

Dungeons and Dragons Random Hiring Generator

The party may attempt to recruit hirelings once/day. The cost per attempt is 5 gp (for pamphlets, drinks, etc) or 10 gp to employ a Town Crier which adds a +1 to the party's die roll.

1. How Many Recruited?

Roll 1d6 based on locale:

Roll (d6)	Small Village or Town	Large Town or City
1	0	1
2	1	2
3	2	3
4	3	3
5	3	4
6	4	4

3. Hiring Attributes: Human

For each Non-Combatant, roll once to determine hit points. For each Man-at-Arms roll three times (HP, Weapons, and Armour) on the table below:

Roll (d6)	HP	Weapons	Armour
1	2	Club	None
2	3	Club	Padded
3	4	Hand Axe	Leather
4	4	Hand Axe	Leather
5	5	Spear	Studded
6	6	Spear	Studded & Shield

2. What Type of Hiring?

For each recruited hireling from Step 1, roll 1d6 on the table below:

Roll (d6)	Hiring Type	Description
1-3	Non-Combatant	Porter, Torch Bearer, etc (See Table 3)
4-5	Man-at-Arms	0-Level Fighter (See Table 3)
6	Man-at-Arms	0-Level Fighter (Demi-Human: See Table 4)

4. Hiring Attributes: Demi-Human

For each Demi-Human Man-at-Arms roll once on the table below:

Roll (d6)	HP	Race	Weapons	Armour
1	2	Halfling	Sling	None
2	3	Halfling	Shortsword	Padded
3	4	Elf	Longsword	Leather
4	4	Elf	Longbow	Ringmail
5	5	Dwarf	Warhammer	Scalemail
6	6	Dwarf	Battle Axe	Chainmail & Shield

Note: All Non-Combatants and Men-at-Arms carry a dagger.

Non-Combatants: (Attack only in self-defence)

Name	HP	Wounds	Weapon	AC	Cost/Day	Notes
			Dagger (1d4)	11	1 gp	
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			Dagger (1d4)	11	1 gp	
			Dagger (1d4)	11	1 gp	
			Dagger (1d4)	11	1 gp	
			Dagger (1d4)	11	1 gp	
			Dagger (1d4)	11	1 gp	

Breath:

17

Poison/Death:

14

Petrify:

16

Wands:

15

Spells:

18

Men-at-Arms:

Name	HP	Wounds	Weapon	AC	Cost/Day	Notes

Hireling Wages:

Hireling Type	Cost in GP/Day
Non-Combatants	1 gp
Man-at-Arms	2 gp
Man-at-Arms (Demi-Human)	5 gp

Note: Plus 1 gp/day per level if applicable