

BRENNAUWED

The Tall Ladies, Daughters-of-Seed, the Slow Sisters: these are all titles given to the brennauwed, powerful tree spirits and, if you believe them, kin to Danu herself. Each is bound to a single tree. The younger ones can roam, but the older a brennauwed is, the more tethered she is to her tree.

THE GLASBREN

Solitary, intelligent, magical, planar, amorphous, stealthy, devious

HP 15 Armor 2 (woody, amorphous)

Damage raking fingers [w]2d8 (*close*)

Instinct to sate their curiosity

- Z Step out of a tree or into another
- Z Watch unseen
- Z Call on the forest and its creatures for aid
- Z Spread word through the Wood



Youngest of the brennauwed, a glasbren's tree is barely more than a sapling. They manifest easily in the world, stepping from their trees in achingly beautiful forms and travelling the Great Wood. The world is full of wonder and life, and they would see it all.

From time to time, a comely mortal will catch a glasbren's eye. If the mortal proves kind and curious and full of life, it might reveal itself and shyly pursue a friendship—or more.

When you **give your heart or loyalty to a glasbren**, write a bond with it to reflect your devotion and they become a follower (Quality +2, Loyalty +3, *Wood-wise, cunning*). You also gain the following moves, whether you want them or not.

When you **a season passes without you spending time with the glasbren, alone with her at her tree**, mark a debility. It can only be cleared by spending time with her.



When you **spend time with the glasbren, alone with her at her tree**, roll +CHA: **on a 10+**, clear all your debilities and take +1 forward; **on a 7-9**, clear all your debilities, but also choose 1:

- Z Days or weeks pass without either of you realizing it
- Z You offend her (–1 Loyalty and she's not speaking to you for now); tell us what you did wrong
- Z Her “family” would have words with you, right now

THE BIDWRAIG

Solitary, large, intelligent, magical, planar, amorphous, devious

HP 19 Armor 3 (woody, amorphous)

Damage crushing branches, strangling vines d8+3 (*close, reach, forceful*)

Special Qualities vulnerable only to *messy, forceful* cutting weapons or fire

Instinct to care only for the forest and its grove

- Z Wield her surroundings like a weapon
- Z Possess and animate a tree (not just her own)
- Z Purge an unnatural taint
- Z Grant a secret or boon to a friend of the forest



As they mature, brennauwed grow more sedentary, manifesting only under the boughs of their own tree or possessing other trees within only a few miles. A bidwraig has a motherly regard for all natural things in her territory, and will turn the very forest against any that seek to do it harm.

THE HENNAIN

Solitary, huge, intelligent, magical, planar, amorphous, devious, divine

HP 29 Armor 4 (woody, amorphous)

Damage walloping branches d10+5 (*reach, forceful, ignores armor*)

Special Qualities vulnerable only to harm from *huge* creatures, massive fires, or the like

Instinct to take the long, long view

- Z Remain unmoved
- Z See through any tree in the forest
- Z Call up magic from World Mother herself
- Z Lay a lasting curse on a defiler



Old grandmothers of the Wood, the Hennain are few and ancient and mighty. They watch, and they wait, and they endure. It takes a dire threat indeed to rouse one, and even then it acts in slow and inscrutable ways. For a Hennain cares not one bit for any given creature or tree, but only for the slow turn of the forest itself.