

Followers

these rules replace the hiring rules from Dungeon World

Followers are those individuals (people, beasts, or monsters) who go adventuring with you and follow your lead. In general, you can tell the GM what you want your followers to do and expect that they will do it. Sometimes this means your characters are giving your followers orders; other times you can just say what you expect the follower to do.

Like monsters, followers have HP, armor, damage, and instincts. They usually have moves and/or tags that indicate what they're good at and how they act. Unlike monsters, they have three additional statistics: **Quality**, **Loyalty**, and **Cost**.

QUALITY represents how effective the follower is, particularly in the areas defined by their tags and moves. It ranges from -1 (rubbish) to +2 (expert).

LOYALTY determines how committed the follower is to you and your cause. It changes often, going from -2 to +3. If it would become -3, the follower betrays or abandons you. Note that Loyalty is a resource, one the GM might decide to use up as one of their moves.

COST tells us what motivates the follower to follow. A follower's Loyalty is increased when you pay their cost. Costs aren't always tangible things.

Note that followers can deal and take damage. They do so like a monster does. When they would deal damage, you roll their damage die. When they take damage, they lose HP. When they are reduced to 0 HP, they are out of the action and probably dead or dying—their fate is in the GM's hands.

Like your characters, followers make the **Encumbrance**, **Make Camp**, and **Recover** moves. At the GM's discretion, they might also make the **Death's Door** move.

Unless otherwise noted, they can't make any of the basic moves. Instead, use these moves for your followers.

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, the GM picks one:

- They do it now but decrease their Loyalty by 1
- They do it but hesitate, drag their feet, or take their time

PAYDAY

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**.

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

HELP OUT

When a follower helps you make a move (which might require that you **Command Followers** and/or that they **Do Their Thing**), take +1 to your roll but the follower is exposed to any risk, cost or consequences associated with the move.

When a follower helps you **Hack and Slash** or **Volley**, roll their damage die alongside yours and use the higher die.

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

RESOLVING FOLLOWER ACTIONS

GMs, when a player has a follower **Do Their Thing**, try to resolve it with as few rolls as possible. This is especially true if the follower is acting "off screen." Tell the players what their characters perceive as the outcome of the roll; avoid making individual rolls for each step in the follower's task.

When the task is violence, let the stats of the follower and their target guide what "you could reasonably hope for" (on a 10+) and the potential costs, consequences, or limitations (on a 7-9).

Example: The party gets jumped by forest goblins. The ranger sends her cougar (*stealthy*, d8 damage) into the brush to bring down their spellcaster. She rolls 10+. But you know the spellcaster has 12 hp and is a slippery bugger, so the cougar won't be killing them. Instead, you have the ranger roll d8 damage and narrate the spells relenting as the goblin flees into the Wood. Against a tougher foe, you might have said the cougar brought it down but took damage in the process.

Creating a Follower

COMPETENCE

How competent is the follower? (choose one)

- A liability Quality -1, +0 tags
- Reasonably competent Quality +0, +1 tags
- Fully capable Quality +1, +2 tags
- An exceptional individual Quality +2, +4 tags

Which of these describe them? (choose all that apply)

- Is highly specialized +1 to Quality, -2 tags
- Is past their prime -1 to Quality, +__-wise
- Has lived a life of danger +2 tags
- Has lived a life of privilege +1 tag
- Lives a life of servitude & oppression +meek

TAGS & MOVES

Every follower starts with one __-wise tag. Choose a __ that represents their background or experience. Then choose additional tags (from the **TAG DICTIONARY**) per their competence.

If you prefer, you can replace a tag with a move. These are like monster moves: actions that describe what they can do. These moves should reflect specific skills, abilities, or tendencies of the follower that aren't better reflected with tags. Examples:

- Follow quarry by tracks and spoor
- Train an animal
- Tend to the sick and injured
- Divine the future
- Poison someone

When a follower uses one of their moves, you (the GM) might require that they **Do Their Thing** (if the outcome is chancy) or you might just say what happens (if there's little chance or risk).

LOYALTY

By default, new followers start with Loyalty +1, but you can add or subtract 1 Loyalty to reflect their initial disposition and their respect for the characters they follow.

INSTINCT

What does the follower naturally do that causes trouble for the characters? Pick one, or make up a new one.

- Avoid danger or punishment
- Give in to temptation
- Hold grudges and seek payback
- Lay about and slack off
- Lord over others
- Savage, pillage, burn
- Question your leadership or authority
- Act impulsively

COST

What motivates it follow the characters? (pick one, maybe two)

- Money: coin appropriate to their steading's Prosperity (see the Gear List); highly skilled followers might demand coin of greater value.
- Renown: public recognition for their deeds and skills. The higher their Quality, the larger the audience required.
- Glory: defeating a worthy foe in battle. The higher their Quality, the more worthy the foe must be. They might count only certain types of enemies (demons, Hillfolk, etc.) worthy.
- Debauchery: food, drink, gambling, sex, and mischief. The higher their Loyalty, the more extreme the cost.
- Affection: kind words and deeds, quality time and attention. The more extreme their Loyalty, the more affection they require.
- Knowledge: secrets, mysteries, and wonders they couldn't learn about at home.
- Good: suffering alleviated, innocents defended, wrongs righted. The higher their Quality, the greater good required.
- Vengeance: payback against those that have wronged it or its loved ones. The higher their Quality, the more direct and tangible the payback they require.

HIT POINTS, ARMOR, DAMAGE, & LOAD

How resilient is the follower? (pick one)

- Weak, frail, or soft 3 hp
- Able-bodied 6 hp
- Tough, strong, or hard 9 hp

What armor do they wear? (pick one)

- Thick hides, gambeson, or leather cuirass 1 armor
- Bronze or iron armor, or brigandine vest 2 armor
- Steel armor 3 armor

Do they wield a shield?

- Yes +1 armor

How dangerous are they in a fight? (pick one)

- They aren't d4 damage
- They can defend themselves d6 damage
- They're a veteran warrior d8 damage

Assign range & tags based on the weapons they wield.

In addition to their arms, armor, and other tools of their trade (if any), humanoid followers have a load of 2. Equip them based on their circumstances and the Prosperity of their steading.

TAG DICTIONARY

__-wise: they know all about ____. They can roll +Quality to **Spout Lore** about it on your behalf. Examples: Woods-wise, Flats-wise, Marshedge-wise, herb-wise, faerie-wise, bog-wise

archer: they use ranged attacks (not necessarily bows) effectively and can roll +Quality to **Volley** on your behalf.

athletic: they're good at running, jumping, climbing and the like

cautious: they are careful and methodical; they avoid acting rashly

connected (____): they have friends or contacts in a particular steading or among a particular people.

cunning: they are quite clever and observant. They can roll +Quality to **Discern Realities** on your behalf.

devious: they're good at deceit, treachery, theft, larceny, and the like. Just the sort you want working for you.

gifted: they are sensitive to magic and somewhat talented at manipulating it. They can't perform any specific spells without also having a move.

guardian: they can roll +Quality to **Defend**, and can spend their hold deal damage equal to 1+Quality to the attacker.

hardy: they're tough, hard-working, and willing to put up with discomfort. They get +2 Load.

meek: they accept their lowly lot in life. You need not **Command** them to do degrading or unreasonable things.

organized: they make and follow plans well, and work well in a group. Once they agree to a plan, you need not **Command** them to carry out their part even if things go south.

self-sufficient: they can live off the land and make their way in the wild.

stealthy: they can avoid detection and often get the drop on foes

warrior: you don't need to **Command** them to fight unless the foe is *terrifying* or the odds are overwhelming.

TO TURN A MONSTER INTO A FOLLOWER: Give it a Quality score from -1 to +2 (or even +3 if it's truly magnificent). Set its Loyalty as with any new follower. Choose (or make up) a Cost. Add any tags you deem appropriate, but otherwise use it as-is.

TO TURN A FOLLOWER INTO A MONSTER: If they don't have any moves, write one or two that reflect its tags. Otherwise use as-is.