

Drive | choose 1

At the end a session, if you've met your drive's requirement, mark XP.

CONCILIATION

Calm, soothe, or mollify a hostile spirit or beast.

CULTIVATION

Help an NPC learn, grow, or improve themselves.

PRESERVATION

Convince others to protect something of natural beauty or of importance to Danu.

RENEWAL

Restore a place or a beast to its prior, untainted state.

Sacred Pouch

Your sacred pouch (weight 2) can hold up to 3 Stock, which represents sacred herbs, powders, pigments, stones, chalks, clay, and so forth. Each time you gain an odd-numbered level, your pouch can hold +1 Stock. If anyone but you looks inside your sacred pouch and touches the materials therein, the Stock is ruined.

When you have a few days of downtime in familiar terrain, you can replenish your stock. When you Forage, you can produce 1d6 Stock instead of 1d6 rations.

Your sacred pouch is (pick 1 of each):

- rich fur | buckskin | drake leather | woven | demonflesh unadorned | intricate beadwork | richly dyed | rune-etched an heirloom | lovingly made for you | your own creation

What remarkable trait does it possess? (pick 1)

- it cannot be cut, torn, or burned by any natural means
- unless someone is specifically searching for your pouch, they will ignore its presence
- nothing within can be detected or found by magic, nor can anything within escape or affect the outside world as long as the pouch is sealed
- unnatural and unclean creatures cannot bear to touch it

The Earth Mother

Danu has long been revered by all peoples, though not always worshipped or served by priests. In Stonetop's Pavilion of the Gods, Danu's shrine is... (pick 1):

- loved, well-used, dripping with offerings & petitions.
- little more than a token of respect, for her holy places are anywhere but here.
- given wide berth by most, and approached only with care and propitiation.
- neglected and all but forgotten, except by a few.

What do the folk of Stonetop leave as offerings? (pick 2-3)

- first fruits of harvest
- carved effigies & figurines
- whisky & other spirits
- salt, crystals, fine stones
- pure rain water
- metal nails, ingots, tools
- blood and burnt flesh
- incense, sage bark, & the like

Bonds | write up to 6, with PCs or NPCs

If you are the Maiden, Matron, or Crone, pick 2 of these with the other Daughters of Danu.

- *_ has taught me much. I love her dearly.*
- *No one knows me like _ . I keep her secrets, too.*
- *I think _ resents me. I must earn their respect.*
- *I think _ resents me. I resent them, too.*

If you were Raised by Wolves, pick at least 1 of these with a character from Stonetop:

- *The spirits whisper of a darkness following _ . I must keep an eye on them.*
- *_ has stolen my heart. I must win theirs.*
- *I owe a great debt to _ . I will repay it before I leave.*

If you are a Vessel of Danu's power, pick at least 1 of these with a character from Stonetop:

- *_ is a friend of the wild. I will be their friend, too.*
- *_ fears the power I carry. I'll teach them to be unafraid.*
- *Danu has great hopes for _ . I'll shepherd them to their fate.*

Make up the others or pick from the other backgrounds. Bonds should always have two parts: a relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- *_ does not respect the spirits. I will teach them to.*
- *I love _ as my own child. I keep them in my heart.*
- *_ is in love with me. I must let them down gently.*
- *_ knows many secrets. I respect their wisdom.*
- *_ meddles with forces they do not understand. I must stay vigilant around them.*

THE BLESSED

a character playbook for Dungeon World: Stonetop

The word is full of secret things. The leaves of this plant cure gout. These roots, crushed with alum, make a bright red dye. These seeds grow best in chalky soil. Danu, Great Mother that she is, provides. We need only learn her secrets.

There are deeper secrets, too. Like the names by which the trees call each other, or the language of the wolves. Or the mark you can make with that red dye to keep impure spirits at bay. A thousand-thousand secrets that Danu keeps, and holds tight. Secrets that she shares with so very few, her true children. Her Blessed.

Background | choose 1

DAUGHTER OF DANU

For as long as any can remember, Stonetop has been home to three Daughters of Danu, keepers of the old ways and speakers for the Earth Mother. You are one of them, widely known to be the most gifted seen in generations. Which are you? (Choose 1)

- Maiden (youth, joy-bringer, pure-of-heart) — take the Into the Lion's Den move.
- Matron (mother, caregiver, protector) — take the Healing Arts move.
- Crone (wise-one, cunning, hard as winter) — take the Heed My Words move.

The other two Daughters serve Danu and the village, often advising or aiding you. Treat them as followers, using the Daughters of Danu insert.

RAISED BY WOLVES

Well, maybe not by wolves, but you grew up in the wild. Beasts of the land and air where your siblings. The sighing wind taught you language. The very trees and rocks were your home. You start with the Earth Mother Provides.

Yet for some reason, you have made yourself known to the people of Stonetop and perhaps you now call the village home. But the ways of humans are still strange to you. When your wild and uncivilized ways cause you or your allies trouble, take +1 forward.

VESSEL

A seed of Danu's power has taken root in your soul. Perhaps it has always been there and only recently sprouted. Or maybe it was planted in you during some portentous event.

Regardless of how it happened, your dreams have been haunted by strange markings and symbols. You've come to feel the mystic power lying latent in plants, stones, and soil. And you've felt the growing wrath of the Earth Mother as foul things begin to move about. Take the Danu's Grasp move.

Danu's power flows through you, but at great cost. Whenever you would spend Stock from your sacred pouch, you can choose to take 2d4 damage (ignores armor) in place of each Stock you would spend.

Starting Gear

You have your Sacred Pouch (weight 2, see back page) with 4 Stock plus up to 4 of the following:

- Bronze-tipped short spear (close, thrown, near, 1 weight)
- Bronze dagger (hand, precise, 0 weight)
- Self bow (near, 2h, 2 weight) and a quiver of stone-tipped arrows (3 ammo, crude, 1 weight)
- Warm cloak (worn, warm, 1 weight)
- Thick hides (1 armor, worn, warm, crude, 2 weight)
- Poultices & herbs (2 uses, slow, 1 weight)
- Remedies x 2 (6 uses, slow, 0 weight)

And 1 of the following:

- Bag of books (5 uses, slow, 3 weight)
- Healing potion (magic, 0 weight)
- Bezoar (magic, 0 weight)
- Artisan's kit of your choice (1-4 weight, or more)

Look & Origin

Choose one of each:

- fresh faced | hale & hearty | gray & wizened
- haunting eyes | wild eyes | wise eyes
- an imperious voice | a raspy voice | a soothing voice
- plump | rail-thin | thick-set | willowy
- ceremonial robes | farmer's clothes | furs & leather

My family and I are am from... (choose 1 and a name)

- Stonetop
 - ♀: *Blodwen, Fflur, Meinwen, Tiwlip, or Winifred*
 - ♂: *Andras, Brynmor, Celyn, Gwynn, or Mabon*
- Hillfolk
 - ♀: *Blejan, Frañseza, Sybil, or Yvette*
 - ♂: *Daeclan, Jaak, Margh, or Yezekael*
- The Wild
 - Mix and match 1-3 of the following (or similar), in any order: *Big, Fierce, Gentle, Little, Quick, Quiet, Sharp, Tall, White, Black, Red, Yellow, Pale, Dark, Bloody, Leaf, Tree, Word, Snow, Rain, Wind, Flower, Badger, Crow, Doe, Hart, Owl, Pup, Snake, Wolf*

My name is...

Stats

assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength STR <input type="checkbox"/> Weakened	Dexterity DEX <input type="checkbox"/> Shaky	Constitution CON <input type="checkbox"/> Sickened	Intelligence INT <input type="checkbox"/> Dazed	Wisdom WIS <input type="checkbox"/> Confused	Charisma CHA <input type="checkbox"/> Scarred
-------------------------------------------------------------	-----------------------------------------------------------	-----------------------------------------------------------------	--------------------------------------------------------------	-----------------------------------------------------------	------------------------------------------------------------

When a debility is marked, -1 ongoing to that stat

Hit Points | *max HP = Constitution (not CON) + 8*

Max HP:



Damage (+ Modifiers)

d6

Moves

you get Spirit Tongue, a move from your background, and 1 of your choice; add 1 each time you level up

AMULETS AND TALISMANS

When you craft a protective charm for someone, spend 1 Stock and name a source of harm (fire, poison, stabbing, etc.). When they would suffer that type of harm while bearing your charm, roll +INT. *On a 10+, the ignore the harm entirely. *On a 7-9, they feel its effects but avoid the worst of it. *On a miss, they suffer the harm normally. Regardless, the charm loses its potency. One can benefit from only one charm at a time.

POTENT WORKINGS

Requires: Amulets and Talismans, level 6+
When you craft a protective charm, you can spend 1 extra Stock (2 Stock total) and choose 1:

- Name a second type of harm it protects against
- On a 7+, it remains potent and can be used again.

BARKSKIN

When you are touching the ground, you get 2 Armor. When you mark another with 1 Stock, they gain this benefit so long as the mark remains.

DANU'S GRASP

When you call on the world itself to bind a spirit or creature of darkness, spend 1 Stock and roll +WIS. *On a 7-9+, choose 1. *On a 10+, choose 2.

- You avoid or prevent their counterattack.
- Roots, vines, and earth restrain them.
- They take 2d4 damage (ignores armor).

This brings them to 0 hit points, they are pulled into the earth and bound in rune-etched stone.

NATURE'S WRATH

Requires: Danu's Grasp, level 6+
You can use Danu's Grasp on any creature. A mortal creature reduced to 0 hit points is subdued or killed (your choice) rather than bound in stone.

THE EARTH MOTHER PROVIDES

When you Forage, take +1 and treat a miss as a 7-9. On a 12+, you find a bounty of resources, twice what you'd normally find, or something extra of unexpected value or use (your choice).

FERAL SOUL

Each time you take this move, gain a Ranger move of your choice for which you otherwise qualify.

HEALER'S ARTS

When you tend to someone's wounds, they heal 5 HP if you use bandages or 9 HP if you use poultices & herbs. If you also spend Stock, they heal an extra 1d8 HP per Stock spent.

HERBALIST

Requires: Healer's Arts
You can Forage for 2 uses of poultice & herbs or 1 use of remedies instead of 1d6 rations.

SUCK THE POISON OUT

Requires: Healer's Arts
When you draw a malady from a patient's body, mind, or soul, spend 1 Stock and roll +WIS. *On a 7+, you safely remove the malady. *On a 10+, you can store it safely in your sacred pouch and potentially inflict it on another. It takes up the space of 1 Stock.

HEED MY WORDS

When you warn an NPC against a foolish course, roll +WIS. *On a 10+, they see sense and back down. *On a 7-9, they might carry on with this foolishness but at least they stop and think about it.

INTO THE LION'S DEN

When you approach a beast calmly and show no fear, it will not harm you—though it may well threaten you and test your nerve. When you lay your hand gently upon a beast, it will calm to your touch.

KINDRED SOULS

Requires: Into the Lion's Den
When you mark a beast with 1 Stock, it becomes a follower with Loyalty +1. Ask the GM for its stats. It will serve you until your roll a miss to have it follow your lead. You may have only one such follower at a time.

SHARED SOULS

Requires: Kindred Souls
When you shift your senses to those of your beastly follower, you perceive the world as it does no matter the distance between you. While this lasts, you can give it orders and guide its actions as if you were present.

Gear

your Load : STR (not Strength) +9

Item	weight
Sacred pouch (see back page)	2
Stock <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Coin & Treasure

LIGHTNING ROD

When you Defend while touching the ground, you can spend 1 hold to intercept any nearby magical attack and redirect it harmlessly into the ground.

RITES OF THE LAND

When your steading sacrifices 1 Surplus in rites that you oversee, the steading takes +1 forward to Fortunes on its next Seasons Change roll. If they sacrifice a youth instead, treat the next roll as a 12+.

SPIRIT TONGUE

You can speak with and understand natural beasts and spirits of the wild. You can always ask the GM "what spirits are present and active here?" and get an honest answer.

BORROW POWER

Requires: Spirit Tongue
When you convince a spirit or natural beast to loan you its power, ask the GM for one of its moves. Add the move to your Gear; it takes up the space of 1 Stock in your sacred pouch. When you use the borrowed move, roll +WIS. *On a 7+, you do it, just like that. *On a 10+, you can hold the power and use the move again.

CONSULT THE SPIRITS

Requires: Spirit Tongue
When you spend time (an hour or so at least) in communion with the spirits of a place, spend 1 Stock and ask them a question. Then roll +WIS. *On a 7+, they answer your question to the best of their ability. *But on a 7-9, they demand something of you before they answer.

CALL ON THE FAR SPIRITS

Requires: Consult the Spirits, level 6+
You can Consult the Spirits of a distance place, so long as a piece of that place is in your possession.

VOICE OF THE EARTH MOTHER

Requires: Spirit Tongue, level 6+
When you speak on behalf of Danu, natural beasts and spirits of the wild respect your authority. Most will do as you command, even acting against their instincts, but truly stubborn or arrogant spirits might take some convincing.

TRACKLESS STEP

When you move through nature with care and patience, you leave no trace and can ignore any hindering or treacherous terrain (briars, mire, scree, etc.). When you mark another with 1 Stock, they gain this benefit so long as the mark remains.

HEEDLESS STRIDE

Requires: Trackless Step, level 6+
You always gain the benefits of Trackless Step, even when rushed, careless, or distracted.

VEIL

When you wrap yourself or another in a subtle veil, spend 1 Stock and choose 1:

- A type of being you name (including "people") will tend to ignore your presence
- People will perceive you as someone else, though you must wear something of an individual's in order to impersonate them

When your deception comes under scrutiny, roll +INT. *On a 10+, the veil holds and no one is the wiser. *On a 7-9, the veil holds but there is further scrutiny or a complication of the GM's choice.

WARDS & BINDINGS

When you mark a boundary with sacred signs, spend 1 Stock and describe who they affect (using no more words than your level). Also, choose whether the affected beings are repelled or trapped by the signs. When your wards or bindings are first tested, roll +INT. *On a 10+, they will hold indefinitely as long as the signs are unmarred. *On a 7-9, they hold for now but can be overcome through might or will.

WEATHER WITCH

Requires: Level 6+
When you spend the night beneath the sky and great the dawn, ask the GM what the weather holds today. You can then spend 1 Stock to add or change a detail, or take a debility of the GM's choice to change the weather dramatically.

XP | mark XP on a miss or when a move says so

Current level: