RECRUITABLE FOLLOWERS

At the outset of the adventure, the Hero may choose followers from the selection of follower cards on pages 60 and 61.

The three followers on this page are potentially available for recruitment as new followers during the course of the adventure. These three are not initially available at the outset.

		0	0	0	0		
NAME	Eadgar, the Boy	SPENT	SLAIN	KILLED	RELEASED		
BURDENS	Eager. This Follower provides advantage on recruitment checks.						
	Young, This Follower has disadvantage on Intelligence and Wisdom checks.	checks.					
GIFTS	Church-goer. This follower is aligned with The Church.						
	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents	assigned up	o to two	oppone	nts		
	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within	ver unless th	ne Hero i	s within			
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent	On the thin	d and sul	sequent			
	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were	the oppor	ent's tur	n if they	were		
	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,	disengage f	rom the	opponer	īt,		
	becoming spent. Another available Follower can then use this ability to engage an opponent.	y to engage	an oppo	onent.	Z		
	Meek. This Follower cannot be attacked by a creature unless they are the only target within range.	are the only	targetv	vithin rar	oge.		
	Pure. This follower has advantage on wisdom and charisma saving throws.	Trows.					
	Rescue the Hero. When this Gift is activated, each available Follower with this Gift rushes into the	er with this	Gift rus	shesinto	the		
	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving	ollower mus	st make a	deaths	aving		
	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.	ore the adv	enture	ontinue			
	900	C		C			
NAME	Caero, the Housekeeper	SPENT	SLAIN	KILLED	RELEASED	NAME Frit	#
BURDENS	None.					BURDENS No	ō
GIFTS	Church-goer. This follower is aligned witth The Church.					GIFTS Bea	20
	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents	assigned up	o to two	oppone	nts	Eng	20
	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within	ver unless th	ne Hero i	s within		in a	C
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent	On the thin	d and sul	sequent		read	ä
	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were	the oppor	ent's tur	n if they	were	rou	5
	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,	disengage f	rom the	opponer	ıt,	the	ō
	becoming spent. Another available Follower can then use this ability to engage an opponent.	y to engage	an oppo	onent.	4	pec	0
	Wound-binder. This Follower is skilled in treating hurts. Activate them during a short rest to make	em during a	shortre	st to ma	ke	Rea	- A
	your first Hit Die spent heal its maximum value.					Res	83
	Rescue the Hero. When this Gift is activated, each available Follower with this Gift rushes into the	er with this	Gift rus	shesinto	the	figh	-50
P	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving	ollower mus	st make a	deaths	aving	thr	2
	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.	ore the adv	enture	ontinue			
							-

NAME	Frithgar, the Builder snan killed
BURDENS None.	None.
GIFTS	Bear Blooded. This Follower has advantage on Strength checks and saving throws.
	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
	in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent
	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were
	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,
	becoming spent. Another available Follower can then use this ability to engage an opponent.
	Ready. The Follower automatically succeeds at any checks necessary in order to activate them.
7	Rescue the Hero. When this Gift is activated, each available Follower with this Gift rushes into the
	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving
	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.

NAME	Knut the Deaf Spent Stain Killed Released	NAME Leofgyd spent slain killed rele
BURDENS	S. Deaf. This Follower has disadvantage on ability checks that require hearing.	BURDENS None.
GIFTS	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents	GIFTS Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within	in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent
	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they we
	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,
	becoming spent. Another available Follower can then use this ability to engage an opponent.	becoming spent. Another available Follower can then use this ability to engage an opponent.
	Leamed (Old Ways). This Follower can tell the hero about the Ancients and the Old Ways and even	Hardened, This Follower has advantage on death saving throws in combat.
	a bit about the Giants. Activate this Follower to translate Ogham or interpret some other clue. The	Rescue the Hero. When this gift is activated, each available Follower with this gift rushes into the
	Follower must make a DC 10 Intelligence check, becoming spent on a failure.	fight, trying to save the Hero from certain death. Each activated Follower must make a death savir
7	Rescue the Hero. When this gift is activated, each available Follower with this gift rushes into the	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.
	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving	Take a Blow. When the Hero receives damage from a successful attack, spend this Follower as a
9	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.	reaction. The Follower absorbs the damage and must make a death saving throw.
MAN	0	0
RIIBDENIS None.	STEN STAIN MILED RELEASED	N N
DUNDELL	5.57. 6	DUINDENS CHARACTER TO THE CHARACTER TO T

Eastmund Spent slain Killeb Released	[5] Awkward, This Follower has disadvantage on Charisma checks.	Battle-bred. When the Hero takes damage from a successful attack, spend this Follower as a	reaction. The Follower reduces the damage by half and becomes spent.	Bear Blooded. This Follower has advantage on Strength checks and saving throws.	Church-goer. This follower is aligned with The Church.	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents	in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,	becoming spent. Another available Follower can then use this ability to engage an opponent.	Take a Blow. When the Hero receives damage from a successful attack, spend this Follower as a	reaction. The Follower absorbs the damage and must make a death saving throw.	
NAME	BURDENS	GIFTS		8							7			

rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were

reach, in which case the opponent can attack the Hero as normal. On the third and subsequent

in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within

the target of the opponent. At the end of a round, a Follower can disengage from the opponent,

Merchant. This Follower knows the ways of trade. You can spend the Follower in order to get becoming spent. Another available Follower can then use this ability to engage an opponent.

advantage on an ability check regarding a purchase.

Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents

GIFTS

fight, trying to save the Hero from certain death. Each activated Follower must make a death saving

throw. The Hero is rescued and has a chance to take a long rest before the adventure continues. Take a Blow. When the Hero receives damage from a successful attack, spend this Follower as a

reaction. The Follower absorbs the damage and must make a death saving throw.

Rescue the Hero. When this gift is activated, each available Follower with this gift rushes into the

NAME	Gruni SPENT SLAIN KILLED RELEASED
BURDENS	Death-mark. There's a price on this Follower's head, somebody wants them dead.
GIFTS	Carpenter. This Follower has advantage on ability checks that involve carpenter's tools.
	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent
	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were
	the target of the opponent. At the end of a round, a Follower can disensage from the opponent,
	becoming spent. Another available Follower can then use this ability to engage an opponent.
	Rescue the Hero. When this Gift is activated, each available Follower with this Gift rushes into the
	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving
	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.
	Spearbearer Activate this Follower to make an attack roll, doing 3 (106) piercing damage on a hit.
NAME	Maida SPENT SLAIN KILLED RELEASED
BURDENS	None.
GIFTS	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent

BURDENS None.	ທຣ
GIFTS En	Ergage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
Ë	in a battle. Engaged opponents spend their tum fighting the Follower unless the Hero is within
7.6	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent
roi	rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were
th	the target of the opponent. At the end of a round, a Follower can disengage from the opponent,
pe	becoming spent. Another available Follower can then use this ability to engage an opponent.
P.	Prophetic. Spend this Follower to allow the Hero to reroll a failed saving throw
Re	Rescue the Hero. When this gift is activated, each available Follower with this gift rushes into the
filo	fight, trying to save the Hero from certain death. Each activated Follower must make a death saving
th	throw. The Hero is rescued and has a chance to take a long rest before the adventure continues.
S	Scribe. This Follower has advantage on intelligence checks and saving throws. They can read and
W	write one language of your choice.

ENS	
	BURDENS None.
CIFTS	Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents
	in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within
	reach, in which case the opponent can attack the Hero as normal. On the third and subsequent
	rounds, the Follower must make a death saving throw at the end of the opponent's tum if they were
	the target of the opponent. At the end of a round, a Follower can disergage from the opponent,
	becoming spent. Another available Follower can then use this ability to engage an opponent.
	Spearbearer, Activate this Follower to make an attack roll, doing 3 (146) piercing damage on a hit.
	Take a Blow. When the Hero receives damage from a successful attack, spend this Follower as a
	reaction. The Follower absorbs the damage and must make a death saving throw.

BURDENS Malcontent. This Follower is rarely happy with their lot in life. When activated, roll a d20. On a 1, they refuse to act. CIFTS Bearded Axe. In combat, spend this Follower as a reaction. The Hero gains advantage on all of their attack rolls this turn and the hero's target does not benefit from their shield (if they have one). Engage. When you roll initiative, each Follower with this gift can be assigned up to two opponents in a battle. Engaged opponents spend their turn fighting the Follower unless the Hero is within reach, in which case the opponent can attack the Hero as normal. On the third and subsequent rounds, the Follower must make a death saving throw at the end of the opponent's turn if they were the target of the opponent. At the end of a round, a Follower can disergage from the opponent. Decoming spent. Another available Follower can then use this ability to engage an opponent. Take a Blow. When the Hero receives damage from a successful attack, spend this Follower as a reaction. The Follower absorbs the damage and must make a death saving throw.
S Z
Engage. When you roll initiative, each Follower with t in a battle. Engaged opponents spend their turn fight reach, in which case the opponent can attack the He rounds, the Follower must make a death saving throw the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
Engage. When you roll initiative, each Follower with the a battle. Engaged opponents spend their turn fight reach, in which case the opponent can attack the He rounds, the Follower must make a death saving throw the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther becoming spent. Another available follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
in a battle. Engaged opponents spend their turn fight reach, in which case the opponent can attack the He rounds, the Follower must make a death saving throw the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
reach, in which case the opponent can attack the He rounds, the Follower must make a death saving throw the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
rounds, the Follower must make a death saving throw the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
the target of the opponent. At the end of a round, a becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
becoming spent. Another available Follower can ther Take a Blow. When the Hero receives damage from a reaction. The Follower absorbs the damage and must
Take a Blow . When the Hero receives damage from a reaction. The Follower absorbs the damage and must
reaction. The Follower absorbs the damage and must
Unfazed. The Follower automatically succeeds at any checks forced on it by a Monster.
cically succeeds at am