



Druna



The Silver Goddess of the Moon

Druna, the Silver Lady, tenth born daughter of the high gods, controls the dominion of magic. At the announcement of her birth, her sisters crafted her an orb of silver, called Druna's eye, which they embedded in the night sky. She is the goddess of potentiality, transformation, and witchcraft. She demands her followers pursue silence and stillness, and in exchange transforms them by the hidden magic of the moon into immortal beings of power. Those who draw on this power are considered witches.

Moon Phases: The moon of the mortal world is only a reflection of a reflection of the true eye of Druna, and the phase of the true moon does not follow a pattern mortals understand. To determine the phase of the moon, roll 1d24, with result 1 a new moon, result 12 a full moon, and intermediate phases between. On a full moon, spells tied to Druna gain a +2 bonus, in addition to other benefits; on a new moon, they suffer -2 and other penalties; and for intermediate stages ± 1 .

Druna is originally introduced in the adventure **Trespassers of the Full Moon Tower** by Stinkhouse Games. To see the creatures her worshippers become, be sure to read the module.

Invoke Patron

- 1-12 The moon is weak, and Druna keeps her power veiled.
- 12-13 Stillness. Silence. Pursue these first. For each round hereafter that the witch spends in silent contemplation (taking no actions), she gains +1 to the next spellcasting (max +12).
- 14-17 The Silver Lady values the beauty of secrets. The witch is rendered completely invisible and inaudible for the next 1d6 turns. Any successful attack counts as a backstab.
- 18-19 Druna sees the secrets mortals try to hide. The witch is told the secret weakness of an enemy. Anyone aware of this weakness attacks that enemy at +1d, and on a successful hit scores a critical.
- 20-23 The enchanted light of the moon condenses in the witch's hand, forming into a dagger of resplendent silver. The dagger's mystical light illuminates and opens all locked doors, and it deals 1d8 magical damage. The dagger will evaporate back into moonlight after 1d3+CL turns.
- 24-27 Stillness is the cocoon for transformation, bursting into new potentiality. For each round hereafter that the witch spends in silent contemplation (taking no actions), she may grant a +1 bonus to an ally's actions. This bonus accumulates to a max of +6. If she moves or speaks, even involuntarily, all bonuses disappear and this effect is over.
- 28-29 The witch may select one creature of CL or fewer HD. She must successfully touch that creature. The creature is then turned into an arcane horror (see **Trespassers of the Full Moon Tower** for stats), which fights for her. After 2d4+CL turns, the magic fire goes out, and the creature reverts to a lifeless corpse.
- 30-31 Druna leans close to the world to aid the witch. The full moon suddenly appears in the sky regardless of the time, or moonlight seeps through cracks in the walls of this room no matter how far underground. Any creature hostile to the witch is scalded by the light, suffering 1d4+CL points of damage each turn exposed to the moonlight, and must spend the next actions fleeing until away from the light.
- 32+ The liminal magic of the moon pervades the mortal world, and the secrets of men's souls are laid bare. Blinding moonlight fills a sphere 100ft in radius centered on the caster. Any creature (friend or foe) caught within this sphere that is not somehow magically connected to the moon must make a Fortitude check against the witch's Personality score as the DC; on a failure, that creature is enthralled to the Silver Lady, losing all free volition. She may direct them to assist the caster in future endeavors, or not, depending on how pleased she is. She *might* release enthralled allies, in exchange for something else.

Patron Taint

When patron taint is indicated for Druna, roll 1d6 on the table below. When a caster has acquired all six taints at all levels, there is no need to continue rolling any more.

Roll Result

- 1 The first time this is rolled, the witch's irises become paler in color and become sensitive to the sun; the witch must shade her eyes during midday. The second time, the witch's irises turn a pale yellow, and she cannot see in direct sunlight without a veil over her eyes. The third time, the witch's irises turn pure white and she is blinded by even indirect sunlight.
- 2 The first time rolled, the witch's skin becomes pale and freckled. The second time, the skin becomes so sun-sensitive the witch must cover her body under a veil or suffer 1d2 damage for every partial hour of sun exposure. The third time, the witch's skin bleaches chalk white. She must wear a veil when exposed to any light but moonlight, or suffer 1d4 damage for every hour of partial light exposure.
- 3 The witch is mystically entwined with the magic power of the moon, and gains a permanent +1 to whatever spell triggered this result, up to a maximum of +3.
- 4 The moon's reflected light dwells in the caster. On nights of the full moon, the witch suffers -2d to any sneak check, with +2d on a new moon, and $\pm 1d$ at intermediate times.
- 5 The first time this is rolled, the witch's voice becomes soft and hard to hear. The second time, she is no longer able to speak above a whisper. The third time, she becomes permanently mute.
- 6 The first time this is rolled, the witch becomes compelled to remain more still, her movement speed dropping by half. On the second roll, she must also rest for twice as long each night, spending the time in stillness. The third time, she is rendered catatonic, and must be carried. Inwardly, the caster is still quite alive, and may still cast spells without needing to perform any auditory or somatic component.

Patron Spells

The silver lady of the moon grants three unique spells, as follows:

Level 1 : Detect Secrets

Level 2 : Moon Well

Level 3 : Enthral

Spellburn

- 1 Moonlight glows in the witch's hand, condensing into a thin ceremonial knife of molten silver. She must make incisions into her flesh with this knife, which manifests as stat loss. The knife then vanishes.
- 2 The true light of Druna's eye pierces the caster with its radiance. The witch suffers moonburns across her body, which manifest as light purple patches on the skin with dark purple blisters that only slowly heal with the spellburnt ability points. The skin is sensitive to the touch and will cause pain when exposed to moonlight, represented as the stat point loss.
- 3 Druna has enjoyed a glut of human pain, but the incessant chatter of mortals grates her. The witch is granted the spellburn bonus without the stat loss, but must cut out the tongues of 1 humanoid for every 3 points (round down), to be burnt in an offering. If this is not done within 1d6+CL days, she suffers double the spellburnt stat loss.
- 4 Determine the phase of the moon. If the moon is waxing, the witch gains 2 points for each spellburnt ability point; if the moon is waning, the witch must sacrifice 2 ability points for 1 point of bonus; on a full moon Druna is in the height of her power and the witch gains 3 points for each spellburnt ability; on a new moon, Druna's power is at a low, and she cannot offer assistance.
- 5 The witch foolishly stared directly at the unveiled splendor of the true moon. She must pass a DC15 Will save; if saved, she shields her gaze in time and the spellburn is granted as normal. On a failure, the witch gains the spellburn, but her mind is infused with moonlight; for the next 1d8 rounds she is compelled to spend her actions attempting to cast this same spell, but with an additional +6 spell bonus. The spell can not be lost for the duration. While the witch remains largely in control of her will, the drive to repeat the spell is so strong she will chose any target necessary to cast the spell, be it friend or foe, regardless of outcome.



The Silver Goddess

Druna is a goddess, and may be worshipped by a Cleric. Due to the universal distrust of the Silver Goddess, her followers form into small covens that work furtively toward goals known only to Druna. Over each coven is a single archwitch, often the oldest, who has offered her body to be destroyed by Druna, leaving her mind and soul to be transformed. To become an archwitch, a priestess must be unmarried, cut out her own tongue, and drink a fowl potion to turn herself into a living mummy. To advance beyond level 5, the cleric of Druna will need to make this sacrifice. Males cannot be clerics of Druna, though they may still become witches and serve her in other ways.

Weapons

Clerics of Druna may only use weapons based on stealth and deceit. This includes: poison, garrotes, darts, and daggers.

Unholy Creatures

Songbirds, dogs, angels, lawful priests, scholars, Law-aligned humanoids.

Disapproval

When Disapproval is indicated for a Cleric of Druna, roll on the below table:

Roll	Result
0-1	The Silver Lady's powers were merely waning with the moon; there is no punishment.
2	You have been dwelling too long in the cursed light of the sun. You must stand vigil the next night, observing the patterns of the moon, and may not rest until the following night. Spells, disapproval range, etc. do not reset tonight.
3	You are struck mute until your next rest.
4	You suffer patron taint.
5	There is a secret in the house of the village elder. You must sneak into his house to learn it. You may not reuse this spell until you do.
6	Power only ever comes with a cost. You crackle with liminal magic; all spell checks <i>against</i> you are made at +1 until your next rest.
7	Your devotion to the sacred night is questioned. Until your next rest, sunlight blinds you. You cannot see anything within daylight.
8	Stop and ponder. This spell is cast at -5 until you rest.
9	You have forgotten the beauty of hidden things. You must spend the next day, from sunrise to sunset, resting indoors. You may not adventure, and you may not leave your building.
10	The moon leaves as surely as it comes. To teach you this lesson, you are turned into a ghostly form of yourself until your next rest. You may no longer interface with physical items and anything you were carrying falls to the ground. You may still cast spells.
11	Treasure instead the beauty of a mortal wound and the passing of life. You lose the ability to lay on hands until your next rest.
12	To remind you who it is that holds you in her hands, you fall into a cursed coma and cannot be woken until exposed to moonlight. If there is no moon tonight, you must wait until there is.
13	Your power wanes. All spell checks are made at -2.
14	You are testing Druna's patience. Your Disapproval range has doubled.
15	So much blather. You cannot speak for 2d3+CL days.
16	All of your spell checks are made at -4.
17	The king of your realm holds a dark secret that the Silver Lady desires. You must obtain his secret. All spells cast at -4 until you do.
18	You are rushing. You may not cast this spell again until your next rest.
19	You are only making a fool of yourself, and may no longer cast <i>any</i> spells until your next rest.
20	You have overstepped the bounds, and are to be completely cut off. You must seek out a coven of fellow witches to be given a quest from the archwitch to atone. Until then, you cannot cast <i>any</i> spells.

DETECT SECRETS

Level: 1 (Druna)

Range: 5' or more

Duration: 1 turn

Casting Time: 2 actions

Save: Will vs. spell check

General

The witch raises her hand and moonlight pours into it, solidifying into a key of silvery light. The key glows with the power of the moon, and wherever its light falls, secrets are revealed. A secret is anything being intentionally kept hidden, e.g.: money stored in a sealed box, a door only certain people are meant to find, writing in a coded language or disappearing ink, or a truth deliberately kept or concealed from others. A secret does not include a gem that accidentally fell into an obscure location, or doors that were covered by cave-ins, normal writing the party can't read, or things someone simply hasn't told (such as irrelevant details). Depending on the strength of the spell, the witch learns of the presence of a secret, or even comes to know its exact details.

Manifestation

Roll 1d3: (1) the secret is traced out in streams of pale silver light; (2) the witch hears unintelligible whispers emanating from the secret; (3) a single piercing ray of moonlight falls on the secret, either from the sky, a window, or from tiny cracks in the ceiling.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Light from the moon key shines in a 5' sphere, and the presence of any secret touched by the light is revealed. If a person is holding a secret <i>from</i> the witch, she is aware only that the person has a secret, but not if the secret is benign or malign. Only one secret is revealed.
14-17	Light from the moon key shines in a 5' sphere, and the presence of any secret touched by the light is revealed. If a person is holding a secret <i>from</i> the witch, she is aware only that the person has a secret, but not if the secret is benign or malign. Up to 1d3 secrets are revealed.
18-19	Light from the moon key shines in a 10' sphere, and the presence of any secret touched by the light is revealed. If a person is holding any sort of secret, the witch is aware of the secret and gains an idea of the nature of the secret. Up to 1d3 secrets are revealed.
20-23	Light from the moon key shines in a 15' sphere. When the light of the key touches a secret, the witch is aware of its presence and also gains inkling of why the object was hidden. If a person touched by the light is holding a secret, the witch learns some of that secret. Up to 1d5 secrets are revealed.
24-27	Light from the moon key shines in a 15' sphere. When the light of the key touches a secret, the witch and allies are aware of its presence <i>and</i> learn the circumstances surrounding the hidden object. If a person touched by the light is holding a secret, the witch learns the details of the secret. Up to 1d5 secrets are revealed.
28-29	Light from the moon key shines in a 20' sphere. For the duration of the spell, the light of the key renders walls translucent to the witch. When the light of the key touches a secret, the witch and allies are aware of its presence <i>and</i> learn the circumstances surrounding the hidden object. If a person touched by the light is holding a secret, the witch learns the details of the secret. Up to 1d5 secrets are revealed.
30-31	Light from the moon key shines in a 25' sphere. For the duration of the spell, the light of the key renders walls translucent to the witch. When the light of the key touches a secret, the witch and allies are aware of its presence and learn the circumstances surrounding the hidden object and any secrets related to its use. If a person touched by the light is holding a secret, the witch learns the details of the secret. Further, revealed secret compartments and doors spring open, unlocked. Up to 1d7 secrets are revealed.
32+	Druna turns her eye to gaze fully at the witch's surroundings. All secret items within sight of the witch erupt into blinding moonlight, visible to anyone. This includes hidden money, gems, items, or secret doors or passages. In addition, all creatures within 100' of the witch must pass a Will save, or feel their spirits drawn out and examined. Every creature (friend or foe) that fails the save has even its most intimate secrets revealed to the witch. Druna gains valuable information about all victims of this spell, which she may use later to her own ends.

MOON WELL

Level: 2 (Druna)

Range: 20'

Duration: 10 rounds

Casting Time: 1 round

Save: N/A

General

The witch calls upon the liminal magic of moonlight, manifesting a Moon Well in front of her. The silver liquid in this well contains the reflection of the full moon, regardless of the time of day or month. Within this refulgent water lies magical acuity. The well lasts for 10 rounds, after which the water dissolves away into the air. The water retains its potency if removed from the well, but will vanish when the well does.

Manifestation

Roll 1d3: (1) The well bubbles out of the ground as if from a subterranean spring; (2) There is a brief eclipse during the casting, and all the world goes dark; when the light returns the well has appeared; (3) The well was always there, ancient as the earth, but has not been noticed until just now.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	Any creature that spends its turn drinking from this well gains +1d on the dice chain for its next spell cast or its next saving throw against a spell.
16-19	Any creature that spends its turn drinking from this well gains +2d on the dice chain for its next spell cast or its next saving throw against a spell.
20-21	Any creature that spends its turn drinking from this well gains +2d on the dice chain for its next 2 spells cast or next 2 saving throws against a spell (divided as desired).
22-25	Any creature that spends its turn drinking from this well gains +2d on the dice chain for its next 2 spells cast or next 2 saving throws against a spell (divided as desired). Creatures the witch considers hostile or evil are magically prevented from drinking from the well.
26-29	Any creature that spends its turn drinking from this well gains +3d on the dice chain for its next 2 spells cast or next 2 saving throws against a spell (divided as desired). Creatures the witch considers hostile or evil are magically prevented from drinking from the well.
30-33	Any creature that spends its turn drinking from this well gains +3d on the dice chain for its next 3 spells cast or next 3 saving throws against a spell (divided as desired). Creatures the witch considers hostile or evil are magically prevented from drinking from the well.
34+	Any creature friendly to the witch within 15 feet of the well for one turn is bathed in the mystic moonlight from the well, gaining +3d on the dice chain for its next 3 spells cast or next 3 saving throws against a spell (divided as desired). Creatures the witch considers hostile or evil are magically prevented from drinking from the well.

ENTHRALL

Level: 3 (Druna) Range: touch Duration: varies Casting Time: varies Save: Will vs. witch's Personality score

General

The witch turns a humanoid into a **thrall** enslaved to her will. The thrall's mind is pushed into a deep pocket, fully aware yet incapable of anything other than obedience and observation. The mind being imprisoned, the body weakens and atrophies, making thralls mostly useless for anything but simple drudgery. The thralls lose all spark of individuality they had in life, including physical strength.

To cast this spell, the victim must be subdued and restrained by the witch, and the witch must be able to sit in unmoving silence at the head of the victim for the entire spell-casting duration. If the ritual is interrupted, the spell fails. At the end of the ritual, when the spell result is rolled, the witch *must* pay the indicated price (which does not count as a bonus to the spell) or else the spell fails. The victim must also fail the Will save, or else the spell fails. If the spell fails in these ways, it is lost until the next lunar cycle, and the witch suffers patron taint.

Thralls may be used for spellburn, the witch sacrificing it to gain its HP as a bonus; this requires the witch spellburn at least one point as well. Thralls are alive, so require food; a witch can maintain them on a starvation diet of 1 ration/week.

Thrall: The witch may give the thrall up to three simple orders (fifteen-word sentences, one-syllable words, which may include conditions for when to perform each); she may direct these orders mentally, within 100ft. The thrall will obey the orders when the conditions arise, falling useless to the ground otherwise. She also has an indirect awareness of the thrall's surroundings, and has a 75% chance to notice attacks or threats against it. She may also **inhabit** the thrall, leaving her own body immobile and using the thrall's body as her own; any action (spells, attacks, etc.) she takes from the thrall is done at -2d. To spellburn as a thrall, roll for spellburn with Druna as normal, but instead of losing ability points, tongues of silver fire consume the thrall and its HP is added to the spell roll; the thrall is destroyed. Every new moon, the victim may re-attempt the Will save to escape from the witch.

Thrall AC 9; HD 1d4; Atk melee (1d4); Act 1d20; Init -2; MV 20'; SV F(-2) R(-2) W(NA); AL NA

Manifestation

Roll 1d3: (1) silver tendrils of moonlight curl from the witch's fingers, into the mouth, ears and nose of the victim, ultimately encircling into the brain; (2) a ghostly image of the victim slowly rises above the victim's corpse, then is dispersed by the wind; (3) the witch coughs out a pale purple mucous, which she must pour from her hand into the victim's mouth.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	At the end of 1d10 hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 11 points of abilities (which heal as spellburn) and suffer patron taint. If she does not, the spell fails and is lost until the next full moon, and the witch still suffers patron taint.
18-21	At the end of 1d10-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 7 points of abilities (which heal as spellburn) and suffer patron taint. If she does not, the spell fails and is lost until the next full moon, and the witch still suffers patron taint.
22-23	At the end of 1d8-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 7 points of abilities (which heal as spellburn) and suffer patron taint. If she does not, the spell fails and is lost until the next full moon, and the witch still suffers patron taint.
24-26	At the end of 1d8-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 5 points of abilities (which heal as spellburn). If she does not, the spell fails and is lost until the next full moon, and the witch suffers patron taint.
27-31	At the end of 1d6-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 5 points of abilities (which heal as spellburn). If she does not, the spell fails and is lost until the next full moon, and the witch suffers patron taint.

32-33	At the end of 1d6-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 3 points of abilities (which heal as spellburn). If she does not, the spell fails and is lost until the next full moon, and the witch suffers patron taint.
34-35	At the end of 1d4-CL hours, the witch has enthralled her victim. To overcome the victim, she must sacrifice 3 points of abilities (which heal as spellburn). If she does not, the spell fails and is lost until the next full moon, and the witch suffers patron taint.
36+	Too late does the witch realize her powerful casting has summoned the true moon of Druna to pass into the mortal world. The witch is suffused in moonlight and overflows with liminal magic energy. The witch and the victim both suffer patron taint, and anyone within 20ft is covered in moonburns (as in Spellburn result 2). To prevent the power from transforming her beyond recognition, the witch is forced to imbed a piece of her own soul into the victim; the witch permanently sacrifices 1d3 points of ability (any of the six). The ritual takes 1d14-CL hours. The thrall is now soul-bound to her, and cannot escape. Her soul fractured, the witch partly occupies this body, and partly her own, having complete awareness of both corporeal forms at the same time (or she may chose to focus on one at a time). The second form is independent, and will carry out the witch's will (her own will) even without the witch directly commanding it. If her own body has atrophied, she may use this body for movement, and can use it for any other action as normal. If the witch's own body is ever destroyed, her soul transfers to this body. This thrall has the same stat block as a thrall, but without the restrictions of control.
