

## Hirelings

For every **5** silver you spend you can roll for hirelings. The money is spent buying drinks, spreading word, etc.

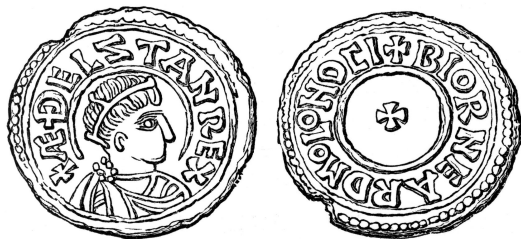
You can choose to hire guild hirelings or not. Guild hirelings will require you agree to take an Oath of Agreement, the Five Fingers:

For 5 gold a day or a half-share of treasure, In good faith I will:

- Obey, knowing it puts neither I nor any innocent at risk.
- Protect you and yours, knowing you will protect me in return.
- Wield gear carefully and well, knowing I will keep it at our journey's end.
- Remain resolute, knowing you will never bewitch me without my consent.
- Stand serene, knowing in the event of the worst, my remains will be returned respectfully along with a quarter-share to my kin.

Breaking the Oath will result in repercussions from the guild including higher prices or refusal of service.

Non-guild hirelings may be cheaper and have less restrictions, but will generally be less experienced and come poorly equipped.



### 1) How many?

Roll 1d6, +1 for large cities and for high Charisma:

Roll	Hirelings
1	-
2	-
3	1
4	1
5	2
6	2
7	2
8	3

### 2) What Type?

Roll 1d6, +1 for guild hirelings:

Roll	Type
1-4	Non-Combatant
5-6	Man-at-Arms

Non-combatants will carry torches, act as porters, or even cook, but will only fight in self defense. If you roll a Non-combatant, skip to step five.

### 3) Weapon?

Roll 1d6, +1 for large cities and for guild hirelings:

Roll	Weapon
1	Club
2	Throwing Axe
3	Throwing Axe
4	Spear
5	Spear
6	Spear
7	<i>Long Sword</i>
8	<i>Long Sword</i>

### 4) Armor?

Roll 1d6, +1 for large cities and for guild hirelings:

Roll	Armor
1	None
2	None
3	Padded
4	Padded
5	Leather
6	Leather w/ shield
7	<i>Ring Mail</i>
8	<i>Ring Mail w/ shield</i>



### 5) Hit Points?

Roll 1d6, +1 for guild hirelings:

Roll	Hit Points
1	2
2	3
3	3
4	4
5	4
6	5
7	6