

“What’s the going rate...?”

HIRING ADVENTURERS IN HÂRN

By: Bill Gant, 1997

Ever wonder how much NPCs should offer Player Characters to undertake a mission? Perhaps the following will provide a guide:

- Accompany an animal procurer on an expedition into the Hârn wilderness. [*Ivashu Hunt*; Araka-Kalai Adventure Module 11]

Daily wage: 1¼d per mercenary and 2d per hunter or tracker. If the PC performs well, it is possible to negotiate a percentage of the profit.

- Enter a 3-month contract as a mercenary. [*BattleLust*]

Monthly wage: 288d for Heavy Horse; 216d for Medium Horse; 72d for Longbowmen; 48d for Medium Foot and 36d for Light Foot. If the PC is expected to support himself completely, add a support wage of 96d for Heavy Horse; 72d for Medium Horse; 36d for Longbowmen; 30d for Heavy Foot and 24d for Light Foot. The hirer reserves the right to defer payment of wages until the end of the contract, but support costs must be met each month.

- Rescue a nobleman’s daughter, who is being held captive in a major Gargun complex. [*To Live and Die in Korego*; Korego 6]

1 shilling (12d) per man just to listen to the nobleman’s story; 5 shillings (60d) per man on acceptance of the job; 1 Khuzan gold crown (320d) per man if they recover the girl alive, or half-a-crown (160d) each if she is dead and the PCs recover her personal effects.

- Lift a powerful curse from a village. [*The Staff of Fanon*; Fanon’s Vale 8]

No reward is offered unless the PCs inquire. Vacant land (60-240 acres) which the PCs may be able to sell at 20d+ per acre after the fief recovers from the curse; or up to 1,000d if the last of the villagers’ cash is taxed.

- Enter a major Gargun complex; scout the colony interior; kill as much of the Gargun leadership as possible; and capture, destroy or neutralise any arcane weaponry found. [*The Last Worst Hope*; Fana 5]

1 Khuzan gold crown (320d) on acceptance of the job; 10 gold crowns (3,200d) if the colony is captured; 5 crowns (1,600d) per man as “widow’s pension”.