Labyrinth Lord Compatible Hirelings Generator

One attempt per day may be made to locate and recruit hirelings, at a cost of 5gp (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	0	1
2	0	2
3	1	2
4	1	3
5	2	3
6	3	4

② What type?

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

Roll (d6)	Type	Explanation
1-4	Non-Combatant	Porter, torch bearer, cook, etc.
5-6	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	3	Club	None
2	3	Spear	Padded
3	4	Spear	Leather
4	4	Spear	Leather
5	5	Short Sword	Leather
6	6	Long Sword	Studded Leather

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		
			Club or Dagger / d4	9		
			Club or Dagger / d4	9		
			Club or Dagger / d4	9		

Men-At-Arms:

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

Saving throws:

Breath **17**

Poison or Death **14**

Petrify **16**

Wands **15**

Spells **18**

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