

Hirelings

1. **Level:** Like monsters, hireling levels are not as fine-grained as those of characters.
 - a. At early levels, hirelings are usually humans, or of the other common races of the city.
 - b. At middling levels, hirelings are most often servitors, elemental beings conjured and bound to assist in exchange for treasure.
 - c. At higher levels, they are angels, divine spirits whose aid is granted by Memagon in exchange for offerings.
 - d. There are champions of the common races whose skill and power match or even exceed that of the servitors or the angels. They are not, however, usually content to hire into another's service for simple coin.
2. **Abilities:** Hirelings have ability scores of 2, 0, 0, and -1. Non-human hirelings have ability scores of 1, 1, 0, and -1. Non-human hirelings don't have any of the benefits or talents granted by the player class of their name, other than bonus languages.
3. **Hit Points:** Hirelings have 6 hit points + their Strength, plus 6 hit points per level.
4. **Spells:** Just like characters, hirelings know spells equal to their Intelligence + 1.
5. **Special:** Instead of kits or classes, most hirelings have a special bonus or consideration. Some of these may seem powerful and desirable by characters, but hirelings lack the versatility and resilience of characters.
6. **Experience:** Hirelings count as half a character for purposes of dividing up XP gained in situations they assisted with.
7. **Gear:** They have their own, serviceable equipment relevant to their duty, but the characters may buy or loan them better.
8. **Rate:** Double the hireling's daily rate if danger is expected.
9. **Morale:** When facing overwhelming danger or falling below half hit points, a hireling makes a Morale check. Previous treatment by the PCs adjusts this roll. They will balk at undertaking jobs outside their specialty, which is what provides their skill bonus.

Level	Daily Rate	XP	Benefit	Notes
0	10 GP	0		Commoners, militia, students.
1	50 GP	3,000	Increase one ability by 1.	Journeyman, soldiers, scholars.
2	100 GP	15,000	Rank 1	Experts, veterans, sages.
3	200 GP	36,000	Increase two abilities by 1.	Masters. Lesser servitors.
4	400 GP	66,000	Rank 2	Greater servitors.
5	700 GP	105,000	Increase one ability by 1.	Lesser angels.
6	1000 GP	153,000	Rank 3	Greater angels.

Archer (Morale +2)

A couple of archers supporting your party from the rear lines can turn the tide of battle.

Special: +1 to hit their intended target with ranged attacks.

Level 0 Human Archer

Abilities: Strength 0, Dexterity 2, Intelligence -1, Wisdom 0.

Stats: 6 HP. 13 Armor, 13 Reflex, 10 Fortitude, 10 Will. 3 Move.

Strategy: Withdraw from melee. Seek cover. Attack ranged enemies. Attack isolated enemies.

Gear: Shortbow, 50 arrows, dagger. Leather armor, cloak.

Attack: Shortbow +3 medium. d8+2.

Level 1 Elven Archer

Abilities: Strength -1, Dexterity 2, Intelligence 1, Wisdom 0.

Stats: 11 HP. 13 Armor, 13 Reflex, 11 Fortitude, 11 Will. 3 Move.

Strategy:

Spells: Haze and Nimbus.

Gear: Shortbow, 50 arrows, dagger. Leather armor, cloak.

Attack: Shortbow +3 medium. d8+2.

Burglar (Morale +0)

Unsavory folk possibly serving a geas with the guild, but skilled at opening locks and bypassing traps.

Special:

Level 0 Human Burglar

Abilities: Strength 0, Dexterity 2, Intelligence -1, Wisdom 0.

Stats: 6 HP. 13 Armor, 13 Reflex, 10 Fortitude, 10 Will. 3 Move.

Strategy: Withdraw from melee. Hide. Secure an escape route.

Gear: Two daggers. Leather armor, cloak. Unique tools.

Attack: Dagger +3 melee or close. d4+2.

Level 2 Orc Burglar

Abilities: Strength 0, Dexterity 2, Intelligence -1, Wisdom 1.

Stats: 18 HP. 14 Armor, 14 Reflex, 12 Fortitude, 12 Will. 3 Move.

Strategy:

Gear: Two daggers. Leather armor, cloak. Unique tools.

Attack: Dagger +4 melee or close. d4+2.

Craftsman (Morale -5)

When you need something built or fixed, or laborers supervised, you hire a craftsman.

Special: Instead of adding their Rank to attacks, craftsmen instead increase the die size used when making a skill check. So when trained, a Rank 1 craftsman rolls +1d8, a Rank 2 craftsman rolls +1d10, and a Rank 3 craftsman rolls +1d12. They apply Rank to their defenses and saving throws normally.

Level 0 Dwarf Craftsman

Abilities: Strength -1, Dexterity 0, Intelligence 1, Wisdom 1.

Stats: 5 HP. 10 Armor, 11 Reflex, 11 Fortitude, 11 Will. 3 Move.

Strategy: Withdraw from melee. Run.

Spells:

Gear: Specialized tools.

Attack: Unarmed +0 melee. d4.

Level 2 Human Craftsman

Abilities: Strength -1, Dexterity 0, Intelligence 3, Wisdom 0.

Stats: 17 HP. 11 Armor, 14 Reflex, 11 Fortitude, 14 Will. 3 Move.

Strategy: Withdraw from melee. Run.

Spells:

Gear: Specialized tools.

Attack: Unarmed +0 melee. d4.

Special: +1d8 on trained skill checks.

Laborer (Morale -5)

To clear out tunnels, build fortifications, haul loads, or other sweaty, tedious work, you'll likely want a force of laborers. Laborers cost only a third as much as other hirelings.

Special: Treat a laborer's Strength as 1 point higher when figuring Load.

Level 0 Human Laborer

Abilities: Strength 2, Dexterity 0, Intelligence -1, Wisdom 0.

Stats: 7 HP. 12 Armor, 10 Reflex, 12 Fortitude, 10 Will. 3 Move.

Strategy: Withdraw from melee. Run.

Gear: Hammer or club.

Attack: Thump +2 melee. d6+2.

Level 3 Servitor Laborer

Abilities: Strength 4, Dexterity 1, Intelligence -1, Wisdom 0.

Stats: 22 HP. 15 Armor, 12 Reflex, 15 Fortitude, 11 Will. 3 Move.

Strategy: Withdraw from melee. Run.

Gear: Hammer or club.

Attack: Thump +5 melee. d6+5.

Medium (Morale +2)

Attuned to the spirit world, mediums find employment with Wayshielders who know they will be venturing into haunted territory.

Special: Mediums base the number of spells they know on their Wisdom rather than their Intelligence.

Level 1 Human Medium

Abilities: Strength -1, Dexterity 0, Intelligence 0, Wisdom 2.

Stats: 5 HP. 11 Armor, 11 Reflex, 12 Fortitude, 12 Will. 3 Move.

Strategy: Be within reach of melee. Yank horrors. Heal wounded allies. Support allies.

Spells: Auspex, Mettle, and Yank.

Gear: Staff. Light armor, cloak.

Attack: Staff -1 melee. d8-1.

Level 2 Orc Medium

Abilities: Strength -1, Dexterity 1, Intelligence 0, Wisdom 2.

Stats: 11 HP. 12 Armor, 12 Reflex, 12 Fortitude, 12 Will. 3 Move.

Strategy:

Spells: Auspex, Bane, and Yank.

Gear: Polearm. Light armor, cloak.

Attack: Polearm -1 melee. d10-1.

Militia (Strength, Morale +2)

Warriors not the fighter's match, but brave and strong nonetheless. A warrior carries a one-handed weapon, shield, medium armor, and a couple of spears.

Special: +1 to hit with melee attacks.

Level 1 Human Militia

Abilities: Strength 2, Dexterity 0, Intelligence -1, Wisdom 0.

Stats: 8 HP. 15 Armor, 11 Reflex, 12 Fortitude, 10 Will. 3 Move.

Strategy: Approach melee. Use spears for counterattacks. Attack hordes. Attack largest enemy.

Gear: Two spears. Medium armor, shield. (Load 9/17)

Attack: Spear +3 melee or +0 close. d6+2.

Level 2 Human Militia

Abilities: Strength 3, Dexterity 0, Intelligence -1, Wisdom 0.

Stats: 15 HP. 16 Armor, 11 Reflex, 13 Fortitude, 10 Will. 3 Move.

Strategy: Approach melee. Use spears for counterattacks. Attack hordes. Attack largest enemy.

Gear: Three spears. Medium armor, shield. (Load 10/18)

Attack: Spear +4 melee or +0 close. d6+3.

Level 3 Human Militia

Abilities: Strength 3, Dexterity 0, Intelligence -1, Wisdom 0.

Stats: 21 HP. 17 Armor, 12 Reflex, 14 Fortitude, 11 Will. 3 Move.

Strategy: Approach melee. Use spears for counterattacks. Attack hordes. Attack largest enemy.

Gear: Three spears. Medium armor, shield. (Load 10/18)

Attack: Spear +5 melee or +1 close. d6+3.

Priest (Wisdom, Morale +2)

Priests hire on with Wayshielders as healers or councilors. A priest in the field will wear chain armor and carry a mace and shield. Priests know the Flux, Smite, and Bolster spells.

Special:

Strategy: Approach melee. Smite horrors. Heal wounded allies. Attack largest enemy.

Sage (Intelligence, Morale -5)

A sage may have a specialized or esoteric field of study. They are excellent at identifying items and deciphering old texts.

Special: Instead of adding their Rank to attacks, sages instead increase the die size used when making a skill check. So when trained, a Rank 1 sage rolls +1d8, a Rank 2 sage rolls +1d10, and a Rank 3 sage rolls +1d12. They apply Rank to their defenses and saving throws normally.

Level 1 Human Sage

Abilities: Strength -1, Dexterity 0, Intelligence 2, Wisdom 0.

Stats: 5 HP. 10 Armor, 12 Reflex, 10 Fortitude, 10 Will. 3 Move.

Strategy: Withdraw from melee. Secure some books or artifacts. Run.

Gear: Staff. Robes. Sack of books and scrolls, ink.

Attack: Staff -1 melee. d8-1.

Scout (Wisdom, Morale +0)

When travelling through strange territory, it helps to have a scout along. A scout wears light armor and a cloak, is armed with a crossbow and handaxe, and carries more rope than most. Rope's great.

Strategy: Withdraw from melee. Hide. Set up snares.

Thug (Strength, Morale +0)

Surly and violent types who'll take on rough jobs militia would find disagreeable. Or illegal. Thugs are good at lying in wait, intimidating, and taking low blows. They often do not carry weapons so as to not draw attention to themselves, but may have a dagger or club handy.

Special: Skilled brawlers, thugs deal d6 damage with an unarmed attack.

Strategy: Approach melee. Attack hordes. Attack smallest monster.

Warlock (Intelligence, Morale +2)

Spellcasters trained in military matters. Their powers pale alongside those of mages. They have light armor, a cloak, and a spear. Warlocks know the Blaze, Blink, and Splinter spells.

Special: +1 to hit with spells.

Strategy: Blink from melee. Seek cover. Splinter ranged enemies. Splinter largest set of enemies.

Beasts

(Have to make a morale check when entering combat against an unnatural enemy with a penalty of the enemy's bonus. So undead and such. Basically anything in a dungeon.

Their "hire cost" goes towards their feed and care directly at lower levels. At higher levels they're just summoned.)

Warbeast (Dog, wolf)

Mount (Horse, lizard, CELESTIAL STEEEED)

Hunter (Falcon etc.)

Dray (Mule, toad)