

Unearthed Arcana: Downtime

This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

In a typical campaign, it's possible for the characters to start at 1st level, dive into an epic story, and reach 10th level and beyond in a short amount of time. While that pace works fine for many campaigns, some DMs prefer a campaign with pauses built into it—times when adventurers do things other than go on adventures.

By introducing downtime activities that take weeks, months, or even years of effort, you can give your campaign a longer timeline that allows events in the world to play out over the course of years. Wars begin and end, tyrants come and go, and royal lines rise and fall over the course of an entire lifetime of adventure.

The downtime rules also provide ways for characters to spend the monetary treasure they amass on their adventures.

The options given here can be used as alternatives to the downtime options in the *Player's Handbook* and *Dungeon Master's Guide*, or you can use the material here to inspire your creation of new options.

Overview

The downtime system presented here is built on two basic elements.

First, it offers short-term activities, ones that can usually be completed in a workweek (5 days) or longer. These activities cover what characters at levels 1–10 might do between adventures. It includes buying or creating magic items, pulling off heists, and working a job. Higher level characters can also use these activities, but they have the resources and power to take on greater ambitions beyond the scope of these rules.

Second, this downtime system introduces the concept of foils. Foils are NPCs who oppose the

characters or whose goals put them against the party. A foil might be a villain who wishes to destroy the characters, or a good-aligned cleric who sees the characters as meddlers and troublemakers. Foils work their plots while the characters engage in downtime activities, introducing interesting complications to the campaign.

The Basics

The downtime system allows characters to pursue long-term activities between game sessions. A character selects a downtime activity and pays the cost of that activity in time and money. You, as DM, then follow the rules for the activity to resolve it, informing the player of the results and any complications that ensue.

Choosing an Activity

As DM, you should present the players with a list of activities they can pursue. These activities work for characters of any level.

The activities you allow depend on your campaign and the nature of the area where the characters are. For example, you might disallow the creation of magic items, or decide that the characters are in a town that is too isolated from major markets for them to buy such items. You decide which activities are available, not the players.

Consider handling downtime away from the game table. For example, you could have the players pick their activities at the end of a session, by email or text, or when you next see them in person.

Resolving Activities

Each activity tells you how to resolve it. Many require a check, so be sure to note the character's bonuses as needed. Follow the steps in the activity and determine the results.

Most activities require a workweek (5 days) or more to complete. Some activities require days, weeks (7 days apiece), or months (30 days apiece). A character must spend 8 hours of each day engaged in the downtime activity for that day to count toward the activity's completion. The days don't need to be consecutive.

If you want multiple weeks to pass in the campaign world between sessions, report back

the results of any downtime activities and ask for each character's next moves. Otherwise, you can send out the results to each player by text or email, or catch the players up at the start of the next session.

If an activity requires some decisions, you can have the players decide either before the next session or at the start of it. Some DMs like to focus on the activity, but for some groups it's a good idea to let the players talk things out, so long as it doesn't drag out and eat up too much time at the game table.

Complications

Each activity includes complications you can throw at the characters. Complications are meant to add flavor, depth, and drama to the campaign. They might spawn entire adventures, introduce NPCs who vex the party, and give the characters headaches as they try to navigate the politics and social network of the community they're in.

In general, there is a 10 percent chance that a given activity has a complication. You can use them more or less often, depending on what you feel is best for your campaign.

Complications can also come from the party's foils, as described below. In the complication table for an activity, the options that are most likely to involve a foil are marked.

Foils

Foils are NPCs who actively oppose the characters. They might be villains you have featured in past adventures or plan to use in the future. They can also include good or neutral folk who are at odds with the characters, whether because they are rivals, they have opposing goals, or they simply dislike one another.

The cultist of Orcus, whose plans the characters have foiled; the ambitious merchant prince who wants to rule the city with an iron fist; and the nosy high priest of Helm who is convinced the characters are up to no good are all examples of foils.

A foil is an NPC with an agenda that changes over time. As the characters take downtime between adventures, their foils rarely rest, continuing to spin plots and work against the characters.

Creating a Foil

The first step in creating a foil is building an NPC or picking one from your current cast of characters.

It's a good idea to have two or three foils at a time, each with an agenda. At least one should be a villain, and the others might be neutral or good. Their conflict with the characters might be social or political, rather than include direct attacks.

The best foils are personal. Find links in the characters' backstories or recent adventures that provide a good explanation for what sparked the foil's actions. The best trouble for the characters is trouble they created for themselves.

Example Foils

d20	Foil
1	Tax collector who is convinced the characters are dodging fees
2	Politician who is concerned that the characters are causing more trouble than they solve
3	High priest who worries the characters are diminishing the temple's prestige
4	Wizard who blames the characters for some recent troubles
5	Rival adventuring party
6	Bard who loves a scandal enough to spark one
7	Childhood rival or member of a rival clan
8	Scorned sibling or parent
9	Merchant who blames the characters for any business woes
10	Newcomer out to make a mark on the world
11	Sibling or ally of defeated enemy
12	Official seeking to restore a tarnished reputation
13	Deadly foe disguised as a social rival
14	Fiend seeking to tempt the characters to evil
15	Spurned romantic interest
16	Political opportunist seeking a scapegoat
17	Traitorous noble looking to foment a revolution
18	Would-be tyrant who brooks no opposition
19	Exiled noble looking for revenge
20	Corrupt official paranoid that crimes will be revealed

Motivation

An effective foil has a clear reason for interfering with the characters' plans. Think about what the foil wants, how and why the characters stand in the way, and how the conflict could be resolved.

Motivation is the why behind a foil's actions. It's the foundation for the NPC's role in the campaign. The Example Foils table offers some examples you can build from.

Goals

Once you know a foil's motivation, consider possible goals. What outcome is the foil trying to create? Ideally, this outcome involves the characters or something they care about. The foil might want to take over the town, slay one or all of the characters, or help a certain temple become the center of the most powerful religion in the region.

Assets

Think about the resources that the foil can call upon. Is there money for bribes? Is there a small army of obedient fanatics? Does the foil hold sway over any guilds, temples, or groups?

Make a list of the foil's assets, and consider how they can be used.

Actions

With the what and why covered, the meat of a foil's presence in the campaign comes down to actions. Make a list of three or four actions the foil might take.

Each time you resolve one or more workweeks of downtime, pick one of the actions the foil might take and introduce it into play. An action might be a direct attack, such as an assassination attempt, that you play out during a session, or it might be a background activity that you describe as altering the campaign in some way. For example, a foil who wants to increase the prestige of the temple of a war god might hold a festival with drink, food, and gladiatorial games. Even if the characters aren't involved, the event becomes the talk of the town.

Actions should build a path toward achieving the NPC's goals. For each action, make note of NPCs who might change in response to it, what it might change in the town's politics, and so on. Of course, if the characters get involved, those outcomes might change.

The concept behind actions is simple. They show the characters that the campaign is a living world by making the foils participants in the campaign's action.

The examples of complications given for downtime activities are ideal plans for a foil to make against the characters. Use them as inspiration for plans of your own creation, or

throw them, as written, at the characters when it seems appropriate. You can use a complication in place of a foil's actions, or in addition to one. Not every bad thing that happens to the characters is caused by a foil. Some events might just be due to bad luck.

Events

In addition to actions, consider how the campaign setting might shift due to the foil's influence. What are the background events, changes in attitudes, and anything else that might occur to illustrate a foil's influence?

Imagine if the characters do nothing to oppose a foil. What happens next? How does the world change? Introduce such events along with the foil's actions to make your campaign feel alive. You can use an event in place of an action, especially if a session isn't going to involve a foil. Events are also a good way to show the influence of multiple foils, without having all of them take action against the characters at once. Events let foils have their time in the spotlight without causing the other ones to fade away completely.

Revise

Remember that foils are characters who can change over time. If the characters thwart one plan, a foil might pursue another. A foil might also become an ally, or achieve all goals and thus become inactive. Between sessions, revise your foils as needed to account for how things have progressed in the campaign.

Example Foil: Myron Rodemus

The Rodemus clan was once a small but powerful family of traders, but thirty years ago, they pulled up stakes and left town overnight. Now, Myron Rodemus, the family's youngest son, has returned to the city to reclaim his family's place of prestige.

In truth, the Rodemuses fled because they had contracted lycanthropy. Absorbed into a clan of wererats, they liquidated their assets and delved into smuggling in a distant city out of fear that their secret would be impossible to maintain in their home city. Myron fought his way to the topmost ranks of the wererat clans and, along with a small army of followers, has returned to claim his rightful place among the city's elite. If he doesn't succeed, he's vowed leave the city in ruins.

Goals. Myron wants to become the most respected, most important merchant in town, someone to whom even the prince must yield.

Assets. He has a small fortune in gold; his own skills as a wererat, alchemist, and necromancer; a group of wererats that is dedicated to him; the service of twin dwarf sisters who are superb assassins; a shield guardian that protects him; and an alliance with a hobgoblin lord, who lives in the mountains outside of the city.

Actions. Myron works to discredit and ruin other merchants. His wererats spy on his rivals and feed information to the hobgoblins, leading them to raid caravans. The wererats sneak into warehouses, unleashing hordes of rats to spoil goods. Myron even throws a few of his own caravans and warehouses away to throw off suspicion.

If Myron's plans fail, he has a terrible alternative. His knowledge of alchemy has allowed him to breed a deadly plague that he will unleash on the city via hordes of rats. If he can't rule, then no one will.

Myron's Plans

Type	Description
Event	Rats become a noticeable problem in the streets, with swarms sighted in rundown neighborhoods. Folk demand action be taken.
Action	Caravan raids become more common, and folk talk of gathering a small army to drive the goblinoids away. Myron contributes generously to the effort.
Action	Warehouses are overrun with rats, ruining thousands of gold pieces worth of goods. Myron blames the city guard for a lax effort.
Action	Should the characters interfere, Myron sends his assassins against them.
Event	A sudden storm creates minor flooding, washing dozens of dead, bloated, diseased rats from the sewers. Terror about plague rips through town.
Action	Myron fans the flames of panic, spreading rumors that the characters or other rivals in town are responsible for the disease.

Example Foil: Temple of Pholtus

The temple of Pholtus, inflexible god of the sun, seeks to impose its strict rules. The high priest, Cheldar, wishes to bring as many folk as possible under the temple's sway. Though only in town for two years, the temple is already a powerful force due to Cheldar's brilliant oration.

Goals. Cheldar wants to make the temple of Pholtus the most influential religion in town by bringing about peace and stability for all. He believes keeping adventurers in check or driving them out of town is an important step in that plan.

Assets. The high priest Cheldar has his charismatic oration, divine spellcasting ability, and a few hundred common folk recently converted to the temple's cause.

Actions. Cheldar is stern, but fundamentally a good person. He seeks to win support by providing charity, promoting peace, and working to enforce law and order. However, he is skeptical of the characters, convinced that adventurers are troublemakers who will ruin the peace. He wants only officials of the town or the temple to be involved in handling any crises that arise. He genuinely believes in his goals, but can be made an ally by sufficiently good-hearted characters.

Cheldar's Plans

Type	Description
Event	The grand festival of Pholtus sees the streets filled with somber worshipers who maintain a 24-hour torchlit vigil during the winter solstice. They offer food, drink, and shelter to all in the temple of Pholtus.
Action	Cheldar appears in a tavern frequented by adventurers, along with a small group of followers, seeking converts. A few NPC adventurers join his cause.
Action	Cheldar rails against forces of chaos in a public address in the town square, laying blame for recent troubles on adventurers meddling in things best left alone.
Event	The characters find that adventurers in town receive an, at best, icy reception, as the mood turns against them.
Action	Cheldar demands that the city levy enormous taxes on adventurers, claiming that they must pay their fair share to keep the city safe. After all, such wanderers can simply leave if their actions bring the city trouble. The common folk don't have that option.

Sample Downtime Activities

The following activities are available for any character who can afford to pursue them. As DM, you have final say on which activities are available to the characters.

Buying a Magic Item

Purchasing a magic item requires time and money to contact people willing to sell items. Even then, there is no guarantee they will have the desired items.

Resources

Finding magic items to purchase requires one workweek of effort and 100 gp minimum in expenses. Spending more time and money increases your chance of finding a high-quality item.

Resolution

A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of seller found. The character gains a +1 bonus for every workweek beyond the first spent seeking a seller and a +1 bonus for every 100 gp spent on the search. The total bonus for time and money spent can't be greater than +10.

As shown on the Buying Magic Items table, the total of the check dictates which table in the *Dungeon Master's Guide* to roll on to determine which items are on the market.

Using the Magic Item Price table, you then assign prices to the available items, based on their rarity. Halve the price of any consumable item—such as a potion or a scroll—when using the table to determine an asking price.

You have final say in determining which items are for sale and their final price, no matter what the tables say.

If the characters seek a specific magic item, first decide if it's an item you want to allow in the game. If so, include the item among the offerings if it appears on a table that the result allows you to roll on.

Buying Magic Items

Check	
Total	Result
1–5	Roll 1d6 times on Magic Item Table A.
6–10	Roll 1d4 times on Magic Item Table B.
11–15	Roll 1d4 times on Magic Item Table C.

16–20	Roll 1d4 times on Magic Item Table D.
21–25	Roll 1d4 times on Magic Item Table E.
26–30	Roll 1d4 times on Magic Item Table F.
31–35	Roll 1d4 times on Magic Item Table G.
36–40	Roll 1d4 times on Magic Item Table H.
41+	Roll 1d4 times on Magic Item Table I.

Magic Item Price

Rarity	Asking Price
Common	$(1d6 + 1) \times 10$ gp
Uncommon	$1d6 \times 100$ gp
Rare	$2d10 \times 1,000$ gp
Very rare	$(1d4 + 1) \times 10,000$ gp
Legendary	$2d6 \times 25,000$ gp

Complications

The magic item trade is fraught with dangers. The large sums of money involved, and the power offered by a magic item, attract thieves, con artists, and other villains. If you want to make things more interesting for the characters, roll on the Magic Item Purchase Complications table or invent your own complication.

Magic Item Purchase Complications

d12	Complication
1*	The item is a fake, planted by an enemy.
2*	The item is stolen by the party's enemies.
3	The item is cursed by a god.
4*	The item's original owner will kill to reclaim it; the party's enemies spread news of its sale.
5	The item is at the center of a dark prophecy.
6*	The seller is murdered before the sale.
7	The seller is a devil looking to make a bargain.
8	The item is the key to freeing an evil entity.
9*	A third party bids on the item, doubling its price.
10	The item is an enslaved, intelligent entity.
11	The item is tied to a cult.
12*	The party's enemies spread rumors that the item is an artifact of evil.

*Might involve a foil

Carousing

Carousing is a good default downtime activity for most characters. Between adventures, who doesn't want to relax with a few drinks and a group of friends at the local pub?

Resources

Carousing covers a workweek of fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class folk. A character can carouse with the lower class for 25 gp to cover expenses, or 100 gp for the middle class. Carousing with the

upper class requires 500 gp for the workweek and access to the local nobility.

A character with the noble background can mingle with the upper class, but other characters can do so only if you, as DM, judge that the character has made sufficient contacts.

Resolution

After a workweek of carousing, a character stands to make contacts within the selected social class. The character makes a Charisma (Persuasion) check using the Carousing table.

Carousing

Check	
Total	Result
1–5	Character has made a hostile contact.
6–10	No effect results.
11–15	Character has made an allied contact.
16–20	Character has made two allied contacts.
21+	Character has made three allied contacts.

Contacts are NPCs who now share a bond with the character. Each one owes the character a favor or has some reason to bear a grudge. A hostile one works against the character, placing obstacles but stopping short of committing a crime or violence. Allied contacts are friends who will render aid to the character, but will not risk their lives.

A harmful contact might point the town guard in the character's direction or argue with a character who tries to rally the town to a cause. Helpful contacts stand by the character and help in any way possible.

Low-class contacts include criminals, laborers, mercenaries, the town guard, and any other folk who would frequent the cheapest taverns in town.

Middle-class contacts include guild members, spellcasters, town officials, and other folk who would frequent more upscale establishments.

Upper-class contacts are nobles and their direct servants. Carousing in this case covers formal banquets, state dinners, and the like.

Once a contact has helped or hindered a character, the character needs to carouse again to get back into the NPC's good graces. A contact provides help once, not help for life. The contact remains friendly, and that can influence roleplay and how the characters interact with them, but it doesn't come with a guarantee of help.

You can assign specific NPCs as contacts. You might decide that the barkeep at the Wretched Gorgon and a guard stationed at the western

gate are the character's allied contacts. Assigning specific NPCs gives the players concrete options. It brings the campaign to life and seeds the area with NPCs that the characters care about. On the other hand, it can prove difficult to track and might render a contact useless if it doesn't come into play.

Alternatively, you can allow the player to make an NPC a contact on the spot, after carousing. When the characters are in the area in which they caroused, a player can expend an allied contact and designate an NPC they meet as a contact, assuming the NPC is of the correct social class based on how the character caroused. The player should provide a reasonable explanation for this relationship and work it into the game.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific contacts while giving players the freedom to ensure that the contacts they accumulate are useful.

The same process can apply to hostile contacts. You can give the characters a specific NPC they should avoid, or you might introduce one at an inopportune or a dramatic moment.

A character can have a number of unspecified allied contacts at a time no higher than 1 + the character's Charisma modifier (minimum of 1). Specific, named contacts don't count toward this limit, only ones that can be used at any time to declare an NPC as a contact.

Complications

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. You can roll on the carousing complications tables to create a complication, pick one as you see fit, or make your own. As a rule of thumb, there is a 10 percent chance that a character triggers a complication for each workweek of carousing.

Low-Class Carousing Complications

d10	Complication
1*	A pickpocket lifts 1d10 × 10 gp from you.
2*	A bar brawl leaves you with a scar.
3	You have fuzzy memories of doing something very, very illegal, but can't remember exactly what.
4*	You are banned from a tavern for obnoxious behavior.
5	After a few drinks, you swore in the town square to pursue a dangerous quest.
6	Surprise! You're married.

- 7 Streaking naked through the streets seemed like a great idea at the time.
- 8* Everyone is calling you by some weird, embarrassing nickname, like Puddle Drinker or Bench Slayer, and no one will say why.
- 9 Sure, you were drunk when you agreed to fund the orphanage, but a contract is a contract.
- 10 You don't know how your hair turned blue, but you think it should grow out to its normal color. Maybe.

*Might involve a foil

Middle-Class Carousing Complications

- d8 Complication**
- 1* You accidentally insult a guild master, and only a public apology will let you do business there again.
 - 2 You swore to complete some quest on behalf of a temple or guild.
 - 3* A social gaffe has made you the talk of the town.
 - 4* A particularly obnoxious person has taken an intense romantic interest in you.
 - 5* You have made a rival out of a local spellcaster.
 - 6 You have been recruited to help run a local festival, play, or similar event.
 - 7 You made a drunken toast that scandalized the locals.
 - 8 You spent an additional 100 gp trying to impress people.

*Might involve a foil

Upper-Class Carousing Complications

- d8 Complication**
- 1* A pushy noble family wants to marry off one of their scions to you.
 - 2 You tripped and fell during a dance, and people can't stop talking about it.
 - 3 You have agreed to take on a noble's debts.
 - 4* You have been challenged to a joust by a knight.
 - 5* You have made a rival out of a local noble.
 - 6 A boring noble insists you visit each day and listen to long, tedious theories of magic.
 - 7* You have become the target of a variety of embarrassing rumors.
 - 8 You spent an additional 500 gp trying to impress people.

*Might involve a foil

Crafting an Item

If you can't buy or find the item you need, you can attempt to craft it.

Resources

A character needs the appropriate tools for the item to be crafted, and raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its cost by 50. A character can complete multiple items in a workweek if their combined cost is 50 gp or less.

For items that cost more than 50 gp, a character can complete them over long periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. As DM, use your judgement when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. As DM, you need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism kit	Antitoxin, <i>potion of healing</i>
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

Assume that a character can sell items crafted in this way at their listed price.

Crafting Magic Items

Magic items require more than just time, effort, and materials to create. Creating a magic item is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and *spell scrolls* are exceptions to the following rules. For more information, see "Brewing Potions of Healing" in this section on crafting and "Scribing a Spell Scroll" on page 12.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool in the Elemental Plane of Water.

Finding that material should take place as part of an adventure.

The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. The creature might guard a place or resource that the characters need.

Magic Item Ingredients

Item Rarity	CR Range
Common	1–3
Uncommon	4–8
Rare	9–12
Very rare	13–18
Legendary	19+

Pick a monster or location that is a thematic fit for the item. Ideally, the two should share a similar element or nature. For example, *mariner's armor* might require the essence of a water weird. A *staff of charming* might need the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it. Creating a *staff of power* might rely on finding a piece of an ancient stone that was once touched by the god of magic—a stone guarded by a suspicious androsphinx.

In addition to facing a specific creature, creating an item comes with a gold piece cost needed for other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

Magic Item Crafting Time and Cost

Item Rarity	Cost	Workweeks
Common	50 gp	1
Uncommon	200 gp	5
Rare	2,000 gp	50
Very rare	20,000 gp	100
Legendary	100,000 gp	500

To make a magic item, a character also needs whatever tool proficiency is appropriate, as is normal for crafting any object, or the character needs proficiency in the Arcana skill.

Complications

Most of the complications involved in creating an item, especially a magic one, are linked to the difficulty in finding rare items needed to complete the work. The complications a character might face as byproducts of the process of creation are most interesting when the characters are working on a magic item. It's unlikely that a suit of armor or a pair of boots can cause serious complications for a character's life.

Craft an Item Complications

d8	Complication
1*	Rumors swirl that what you're working on is unstable and a threat to the entire community.
2*	You have no idea why everyone thinks your work requires you to make blood sacrifices, but that's what folk are saying.
3*	Your tools are stolen, forcing you to buy new ones.
4	A local wizard shows keen interest in your work and insists on observing you.
5*	A powerful noble offers a hefty price for your work and is not used to hearing no as an answer.
6*	A dwarf clan accuses you of stealing their secret lore to fuel your work.
7	A paladin approaches you and claims that the item you are working on is the key to completing a heroic quest.
8*	A rival spreads rumors that your work is shoddy and prone to failure.

*Might involve a foil

Brewing Potions of Healing

Potions of healing fall into a special category for item crafting, separate from other magic items. A character proficient with the herbalism kit can create them. The time and money needed to create such a potion is summarized on the Potion of Healing Creation table.

Potion of Healing Creation

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

Crime

Sometimes it pays to be bad. This activity gives a character the chance to make some extra cash, at the risk of arrest.

Resources

A crime spree requires a character to spend one week and at least 25 gp gathering information on potential targets, and then committing the crime.

Resolution

The character must make a series of checks, with one DC for all the checks determined by the profit sought from the crime.

The chosen DC can be 10, 15, 20, or 25.

Successful completion of the crime yields a number of gold pieces based on the chosen DC, as shown on the Loot Value table.

To attempt the crime, the character makes three checks: Dexterity (Stealth), Dexterity with thieves' tools, and the player's choice of Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception).

If none of the checks succeed, the character is caught and jailed. The character must pay a fine equal to the potential payout and must spend one week in jail per 25 gp value.

If one check succeeds, the heist fails but the character escapes.

If two checks succeed, the heist is a partial success, netting the character half the payout.

If all three succeed, the character earns the full payout.

Loot Value

DC	Value
10	50 gp, robbery of a struggling merchant
15	100 gp, robbery of a prosperous merchant
20	200 gp, robbery of a noble
25	1,000 gp, robbery of one of the richest figures in town

Complications

A life of crime is filled with complications. Roll on the Crime Complications table (or create a complication of your own) if the character succeeds at only one check. If the character's foil is involved in crime or law enforcement, roll if the character succeeds on only two checks.

Crime Complications

d10	Complication
1*	A bounty equal to your earnings is offered for information about your crime.
2*	An unknown person contacts you, threatening to reveal your crime if you don't render a service.
3	Your victim is financially ruined by your crime.
4*	Someone who knows of your crime has been arrested on an unrelated crime.

5	Your loot is a single, easily identified item that you can't fence in this region.
6	You robbed from someone who was under a local crime lord's protection, and who now wants revenge.
7	Your victim calls in a favor from a guard, doubling the efforts to solve the case.
8	Your victim approaches one of your adventuring companions to solve the crime.
9*	A paladin or cleric of justice swears to avenge your robbery.
10*	Your victim has a heart of gold; everyone in town is looking for you, the thieving scumbag.

*Might involve a foil

Gambling

Games of chance are a way to make a fortune, but perhaps a better way to lose one.

Resources

This activity requires one workweek of effort from a character, plus the character must risk at least 100 gp, to a maximum of 1,000 gp, unless you decide that gambling is a big enough business to support larger wagers.

Resolution

The player must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. Part of the risk of gambling is that you never know who might end up sitting across the table from you.

The character makes three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). The DC is 5 + 2d10, generating a separate DC for each check. Consult the Gambling Results table to see how the character does.

Gambling Results

Result	Value
0 successes	Lose all the money you bet, plus accrue a debt equal to that amount.
1 success	Lose half the money you bet.
2 successes	Gain one-and-a-half times the amount you bet.
3 successes	Gain double the amount you bet.

Complications

Gambling tends to draw a variety of unsavory characters. The potential complications involved in it come from run-ins with the law and various criminals tied to it.

Gambling Complications

d8	Complication
1*	You are accused of cheating. You decide whether you actually did or were framed.
2*	The town guard raids the gambling hall and throws you in jail.
3	You accrue a debt during the game, one that your opponent insists you pay by taking on a task.
4*	A noble in town loses badly to you and loudly vows to get revenge.
5	You won a sum from a low-ranking member of a thieves' guild, and the guild wants its money back.
6	A local crime lord insists you start frequenting the lord's gambling parlor and no others.
7	You have a reputation for good luck, leading other gamblers to hound you to team up.
8	A high-stakes gambler comes to town and insists that you take part in a game.

*Might involve a foil

Pit Fighting

This downtime activity covers boxing, wrestling, and other nonlethal forms of combat. If you want to introduce an arena with battles to the death, use standard combat rules.

Resources

This activity requires one workweek of effort from a character.

Resolution

The character must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. The challenge in pit fighting lies in the mystery of your opponents.

The character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Insight). The DC is 5 + 2d10, generating a separate DC for each check. Consult the Pit Fighting Results table to see how the character does.

Pit Fighting Results

Result	Value
0 successes	Lose your bouts, earning nothing.
1 success	Win 50 gp.
2 successes	Win 100 gp.
3 successes	Win 200 gp.

Complications

Characters involved in pit fighting must deal with their opponents, the folk who bet on matches, and with the matches' promoters.

Pit Fighting Complications

d8	Complication
1*	A rival fighter swears to take revenge on you.
2*	A crime boss approaches you and offers to pay you to intentionally lose a few matches.
3	You defeat a popular local champion, drawing the crowd's ire.
4*	You defeat a noble's servant, drawing the wrath of the noble's house.
5*	You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
6	You accidentally deliver a near-fatal wound to a foe.
7	A noble approaches you with an offer to join a stable of pit fighters.
8	A new fighter in town feuds with you, calling you out in public and demanding a match.

*Might involve a foil

Relaxation

Sometimes, the best thing a character can do between adventures is relax. Whether a character wants a hard-earned vacation or needs to recover from injuries, this is the ideal option for adventurers who need a break.

Resources

Relaxation requires one week. You need to maintain at least a modest lifestyle while relaxing to gain the benefits. You also need to stay at home, at an inn, or in some other location that affords rest.

Resolution

While relaxing, you gain advantage on saving throws to recover from long-term diseases and poisons. In addition, at the end of the week, you can end one effect that prevents you from regaining hit points or restore one ability score that has been reduced to below its normal value, unless the harmful effect is caused by a spell or other magical effect with an ongoing duration.

Complications

Relaxation rarely comes with complications. If you want to make life interesting for the characters, introduce an action or event connected to a foil.

Religious Service

Characters with a religious bent might wish to spend their downtime in service to a temple. This activity has the chance of winning the favor of the temple's leaders.

Resources

Religious service requires one workweek of time and no gold piece cost.

Resolution

The character chooses to make either an Intelligence (Religion) or a Charisma (Persuasion) check. The result of the check determines the benefits of service, as shown on the Religious Service table.

Religious Service

Check	
Total	Result
1–10	No effect. You leave no lasting impression.
11–20	You earn one favor.
21+	You earn two favors.

A favor is a promise for future assistance. It can be expended to ask the temple for help in dealing with a problem, for political or social support, or to reduce the cost of cleric spellcasting by 50 percent.

At one time, a character can have a number of unexpended favors no higher than 1 + their Charisma modifier (minimum of one favor).

Complications

Temples can be labyrinths of political and social scheming. Even the best-intentioned sect can fall prone to rivalries. Serving a temple risks a character's becoming embroiled in such struggles.

Religious Service Complications

d6	Complication
1*	You have offended a priest through your words or actions.
2	Blasphemy is still blasphemy even if you did it by accident.
3	A secret sect in the temple offers you membership.
4*	A rival temple tries to recruit you as a spy.
5	The temple elders implore you to take up a holy quest.
6	You accidentally discover that an important person in the temple is a fiend worshiper.

*Might involve a foil

Research

Forewarned is forearmed. The research activity allows a character to delve into lore concerning a monster, location, magic item, or some other topic.

Resources

Research requires one workweek of work and at least 100 gp spent on materials, bribes, gifts, and other expenses. Typically, a character needs access to a library or sage to conduct research.

Resolution

The character declares the focus of the research—a specific person, place, or thing. After a workweek of research, a character makes an Intelligence check with a +1 bonus per 100 gp spent beyond the initial 100 gp, to a maximum of +6. In addition, a character with access to a particularly well-stocked library or knowledgeable sages gains advantage on this check. Determine how much lore a character learns using the Research table.

Research

Check	
Total	Result
1–5	No effect.
6–10	You learn one piece of useful lore.
11–20	You learn two pieces of useful lore.
21+	You learn three pieces of useful lore.

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

You can also give out specific pieces of information with research, especially if the players want to know about a specific thing.

Alternatively, a player can track how many nonspecific pieces of lore have been accumulated by their character. At any time during play, the player can expend a piece of lore to learn about a monster, a place, a person, and so on; the character has a sudden insight or recalls the relevant information.

At one time, a character can have a number of unexpended nonspecific pieces of lore no higher than 1 + their Intelligence modifier (minimum of one piece of lore).

Complications

The greatest danger in research is uncovering false information. Not all lore is truthful, and a foil with a scholarly bent might try to lead the characters astray, especially if the object of the research is known to the foil. The foil might plant false information, bribe sages to give bad advice, or steal key tomes needed to find the truth.

In addition, a character might run into other complications during research. If you want to introduce a complication, use the Research Complications table, or create an incident.

Research Complications

d6	Complication
1	You accidentally damage a rare book.
2*	You offend a sage, who demands an extravagant gift.
3	If you had known that book was cursed, you never would have opened it.
4*	A sage with strange theories on reality becomes obsessed with convincing you.
5*	Your actions cause you to be banned from a library until you make reparations.
6	You uncovered useful lore, but only by promising to complete a dangerous task in return.

*Might involve a foil

Scribing a Spell Scroll

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll*. This activity represents the time and effort it takes to produce such an item.

Resources

Scribing a *spell scroll* takes time and money based on the level of the spell you wish to scribe, as shown in the Spell Scroll Costs table. You must also provide any material components required by the spell. Moreover, you must have the spell prepared or among your known spells in order to scribe a scroll of it, and you must have proficiency in the Arcana skill.

If you scribe a cantrip, the version on the scroll works as if the caster is 1st level.

Spell Scroll Costs

Level	Cost	Time
Cantrip	15 gp	1 day
1st	25 gp	2 days
2nd	250 gp	2 workweeks
3rd	500 gp	4 workweeks
4th	2,500 gp	6 workweeks
5th	5,000 gp	8 workweeks
6th	15,000 gp	12 workweeks
7th	25,000 gp	24 workweeks
8th	50,000 gp	48 workweeks
9th	250,000 gp	96 workweeks

Complications

Crafting a scroll is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed to scribe a scroll.

Scribe a Scroll Complications

d6	Complication
1	You buy up the last of the rare ink used to craft scrolls, angering a wizard in town.
2*	The priest of a temple of good accuses you of trafficking in dark magic.
3	A wizard eager to collect one of your spells in a book presses you to sell the scroll.
4	Due to a strange error in creating the scroll, it is instead a random spell of the same level.
5	The rare parchment you bought for your scroll has a barely visible map on it.
6*	A thief attempts to break into your workroom.

*Might involve a foil

Selling a Magic Item

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found.

Resources

Finding a buyer for one of your magic items requires one workweek of work and 100 gp in expenses, spent to spread word of the sale. You must pick one item at a time to sell.

Resolution

A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt to not sell, instead wasting the workweek and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.

Magic Item Base Prices

Rarity	Base Price
Common	50 gp
Uncommon	200 gp
Rare	2,000 gp
Very rare	10,000 gp
Legendary	25,000 gp

Magic Item Offer

Check	
Total	Result
1–10	50% of base price
11–20	100% of base price
21+	150% of base price

Complications

The greatest risk in selling a magic item lies in attracting thieves, tricksters, and anyone else who wants the item but doesn't want to pay for it. Other folk might try to undermine a deal in order to bolster their own business or seek to discredit the characters as legitimate sellers.

Magic Item Sale Complications

d8	Complication
1*	The characters' enemies secretly arrange to buy the item to use it against them.
2*	The item is stolen.
3*	A rival circulates rumors that the item is a fake.
4	A sorcerer claims the item as birthright and demands the characters hand it over.
5	The item's previous owner, or surviving allies, vow to retake it by force.
6*	The buyer is murdered before the sale.
7	The buyer's sinister reputation makes it clear the item will be used to commit evil.
8	The item is a lost relic belonging to a holy order.

*Might involve a foil

Training

Given enough free time and the services of an instructor, a character can learn a language or pick up proficiency with a tool.

Resources

Training in a language or tool takes at least 10 workweeks, but reduce this time by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 100 gp per workweek.

Complications

Complications that arise while training typically involve the teacher.

Training Complications

d6	Complication
1*	Your instructor disappears, forcing you to spend a workweek finding a new one
2	Your teacher instructs you in rare, archaic methods, which draw comment from others.
3*	Your teacher is a spy sent to learn your plans for the near future.
4	Your teacher is a wanted criminal.
5	Your teacher is a cruel taskmaster.
6	Your teacher comes to you asking for help dealing with some threat.

*Might involve a foil

Work

When all else fails, an adventurer can turn to an honest trade to earn a living.

Resources

Taking on a job requires one workweek of work.

Resolution

To determine how much money a character earns, the character makes an ability check: Strength (Athletics), Intelligence with a set of tools, Charisma (Performance), or Charisma with a musical instrument. Consult the Wages table to see how much money is generated by the check's total.

Wages

Check	
Total	Value
9 or less	Poor lifestyle for the week
10 – 14	Modest lifestyle for the week
15 – 20	Comfortable lifestyle for the week
21+	Comfortable lifestyle for the week, +25 gp

Complications

Work is rarely filled with enough complications to alter a character's life significantly. Still, the Work Complications table can add some difficulties to a worker's life. There is a 10 percent chance per workweek that a character encounters a complication.

Work Complications

d6	Complication
1*	A difficult customer or a fight with a coworker reduces the lifestyle you earn by one category.
2*	Your employer's financial difficulties result in your not being paid.
3*	A coworker with ties to an important family in town takes a dislike to you.

- 4 Your employer is involved with a dark cult or a criminal enterprise.
- 5* The local crime ring targets your business for a shakedown.
- 6* You gain a reputation for laziness (unjust or not, your choice), giving you disadvantage on checks made for this downtime activity for 30 days.

*Might involve a foil