

Jungle Minions

Finding hirelings, men at arms, and henchmen in the Forbidden Jungle

Attempting to employ hirelings for expeditions into the Heart of Darkness consists of two parts: 1) Finding adventurous types willing to enter the treacherous wild for pay, and 2) Determining what sort of duties they're able to perform.

Locating Potential Hirelings:

Each day in either a new worlder town or native village, characters may attempt to locate hirelings. This undertaking consists of speaking with barkeepers, serving wenches, local barflies, and the like. Generally speaking, characters can spend 5gp per day in an attempt to find recruits. The game master may rule that no hirelings are available, especially in small villages and the like.

Each day's attempt locates 1d6-2 potential hirelings. In civilized areas, roll 1d6 for each. 3 or higher indicates a native recruit. In tribal areas, only natives are available. Native recruits can speak at least a little common. The game master will have to determine if there are any tribal conflicts between native recruits from different tribes.

Potential Recruit Types:

Once the number of interested recruits is determined, the type of each applicant must be determined. For each, roll 1d12 and consult **Table 1**:

Table 1. Recruit Types

Roll	Type	Explanation
1-4	Non-Combatant	Porter, torch bearer, cook, etc.
5-11	Man-at-Arms	0-level fighting man
12	Adventurer	Classed NPC

Non-Combatants:

These are willing to enter the wild as part of an expedition but will not fight except to defend themselves. They will usually have 1d4+1 hit points and will be armed with a dagger (bone if native) or a club.

Men-at-Arms:

These warriors for hire are the most common type of hireling and will fight for their employers granted they are treated fairly and not given any overly-risky duties. Normal morale and loyalty rules apply at all times. All men-at-arms have a dagger. Native men-at-arms' dagger is made of bone or obsidian.

Roll 1d4, 1d6, and 1d8, then consult **Table 2** to determine each man-at-arms' hit points and gear:

Table 2. Man-at-Arms Hit Points and Gear

Roll	Old Worlder			Native Tribesman		
	(d4) HP	(d6) Armor	(d8) Weapon/Shield	(d4) HP	(d6) Armor	(d8) Weapon/Shield
1	3	None	Hand Axe + Shield	4	None	Spear + Shield
2	4	Leather	Short Sword and Mace	5	None	Mace + Shield
3	5	Studded	Long Sword + Shield	6	Woven (AC 8)	Blowgun + Mace
4	6	Scale	Short Sword and Spear	6	Leather	Short Bow + Axe
5	--	Scale	Short Sword and Spear + Shield	--	Bone (AC 7)	Javelins + Sht Sword
6	--	Chain	Short Sword and Short Bow	--	Scale	Spear + Short Sword
7	--	--	Long Sword and Axe + Shield	--	--	S Sword + Sling+ Shield
8	--	--	Long Sword and Short Bow	--	--	Battle Axe + Sling

Adventurers:

These are NPCs with a character class and can be either old worlders or native tribesmen. They will generally be first-level. Adventurers are available to be hired as employees or can be recruited as henchman/retainers. The game master must determine the class, level, and equipment of adventurers.

Normal rules for wages, reaction checks, and loyalty apply for all hirelings.