

# HENCHMEN

PATREON SEASON 1 COLLECTION  
PATREON EDITION



CAMPBELL

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# Henchmen

Why henchmen?

In classic versions of the original fantasy adventure game, heroes led armies. Before the modern trend of best in slot Christmas tree magic items, attuned items, and super-heroic powers, heroes were equal to 10 men, not 1,000.

One of the ways codified in the text that players accumulated power was followers. Automagically arriving after achieving lord, but before then you had other options: hirelings and henchmen. Hirelings were soldiers, troops, and specialists. Henchmen though, they were sidekicks.

Henchmen, much like powerful magic items, were ways that characters gained power. A character wasn't just himself, it was his partners—his company. It was the very reason Charisma wasn't a dump statistic.

Henchmen were leveled player characters. They began at level 0. After accumulating some pre-agreed amount of experience (usually 500), they became a leveled class, and could not advance in level beyond the player. Traditionally they took a full share of experience, and applied half of it to their experience total. This was by design, insuring that henchmen never exceeded the level of the player character, and slowing advancement, because of the strength an additional leveled character would allow further success.

What class did the henchmen become? Well, in classic gaming, unique classes based on their background and fictional positioning. What kind of person are they? What are they studying? Then the Dungeon Master with the player's input would use the tools to create an experience chart and a selection of specialized abilities for the henchmen.

Presented here are ten, plus one extra for patrons, illustrations of characters available for becoming henchmen. They are the kind of people who can't succeed on their own, but can be cultivated to be useful and constructive—even powerful members of a company.

Each page is titled with the archetype, along with a name and several traits. When players spend money in town to recruit henchmen, by hiring criers, putting up posters, and spreading the word in inns & taverns, a percentage of those available in town show up. You can select those that arrive from the people below.

Some guidelines for recruiting henchmen, suitable for any adventure game follow. Enjoy!

1/100<sup>th</sup> of the population of a urban area is available for being a henchmen.

Type of Advertisement	Cost	Effect
Hiring a Crier	10 gp	1-20% (1d20)
Contacting an agency	300 gp	5-50% (5d10)
Visiting Inns, Taverns	10-50 gp	1-6% per 10 gp spent
Posting signs	50 gp	10-40% (1d4 × 10%)

Total the percentage, and that is the number of available henchmen that arrive. They players must interview the henchmen they have an interest in and make an offer. Then the player makes a 2d6 roll. On a 9+ the henchman joins, on an 11+ the henchman joins with elan. The baseline offer must include a 100 gp retainer, lodgings and sustenance, and promise of at least a half-share of treasure. The 2d6 roll is modified as follows.

Henchmen, although controlled by the player character, are not the player character. If abused, treated rudely, unnecessarily endangered, or tempted by enemy or vice they must check their loyalty. Based on the recruitment roll and player behavior they will have a loyalty score. 9-10 is poor loyalty, 11-12 is loyal, and 13+ is fanatical. **Players should be informed by the Dungeon Master when they are taking actions in game that will affect retainer loyalty.**

If the loyalty is tested, the Dungeon Master with the player should take all relevant modifiers into account, and have the player make a charisma check, to see if the henchmen betrays the character, refuses to follow an order, or flee.

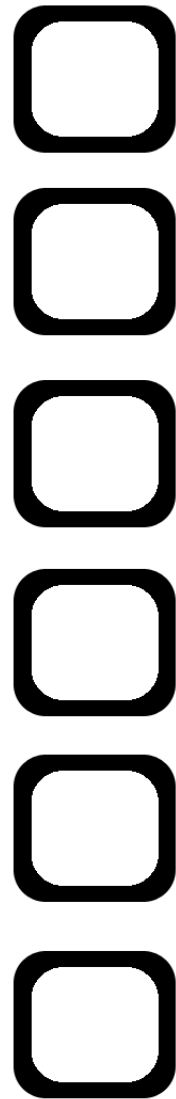
Modifiers	Bonus
Charisma 13+	+1
Charisma 16+	+2
Charisma 18+	+3
+100 Gold retainer	+1 per 100 gold
Offering a full share of treasure	+2
Offering a magic item	+2
Offering some other boon	+1

Note that the number of henchman you are allowed is your lifetime total. If a henchman dies, that slot cannot be filled by another person. Although parting ways with a living henchmen does allow you to replace them.

# HENCHMEN


Season one

# Skeleton Warrior



**Name:** Bartholomew

**Narrowminded, Restless**

**Immortal maybe, looking for gainful employment** 

# Elven Woodsman



**Name: Tod the Elf**

**Tolerant, Reverent**

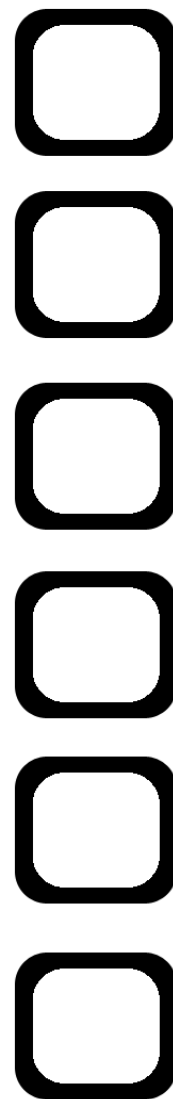
**Diercing Violet Eyes, Arrogant, Short**



# Human Actor



**Yenfalcon Gellantara**  
Calm, Sober



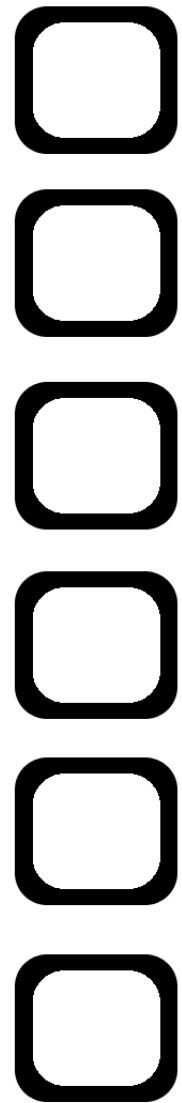
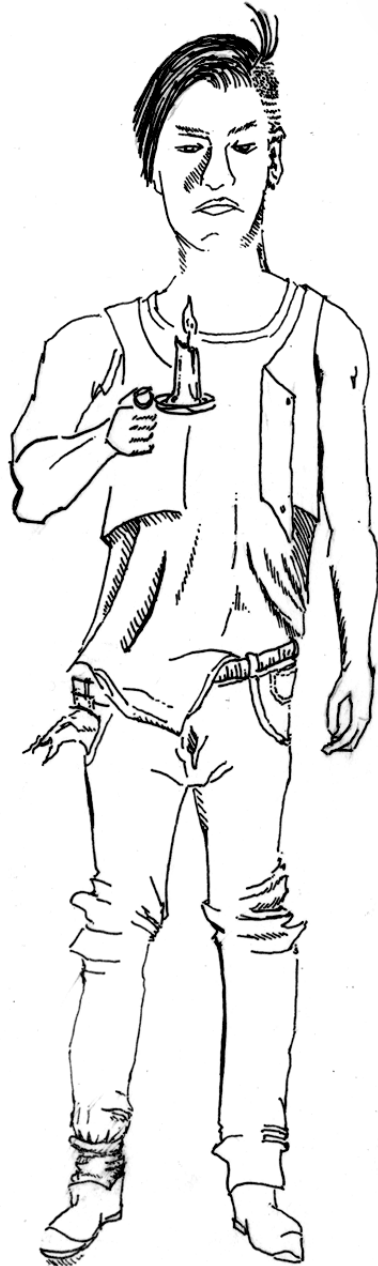
# Human Alchemist



**Graice Wolfswift**  
Vengful, Irresponsible



# Human Candlebearer



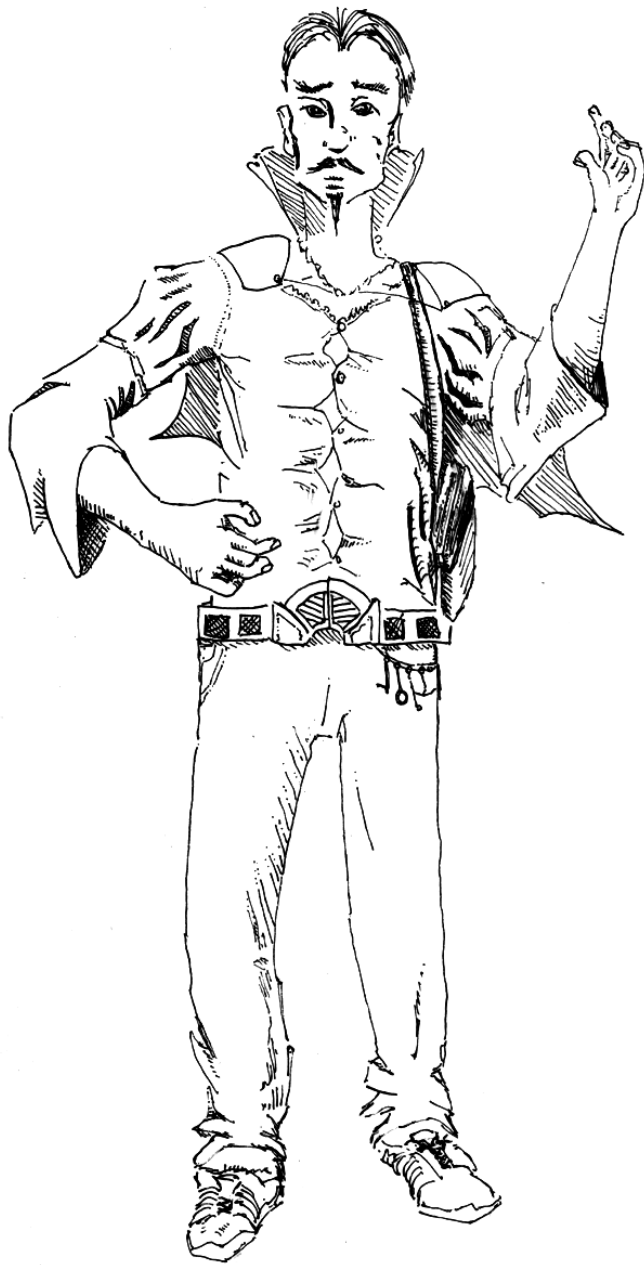
**Dan**

**Sarcastic, Furtive. Detulant**

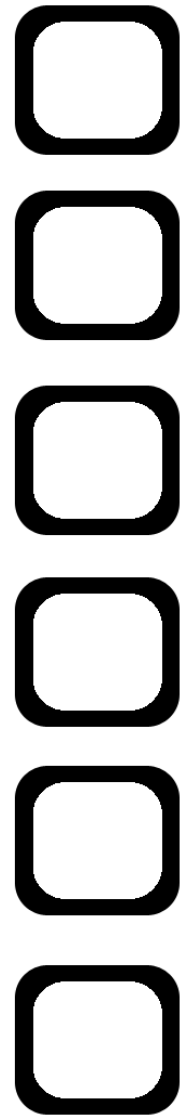




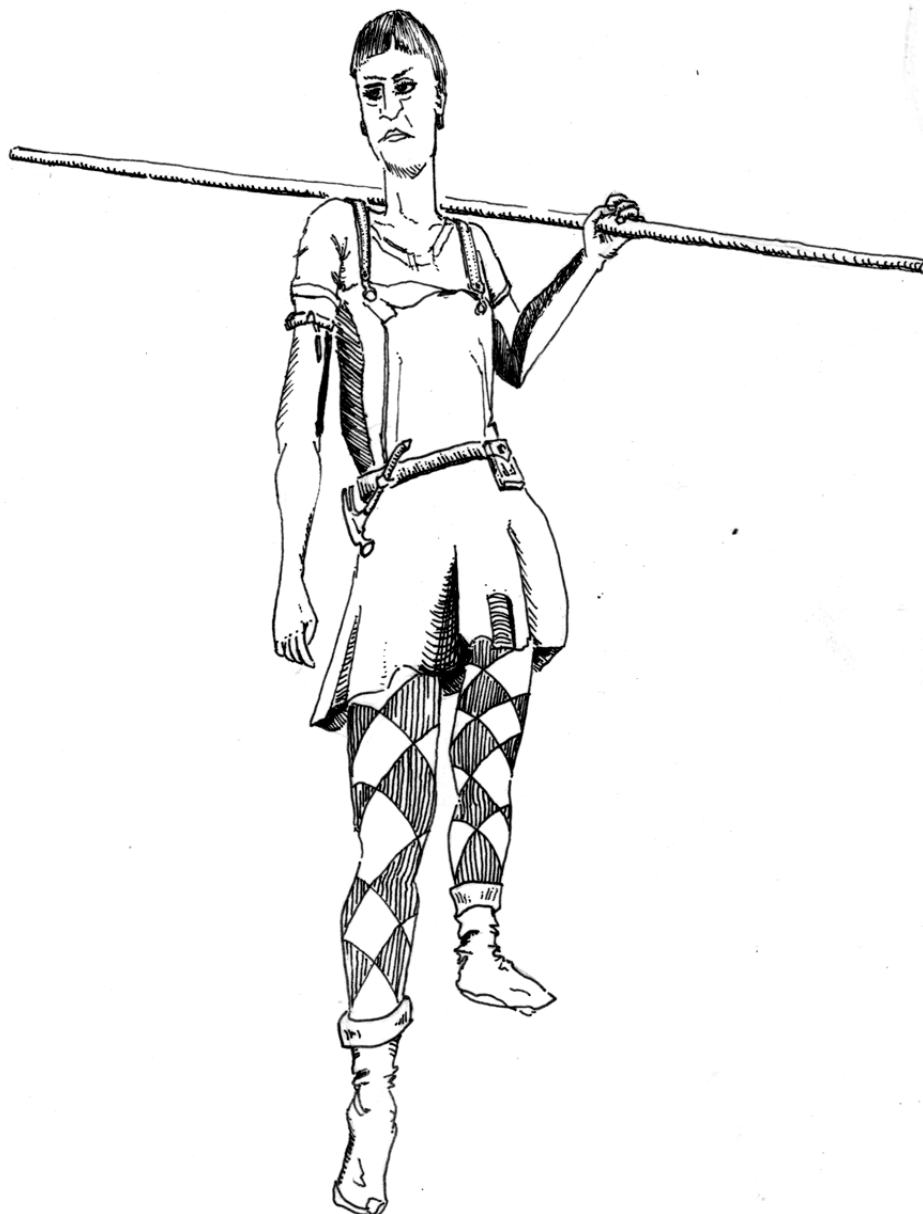
# Human Alienist



**Alfred Westmiser II**  
Shallow, Deliberate, Facial Tic



# Human Dolewoman

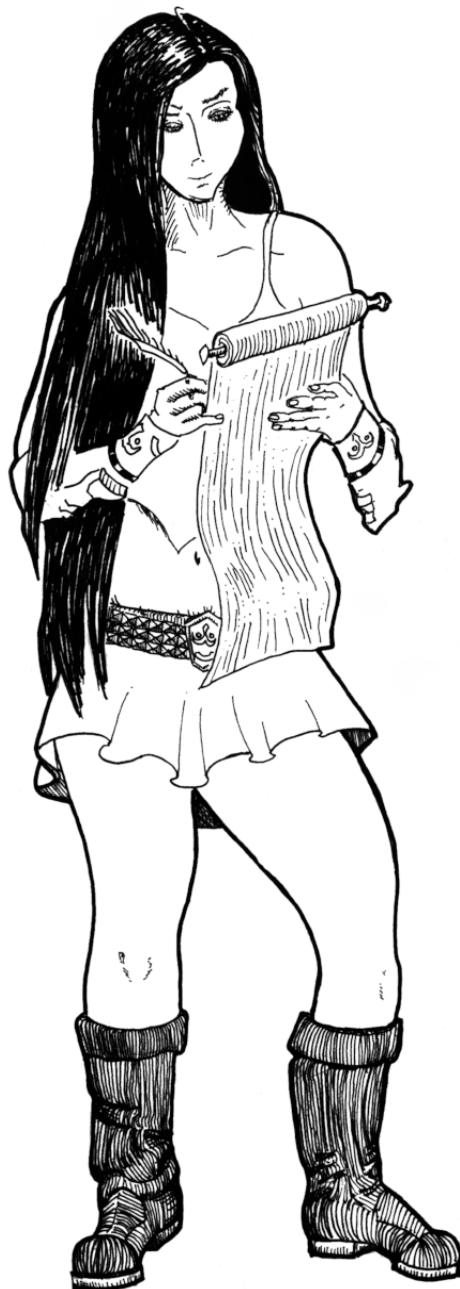


**Alice**

**Densive, Vigilant, Cursed by gods**



# Human Wizard Apprentice



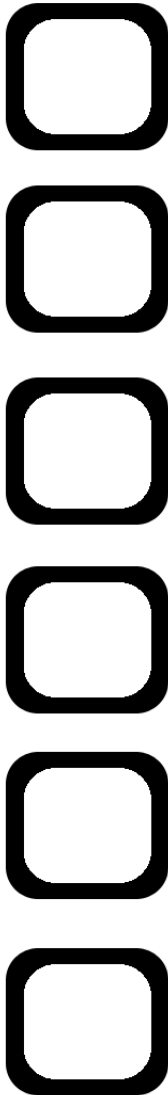
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**Name: Isabella Miliana**

**Shrewd, Whiny, Inquisitive, asks questions  
constantly, cries if reprimanded**



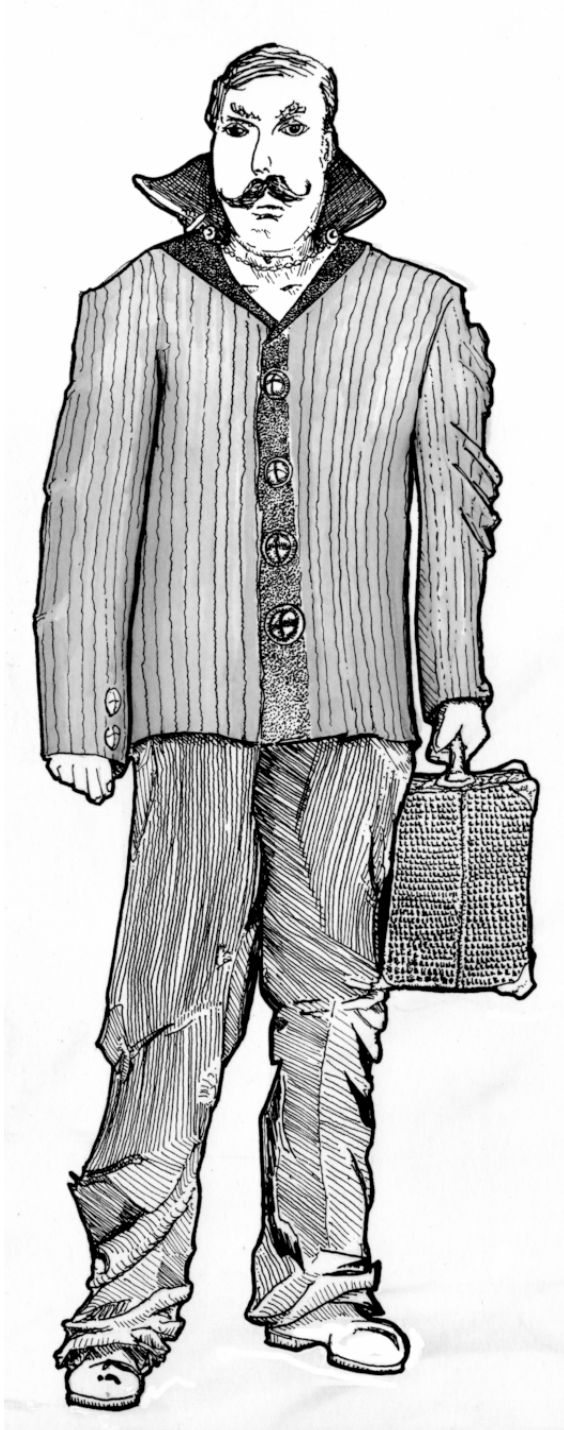
# Human Priestess



**Name: Odila Mildegard**  
**Savage, Risktaker, Intermittent Aphasía**

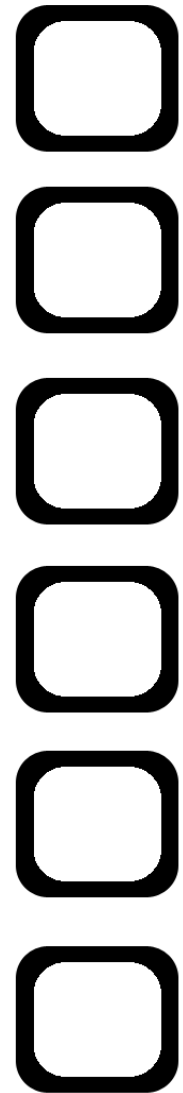


# Human Ragpicker

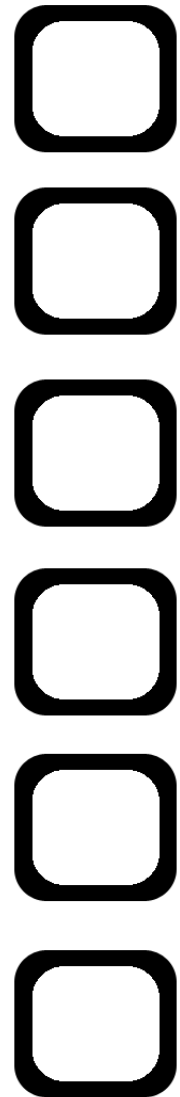


**Name: Ædelwin Ældwin**

**Upset, Nettlesome, Hypochondriac**



# Human Astrologer



**Name: Sunspice Gumpgreaser**

Marsh, Aggressive, Claims Royal Ties



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