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|---------|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| NAME    | Eadgar, the Boy  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | <b>Eager.</b> This Follower provides advantage on recruitment checks.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Young.</b> This Follower has disadvantage on Intelligence and Wisdom checks.  |                       |                       |                       |                       |                       |
|         | <b>Church-goer.</b> This Follower is aligned with The Church.  |                       |                       |                       |                       |                       |
|         | <b>Engage.</b> 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. |                       |                       |                       |                       |                       |
|         | <b>Meek.</b> This Follower cannot be attacked by a creature unless they are the only target within range.  |                       |                       |                       |                       |                       |
|         | <b>Pure.</b> This Follower has advantage on wisdom and charisma saving throws.   |                       |                       |                       |                       |                       |
|         | <b>Rescue the Hero.</b> 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.  |                       |                       |                       |                       |                       |


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| NAME    | Caero, the Housekeeper   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | None.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Church-goer.</b> This follower is aligned with The Church.  |                       |                       |                       |                       |                       |
|         | <b>Engage.</b> 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. |                       |                       |                       |                       |                       |
|         | <b>Wound-binder.</b> This Follower is skilled in treating hurts. Activate them during a short rest to make your first Hit Die spent heal its maximum value.  |                       |                       |                       |                       |                       |
|         | <b>Rescue the Hero.</b> 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.  |                       |                       |                       |                       |                       |

# 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.

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| NAME    | Fritthgar, the Builder   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | None.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Bear Blooded.</b> This Follower has advantage on Strength checks and saving throws.   |                       |                       |                       |                       |                       |
|         | <b>Engage.</b> 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. |                       |                       |                       |                       |                       |
|         | <b>Ready.</b> The Follower automatically succeeds at any checks necessary in order to activate them.   |                       |                       |                       |                       |                       |
|         | <b>Rescue the Hero.</b> 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

BURDENS

Deaf: This Follower has disadvantage on ability checks that require hearing.

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 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.

Learned (Old Ways).

This Follower can tell the hero about the Ancients and the Old Ways and even a bit about the Giants. Activate this Follower to translate Ogham or interpret some other clue. The Follower must make a DC 10 Intelligence check, becoming spent on a failure.

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

Leofgyd

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 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.

Hardened.


This Follower has advantage on death saving throws in combat.

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.

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

Saewine

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 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.

Merchant.


This Follower knows the ways of trade. You can spend the Follower in order to get advantage on an ability check regarding a purchase.

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.

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

Eastmund

BURDENS

Awkward. This Follower has disadvantage on Charisma checks.

GIFTS

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.



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| NAME    | Gruti  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | <b>Death-mark.</b> There's a price on this Follower's head, somebody wants them dead.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Carpenter.</b> This Follower has advantage on ability checks that involve carpenter's tools.<br><b>Engage.</b> 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.<br><b>Rescue the Hero.</b> 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.<br><b>Spearbearer.</b> Activate this Follower to make an attack roll, doing 3 (1d6) piercing damage on a hit. |                       |                       |                       |                       |                       |

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| NAME    | Corliss  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | None.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Engage.</b> 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.<br><b>Spearbearer.</b> Activate this Follower to make an attack roll, doing 3 (1d6) piercing damage on a hit.<br><b>Take a Blow.</b> 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. |                       |                       |                       |                       |                       |

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| NAME    | Maïda  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | None.  |                       |                       |                       |                       |                       |
| GIFTS   | <b>Engage.</b> 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.<br><b>Prophetic.</b> Spend this Follower to allow the Hero to reroll a failed saving throw.<br><b>Rescue the Hero.</b> 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.<br><b>Scribe.</b> This Follower has advantage on intelligence checks and saving throws. They can read and write one language of your choice. |                       |                       |                       |                       |                       |

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|---------|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| NAME    | Thormund   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BURDENS | <b>Malcontent.</b> This Follower is rarely happy with their lot in life. When activated, roll a d20. On a 1, they refuse to act.   |                       |                       |                       |                       |                       |
| GIFTS   | <b>Bearded Axe.</b> 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).<br><b>Engage.</b> 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.<br><b>Take a Blow.</b> 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.<br><b>Unfazed.</b> The Follower automatically succeeds at any checks forced on it by a Monster. |                       |                       |                       |                       |                       |