

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 1d4 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
- so long as the pouch is sealed, nothing within can be detected or found by magic, nor can anything within escape or affect the outside world
- 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

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Bonds | do this together with the group

Fill in the blanks with the names of NPCs or PCs. For NPCs, pick from the appropriate names list and add them the Notables or Neighbors section of the Stonetop playbook with at least one descriptive trait.

Fill in up to 3 of these:

- _____ is my closest friend
- _____ is my brother/sister
- _____ is my father/mother
- _____ is my child
- _____ is beloved by the Goddess
- _____ rejects the natural way of things
- _____ thinks too highly of themselves

If you are the Maiden, Matron, or Crone, fill in 2 more of the list above with folk from Stonetop, and each of the other two Daughters of Danu in one of these:

- _____ has taught me much
- I love _____ dearly
- _____ resents me
- I reset _____
- I must earn _____'s respect

If you were Raised by Wolves, fill in 1 or 2 of these with characters from Stonetop:

- The spirits say a darkness follows _____
- _____ has stolen my heart
- I owe _____ a great debt

And fill in 1 or 2 of these with the names of beasts or spirits of the wild:

- _____ cared for me like a mother
- _____ warned me away from Stonetop
- _____ was a cruel teacher
- _____ wants to steal my power

If you are a Vessel of Danu's power, fill in 3 of these with characters from Stonetop:

- _____ fears the power I carry
- Danu has great hopes for _____
- I love _____ as my own child
- _____ and I were betrothed, but now...
- _____ meddles with dangerous power

As play goes on, your bonds will change and grow. Write new bonds in the space below:

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 you 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

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. Where you one of the Forest People? Abandoned or orphaned? Regardless, you start with the Earth Mother Provides move.

For some reason, you have made yourself known to 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 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 utility (GM's 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, add your WIS to the HP they heal, or twice your WIS 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 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 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 Order Followers, its Loyalty drops to -3, or you dismiss it. You may have only one such follower at a time.

SHARED SOULS

Requires: Kindred Souls, level 6+
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	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"/>
<hr/>			
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 greet 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:

□ 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	Current HP
Starting: +2	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
- Insist on seeing the good in someone
- Stand firmly against violence and cruelty

Instinct: to act with naive 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	Current HP
Starting: +1	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
- Notice the flaws in a person or plan

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	Current HP
Starting: +1	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
- Use shame and guilt as leverage

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

COMMAND FOLLOWERS

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, they do it, but the GM picks one:

- Their Loyalty decreases by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

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 one could reasonably hope. *On a 7-9, they do it but there's an unforeseen cost, consequence, or limitation (ask the GM what).

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.

CALL FOR ASSISTANCE

When a follower helps you make a move that calls for a roll, take +1 to your roll but the follower is exposed to any risk, cost, or consequences associated with the move.

When a followers help you Hack and Slash or Volley, roll all your damage dice and use the highest die. Add +1 for each warrior or archer who is helping.

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

PAY UP

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.

Beasts & Spirits of the Wild

If you have the Borrow Power or Shared Souls moves, you might find these useful.

ADDER *solitary, tiny, stealthy, devious*

3 hp // 1 armor // bite (hand), d6 -2 damage

- Inject a painful, debilitating poison
- Slip away into the brush

Instinct: to threaten

AUROCHS *horde, large, hardy*

11 hp // 1 armor // trample or gore (hand, close), d6+4 damage (1 piercing, forceful, messy)

- Toss an opponent aside
- Stampede

Instinct: to get angry

BAT *athletic, horde, tiny*

3 hp // 0 armor (dodges) // bite (hand), d4-2 damage

- Sense its surroundings with echolocation
- Get in to or out of a tight spot

Instinct: to chase bugs

CAVE BEAR *solitary, large, hardy, warrior*

16 hp // 1 armor // claws, bite, and crush (hand, close), d10+3 damage (1 piercing, forceful, messy)

- Rend, maul, and crush
- Move with surprising grace & speed
- Sniff out trouble, or food

Instinct: to fill its belly (or to protect its young)

COUGAR *athletic, solitary, stealthy*

9 hp // 0 armor // claws & bite (hand), d8 damage

- Stalk its prey, silently and unseen
- Pounce swiftly and without warning

Instinct: to play with its prey

DEER *group, cautious*

6 hp // 0 armor // kick or gore (hand, close), d6 damage

- Disappear into the forest
- Sense hidden danger

Instinct: to freeze up or bolt away

FOX *cautious, cunning, devious, solitary, small, stealthy*

6 hp // 1 armor (dodges) // bite (hand), d6 damage

- Slip in where its not wanted
- Escape from a bind

Instinct: to do its own thing

HORNED OWL *cunning, small, solitary, stealthy*

6 hp // 0 armor // talons (hand), d6 damage

- Spot prey from great distance and in the dark
- Snatch its prey without warning

Instinct: to watch and wait

HUNTING DRAKE *group, small, stealthy, organized*

6 hp // 2 armor // bite (hand), d8 damage

- Drag prey to the ground
- Stalk its prey unseen through tall grass
- Surround its prey

Instinct: to hunt the weak

MAGPIE *cautious, cunning, devious, hoarder, tiny*

3 hp // 1 armor (dodges) // peck (hand), d4-2 damage

- Mimic a sound that it has heard
- Foretell ill fortune

Instinct: to steal shiny things

SQUIRREL *group, tiny, athletic, cautious*

3 hp // 0 armor // bite & claw (hand), d4-2 damage

- Scamper up, over, or across any obstacle
- Make a surprisingly loud and annoying chirps

Instinct: to bury nuts

WOLF *group, cautious, organized, warrior*

6 hp // 1 armor // bite (hand), d8+1 damage

- Pursue fleeing prey
- Surround and harass its prey

Instinct: to chase

WYVERN *group, large, athletic, cunning, warrior*

8 hp // 2 armor // bite, claw & sting (hand, close, reach), d8+3 damage (1 piercing, messy)

- Poison them with a paralytic venom
- Swoop in from above

Instinct: to protect what it owns

BOAR *solitary, athletic, hardy, warrior*

13 hp // 1 armor // gore (hand), d8 damage

- Attack relentlessly
- Keep fighting despite even lethal wounds

Instinct: to loose its temper

COEDWIG SPRITE

- Blend in to the forest
- Trick the senses
- Make plants grasp, tear, and trip their prey

Instinct: to play cruel pranks

HAMMADRYAD

- Entice a mortal
- Grab by the throat, lift, and squeeze
- Step into one tree and out of another

Instinct: to protect the woods

SYLPH

- Whisper a message from afar
- Send things scattering with a gust
- Howl and rage relentlessly

EMBERLING

- Radiate warmth
- Light a fire
- Burst into a cloud of sparks

OLD GRAIG

- Wait, still and silent, for as long as is necessary
- Refuse to be moved
- Sense movements through the earth