

Services

Clerics

Clerics may be hired for spellcasting services as per the rules on DMG 103-104. Prices for spells are modified as follows:

Recipient is...	Cost Modifier
Acting in direct service of this specific temple	-50%
Acting in direct service of the temple's deity, but not for this specific temple	-25%
Below 4th level	-25% for every level below 4th
A cleric whose home temple is this temple	-25%
Presently engaged in an expedition with a cleric whose home temple is this temple	-10%
New in town (20 - CHA weeks or less)	+10%
A cleric of another deity than the caster's	+10%
Opposite one of the caster's alignments on an axis	+15% per axis
Over 12th level	+10% for every level above 12th

Modifiers are additive, not multiplicative. Minimum modifier is -90%. A cleric can only have one "home temple", and it is assumed to be the temple the character began play nearest to unless the player declares otherwise. Changing a cleric's "home temple" takes 3 months, during which time they have no home temple.

Magic-users

Magic-users and illusionists may be hired for spellcasting services, though there aren't "magic shops" and things like that. A magic-user or illusionist must be sought out. They will almost always demand service rather than payment for their own services. In the rare case where they may be convinced to accept payment, the cost will be based on guidelines found on UA 80, and they may demand that part of the fee is paid in magic item(s).

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