

Hirelings and Henchmen

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"It's dangerous to go alone!" – Legend of Zelda

What are Hirelings and Henchmen

Just as in real life, individuals for hire offer their services for a modest fee, ranging from skilled fighters for raids to torch bearers aiding in illumination and treasure transportation. Most hirelings avoid perilous situations, but those willing to take that risk receive a fair share of the acquired loot.

Availability and types of hirelings are determined by the Dungeon Master, with the local Adventurer's Guild serving as a reliable resource.

The maximum number of hirelings a character can enlist depends on their Charisma ability score.

Charisma Ability Score # Hirelings

-4	0
-3	1
-2	2
-1	3
0	4
+1	5
+2	6
+3	7
+4	8

Types of Hirelings and Costs

The Dungeon Masters should adjust the costs listed here based on the size of the town or village, how dangerous the target location is, and the charisma of the player party.

Hireling	Daily Wage	Share	AC	Hit Dice	Damage	Carry
Guide	15sp	—	13	d8	d6	120lbs
Laborer	10sp	—	10	d8	d4	140lbs
Servant	5sp	—	10	d8	d2	100lbs
Squire (Melee)	50sp	1/10	16	d8	d8	130lbs
Fighter (Melee)	1gp	1/5	17	2d8	d8 +1	160lbs
Archer (Ranged)	5gp	1/4	15	2d8	d8 +2	160lbs

Hireling's Daily Wages are also effected by the party's Reputation.

- **High Reputation:** A good reputation attracts good-aligned followers who share your heroic ideals. They might offer their services at a discount or even for free, driven by a desire to be part of something bigger. Conversely, a notorious villain might struggle to find trustworthy companions, attracting only those motivated by greed.
- **Low Reputation:** Criminal organizations or villains might be more willing to work with a character with a bad reputation, offering lucrative contracts or dangerous tasks. However, loyalty might be suspect.

A good reputation earns discounts (up to 15% – multiply your reputation by 5%), while a bad reputation increases costs (up to 20% – multiply your reputation by 5%).