

BANDS

A band is a group of followers that join your PCs in their adventures. A band represents a small collective of characters that have agreed to follow your party and who can aid them through their communal effort.

Rather than record all the details of each NPC follower's statistics, a band simplifies all the NPCs that make up its whole into a set of core features and abilities that affect the band.

Each NPC or group of NPCs that comprise a band are recorded with 4 core features.

NAME/TYPE

The name or type of the NPC. We might record the name of a band member if they have a unique ability or narrative weight.

Otherwise we can record groups of similar NPCs by type for simplicity. NPCs might be grouped by similar abilities or due to similar background.

NUMBER

The number of NPCs of that kind. This is most relevant when we are recording types of unnamed NPCs.

HEALTH

The collective Hit Die of the NPC or NPC group. Most named followers have between 1 and 3 Hit Die and most typed NPCs have 1.

ABILITIES

The unique abilities of this member or group of members of the band. Abilities can include proficiencies, attacks, spells or other unique features.

BANDS IN PLAY

Outside of battle, a band can perform any task that can reasonably be expected of a group of enthusiastic followers. A band has no implicit skills or abilities other than the strength of its numbers.

Therefore a band without an architect or carpenter cannot be expected to construct a cabin or fortress. However a band with no especially skilled members can still be expected to keep watch, setup and deconstruct a campsite, purchase supplies (assuming they are trusted with funds), run errands, forage or hunt, cook and clean on behalf of the party members.

Of course this is dependant on the behaviour and treatment by the PCs in addition to the details of their relationship with the band.

BANDS IN COMBAT

In combat a band always acts at initiative count 20, losing ties even to lair actions and similar effects.

One character leading the band can choose one ability of the band to activate.

The members of a band do not occupy spaces in combat. This represents that they are moving alongside the party, acting in tandem and responding to their demands in a timely fashion. If a band ability has a range it is assumed to originate from the character who activated the band's ability.

OPTIONAL RULE: BANDS SUFFERING DAMAGE

A creature can elect to attack a band. Attack rolls automatically hit a band. Any harmful affect that calls for a saving throw is rolled with advantage with no modifier.

Any damage dealt to the band instead depletes one Hit Die of the creature's choice. If all the Hit Die of one group of followers are depleted you can no longer use their abilities until after you have finished a long rest or healed your band members. At the DM's discretion large area affects could also threaten the band.

SAMPLE BAND

MERCENARY SQUAD

Name/Type	Number	Health	Abilities
Captain	1	1d10	Leadership. A friendly creature can roll 1d4 and add the result to their next attack roll.
Mercenary	4	4d8	Swords. Melee Weapon Attack +4 to hit. On hit: 1d8 + 4 slashing damage.
Medic	1	1d6	Healer's Kit. (3/day) Restore a depleted Hit Die from the band or heal 1d6 + 1 hit points to a friendly creature within 60 feet.

THIEVES GUILD

Name/Type	Number	Health	Abilities
Capo	1	1d10	Intimidation +5, Deception +5
Enforcer	4	4d8	Clubs. Melee Weapon Attack +4 to hit. On hit: 1d6 + 4 slashing damage.
Pickpocket	1	1d6	Quick Fingers. A creature within 30 feet must succeed a DC 12 Dexterity saving throw or lose one item carried by them. Thieves' Tools +4, Sleight of Hand +4