
HIRELINGS TOOLKIT



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HIRELINGS TOOLKIT

Behold ye the *Hirelings Toolkit*; an astounding gatherment of tables bold, drawing together the whys and wherefores of your players' scabby gang of wily retainers. Lighten your load and brighten your foxy mug with tables for names, past occupations, quizzical quirks, physical traits, carry gear, and curious catchphrases.

But that's not all, gentle master. What's more includes pet qualities (they don't argue so much), nicknames, rules for how many and what sort of hirelings might be available, payback for when the help is mistreated, stat blocks, and an advancement table for berks lucky enough to survive. Aye, survive. Where else do you expect those hard bitten henchmen come from?

The toolkit is written for the *Low Fantasy Gaming RPG* and *Midlands Low Magic Sandbox Setting*, but is 90% system neutral. Additional name/race tables are included for high fantasy demihumans (elves, dwarves & halflings), as well as 5e stat blocks.

Sellswords & Scobs

Before we begin, a demarcation. Hirelings come in two varieties: (i) *mercenaries*, rash fodder with sharp steel and dull wits, and (ii) *non-combatants*; desperate souls willing to risk life and limb as torch bearers, porters, guides, etc, for hard coin.

Roles

Generally speaking, hirelings are willing to perform their specific role as agreed (and set their fee to). Non-combatants might be willing to perform other relatively safe roles if capable (eg a torchbearer might act as a porter if he doesn't have a bad back, but not a guide, since he knows nought about pathfinding), but will not fight unless cornered, and then only to save their own skin.

As a rule of thumb, hirelings won't do anything the PCs aren't willing to do themselves (eg requests to "walk down this passage and check for traps" are likely to be met with "you first, boss").

Mercenaries are slightly different (apart from the smell). They mean to fight, and expect to be put in peril, but they didn't sign up for shoving fingers in locks, pulling on suspicious levers, or deciphering tedious puzzles. Sellswords sign on for glorious combat and valuable experience, and won't agree to being trap monkeys or campfire cooks. Then again, some offers are hard to refuse; they might just be cajoled into something stupid in special circumstances (GM discretion).



How Many?

At the beginning of an adventure (or at suitable break points determined by the GM), up to 1d4 + Cha mod retainers are available for potential hire (and trust the PC enough to risk accompanying them). The process of buying drinks/making inquiries/vetting potential hires usually takes 1d3 days, and costs 2d10 gp. Urgent recruitment of

hirelings might be possible at higher cost (GM's call).

A PC with the leadership skill gains a +1 bonus on the above roll, and the GM might apply other modifiers depending on circumstances (eg recruiting in an outpost might impose disadvantage). Each hire has an even chance of being a mercenary or a non-combatant, subject to circumstances (eg: if a PC goes out of her way to hire bodyguards from a mercenary company, then all hirelings will be sellswords).

How Much?

Cost is for the GM to determine, taking into account the region's usual price lists, how much gold the PCs have, where they are, nature of the job, etc. As a rule of thumb however, mercenaries cost 10 times (or more) as much as a non-combatant, and most hirelings require half up front. In the *Midlands* for example, mercenaries generally cost 5 gp/day, and non-combatants 5 sp/day.

Name, Sex & Age

The average hireling is 3d10+16 years old. Three name tables are provided below, including male and female (f).

The first table (d100) presents names for the humancentric *Midlands*, split between the five main cultures: *Midlanders*, *Nydisians* (n), *Varnori* (v), *Karoks* (k) and *Thuels* (t).

NAME & SEX (Midlands)			
1-2	Erik	51-52	Falker
3-4	Brigley	53-54	Boris
5-6	Gorath	55-56	Gorven
7-8	Numitor (n)	57-58	Sextus (n)
9-10	Maarika (v,f)	59-60	Lagertha (v,f)
11-12	Costana (k,f)	61-62	Ettore (k)
13-14	Krul (t)	63-64	Sula (t,f)
15-16	Robek	65-66	Crowe
17-18	Torin	67-68	Terrin

19-20	Eloise (f)	69-70	Brogen
21-22	Pax (n,f)	71-72	Iovis (n,f)
23-24	Herotta (v,f)	73-74	Luta (v,f)
25-26	Donoso (k,m)	75-76	Mercado (k)
27-28	Grubak (t)	77-78	Hothra (t,f)
29-30	Vance	79-80	Ayleth (f)
31-32	Carter	81-82	Wick
33-34	Daria (f)	83-84	Carver
35-36	Ferox (n)	85-86	Avenius (n)
37-38	Yorri (v)	87-88	Arnolf (v)
39-40	Marente (k)	89-90	Garcilo (k)
41-42	Jugath (t)	91-92	Orok (t)
43-44	Merek	93-94	Annas (f)
45-46	Thea (f)	95-96	Dain
47-48	Corvex (n)	97-98	Tybalt
49-50	Sigfurd (v)	99-100	Ruen

The second name table (d66) provides for the three most common high fantasy races: Elves (e), Dwarves (d) and Halflings (h).

NAME & SEX (Demihumans)			
11	Tilwen (e)	41	Dagira (d,f)
12	Illorae (e,f)	42	Torvic (d)
13	Erelith (e)	43	Strom (d)
14	Jasildyr (e)	44	Grilmek (d)
15	Yulthiel (e,f)	45	Frum (d,f)
16	Norfindas (e)	46	Dunwul (d)
21	Varandil (e)	51	Ramble (h)
22	Galawyn (e,f)	52	Wilt (h)
23	Miramor (e)	53	Frosco (h)
24	Sorbrindil (e)	54	Pira (h,f)
25	Carac (e,f)	55	Filbert (h)
26	Nivinie (e,f)	56	Tolf (h)
31	Melgur (d)	61	Gilly (h,f)
32	Onek (d)	62	Welby (h)
33	Dunkar (d)	63	Bargus (h)

34	Borgrim (d)	64	Kepli (h,f)
35	Balorn (d)	65	Crista (h,f)
36	Haelia (d,f)	66	Gert (h)



The third names table (d66) produces a series of nicknames in the “common” tongue.

NICKNAMES			
11	Mad Dog	41	Highpants
12	Lucky Top	42	Tweety
13	Ballsy	43	Foxy
14	Crane	44	Duke
15	Twinkle	45	Gummy
16	Brick	46	Noggin
21	Princess	51	Ratsack
22	Kiddo	52	Crusher
23	Butcherboy	53	Slick
24	Mother	54	Ziggy

25	Lugnut	55	Flash
26	Sparra	56	Old Head
31	Nugget	61	Slumsy
32	Lil' Fella	62	Big Unit
33	Piggy	63	Smirk
34	Nimble	64	Knuckles
35	Beerslave	65	Boondog
36	Rube	66	Pixie

Background

Hirelings are commonly from the lowest rungs of society, emboldened in their quest for coin. Additionally, most mercenaries have some combat experience (roll 1d8: (i) ex-city watch, (ii) ex-militia, (iii) bodyguard, (iv) pit fighter, (v) ex-soldier, (vi) thug (vii) ex-pirate (viii) green recruit).

BACKGROUND			
11	Pickpocket	41	Beekeeper
12	Rat Catcher	42	Leech Collector
13	Grave Digger	43	Stable Hand
14	Beggar	44	Bone Grubber
15	Busker	45	Deserter
16	Street Walker	46	Thatcher
21	Fishmonger	51	Cobbler
22	Skinner	52	Wagoneer
23	Slave	53	Limeburner
24	Alley Thug	54	Organlegger
25	Lay Preacher	55	Ploughman
26	Woodsplitter	56	Scullion
31	Ditch Digger	61	Mudlark
32	Street Sweeper	62	Swineherd
33	Bar Wench	63	Fur Trapper
34	Yellow Lotus Addict	64	Fuller
35	Chimney Sweep	65	Gong Farmer
36	Mutineer	66	Hangman

Hireling Quirks

The quirks below are skewed towards the kinds of fortune hunters, outsiders and other desperados willing to accompany unpredictable adventurers into the dark places of the world.

QUIRKS			
1-2	Loose Canon	51-52	Dimwitted
3-4	Short Fuse	53-54	Joker, Prankster
5-6	Cruel	55-56	Blackmailer
7-8	Deceptive	57-58	Sneaky Git
9-10	Cynical	59-60	Lotus Addict
11-12	Brutish	61-62	Pagan
13-14	Greedy	63-64	Sly
15-16	Callous	65-66	Reckless
17-18	Hears Voices	67-68	Grieving
19-20	Shameless	69-70	Haggler
21-22	Overconfident	71-72	Indebted
23-24	Argumentative	73-74	Babbler
25-26	Pilferer	75-76	Schemer
27-28	Death Wish	77-78	Godless
29-30	Bloodthirsty	79-80	Sassy
31-32	Outspoken	81-82	Blamer
33-34	Woefully Naïve	83-84	Ruthless
35-36	Snarky	85-86	Selfish
37-38	Mirthless	87-88	Lazy
39-40	Blissfully Ignorant	89-90	Rowdy
41-42	Withdrawn	91-92	Blunt
43-44	Bawdy Singer	93-94	Jaded
45-46	Alcoholic	95-96	Foul Mouthed
47-48	Religious Zealot	97-98	Daring
49-50	Tireless Optimist	99-100	Manly Grit

Hireling Traits

The traits table includes a mix of humorous, curious and distinguishing oddities, some suited to the rigours of adventuring, and others not.

TRAITS			
1-2	Terminal Disease	51-52	Face/Neck Tattoo
3-4	Pockmarked	53-54	Stark white Hair
5-6	Ugly Mug	55-56	Elderly
7-8	Missing Ear	57-58	Bald/Hairless
9-10	Scruffy	59-60	Sumo Size
11-12	Thievery Brand	61-62	Young (12+1d4 yrs)
13-14	Missing Teeth	63-64	Wheezy
15-16	Limp or Pegleg	65-66	Half Skorn (Str, Con 15)
17-18	Whispers	67-68	Hacking Cough
19-20	Six Fingers on One Hand	69-70	Nose/Ear Ring
21-22	Pox, Warts, etc	71-72	Androgynous
23-24	Pet Bird, Snake, Rat, Lizard, etc	73-74	Massive Eyebrows
25-26	Half Dwarf (Con 15)	75-76	Hook Hand
27-28	7 ft Giant (Str 17)	77-78	Drooping handlebar moustache
29-30	Scar on neck, arms, etc	79-80	Mismatched Irises
31-32	Foul Odor	81-82	Huge Hands, Feet, Nose, etc
33-34	Doesn't wear pants	83-84	Lisp
35-36	Hard of Hearing	85-86	Lice Ridden
37-38	Loud Talker	87-88	Body Tattoos
39-40	Eye Patch	89-90	Bad Wig
41-42	Hunchback	91-92	Cat like Reflexes (Dex 15)
43-44	Bad Breath	93-94	Broken Nose

45-46	Lazy Eye	95-96	Crude Eyeglass(es)
47-48	Massive Beard	97-98	Twins (two for one)
49-50	Hairy Palms	99-100	Mute



Gear

In addition to everyday items, non-combatant hirelings may use light armour, one handed melee weapons, and slings (roll 1d4 for starting gear).

Mercenaries may use any weapon, light or medium armour, and shields. The table below provides starting gear (roll 1d12, plus dagger). Naturally, PCs may buy better gear for their hirelings. Pets do not come with barding (left to the GM as to availability, cost, etc).

STARTING GEAR	
1	<i>Non-Combatant:</i> no armour, knife. <i>Merc:</i> light armour, shortsword.
2	<i>Non-Combatant:</i> no armour, club. <i>Merc:</i> light armour, flail.
3	<i>Non-Combatant:</i> no armour, staff <i>Merc:</i> light armour, shield, spear.
4	<i>Non-Combatant:</i> no armour, sling. <i>Merc:</i> medium armour, heavy mace.

5	Medium armour, shield, shortsword, 1d3 light axes.
6	Medium armour, spear, 1d3+1 javelins.
7	Medium armour, shield, longsword/battle axe/mace/hammer
8	Medium armour, polearm.
9	Medium armour, great sword/axe/hammer.
10	Light armour, shortsword, short/long bow, 20 arrows.
11	Medium armour, heavy crossbow, 20 bolts.
12	Heavy armour (proficient), shield, longsword/battle axe/mace/hammer.

Catchphrase

At the GM's option, hirelings might come with a catchphrase to further differentiate them.

CATCHPHRASE	
1-2	Not how I'd have done it.
3-4	A shovel will sort it.
5-6	I can do it fast, or I can do it right.
7-8	You had one job.
9-10	Slackjaw scrumpy time.
11-12	If I was richer, I wouldn't put up with this sh*t.
13-14	We're all gonna die.
15-16	I like the gold more than I like you.
17-18	Can't hear you over my brain talk.
19-20	This is bullsh*t.
21-22	I survived the puss puddle plague. How bad can it be?
23-24	Argona save us.
25-26	Fangs of fate!
27-28	Hodorf.
29-30	Does this look swollen to you?
31-32	Permission to speak, bossman?
33-34	We should never have come here.
35-36	I ain't got time to die.
37-38	Son of a scob must pay.

39-40	That's some bad sh*t.
41-42	Don't mention it.
43-44	It's like we're in some kind of sick game.
45-46	I never liked him anyway.
47-48	Ruuuun!
49-50	Aw hell no.
51-52	Baals balls!
53-54	Get to the horses!
55-56	Is it just me, or ...
57-58	You heard the lady.
59-60	Where to from here?
61-62	I didn't sign up for this.
63-64	This ain't good.
65-66	Well that's embarrassing.
67-68	I'm not dying in this sh*thole.
69-70	Am I right?
71-72	Smells like a trap.
73-74	Runebones say no.
75-76	Thought I was smarter than this.
77-78	I don't trust any of you assholes.
79-80	I would if I could.
81-82	I feels it in my bones.
83-84	You got this.
85-86	I'm gonna need more gold.
87-88	If this ain't a trap, I don't know what is.
89-90	Storm's brewin'
91-92	I don't even want to know.
93-94	Better you than me.
95-96	Somebody oughta do something.
97-98	Right you are guv.
99-100	Say what now?

Pets

Pets are available to PCs at the GM's option, including war dogs, falcons, cats, snakes, etc. The following table provides some qualities to assist in personalising them. It is assumed players will name their own pets.

PET QUALITIES			
11	Dumb	41	Hyper
12	Ferocious	42	Insane
13	Hard to Kill	43	Fat
14	Sharp Ears	44	Relentless
15	Territorial	45	Sick
16	Affectionate	46	Clever
21	Protective	51	Climber
22	Cowardly	52	Lazy
23	Reckless	53	One Eye
24	Greedy	54	Playful
25	Hates Water	55	Skinny
26	Impatient	56	Sociable
31	Mangy	61	Shaggy
32	Very Quick	62	Sharp Eyes
33	Sneaky	63	Albino
34	Great Nose	64	Loud
35	Fearless	65	Very Strong
36	Digger	66	Loyal





Advancement

Hirelings (and perhaps pets) that survive an adventure gain an advancement on the following table at the GM's option (roll 2d6).

Hirelings who evolve into henchmen become 1st Level in an appropriate class, and are loyal to their PC if accepted. If a PC declines a henchmen, or if the henchmen has any outstanding *Payback*, they depart on adventures of their own.

Henchmen gain experience/levels at half the PC's rate. Whether henchmen receive a share of party xp, treasure, etc is left to GM determination.

ADVANCEMENT	
2	Permanently gains one 1 st level ability from an appropriate class.
3	Gains an appropriate skill and a <i>Reroll Pool</i> of 1.
4	Gains advantage on morale checks.
5	Treat as a PC for dying and injuries.
6	Gains a piece of useful gear.
7	Increase a random attribute by 2 (max 15, subject to GM approval re pets).
8	Gains a piece of useful gear.
9	Learns to use a new weapon.
10	Learns to use a new armour (inc shields).
11	Increase Max hp by 2 and treat as a PC for dying and injuries.
12	Transforms into a beautiful henchmen.

Payback

Hirelings treated poorly tend to react adversely over time, particularly mercenaries. At the GM's option, poor treatment might call for a 2d6 roll on the *Payback* table below.

PAYBACK	
2	A powerful friend of the hireling gets wind of their poor treatment (if not impossible), and organises some form of revenge (blacklist, robbery, arson, arrest, assassins, etc).
3	The hireling leaves the party's employ, then attempts to blackmail the PC over some misdeed they witnessed or are aware of.
4	Word of the party's poor treatment of their hireling(s) makes its way to powerful people (if not impossible), marring the PCs' reputation in highborn circles.
5	The hireling actively works to undermine the PC behind her back. Within 4d6 hours, all of the party's hirelings become reluctant to assist the PC (might require Cha checks, etc).
6	The hireling suffers disad on morale checks until the end of the adventure or matters significantly improve (GM discretion).
7	Bites his lip and cops it, this time. Add +1 to the next <i>Payback</i> roll.
8	The hireling leaves the party's employ when back in civilization. He bad mouths them in taverns, etc, marring their reputation amongst commoners and merchants.
9	The hireling tries to steal something valuable from the PC (some gold, a gem, etc).
10	The hireling leaves the party's employ, and betrays them to a known enemy (if not impossible).
11	The hireling sabotages the PC's gear in some way (frays climbing rope, holes in waterskin, greases sword hilt, etc).
12	The hireling actively seeks to arrange the PC's injury or death. Eg a non-combatant might fail to pass on critical information, or lead the PC into an ambush. A mercenary might slit the PC's throat while on sentry duty, switch sides during a desperate melee, etc.

LFG Stat Blocks

Relevant stat blocks for the various hirelings appear below, using the *Low Fantasy Gaming* RPG system.

Non-Combatant, AC 10, HD 1d6 hp, knife, club, etc, 19: as weapon, S10 D10 C10 I10 P10 W10 Ch10, L3, Mv 30 ft.

Mercenary, AC as armour and/or shield, HD 1d4+4 hp, sword, axe, etc, 19: as weapon, S13 D10 C12 I10 P11 W13 Ch10, L4, Mv 30 ft. If armed with a shield, may negate a single directional attack (per shield rules LFG p.40).

War Dog, AC 12, HD 1+1, Bite 1d4+1, 19: knocked prone, S13 D14 C15 I2 P12 W10 Ch6, L4, Mv 60 ft. Adv when tracking by scent and when flanking a target.

Snake, AC 11, HD 1d6 hp, Bite 1d3 + poison, 19: disarm, S9 D15 C14 I4 P10 W10 Ch5, L4, Mv 30 ft. The snake is 4 - 6 ft long, able to climb trees and squeeze into tiny spaces. It detects body heat up to 10 ft distant (ignores visibility penalties against living targets). The poison causes 1d6 damage (*Luck* (Con) save negates).

Falcon, AC 14, HD 1d4 hp, Rake 1d3, 19: eyes bloodied, target blind until end of their next turn, S5 D16 C10 I4 P16 W13 Ch7, L5, Mv 120 ft. The falcon gains the usual aerial combatant advantages (LFG p.82). Adv on sight based perception checks. Feeds itself.

Cat, AC 13, HD 1d4 hp, Rake 1d3, 19: latches onto target's back, unable to be attacked by the target next turn, S5 D18 C8 I5 P14 W10 Ch8, L6, Mv 60 ft. The cat sees as well in darkness as light, provided there is some light to amplify (eg moonlight). Adv on stealth, climbing and balance related checks. Feeds itself.

5e Stat Blocks

Non-Combatant, AC 10, HP 1d8, Club +2/d4, S10 D10 C10 I10 P10 W10 Ch10, Mv 30 ft. PP 10, CR 0 (10 xp).

Mercenary, AC as armour and/or shield, HP 2d8+2, Spear +3/1d6+1 range 20/60 ft, S13 D12 C12 I10 W11 Ch10, Mv 30 ft. PP 12, Perception +2. CR 1/8 (25 xp).

War Dog, AC 12, HP 1d8+1, Bite +3/1d6+1 and if humanoid DC 11 Str save or prone, S13 D14 C12 I3 W12 Ch7, Mv 40 ft. PP13, Perception +3. CR 1/8 (25 xp). The war dog has advantage on Wis (Perc) checks that rely on hearing or smell.

Snake, AC 13, HP 1d4, Bite +5/1 + 2d4 poison (DC 10 Con save for half), S2 D16 C11 I1 W10 Ch3, Mv 30 ft, swim 30 ft. PP 10, Blindsight 10 ft. CR 1/8 (25 xp).

Falcon, AC 13, HP 1d4-1, Talons +5/1, S5 D16 C8 I2 W14 Ch6, Mv 10 ft flying 60 ft. PP 14, Perception +4. CR 0 (10 xp). The hawk gains adv on Wis (Perc) checks that rely on sight.

Cat, AC 12, HP 1d4, Claws +0/1, S5 D15 C10 I3 W12 Ch7, Mv 40, climb 30 ft. PP 13, Perception +3, Stealth +4. CR 0 (10 xp). The cat has adv on Wis (Perc) checks that rely on smell.



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