

A parliament of hirelings

A large number of semi-active adventurers have become permanent fixtures in and around the city. Most of the time, these individuals are happy to sponge off the generosity of the locals. Occasionally--often due to gambling debts or unpaid bar tabs--they get desperate enough to actually venture into the dungeons for a small fee and possibly a share of the loot. This is where your PC comes in. For just a few gold pieces, you can hire one of these poor fools and probably lead them to their doom.

Since these are unique (hopefully-)recurring characters, you can only recruit and control one hireling at a time. These folks generally work on a per-session basis. If they survive an adventure, they go back into the hiring pool. If a single session of game play involves more than one expedition (i.e. you exit the dungeon and go back in) then you must make a morale roll (modified by the DM if the previous expedition was particularly harrowing or enriching) to cajole your hireling back into the dungeons.

To recruit one of these folks, spend 10gp, 25gp, or 100gp. Consult the Charisma chart to find out what die you may roll on the roster below. If you don't like the result, you can choose not to hire anyone but you're out the gold and don't get to try again; whoever you rolled is your best prospect given the time and money available.

			CHARISMA		
	3	4-8	9-12	13-17	18
10gp	d1	d4	d6	d10	d20
25gp	d6	d10	d12	d20	d30
100gp	d10	d12	d20	d30	Choice of 2 rolls of d30

Note that one of the reasons why you want the largest die possible is because the chart is basically ordered by competence. Hirelings #8 and #17 may both be first level Fighters, but #8 will require more oversight than #17. (Not that #17 is without his own issues. That guy thinks he's the hero in a sword-and-sorcery novel.)

Ability scores are generally irrelevant for these people. For simplicity's sake, they all range from 9 to 12. You can assume fighters have a 12 Str and an 9 Int, for instance.

Hit points are rolled anew for each expedition. Fighters and dwarves get d8. Clerics, elves, and halflings get d6. Everyone else gets d4.

Most characters start with no equipment save the weapon and armor listed below, with the following exceptions: **Thieves** generally have a crummy lockpick or two. **Clerics** possess a shoddy wooden holy symbol. And **magic-users** own a poorly organized spellbook incomprehensible to anyone else. Other specialists probably have the basics to practice their profession. Any equipment purchased for hirelings stay with them after the expedition is over, though these folks have a tendency to misplace, break, or otherwise lose equipment.

Spellcasters get random BX spells. Reroll between expeditions. These characters are generally too incompetent to learn or teach new spells.

Anyone with a standard class (not a zero level weenie) earns half experience and is entitled to a half a share of loot earned. All hirelings will automatically carouse if they can afford to do so, earning half XP.

Should something unfortunate happen to one of these poor wretches, either move everyone with a higher number down one spot and add a new #30 or a replacement will appear in the empty slot (50/50 chances). The new NPC need not be of the same class as the fallen.

Should a hireling experience a windfall, they may retire at the DM's discretion.

Mercenaries are 0-level soldiers capable of holding their own with human-like foes such as orcs and goblins. They are less stalwart against weird monsters and undead.

Losers are generally incompetent. They are nonetheless useful because once per expedition they can be used as cannon fodder to absorb some doom that would otherwise befall their employer. E.g. that orc axe that would have split you in twain actually kills Dripnose Pete instead.

Likely Lads and **Lasses** are the most competent and daring of zero-level characters. At the end of each expedition, there is a 1 in 6 chance they 'graduate' to an actual adventuring class. Their new class will be identical to that of their recent employer, if possible. (E.g. a Likely Lass who worked for a Dwarf will probably become a Fighter.)

ROSTER

Die Roll	Name	Class	Weapon	Armor	Miscellaneous	XP	Notes
1	Dripnose Pete	loser	club	filthy rags	Constant runny nose; sneezes at inopportune times	0	
2	Feeble Philbert	loser	none	patchwork cloak	Will never succeed at any die roll	0	
3	Medium John	mercenary	spear	soiled tunic	Absolutely average	0	

4	Bessie the Beggar	thief	crutch	tattered shawl	Only has a slight limp, the crutch is for sympathy	o	
5	Scuzzo	likely lad	switchblade	leather jacket with Dead Kennedys sigil	Totally punk rock	o	
6	Rothward the Hideous	mercenary	halberd	full helm, which he never takes off	Actually not <i>that</i> ugly, just very self-conscious	o	
7	Noxious Nick	loser	dagger	Armored codpiece; wears nothing else	Can fart once per session as per <i>stinking cloud</i>	o	
8	Bella the Belligerent	fighter	sword	chainmail	Collects ears of slain foes	o	
9	Augustus Bilge	cleric	club	shield	Prays loudly for guidance any time the party can't decide on a course of action	o	
10	Rodney Deathsaw	mercenary	sword	Leather armor	3/2 attacks, extra attack w/ Wicked Buzzsaw for left hand, d6 dmg	o	
11	Wee Bemothy	likely lad	club	rags	Small for his age	o	
12	Glombur Scorchbutt	dwarf	Shortsword	chainmail	Deathly afraid of fight fire-based foes	o	
13	Blackcloak Jones	thief	dagger	leather	Real first name is Herbert	o	
14	Tiffany	mercenary	shortbow	tasteful dress	Will not hesitate to shoot into melee	o	
15	Cosmic Joe	magic-user	staff	Robe with stars & such	Spends a lot of time working out everyone's horoscopes	o	
16	Bright-Eyed Serah	likely lass	spear	shield	Will object to mistreatment of children or small furry creatures	o	
17	Manto the Manly	fighter	sword	chainmail	<i>Muy macho</i>	115	

18	Sister Smash	cleric	mace	shield	Swears like a sailor	650	
19	Rosco	likely lad	handaxe	rusty helmet	Once per session finds some sort of useful clue	0	
20	Bartholomew Fidget	halfling	dagger	none	May wander off if party spends too much time doing something boring	307	
21	Lucius Maximo	fighter	Trident & net	helmet	ex-gladiator	136	
22	Leafgreen Greenleaf	elf	shortsword	chainmail	Slightly allergic to halflings: eyes water, some sneezing	609	
23	Arturo Braggadocio	halfling	warhammer	shield	Expert mule handler	433	
24	Zelma Ironskull	dwarf	battleaxe	chainmail	Beardless; very sensitive about this deficiency	546	
25	Brightstar Moonbeam	elf	nunchucks	White pants and jacket	Inexplicably, a green belt in karate	1423	
26	Fancy Dan	thief	rapier	dandy's clothes	Spends everything he earns on fashion	958	
27	Weird Walter	special	tire iron	3 piece suit	Roll character class randomly each time hired	123	
28	Padre Piotr	cleric	warhammer	Leather armor	Will marry any two consenting anythings	544	
29	Frank the Jolly Nihilist	magic-user	dagger	robe	Favorite hobby is staring into the abyss until it blinks	1562	
30	Silverlake Talltree	elf	sword	chainmail	Searching for a lost elven artifact, the Eye of Oloro	2917	