Labyrinth Lord Compatible Hirelings Generator

One attempt per day may be made to locate and recruit hirelings, at a cost of   gp (for food, drink, and bribes for information).

(1) How many?

Roll on the table at right, using the appropriate column depending upon the locale:

Roll (d6)	Small Town or Village	Large Town or City
1		
2		
3		
4		
5		
6		

(2) What type?

For each recruit from Step 1, roll on the table below:

Roll (d6)	Type	Explanation
	Non-Combatant	Porter, torch bearer, cook, etc.
	Man-at-Arms	0-level Fighter

(3) Attributes?

For each Non-Combatant, roll once to determine hit points. For each Man-At Arms roll three times on the table below - Once for hit points, once for weapon, and once for armor:

Roll (d6)	Hit Points	Weapon	Armor
1			
2			
3			
4			
5			
6			

Labyrinth Lord Compatible Hirelings Record Sheet

Non-Combatant Hirelings (will only attack in self-defense):

Name	HP	Wounds	Weapon / Dam.	AC	Cost / Day	Notes
			Club or Dagger / d4	9 [10]		
			Club or Dagger / d4	9 [10]		
			Club or Dagger / d4	9 [10]		
			Club or Dagger / d4	9 [10]		

Men-At-Arms:

Name	HP	Wounds	Weapon / Dam.	AC	Cost / Day	Notes

Attack Table:
(zero level fighters)

AC	0	1	2	3	4	5	6	7	8	9
Roll	20	19	18	17	16	15	14	13	12	11

Breath — 17

Poison or Death — 14

Petrify — 16

Wands — 15

Spells — 18

Throws Saving