

This document lists approximate prices for various services, servants and henchmen. All values and ruling found here are obviously subject to Judge's discretion and campaign specifics, but should offer an easy starting point for reference.

This document only lists mundane services: anything magical or divine is left to the judgement of those few priests and arcanists willing to sell their services to the highest bidder.

All entries are described with short rulings or descriptions, rarity and approximate price. Rarities should be used as an overall estimate of availability, as described below:

RARITY	DESCRIPTION
Common (C)	Can be found in most settlements of any mentionable size.
Unusual (U)	Only available in larger settlements and cities.
Rare (R)	Only available in the largest cities, or under special conditions elsewhere.

Table A: Rarities of services

SERVICES			
TYPE	DESCRIPTION	RARITY	PRICE
<i>A drink at an inn</i>	Just a beer.	C	1 cp
<i>A round for all patrons in an inn</i>	A beer, for everyone.	C	1 gp
<i>A meal at an inn</i>	A full meal, keeps you for a day.	C	1 sp
<i>A night's stay in the common room or equivalent</i>	A bench, maybe a blanket.	C	1 sp
<i>A private room</i>	Straw mattress and a door to lock behind you (required for full bedrest ¹).	U	5 sp
<i>A bath</i>	Something to get rid of the grime of the road.	C	5 sp
<i>Diagnosis of ailment</i>	The soothsayer will identify the ailment correctly depending on d20 roll (Judge rolls in secret, fumbles and crits apply as normal): (1 or less) fumble, Judges should invent something strange and fantastic; (2-5) a false diagnosis; (6-14) correct diagnosis for common non-magical ailments; (15-19) correct diagnosis for any non-magical ailments; (20+) correct diagnosis for any ailment. Rarity and price depend on healer's skill.	C (-5 to roll) U (+0 to roll) R (+5 to roll)	1 gp / C 5 gp / U 50 gp / R

¹ Full bedrest doubles healing rate for both stats and HP damage. A week spent in full bedrest triples the rate.

SERVICES			
TYPE	DESCRIPTION	RARITY	PRICE
<i>Healing for a disease</i>	The quacksalver will attempt to cure the disease using mundane means and obscure folk-remedies, success depends on d20 roll (Judge rolls in secret, fumbles and crits apply as normal): (1 or less) fumble, patient's condition worsens significantly (double disease effects, or add new symptoms); (2-5) the treatment is embarrassing and disgusting, but ultimately fruitless; (6-14) common diseases are cured within 1 week; (15-19) even the most rare and obscure diseases are cured within 1 week; (20+) anything but the hardest plagues and divine afflictions are cured within 1 week. Rarity and price depend on healer's skill.	C (-5 to roll) U (+0 to roll) R (+5 to roll)	5 gp / C 25 gp / U 250 gp / R
<i>Healing for a poison</i>	The medicine man attempts to counteract the effects of the poison with antidotes and curatives, success depends on d20 roll (Judge rolls in secret, fumbles and crits apply as normal): (1 or less) fumble, condition worsens significantly (Judge's discretion); (2-5) the treatment is confusing and useless, no change in patient's condition; (6-14) common poisons, such as animal bites, are cured successfully; (15-19) most poisons are cured successfully, more obscure or magical afflictions are unaffected; (20+) all but divine poisons are cured successfully. Rarity and price depend on healer's skill.	C (-5 to roll) U (+0 to roll) R (+5 to roll)	2 gp / C 10 gp / U 100 gp / R
<i>Using a library or visiting a sage</i>	Libraries and sages are rare at best, and charge for their services accordingly. Use the rules for sages in the DCC rulebook (pg. 434) as reference for research. The more complex the question, the higher the fee ² , and the harder the roll.	C (-25% to roll) U (+0 to roll) R (+25 to roll)	10 gp / C 50 gp / U 500 gp / R
<i>Visiting a fortune teller</i>	Fortune tellers roam the land, providing answers and divinations to those wishing to part the veil of the future, or the past. Use the rules in the DCC rulebook (pg. 433) as reference for encounters. The more complex the request, the higher the fee.	U	1-10 gp per question
<i>Renting a pony, donkey or mule</i>	Renting requires a deposit, paid beforehand and returned at the end of the rent agreement, if rented creatures are returned in good condition.	C	10 gp deposit, 3 gp rent per day
<i>Hiring a courtesan</i>	A soft touch, or a hard one if so desired.	C	1+ gp, depending on quality
<i>A night in a bordello</i>	A salacious night to remember.	U	5+ gps, depending on quality
<i>Renting a riding horse</i>	Renting requires a deposit, paid beforehand and returned at the end of the rent agreement, if rented creatures are returned in good condition.	U	50 gp deposit, 5 gp rent per day

² Obviously, most of this is under Judge's discretion, this entry is mostly to provide simple guidelines.

SERVICES			
TYPE	DESCRIPTION	RARITY	PRICE
<i>Renting a wagon</i>	Renting requires a deposit, paid beforehand and returned at the end of the rent agreement, if rented items are returned in good condition. Wagons require two draft animals to pull them.	C	10 gp deposit, 2 gp rent per day
<i>Hiring a caravan</i>	Includes a wagon, two draft animals, a teamster and a guard.	U	20 gp cost up front, 10 gp wages per day
<i>Renting a boat</i>	Renting requires a deposit, paid beforehand and returned at the end of the rent agreement, if rented items are returned in good condition. If boat also requires a crew, refer to hiring skilled labourers below.	C	20 gp deposit, 3 gp rent per day
<i>Hiring a ship</i>	Includes a ship, a captain, and a crew of 5 sailors.	U	20+ gp cost up front, 10 gp wages per day
<i>Hiring an assassin</i>	A knife in the dark, some poison in a cup. Common murderers are easy to find, but masters of the craft are rare and elusive. Use stats for the man-at-arms for common murderers, the stats for bandits for uncouth hitmen, and the stats for assassins for the truly skilled few (DCC rulebook pgs. 433-434).	C (murderer) U (hitman) R (assassin)	50 gp / C 100 gp / U 1000 gp / R

Table B: List of mundane services

SERVANTS³			
TYPE	DESCRIPTION	RARITY	PRICE
<i>Slave</i>	Slave pricing depends on quality and health of the specimen, reference pricing here given for a healthy adult. Owning slaves may or may not be legal, this all depends on the Judge.	Judge's discretion	50 gp
<i>Menial labour</i>	Only training they need (or understand) is pointing and shouting. Double price per day if room and board is not provided by wagemaster.	C	5 cp/day
<i>Skilled labour</i>	Anyone who's craft requires skill or training, such as sailors, farmers and hunters. Double price per day if room and board is not provided by wagemaster.	C	1 sp/day
<i>Artisan</i>	Specialist creators, whose craft requires an apprenticeship, such as blacksmiths, wainwrights and poets. Double price per day if the artisan is forced to work outside of their workshop.	U	1 gp/day

³ Servants will refuse any physical risk to their person, and cannot be persuaded on adventure (slaves are obviously an exception, and I'll leave handling them to Judge's discretion).

SERVANTS			
TYPE	DESCRIPTION	RARITY	PRICE
<i>Master Artisan</i>	Fully trained virtuosos of their craft. Double price per day if the artisan is forced to work outside of their workshop.	R	25 gp/day

Table C: Servants and labourers

HENCHMEN⁴			
TYPE	DESCRIPTION	RARITY	PRICE⁵
<i>Torchbearer⁶</i>	Just common men, searching for adventure. Roll a random 0-level character. Torchbearers must roll additional morale checks when under duress (Judge's discretion). Though common, smaller settlements have only a limited number of torchbearers available, while larger cities may have an overabundance.	C	3 gp hiring fee, 3 sp/day
<i>Hunter</i>	Skilled trackers and scouts, used to moving about in the wilderness. Use the stats for the man-at-arms (DCC rulebook pg. 434), but replace the axe with a shortbow; hunters roll relevant skillchecks (tracking, searching, perception, etc.) on increased dice.	C	5 gp hiring fee, 5 sp/day
<i>Guard</i>	Stout men and women, making their living as hired muscle. Use the stats for the man-at-arms (DCC rulebook pg. 434), make amendments if necessary.	C	5 gp hiring fee, 5 sp/day
<i>Slayer</i>	Driven by vengeance or the search for fame, slayers look to make a name for themselves through slaughter. Use the stats for berserkers (DCC rulebook pg. 433), but slayers will only fight opponents of 3 or more HD, and can use the battle madness ability at will.	R	20 gp hiring fee, 2 gp/day
<i>Sneak thief</i>	Skilled at finding secret doors, opening locks and pilfering treasured goods. Use the stats for the man-at-arms (DCC rulebook pg. 434) but replace the axe with a short sword. Sneak thieves use can use thief skills, bonuses depend on their experience. Additionally, roll a morale check if a thief comes across loot on his own, failure means that they will steal some of the valuables.	U	10 gp hiring fee, 1 gp/day
<i>Healer</i>	Folk-healers sometimes wield oddly potent cures. Use the stats for the friar (DCC rulebook pg. 433), but healers do not have access to harmful spells or turning creatures. They roll skill checks related to healing, curatives and similar topics on an increased die.	U	20 gp hiring fee, 1 gp/day

4 Henchmen may sometimes be open to take a portion of the loot as a reward instead of a daily wage. These negotiations are left to the Judge and the players.

5 Henchmen require the wagemaster to provide room, board and travel expenses for them.

6 At Judge's discretion, players may funnel experience to torchbearer henchmen: leveling them to 1st level rids them of the henchman status, and allows the leveling player to take them on their roster as a personal playable character.

HENCHMEN			
TYPE	DESCRIPTION	RARITY	PRICE
<i>Sage</i>	Sages and elders may be persuaded to join delvers on their quest, if there is promise of eldritch, lost secrets. Use the stats for the sage (DCC rulebook pg. 434).	R	50 gp hiring fee, 5 gp/day
<i>A lucky charm</i>	Some adventurous halflings hire out as lucky charms for adventurers. Most of them come to quickly regret this decision. Roll a random 0-level halfling. They may use half of their Luck score in the aid of the party, but any point expenditure forces a morale check and is under the Judge's discretion.	R	50 gp hiring fee, 5 gp/day

Table D: Henchmen and their wages