

# 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 4 Stock, which represents sacred herbs, powders, pigments, stones, chalks, clay, and so forth. 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 (up to 4). When you Forage, you can produce 1 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 drive off impure spirits. 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

### MAIDEN, MATRON, CRONE

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 Spirit Tongue move.

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 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 _____ <b>STR</b> <input type="checkbox"/> Weakened	Dexterity _____ <b>DEX</b> <input type="checkbox"/> Shaky	Constitution _____ <b>CON</b> <input type="checkbox"/> Sickened	Intelligence _____ <b>INT</b> <input type="checkbox"/> Dazed	Wisdom _____ <b>WIS</b> <input type="checkbox"/> Confused	Charisma _____ <b>CHA</b> <input type="checkbox"/> Scarred
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When a debility is marked, -1 ongoing to that stat

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

Max HP:



**Armor**

**Damage (+ Modifiers)**

d6

# Moves

 | you get Scribe of Danu, a move from your background, and 1 of your choice; add 1 each time you level up

## DANU'S GRASP

When you call on the world itself to bind a nearby spirit or a creature of darkness, 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, even if they are insubstantial.
- They take 2d4 damage (ignores armor). If 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 mundane creature reduced to 0 hit points is subdued or killed (your choice) rather than bound in stone. Also, you can spend 1 Stock to effect a number of nearby foes.

## 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 from your sacred pouch, 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 a special receptacle and potentially inflict it on another.

## HEED MY WORDS

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

## HUNTER'S BROTHER, STALKER'S SISTER

Requires: level 2+

Each time you take this move, choose a Ranger move that you otherwise qualify for.

## 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.

## THE LAND PROVIDES

When you Forage, take +1 and treat a miss as a 7-9. On a 12+, you also find something of unexpected value or use.

## LISTEN TO THE FOREST

When you Discern Realities outdoors in a natural setting, ask one extra question (even on a miss).

## SEE AS THE EARTH MOTHER SEES

Requires: Listen to the Forest, level 6+

When you close your eyes and extend your senses to a distant locale, you perceive what is happening there as if you were the earth itself.

## 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+.

# Gear

 | your Load : STR (not Strength) +9

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

## SCRIBE OF DANU

You know some of the secret marks of Danu and can use them to channel her power. See the Secret Marks insert.

## CIPHER

Requires: Scribe of Danu

When you first examine a set of magical marks or writings, ask the GM 1 of the following:

- Who or what made these?
- What is their purpose or effect?
- How can it be triggered, bypassed, or negated?

## LEXICOGRAPHER

Requires: Cipher, level 6+

When you closely study a set of magical marks or writings, ask the GM all of the questions from Cipher. You can also ask:

- How can I learn to reproduce this?

## EXTRA MARKS

Requires: Scribe of Danu

Each time you take this move, learn 2 secret marks.

## INVIOABLE MARKINGS

Requires: Scribe of Danu, level 6+

When you spend an extra 1 Stock as you set a secret mark, it is inviolable. When anyone attempts to mar an inviolable mark, they are filled with fear and doubt and take 1d8 damage (ignores armor) if they persist.

## SACRED CALIGRAPHY

Requires: Scribe of Danu, level 6+

When you place a secret mark, you can combine two marks that you know and place them as one. Pay the costs for each mark you incorporate, but roll just once to place the combined mark.

## 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.

## COMMUNION OF WHISPERS

Requires: Spirit Tongue

When you spend time (at least an hour or so) in communion with the spirits of a place, spend 1 Stock and roll +WIS. \*On a 7+, they provide advice or insight regarding the current situation. Take +1 forward to act on their guidance. \*On a 7-9, the spirits also demand something of you.

## FAMILIAR SPIRIT

Requires: Spirit Tongue, level 6+

After you take this move, you can bind a spirit of the wild to your service. You must find the spirit and convince (or coerce) it to serve you, but once you do it becomes a follower. Ask the GM to stat it up. Should the spirit leave your service, you can replace it with another.

## VOICE OF THE EARTH MOTHER

Requires: Spirit Tongue, level 6+

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

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

Current level:

# Secret Marks

| for the Blessed's Scribe of the Danu move

When you place a secret mark, decide whether it's normal or greater and pay the marking's cost. Then describe how you make the mark and roll +INT. On a 7+, the mark takes effect and choose 1 (on a 7-9) or 2 (on a 10+):

- You work quickly.
- You work efficiently, the cost is 1 Stock less than usual.
- The mark is durable; it will hold up better than its physical form implies.
- The mark is subtle and will generally go unnoticed.

A mark's effects lasts until it is physically marred. A mark is only as durable as its physical form. Mark a bird with mud and it will wash away in the first rain, but a mark carved in stone will endure.

A given object, creature, or structure can bear the power of only one secret mark. Further markings will at best have no effect could have dire consequences.

You start knowing 3 secret markings. Every level you gain thereafter, learn a new secret mark.

- Aurochs Brand** (cost: X Stock): Mark your own flesh or that of another. The bearer holds X MIGHT but takes -1 ongoing to WIS. While they bear the mark, they can spend 1 MIGHT to perform a feat of immense strength. *Greater (extra cost: X Stock & the bearer takes Xd4 fire damage, ignoring armor):* The bearer's attacks are *forceful* (or *moreso*) and do +X damage.
- Campfire Lure** (cost: 1 Stock): Mark a the stones around a fire pit with the name of a person, beast, or spirit, or a description using no more words than your level. While a fire burns in the marked pit, the named creature will feel compelled to travel to it. If you described the affected being instead of naming them, the closest being that fits the description is affected. Strong-willed beings can resist the compulsion, but they still feel it. *Greater (extra cost: 1 stock and the blood of the affected being):* A being that resists the compulsion is wracked with growing anxiety and/or pain, unable to sleep, rest, or concentrate until the heed the call. The longer they resist the more severe their discomfort.
- Danu's Seal** (cost: 4 Stock): Mark an object that already binds a spirit or other entity. The bound entity can exert no influence, however subtle, nor can its presence be detected or divined. *Greater (extra cost: the heartblood of a willing sacrifice):* Any who attempt to remove the markings or release the bound entity take 3d6 damage (ignores armor) for their efforts.
- Dowsing Mark** (cost: 1 Stock): Mark a small natural object, like a stick or a stone, naming a thing you wish to find (water, gold, an exit, Wynn, etc.). You must be able to describe the target in no more words than your level. When you hold the marked object and concentrate on it, you can feel it pulling towards the nearest thing that matches your description. When you place this mark on an object, any other dowsing marks you have made become inactive. *Greater (extra cost: 1 Stock, a bit of the thing you wish to find):* You can sense the approximate distance to the target as well as the direction.
- Foe Bane** (cost: 1 Stock): Mark a weapon with the name of a specific creature. While the mark lasts, the weapon deals +1d4 damage against that creature. *Greater (extra cost: 1 Stock, some of the creature's blood):* The weapon deals +1d8 damage (instead of +1d4) and the creature named can never fully heal wounds made by the marked weapon.
- Finding Mark** (cost: 1 Stock): Mark a beast with the name of an individual, or a description using no more words than your level. The marked beast will seek out that individual, travelling to their presence if they are anywhere the spirits of the earth can sense. The beast travels naturally and must stop for food, water, and rest, but it generally seeks out its charge. *Greater (extra cost: your own blood, dealing 2d4 damage that ignores armor):* The marked beast need not stop to rest or eat, and gains hit points equal to those you lost. You cannot heal the hit points you lost until the beast is dead or it finds its charge.
- Healers Circle** (cost: 1 Stock): Mark a circle in the ground around someone as they rest, naming them in the markings. If they get even an hour of rest, they heal 1d8 damage and the circle loses its power. *Greater (extra cost: 2 stock, some of your patient's blood):* If they get even an hour of rest, they heal 3d8 damage. If they get a few hours uninterrupted sleep, they heal all damage and remove a debility (their choice). Either way, the circle loses its power.
- Loadstone Markings** (cost: X Stock): Mark up to X objects with the same symbol. While the marks remain, you can touch one marked object and sense the direction and distance to each other object from the set. Sensitive creatures and entities can learn to do likewise. *Greater (extra cost: X Stock):* While you touch a marked object, you can cast your senses to one of the other objects from the set. Sensitive creatures and entities can learn to do the same as well.



- Mark of Protection** (cost: X Stock): Mark your flesh or that of another, naming a source of harm (fire, drowning, poison, cuts, blunt force, etc.). While marked, the bearer holds X PROTECTION. They can spend 1 PROTECTION to ignore an instance of that type of harm. *Greater (extra cost: another X stock):* The bearer adds their PROTECTION to any moves made to resist the named harm.
- Oaken Mark** (cost: X Stock): Mark your own flesh or that of another. The bearer of the mark gains X Armor (max of 3) so long as their feet touch the ground, but they also take -1 ongoing to DEX. *Greater (extra cost: another X Stock):* The bearer holds X RESILIENCE (max 3). While their feet touch the ground, they can spend 1 RESILIENCE to shrug off a physical blow—unmoved, unbowed, and unharmed.
- Peace Knot** (cost: 1 Stock for a small room or campsite, 2 for large room or grove, more for larger sites): Mark the boundaries of a site. Within the boundary, physical violence requires an act of will. Weak-willed beings and beasts will avoid it if possible, and even predators and killers will find themselves hesitating to attack. *Greater (extra cost: weeks of work per each Stock used):* When anyone in the boundary takes violent action, they suffer 1d6 damage (ignores armor).
- Sanctifying Mark** (cost: 1 Stock): Mark a natural object (a stone, a tree, etc.). Any corrupt or unnatural entity that sees the mark will recoil from it, feeling an intense desire to flee. *Greater (extra cost: 1 Stock and the sacrifice of a noble beast):* An affected entity that does not flee is wracked with pain and suffers 1d6 damage (ignores armor) every few moments in the mark's presence.
- Shared Spirit Markings** (cost: 1 Stock): Mark both a beast and your own flesh. While both marks persist, you can shift your senses to those of the beasts, no matter the distance between you. If it takes damage, so do you (ignoring armor). If it dies, you suffer a debility of the GM's choice. *Greater (extra cost: your own blood, dealing 1d4 damage that ignores armor):* The beast does as you wish. Ask the GM to stat it up as a follower. It's Loyalty starts at +1.
- Sign of Forbiddance** (cost: 2 Stock): Mark an entrance, a pathway, or a stationary object and choose a passphrase. While the mark remains, any mortal who approach it without intoning the passphrase are filled with dread and a desire to turn back. *Greater (extra cost: 2 Stock and an elemental spirit bound to the mark, willingly or otherwise):* Any who remain in the in sign's presence without uttering the passphrase are smote by elemental power, taking 1d8 damage.
- Softstep Markings** (cost: X Stock): Mark the flesh of up to X individuals and name a type of natural terrain. While anyone bearing the mark moves with caution through that terrain, they make no noise and leave no trail. The effect ends for any bearer who speaks out loud. *Greater (extra cost: X stock):* Bearers of the mark need not move cautiously to gain its effect, and are unhindered by difficult or treacherous footing (undergrowth, vines, loose rocks, sharp stones, etc.)
- Spirit Trap** (cost: 1 Stock): Mark a circle on the ground and name or describe a spirit using no more words than your level. If the spirit enters the circle, it cannot leave as long as the mark remains intact. *Greater (extra cost: a mystic connection to your victim, such as their blood or hair):* You can name or describe a physical being or entity instead of a spirit; they are affected as a spirit is.
- Third Eye** (cost: 1 Stock): Mark your own forehead. While marked, you can ask the GM "What here is not as it seems?" and get an honest answer. *Greater (extra cost: 1 Stock):* While marked, you take +1 ongoing to Lookout. You cannot be blinded, nor shut your eyes, nor sleep. You gain no unnatural resilience and still need sleep; you just can't.
- Veiling Wards** (cost: 1 Stock): Mark your flesh or that of another. Alternately, mark an object or a container. Spirits and other unworldly entities will ignore anyone or thing who bears this mark unless somehow forced to interact. Likewise, magic cannot be used to find, observe, or detects anyone or thing protected by this mark. *Greater (extra cost: 1 stock and the blood of an elf or other fey):* The mark affects mundane beasts and even people rather than spirits.
- Winter's Mark** (cost: X Stock): Mark the flesh of up to X individuals. While the mark remains, the bearers are sluggish and grumpy, taking -1 ongoing, but ignore extremes of cold and discomfort. *Greater (extra cost: X Stock):* The bearers also need little to eat; a ration every week or so will sustain them.
- Words of the Otherworld** (cost: 1 Stock): Mark an object—a weapon, a shield, a wall, etc.—with esoteric script. The object is now solid to spirits, ghosts, and other insubstantial things. A marked sword can cut a ghost and a marked shield can keep spirits at bay, but a clever spirit can wrest such an object from you and use it itself. *Greater (extra cost: powdered silver, a handful's worth at least):* Spirits, ghosts, and the like cannot stand the touch of the object and it is proof against their powers, but they will be

