

Labyrinth Minions

Finding hirelings, men at arms, and henchmen

Attempting to employ hirelings for labyrinth exploration consists of two parts: 1) Finding adventurous types willing to enter the mythical underworld for pay, and 2) Determining what sort of duties they're able to perform.

Locating Potential Hirelings:

Each day in an urban environment, characters may attempt to locate hirelings. This undertaking consists of speaking with barkeepers, serving wenches, local barflies, and the like as well as posting notices and/or hiring a crier or agent. Generally speaking, characters can spend 5gp in each tavern/inn frequented by adventurous types plus one additional effort which represents "the street." For example, in a town with a tavern and an inn, three attempts totaling 15gp expense may be made, one for each of the two establishments and a third for the rest of the town in general. The game master may rule that no hirelings are available, especially in small villages and the like.

Each attempt locates 1d6-2 potential hirelings. Medium cities get a +1 modifier. Very large cities get a +2 modifier.

Potential Recruit Types:

Once the number of interested parties 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 dungeons 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 or a club.

Men-at-Arms:

These swords for hire are the most common type of dungeon 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.

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	(d4) Hit Points	(d6) Armor	(d8) Weapon/Shield
1	3	None	Hand Axe + Shield
2	4	Leather	Short Sword and Mace
3	5	Studded	Long Sword + Shield
4	6	Scale	Short Sword and Spear
5	--	Scale	Short Sword and Spear + Shield
6	--	Chain	Short Sword and Short Bow
7	--	--	Long Sword and Axe + Shield
8	--	--	Long Sword and Short Bow

Adventurers:

These are NPCs with a character class. They will generally be first-level, but second- or maybe even third- level characters may be possible if the game master allows. Adventurers of higher than third level will almost never be encountered as potential hirelings. 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.