

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 posses? (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...

