

# □ Daughters of Danu | *for the Blessed*

If you took this background, you are either the Maiden, the Matron, or the Crone. Whichever you are, cross that one off the list below. Treat the other two as followers.

## MABYN, THE MAIDEN

*Quality +1, beast-wise, beautiful, gifted*  
0 armor // bronze knife (hand), d4 damage

Current Loyalty \_\_\_\_\_  
Starting: +2

Current HP \_\_\_\_\_  
Max HP: 6

A young lass, just into her womanhood, the beauty of her face matched only by the gentleness of her heart. She is beloved by all; even wild boars have been known to lay down at her feet. How will she cope with the bloody realities of this world? Who will eventually win *her* heart?

- Steal the heart of man or beast
- See the truth of the matter

Instinct: to act with naïve compassion Cost: good (suffering alleviated, innocents defended, wrongs righted)

## GWENDOLYN, THE MATRON

*Quality +1, herb-wise, gifted, hardy, self-sufficient*  
0 armor // iron knife (hand), d6 damage

Current Loyalty \_\_\_\_\_  
Starting: +1

Current HP \_\_\_\_\_  
Max HP: 6

Between her four children (two of them twin boys), her herb garden, playing midwife and nursing the town's sick, Gwendolyn has little time for anyone's foolishness. Her gruff manner wins her few friends, but she warms quickly to honest and thoughtful kindnesses. When it comes down to it, who will she choose to save?

- Tend to the sick, the injured, and women in labor
- Weave a talisman of fertility or good luck

Instinct: to speak her mind, blunt and candid Cost: affection (kind words & deeds; quality time & attention)

## SEREN, THE CRONE

*Quality +0, Stonetop-wise, spirit-wise, cautious, cunning, gifted*  
0 armor // iron knife (hand), d4 damage

Current Loyalty \_\_\_\_\_  
Starting: +1

Current HP \_\_\_\_\_  
Max HP: 3

She's outlived a husband and three children, seen battle twice, and knows the genealogy of every family in town. When two youths wish to marry, they ask for her approval. When a woman gives birth, she places Danu's blessing on the child. When the village is in dire straights, she asks the spirits for guidance and aid. Sure, she can be cantankerous and set in her ways, but she's earned her place. How will she react to the changes afoot? How will the village fare without her?

- Consult the spirits
- Reveal something that most have long since forgotten, or wish they had

Instinct: to do things how they've always been done Cost: renown (public recognition of her wisdom & authority)

# Follower Moves | *for use with the Daughters of Danu background or Shared Souls move*

## DO THEIR THING

When you have your follower do something chancy that falls within the scope of their tags or moves, roll +Quality. \*On a 10+, they do it as well as you could reasonably hope. \*On a 7-9, they do it but there's an unforeseen cost, consequence, or limitation of the GM's choice.

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens.

## FOLLOW YOUR LEAD

When you order or expect a follower to do something dangerous, degrading, unreasonable, or contrary to their instinct, roll +Loyalty. \*On a 10+, they do it now. \*On a 7-9, the GM picks one:

- They do it now but decrease their Loyalty by 1
- They do it but hesitate, drag their feet, or take their time

## PROVIDE AID

When a follower helps you make a move (which might require that they Follow Your Lead and/or Do Their Thing), take +1 to your roll but the follower is exposed to any risk, cost, or consequences associated with the move.

When a follower helps you Hack and Slash or Volley, roll their damage die alongside yours and use the higher die.

When a follower helps you Defend, you can spend 1 hold to redirect an attack to them instead of yourself.

## GET PAID

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.