac, guardian of Yrthstone (hex 0502).

**Rigmirth:** Is bound in symbiosis with the stones of the nodal Drodh. He is never encountered in other hexes.

**Haygral, Grebglin, Mestmord:** Have abandoned their physical forms and now exist solely in flow of ley energies around the stones they watch over. Their bodies are in temporal stasis, ritually interred in the crypts of the Drune Lodge (hex 0507), out of the reach of any who may wish them ill. The shades are never encountered in other hexes.

# Drune—Braithmaid

Adolescent daughters of the Drune who wander the wilds, gathering herbs, roots, and fungi. Their youth belies their power, for they are versed in the arts of enchanted song.

**AC** 8 [11] **HD** 1\* (4hp) **THACO** 19 [0]

**Attacks** 1 × dagger (1d4)

**Move** 120' (40') **Morale** 7

**Saves** D13 W14 P13 B16 S15 (MU 1) **XP** 13

**#Appearing** 1d3 / 1d4 in lair (20%)

**Alignment** Neutral. Evasive and aloof

**Intelligence** 13. Quick-witted

**Speech** Melodic, coy. Woldish, Drunic

**Possessions** Q, talisman (see below)

**Song:** Braithmaids sing as they wander through the woods, weaving a subtle enchantment as they go. Any who hear a Braithmaid's song must **save versus paralysis** or enter into a wondrous reverie, unable to meaningfully act until the Braithmaid either approaches or passes. These songs are not effective in combat.

**Talismans:** When wandering abroad, Braithmaids carry a magical ward to protect them from harm. See **Talismans**. Such talismans are only effective when worn by women.

**Lair:** Typically accompanied by a **cottager**, a **Drunewife**, and 1d8–1 siblings. (1d3 of whom may also be **Braithmaids**.)



## TALISMANS

- 1 Hand of glory. A shrivelled human hand, worn around the neck. Any who physically attack the Braithmaid must **save versus paralysis** or be frozen still for 1d4 rounds. (The charm is only effective against each individual once per day.)
- 2 Evil eye. A ceramic disc painted with the emblem of a staring eye. Grants a +2 bonus to saving throws against magic
- 3 Hag stone. A gnarled rock strung on a necklace. Allows the Braithmaid to become invisible (per the spell) for 1 turn per day.

## ENCOUNTERS

- 1 In the company of 1d3 **witches**, gazing trance-like into an inky-black mirror.
- 2 Digging in the earth, using a silver knife to root out mandrakes (either *groaning mandrakes*, *knobbed mandrakes*, or *prancing mandrakes*—see the *Dolmenwood Campaign Book*).
- 3 Fleeing a wrathful **cottager** with a local (non-Drune) beau.
- 4 Battling an exact duplicate (a **doppelgänger**—see *Old-School Essentials*).

## TRAITS

- 1 Albino—white hair and pink eyes.
- 2 Human knuckle bones hanging from silver earrings.
- 3 Densely freckled.
- 4 Wears a cloak of crow feathers.
- 5 Clad in diaphanous gauze, spattered with blood.
- 6 Crown of holly and ivy.

## LAIRS

- 1 A turf-roofed stone house supported by 10'-tall, rune-etched obelisks at its four corners. The Braithmaids keep two dozen cats, who hunt and play in the woods nearby.
- 2 A cave concealed behind a cascade of wild roses. The Braithmaids are exiles who have refused to marry among their people or to join the ranks of the witches. They are deliberating on their next step.
- 3 A log cabin on the verge of a glade of cairns—a cemetery for the deceased inhabitants of the home. The Braithmaids commune with the owls who roost in the trees.
- 4 A ruined church, seemingly uninhabited. The Drune family live in the crypts beneath, lit by green fire flickering in the eyes of stags' skulls.

# Drune—Cottager

Moody, black-cloaked members of the occult brotherhood who wander the deeps of Dolmenwood, recording omens and seeking occult power.

**AC** 6 [13] **HD** 4\*\*\* (18hp) **THACO** 19 [0]

**Attacks** 1 × staff of greenflame (1d4 + burning) or spells or sigils

**Move** 120' (40') **Morale** 9

**Saves** D13 W14 P13 B16 S15 (MU 4) **XP** 225

**#Appearing** 1d3 / 1 in lair (20%)

**Alignment** Neutral. Self-serving and manipulative

**Intelligence** 14. Penetrating

**Speech** Abstruse, doom-laden. Woldish, Drunic

**Possessions** S, golden torc (150gp)

**Burning greenflame:** A victim damaged by a cottager's staff must **save versus spells** or be wreathed in the snaking flame, suffering 1 damage per round for 1d4 rounds.

**Dousing flame:** Greenflame is immediately extinguished if the victim immerses themselves in water.

**Spells:** The typical cottager has the following spells memorized: *charm person*, *darkness*, *sleep*, *hold person*.

**Sigils (once a week):** A cottager may weave a mystic sigil of green flame in the air (see *Drune Sigils*). Weaving a sigil is treated as casting a spell and may be disrupted in combat.

**Entourage:** 2-in-6 chance of being accompanied by 1d4 **bramblings** or 1d4 **charmed villagers** (normal humans).

**Lair:** Typically accompanied by a **Drunewife** and 1d8–1 children. (1–2 of the children may be **Braithmaids**.)



## DRUNE SIGILS

- 1 Fear. All seeing the sigil must **save vs spells** or flee (1 turn).
- 2 Summoning. 1d4 **bramblings** emerge from the woods to aid the cottager.
- 3 Topple dolmen. A standing stone within 60' topples, inflicting 2d6 damage to any within 5' (**save versus wands** to leap aside).
- 4 Vanishing. The cottager disappears from sight (per *invisibility*) as long as he does not attack or cast spells.

## ENCOUNTERS

- 1 Commanding 1d4 **charmed lackeys** (normal humans) who drag a 10'-high, humanoid wicker cage upon a cart.
- 2 Summoning 2d4 **bramblings** from the undergrowth to protect a rune-etched stone in a glade. The stone bears encoded directions to a newly discovered ley line.
- 3 Sitting upon a boulder, deep in contemplation, surrounded by spiralling ravens. The ravens' cawing is vaguely coherent, as if the cacophony conceals words.
- 4 In battle with a **knight** (use noble stats) and 2d4 **men-at-arms** (1 HD veterans) in the service of the duke. The cottager(s) are charged with kidnapping locals for use in dark rituals and are attempting to flee.

## TRAITS

- 1 Emaciated and addled by mushroom brew.
- 2 Necklace of owl skulls.
- 3 Crown of antlers.
- 4 Wears a featureless clay mask.
- 5 Grizzled plaits cascading from his hood.
- 6 Skin covered with occult markings. (Tattoos? Paint?)

## LAIRS

- 1 A thatched cottage beside a brook in a pastoral glade. The cottager spends his days studying the rune-carved, granite skulls littered throughout the surrounding woods.
- 2 A tumbledown shack beside a flint cliff. The cottager maps the movements of the moon and planets from a hidden lookout tower atop the cliff.
- 3 A poorly renovated ruin beside a monolith of fathomless obsidian which imprisons any who gaze into its depths. The cottager knows the secret of releasing those trapped.
- 4 A dilapidated cottage beside a waterfall. The cottager is dying and is wracked with regret at the deeds of his life. He may rashly reveal secrets of the Drune to strangers.



# Drune—Drunewife

Womenfolk of the Drune who practice inherited crafts of herbalism, pottery, and enchanted song. Their kilns are magical, being used to create minor clay golems called kilnlings.

**AC** 9 [10] **HD** 3\*\* (13hp) **THACO** 19 [0]

**Attacks** 1 × staff or broom (1d4) or notions

**Move** 120' (40') **Morale** 9

**Saves** D13 W14 P13 B16 S15 (MU3) **XP** 65

**#Appearing** 1 / 1 in lair (30%)

**Alignment** Neutral. Watchful, suspicious

**Intelligence** 13. Crafty

**Speech** Clear, melodic. Woldish, Drunic

**Possessions** S, kilnling (see below) **Hoard** C, O

**Notions (once a day):** A Drunewife can sing a magical incantation called a *notion*, with the effect of one of the following spells: *charm person*, *sleep*, *invisibility*. The Drunewife must chant for at least one minute for the notion to take effect.

**Kilnlings:** Each Drunewife possesses a kilnling—a 1' high, pot-bellied humanoid figurine of clay, formed by her own hands and imbued with magic and rudimentary sentience. See *Kilnlings*.

**Lair:** Typically accompanied by a **cottager** and 1d8–1 children. (1–2 of the children may be **Braithmaids**.)



## KILNLINGS

- 1 Guardian. Acorn eyes. Placing the kilnling beside a road activates its magic. Any who cross its path unbidden must **save versus death** or be transformed into clay. If the save succeeds, the kilnling shatters, letting out a piercing cry (audible within 240') before its demise.
- 2 Sneak. Conker eyes. May be sent to spy and report back to its mistress, whispering in her ear. Creeps with a movement rate of 60' (20'). 4-in-6 chance of hiding unnoticed.
- 3 Defender. Coal eyes. With a command word from its mistress, the kilnling explodes. This causes 2d6 damage to all within 10' (**save versus breath** for half).

## ENCOUNTERS

- 1 Quietly singing while moulding human limbs from brightly coloured clay scooped out of a small pool.
- 2 Directing a **brambling** to load up a cart with firewood.
- 3 Presenting her 3 teenaged daughters (**Braithmaids**) to 1d4 **witches—brides of Limwdd**. The women are discussing a possible date for one of the girls to be brought before "the manifestation of Limwdd".
- 4 Watching over her 1d4 young children as they play beneath the feet of a 5'-tall wicker man in a glade.

## TRAITS

- 1 Dressed in rabbit skins.
- 2 Beaming and buxom.
- 3 Frail and waif-like.
- 4 Hair in long plaits to the waist.
- 5 Blind, rheumy eyes, but apparently unhindered.
- 6 Moves without sound; surprises on a 1–4 (XP value 80).

## LAIRS

- 1 A house of rough, mossy, sandstone blocks at the base of a vine-clad cliff. The elderly Drunewife is alone—her children grown and her husband dead. A nearby cairn marks his grave.
- 2 A cottage of stacked stones dominated by a gigantic chimney, spewing smoke. The Drunewife's kiln is running day and night, tended by a team of special kilnlings.
- 3 A home built into the grassy bank of a stream, with several small boats moored beside it.
- 4 Rope ladders of human hair lead up to an elaborate treehouse in the branches of an aged oak. The Drunewife speaks with the songbirds who share the tree.