

long-term contract that includes a place to live within the stronghold as part of the offered compensation.

SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling</i>	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

SPELLCASTING SERVICES

People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.

SELF-SUFFICIENCY

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

TRINKETS

When you make your character, you can roll once on the Trinkets table to gain a trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

TRINKETS

d100	Trinket
01	A mummified goblin hand
02	A piece of crystal that faintly glows in the moonlight
03	A gold coin minted in an unknown land
04	A diary written in a language you don't know
05	A brass ring that never tarnishes
06	An old chess piece made from glass
07	A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
08	A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
09	A rope necklace from which dangles four mummified elf fingers
10	The deed for a parcel of land in a realm unknown to you
11	A 1-ounce block made from an unknown material
12	A small cloth doll skewered with needles
13	A tooth from an unknown beast
14	An enormous scale, perhaps from a dragon
15	A bright green feather
16	An old divination card bearing your likeness
17	A glass orb filled with moving smoke
18	A 1-pound egg with a bright red shell
19	A pipe that blows bubbles
20	A glass jar containing a weird bit of flesh floating in pickling fluid
21	A tiny gnome-crafted music box that plays a song you dimly remember from your childhood
22	A small wooden statuette of a smug halfling
23	A brass orb etched with strange runes
24	A multicolored stone disk
25	A tiny silver icon of a raven
26	A bag containing forty-seven humanoid teeth, one of which is rotten
27	A shard of obsidian that always feels warm to the touch
28	A dragon's bony talon hanging from a plain leather necklace
29	A pair of old socks
30	A blank book whose pages refuse to hold ink, chalk, graphite, or any other substance or marking
31	A silver badge in the shape of a five-pointed star
32	A knife that belonged to a relative
33	A glass vial filled with nail clippings
34	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
35	A white, sequined glove sized for a human
36	A vest with one hundred tiny pockets
37	A small, weightless stone block
38	A tiny sketch portrait of a goblin

d100 Trinket

- 39 An empty glass vial that smells of perfume when opened
- 40 A gemstone that looks like a lump of coal when examined by anyone but you
- 41 A scrap of cloth from an old banner
- 42 A rank insignia from a lost legionnaire
- 43 A tiny silver bell without a clapper
- 44 A mechanical canary inside a gnome-crafted lamp
- 45 A tiny chest carved to look like it has numerous feet on the bottom
- 46 A dead sprite inside a clear glass bottle
- 47 A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
- 48 A glass orb filled with water, in which swims a clockwork goldfish
- 49 A silver spoon with an M engraved on the handle
- 50 A whistle made from gold-colored wood
- 51 A dead scarab beetle the size of your hand
- 52 Two toy soldiers, one with a missing head
- 53 A small box filled with different-sized buttons
- 54 A candle that can't be lit
- 55 A tiny cage with no door
- 56 An old key
- 57 An indecipherable treasure map
- 58 A hilt from a broken sword
- 59 A rabbit's foot
- 60 A glass eye
- 61 A cameo carved in the likeness of a hideous person
- 62 A silver skull the size of a coin
- 63 An alabaster mask
- 64 A pyramid of sticky black incense that smells very bad
- 65 A nightcap that, when worn, gives you pleasant dreams
- 66 A single caltrop made from bone
- 67 A gold monocle frame without the lens
- 68 A 1-inch cube, each side painted a different color
- 69 A crystal knob from a door
- 70 A small packet filled with pink dust
- 71 A fragment of a beautiful song, written as musical notes on two pieces of parchment
- 72 A silver teardrop earring made from a real teardrop

d100 Trinket

- 73 The shell of an egg painted with scenes of human misery in disturbing detail
- 74 A fan that, when unfolded, shows a sleeping cat
- 75 A set of bone pipes
- 76 A four-leaf clover pressed inside a book discussing manners and etiquette
- 77 A sheet of parchment upon which is drawn a complex mechanical contraption
- 78 An ornate scabbard that fits no blade you have found so far
- 79 An invitation to a party where a murder happened
- 80 A bronze pentacle with an etching of a rat's head in its center
- 81 A purple handkerchief embroidered with the name of a powerful archmage
- 82 Half of a floorplan for a temple, castle, or some other structure
- 83 A bit of folded cloth that, when unfolded, turns into a stylish cap
- 84 A receipt of deposit at a bank in a far-flung city
- 85 A diary with seven missing pages
- 86 An empty silver snuffbox bearing an inscription on the surface that says "dreams"
- 87 An iron holy symbol devoted to an unknown god
- 88 A book that tells the story of a legendary hero's rise and fall, with the last chapter missing
- 89 A vial of dragon blood
- 90 An ancient arrow of elven design
- 91 A needle that never bends
- 92 An ornate brooch of dwarven design
- 93 An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
- 94 A mosaic tile with a multicolored, glazed surface
- 95 A petrified mouse
- 96 A black pirate flag adorned with a dragon's skull and crossbones
- 97 A tiny mechanical crab or spider that moves about when it's not being observed
- 98 A glass jar containing lard with a label that reads, "Griffon Grease"
- 99 A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
- 100 A metal urn containing the ashes of a hero