

THE DRUNE TRIBES

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This setting is based on the 2000AD comic of Slaine and my own ideas and is intended for use with my Savage Worlds Slaine conversion.

In order to play this you need a copy of the Savage Worlds core book, my Savage Worlds Slaine conversion and a copy of the Slaine RPG by Mongoose Publishing.

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General Drune tribe information

The tribes of the drune lords are smaller but more numerous than their northern counterparts. They are also more isolated from each other and less inclined to cooperate, even in the face of a greater enemy.

Drune tribe members differ from their northern counterparts in several ways.

Differences that are noted in play include.

- They are more inclined than their northern counterparts to wear armor.
- They are not affected by the druidic awe of the earth goddess tribe druids. They are however, affected by the fear aura of their own druids.
- They are much less trustful and inclined to hospitality than the tribes of the earth goddess.
- They are not bound by honor rules when dealing with northerners.
- There is no such thing as honor price when dealing with northerners.
- They may only be of human race.
- Arcane backgrounds allowed are Drune and Witchcraft, the rantings of a bard are considered a waste of time.

Drune tribe NPC's

This chapter displays various different Drune tribe archetypes for use as NPC's or opponents to the players. Weapons, armor, edges and powers are detailed in their own chapters. Drune Lords and Sloughs are wildcards and the ones provided should only be used as a base to expand on.

Warriors

Tribal Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fight d8, Throw d6, Guts d8, Notice d6, Intimidate d6,

Pace: 6, **Parry:** 6+1, **Toughness:** 6+1 for fur armor

Edges: Strong Willed

Hindrances: Outsider (if found outside their territory),

Equipment: Iron sword or spear, small shield, fur armor

Tribal warriors are the bulk of the Drune tribes the same way they are in the tribes of the earth goddess.

Tribal Chieftain

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fight d8, Throw d6, Guts d8, Notice d6, Persuasion d6, Intimidate d8,

Pace: 6, **Parry:** 6+1, **Toughness:** 6+1 for fur armor

Edges: Strong Willed, Command

Hindrances: Outsider (if found outside their territory),

Equipment: Iron sword or spear, small shield, fur armor

There will be one tribal chieftain acting as the leader for every dozen warriors.

These may not be the de-facto chieftains of the tribe but are the leaders of the group.

Full Time Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fight d10, Throw d8, Guts d8, Notice d6, Intimidate d6,

Pace: 6, **Parry:** 6+2, **Toughness:** 6+1 for fur armor

Edges: Strong Willed,

Hindrances: Outsider (if found outside their territory),

Equipment: Iron sword or spear, large shield, fur armor

Full time warriors correspond to the noble warriors of the tribes of the earth goddess. Their main duty being the defense of the tribe and it's chieftain.

Skull Swords

Skull Sword

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d8, Vigor d10

Skills: Fight d10, Throw d8, Guts d10, Notice d6, Intimidate d8,

Pace: 6, **Parry:** 7+2, **Toughness:** 7+2 for armor

Edges: Strong Willed, Frenzy, Combat Reflexes

Hindrances: Outsider (if found outside their territory), Bloodthirsty

Equipment: Named iron sword, large shield, chain shirt, dart dragon.

The skull swords are the elite forces of the Drune tribes. They are full time warriors dedicated to the defense of their land and the Drune lords. They are trained at the academy at Er-Grah and are fanatical to the death.

Skull Sword Leader

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Fight d12, Throw d8, Guts d10, Notice d6, Intimidate d10,

Pace: 6, **Parry:** 8+2, **Toughness:** 7+2 for armor

Edges: Strong Willed, Frenzy, Command, Combat Reflexes

Hindrances: Outsider (if found outside their territory), Bloodthirsty

Equipment: Named iron sword, large shield, chain long coat, dart dragon.

The skull swords are the elite forces of the Drune tribes. They are full time warriors dedicated to the defense of their land and the Drune lords. They are trained at the academy at Er-Grah and are fanatical to the death.



Drunes

Drune

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fight d6, Throw d8, Guts d10, Notice d8, Intimidate d10, Blood Knowledge(d10), Craft(Bonework) d6,

Pace: 6, **Parry:** 5, **Toughness:** 7

Edges: Strong Willed, Arcane Background(Drune), Ritual Sacrifice, Blood Eagle, Literacy,

Hindrances: Outsider (if found outside their territory), Bloodthirsty

Powers: 3-5 Drune Powers at random

Drune Lord (Wildcard)

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

Skills: Fight d8, Throw d8, Guts d12, Notice d10, Intimidate d12, Blood knowledge(d12), Craft(Construction) d8,

Pace: 6, **Parry:** 6, **Toughness:** 7

Edges: Strong Willed, Arcane Background(Drune, 30EP), Ritual Sacrifice, Blood Eagle, Craft Wicker Man, Literacy, Command

Hindrances: Outsider (if found outside their territory), Bloodthirsty

Powers: 6-10 Drune Powers at random

Slough (Wildcard)

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d12

Skills: Fight d10, Throw d8, Guts d10, Notice d6, Intimidate d8, Blood knowledge(d12), Craft(Construction) d8,

Pace: 6, **Parry:** 7, **Toughness:** 9

Edges: Strong Willed, Arcane Background(Drune, 30EP), Ritual Sacrifice, Blood Eagle, Craft Wicker Man, Literacy, Slough, Command

Hindrances: Outsider (if found outside their territory), Bloodthirsty

Special Abilities:

- **Increased Earth Power:** Sloughs get +10/+20 (Normal/Max) Earth Points.
- **Undead:** See core book for details.
- **+1 natural armor:** Increase toughness by 1, count as armor.
- **Improved Fear Aura:** Opposed check is at +2.
- **Stench:** Everyone within a medium burst template is nauseated and have -2 to all skill and trait checks for as long as in range +1d4 rounds. Skull swords are immune due to training and breathing masks.
- **Disintegrate:** If incapacitated they turn to fine dust (see Slaine rule book for details)
- **Flesh Casting:** Works exactly as the core power Soul Drain.

Drune Tribe Edges

The following sections details edges that are specific to Drune tribe members. No non-Drune tribe player or NPC may have these.

The following edges have modified effects for drunes

- **The ones disallowed in the Savage World of Slaine:** are not allowed for drune tribe members to take either.
- **Druid killer:** Drune tribe members are immune to the effects of druidic awe. The edge has no effect on the Drune fear aura.
- **Blood of Heroes:** This edge may not be taken.
- **Inspire:** Works normally but is more out of fear than inspiration.
- **Attractive/Very Attractive:** May be unavailable to some tribes.

Arcane Background, Drune (Background)

Prerequisites: Novice, Human, Spirit d8+, Literacy, Drune tribe member

Arcane Skill: Blood Knowledge (Spirit)

Starting Earth Power: +5 (Progress is like a druid)

Starting Powers: 2

A Drune is a combination of scholar, priest, judge and storyteller corresponding to the druids of the north. Drones get the power of fear aura instead of druidic awe.

Fear Aura: This works as an automatic Intimidate using the Blood Knowledge skill against all in the presence of the druid. Contrary to Druidic Awe this also applies to animals and humanoids of other cultures. For effects of intimidate see the Savage world of Slaine. This is automatic and lasts the whole encounter and is checked on the Drune's initiative.

Drune's garbs are darker and more sinister than their northern counterparts. Bones and feathers are often used, as are masks and skulls. Drones are able to learn any Power from the Drune powers list but no other. The trappings for all spells created through this edge are dark and sinister. Blood rituals, fire, smoke and incense are examples.

Slough (Legendary)

Prerequisites: Legendary, Blood Knowledge d12, Spirit d12.

Sloughing or shedding ones skin is a dreadful process done only by the most powerful Drones. Shedding the skin gives the character 3d8 points of damage (armor doesn't protect against this). If he survives, he gets the following changes.

- **Attributes:** Vigor is increased to d12 and Smarts and Spirit by one die type
- **Increased Earth Power:** Sloughs get +10/+20 (Normal/Max) Earth Points.
- **Undead:** Sloughs count as undead and thus gain the following: +2 Toughness; +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage. Immune to disease and poison.
- **+1 natural armor:** Increase toughness by 1, count as armor.
- **Improved Fear Aura:** Opponents check is at -2.
- **Stench:** Everyone within a medium burst template is nauseated and have -2 to all skill and trait checks for as long as in range +1d4 rounds. Skull swords may be immune due to training and breathing masks.
- **Disintegrate:** If incapacitated they turn to fine dust (see Slaine rule book for details)
- **Flesh Casting:** Works exactly as the core power Soul Drain.

Ritual Sacrifice (Power)

This works exactly as the Savage World of Slaine edge with the same name.

Blood Eagle (Power)

This works exactly as the Savage World of Slaine edge with the same name.

Craft Wicker Man (Power)

This works exactly as the Savage World of Slaine edge with the same name.

Belly of Iron (Weird)

Prerequisites: Seasoned, Guts d8

You have seen it all, no amount of blood, guts or death thrown at you will ever affect you again. You have the 1000 yard stare and could eat straight out of a slit open belly and ask for seconds. Add +2 to all Guts checks and -2 when rolling on the fright table.

Belly of Cast Iron (Weird)

Prerequisites: Veteran, Guts d10, Belly of Iron

You thought you had seen it all but until a while ago you were mistaken. Now however you definitely have. Add another +2 to all Guts checks and -2 to the fright table roll.

Nose of Er-Grah (Background)

Prerequisites: Novice, Vigor d8, Skull Sword

Thanks to the loving care of Captain Torghem you no longer vomit in the presence of a Slough and, when your breathing mask is on, you hardly even notice the smell. You gain a +4 modifier to the Vigor check when within range of Slough stench, either from a Slough, from the power with the same name or other stench. Unfortunately there is also a -2 modifier to any Notice checks involving smell. This edge offers no protection vs. poison effects as such, only from the smell.

Drain Earth (Weird)

Prerequisites: Heroic, AB (Drune),

This edge allows the Drune to restore earth points by draining the earth itself of power. It allows the Drune to regain one earth point every round, for as long as a spirit check is made, just as if tapping a weirdstone. However the earth around him turns sour and after 2d6 earth points it will give no more in a certain area. This kind of behavior may draw the attention of certain otherworldly creatures if snake eyes is rolled on the spirit check.

Hindrances

Drune tribe members use the hindrances from the Savage World core book and the Savage World of Slaine rules. They do not have any Geasa. They do not lose any temporary Charisma for using armor.



Powers

Drune Powers

Powers in this chapter are specific to Drones. They may take only these powers and these powers are unavailable to others unless they are the same as their northern counterpart.

Bane Blade

Effects and prerequisites are described in the SW power "Smite"

Dull Blade

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 4 (1/round)

Effects and prerequisites are similar the SW power "Smite" but work in the opposite. In other words the opponent gets a -2 to his melee weapon damage or -4 with a raise. An opposed spirit check is required for the spell to take effect.

Betraying Hand

Rank: Novice

Earth Power: 2

Range: Smarts or evil eye

Duration: 1 round (2/round)

This power causes the target to begin attacking himself. The attacker has a +2 modifier to his attack rolls but damage is lowered one Strength die. Shields offer no protection against this attack.

Blood to Poison

Effects and prerequisites are described in the SW power "Boost/Lower Trait" lowering Vigor.

Cloak of Blackness

Effects and prerequisites are described in the SW power "Obscure"

Create Half Dead

Effects and prerequisites are described in the SW power "Zombie"

Crom Cruach's Revenge

Rank: Legendary

Earth Power: 10

Range: Evil eye or corn dolly

Duration: 1 round (6/round).

This spell works as indicated in the Slaine rule book. The spell automatically gives target one wound per round. The target also becomes shaken unless an opposed spirit check is passed.

Divination by entrails

Rank: Seasoned

Earth Power: 5

Range: Touch

Duration: 1 round per rank of victim

This spell works as indicated in the Slaine rule book. It requires that the caster has the Blood eagle edge. The number of questions that can be asked are equal to the rank of the sacrificed (Novice 1, Seasoned 2 etc.).

Face of Fear

Rank: Seasoned

Earth Power: 4

Range: Evil Eye

Duration: 3 rounds

When showing the face of fear all within a half circle in front of the caster that sees his face (see evil eye in Slaine RPG book) must succeed an opposed Guts check against the casting roll or be forced to run at top speed away from the caster. During this time they may not attack but may defend themselves as usual. Undead and other mindless opponents are immune to this power.

Ghost

Rank: Veteran

Earth Power: 5

Range: Self

Duration: 2 rounds (3/round)

This spell makes the caster intangible and immune to physical harm and objects. He may walk through walls at his normal pace, normal weapons do not hurt him etc. He can still be harmed by fire, drowning, magic etc and can still be seen, although he is blurry and semi-transparent. If the caster is inside an object when the duration runs out he is instantly killed.

Ill Luck

Rank: Heroic

Earth Power: 9

Range: Evil eye or corn dolly

Duration: 1 year

This gives the recipient a -1 to all trait and skill checks for the duration of the spell. A raise gives a -2 modifier. No distinction is made between lesser and greater ill lucks. Caster needs to win an opposed spirit check for the spell to take effect. Ill luck may be removed by caster or another witch/druid with this power (usually a lengthy quest will be asked in favor).

Insect Plague

Rank: Seasoned

Earth Power: 3

Range: 2xSmarts

Duration: 3 rounds

Invisible Horrors

This summons a swarm of biting and stinging insects, attacking anyone within a medium burst template. The effect of the swarm is described in the core book p. 133. The insects are not intelligent and will attack the nearest living thing. After three rounds they disperse.

Paralyze

Effects and prerequisites are described in the SW power "Stun"

Reincarnation

Rank: Legendary

Power Points: 1 permanent

Range: Self

Duration: Until character is reborn

Reincarnation restores the Drune to life as a different life form. Success restores the being to life as an animal or unintelligent creature of sorts, a raise restores the being as a playable humanoid or human. After casting the casters "invests" one earth point into the spell, permanently lowering his normal and maximum EP. All memories and skills are retained by the new character (if possible) at one die type lower. Edges and hindrances however, must be taken again by the new character.

Remove Body Part *(Thanks to Terry Whisenant for this one)*

Rank: Heroic

Power Points: 6

Range: Self

Duration: 15 minutes

This spell allows the user to pull off the specified without taking damage. The detached limb can be moved by the user, and he receives normal sensory input from it. Even if the user cannot see his limb, he can still control it and feel what it feels, though he may not be able to tell where or how far away it is. If the separated limb is damaged, all normal rules ensue as if it were not detached. - the owner can become incapacitated, take Wounds, or even be poisoned. The user can return the detached part if he brings it back within the spell's duration. If the spell ends before it is restored, it will remain separated and probably lost.

Slough Stench

Rank: Veteran

Earth Power: 2

Range: Self

Duration: 5 rounds (2/round)

When this spell is cast the caster emits a vile stench affecting everyone within a medium burst template centered on the caster. Everyone missing an opposed Vigor check will be nauseated and have -2 to all skill and trait checks for as long as they are within range.

Soul Walk

Rank: Seasoned

Earth Power: 2 also see description.

Range: Self

Duration: Instantaneous

This spell allows the drune to take a short cut through the otherworld when moving between two places. This in practice allows the drune to move from place to place instantly. The Earth Power cost is 2 for 10 feet with another 2 EP for every zero added to the distance in feet (100 ft costs 4EP; 1000 ft costs 6 etc). Each added zero also gives a -1 to the casting roll. If the final casting roll is zero or below a hostile encounter will occur when moving through the otherworld. The GM runs this encounter as usual after which the caster is returned to this world in the same place and instant he left. The caster must have a line of sight or good visual knowledge of the target area. Having a description of the target area is not enough.

Spoil

Rank: Novice

Earth Power: 1/cubic foot

Range: Smarts

Duration: Permanent

This spell spoils food. Meat rots, grain is attacked by mildew etc. This change is permanent and even prepared food is affected.

Summon (Ghoul, Goblin, Etc.)

For all summon spells that summons otherworld creatures use the zombie power from the SW core book but substitute what is summoned. The number of creatures summoned and PP required is adjusted to keep the spell roughly as powerful as Zombie. The summoning ritual takes from minutes to several hours depending on what is summoned.

The Head Aflame

This spell causes the head of the drune to burst into flames which shoot forward. Effects and prerequisites are described in the SW power "Bolt"

Wall Walk

Rank: Novice

Earth Power: 4

Range: Self

Duration: 3 rounds (2/round)

This spell transforms the lower body of the drune temporarily into that of a giant spider, allowing him to walk up walls and even in the ceiling at his normal pace. If he is still on the wall when the duration runs out, the caster falls and takes normal damage. No additional benefits are gained from the spider body.

