

Playing The Maiden

Under-appreciated, giving their all and desperately hoping that someone will give even a little in return, the Maiden is the personification of someone who is kind and lets others walk all over them. Inspired by the 'Guide' present in many classic fairytales, the Maiden is constantly helping others on their quest to find a happy ending, all the while hoping someone will help them find theirs. They are defined by their relationships with others. While the Maiden is heavily inspired by traditionally female roles, this does not mean the Maiden has to be female. Many of the fairytales this skin is based off had male guides.

No matter what, the Maiden is always heavily entrenched in the supernatural, and are usually quite kind and reliant on others to do the dirty work. However, they may be mysterious and beautiful (Hot 1, Dark 2) or well-liked and knowledgeable (Hot 2, Dark 1). While the Maiden can be kind, this does not have to always be the case. Perhaps they have their own reason for helping the 'Heroes', or maybe they expect too much of people who are ultimately teenagers.

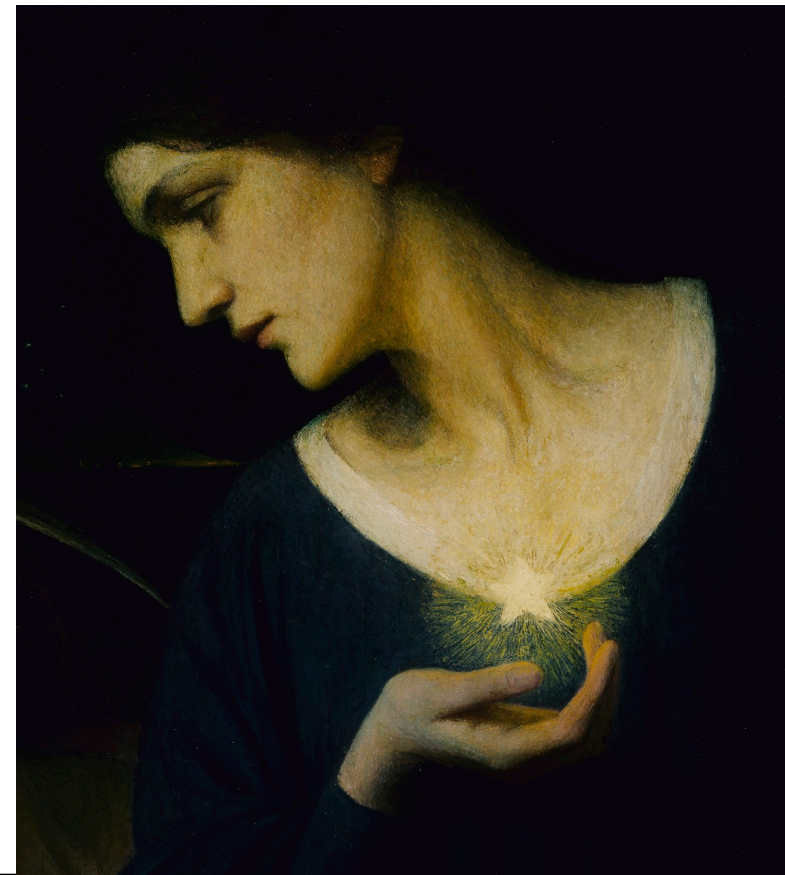
All of the Maiden's moves are inspired by and named for early fairytales. Of The Blue Mountains is named for 'The Princess of The Blue Mountains' and it explores the helpful nature of the Maiden, as does Ringlet of Stones (inspired by 'The Widow's Son and The King's Daughter'). The Forgotten Bull (named after 'The Black Bull of Norway') represents how quickly the Maiden can be forgotten and discarded once the hero gets their happy ending. A Black Horse (named after 'The Black Horse') highlights the more self-destructive nature of the Maiden, suffering terribly in order to help others in the hopes they might help them. While A Fox's Advice (inspired by 'The Greek Princess and The Young Gardener') indicates the frustration a Maiden feels and the dangers of not taking their advice. Finally, Crackernuts, named for 'Kate Crackernuts' shows the usefulness of the Maiden to those around them.

Credits

This is a skin for Monsterhearts 2, available at buriedwithoutceremony.com

Skin designed by SmallRedRobin13

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The Maiden

Your story is not your own. You are the guide, the one who gives the heroes what they need to finish their quests and find their happy endings. It's not a bad existence, even if they have a tendency to forget about you when the story's complete. Or at least that's what you keep telling yourself.

Maybe this time they'll remember you, and help you find your own happy ending.

Identity

Name: Silver-Tree, Kate, Marjana, Tatterhood, Jack, Will, Richard, Ardan, Rashan, Aurora.

Look: Regal, graceful, homespun, seen better days, mysterious.

Eyes: Knowing, kind, beautiful, forlorn, cunning.

Origin: Royal, daughter of a wizard, washerwoman, witch, lover of the hero.

Your Backstory

You guided a hero through an adventure. Gain a string on each other.

Everyone knows they can go to you for help. They gain a string on you.

Strings

Darkest Self

You've asked for nothing, given your all, and this is what you get in return? You owe them nothing. Refuse to help anyone and seek your own happy ending no matter what. You escape your darkest self when someone actually helps you or when one of your heroes undeniably fails their quest because of you.

Harm



Experience

- Add +1 to one of your stats
- Take another Maiden move
- Take another Maiden move
- Take a move from any Skin
- Take a move from any Skin
- You're a part of a **Book of Fairytales**

Conditions

Hot 1	Cold -1	Volatile -1	Dark 2
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Hot 2	Cold -1	Volatile -1	Dark 1
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Maiden Moves

Take Of The Blue Mountains and choose one more:

● Of The Blue Mountains.

When you help someone complete a goal, give them the condition 'Hero' and ask them what their quest is. You take a +1 to all rolls assisting them on their quest.

○ The Forgotten Bull

When a 'Hero' completes their quest and fails to return the favour or show any kind of gratitude, gain a string on them.

○ Ringle of Stones

You can weave several white stones into the hair of a 'Hero' as a good luck charm. If you do so, they will carry 1 forward to completing their quest.

○ The Black Horse

You have a great deal of knowledge, but it comes at a cost. When someone is facing a seemingly insurmountable challenge, you can roll with DARK.

On a 10+ you know exactly what strange actions you need to take to overcome it. On a 9-7, you have a rough idea and take 1 harm. On a 6-1, take one harm. You also have the condition 'Cursed' and are afflicted with a terrible curse. Pick one or work with your MC to come up with your own:

- You are mute
- You have an animal's head for a head.
- You appear to be ancient.

However, you can escape your curse. Pick one or work with your MC to come up with your own:

- You must be beheaded.
- A silver wand
- True love's kiss.

○ A Fox's Advice

When someone blatantly ignores your advice and suffers for it, mark experience.

○ Crackernuts

You can lose a string on a 'Hero' in exchange for gaining an item they need on their quest.

Sex Move

When you have sex with someone, they gain the condition 'Your Name's] Hero' and you become embroiled in their quest, no matter what it is. They take a +1 to completing their quest and carrying out your bidding.