

Downtime

Yabec1-4

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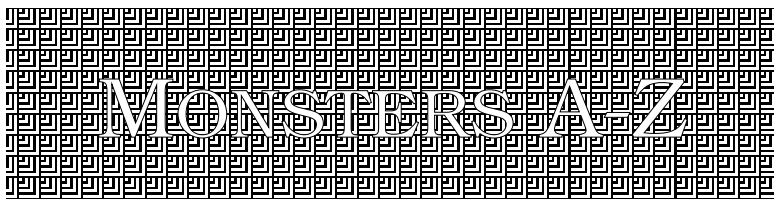
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MONSTERS A-Z

Downtime activities are solo games that can be played during Warm Up.

Basic downtime is available to all characters, such as carousing, selling large items, and working a job.

Advanced downtime is only available to characters who meet certain requirements, such as engaging in crime, or preforming Devotion or Magical Research.



These downtime activities can be preformed by anyone.

Baking

Get that bread!

Working at a bakery heals 1 (in addition to natural healing), and you get 4d6 rations. These rations spoil at the end of the session.

Carousing

Go out gambling, drinking, and cruising. A week of carousing costs 10 cp.

Gambling

You can play up to ten games of dragon ante. The buy for each game is 1 cp. Roll a d20 and see the result.

D20	Result
1	Jail! Pay a 10 cp fine, and preform a week of service.
2	Loose horribly. Pay 25 cp.
3-15	Loose your buy in.
16	Win 2 cp!
17	Win 3 cp!
18	Win the opportunity to play twice more!
19	Win 25 cp, anger a local.
20	Challenge the red dragon: Roll a d12. On a 1, you pay 1 sp. On a 12, you can either win 5 sp, or challenge Tiamat: roll 2d6; if you roll doubles you win 1 gp, 2 ep, 3 sp, 4 cp.

Collecting Rumors

While gambling, there is a 2-in-6 chance you'll hear relevant rumors. If so, the referee will give them to you.

Finding A Mentor

Searching for a mentor takes one week and 20 cp. You can select for class, and level.

Once found, the mentor can be hired. Most accept monetary wages, but clerics ask for one week of service instead of money. Wizards must be paid at least half in gemstones.

After each service, there is a 9-in-10 chance they remain open to tutoring you.

Odds Of Finding

Decide the class, and level you are seeking. Then calculate the odds. The chance of knowing a particular spell is 2-in-6.

Class	Odds out of 100	Wages per week (gp)
Cleric	50 – Lv	-
Demi-human	40 – Lv	Lv + 3
Fighter	70 – Lv	Lv
Thief	40 – Lv	Lv x 2
Wizard	60 – (Lv x 2)	Lv ²
Other	30	10

Example: Elron is seeking a 5th level wizard that knows Fire Ball. The odds are 70 – 5 = 65%. They roll 44 on percentile and find Glynyek the Wise. Unfortunately, they do not know Fire Ball.

Healing

Spending time at a temple will increase healing. A one week stay costs 1 gp, or one week of service, and will restore all hit points. Gain 1

Merit.

Questing

More adventuring!

Choose a challenge to face. Each round, you'll make a melee attack against it, and then it will make a melee attack against you. You can flee at anytime.

If you slay the challenge, you gain its reward.

Characters of 5th level or higher can take on three challenges each week.

Sewers

HP: 1d8, **AC:** 9

AV: 19, **DAM:** 1

REWARD: 2d12 cp + 3 xp.

Bandits

HP: 3d8, **AC:** 8

AV: 17, **DAM:** 1d4

REWARD: 8d6 cp + 15 xp + 1 merit. + **TRUE SERVICE:** Costs 4 **Merit**. Using this boon counts as a week of service.

Lycanthope

HP: 4d8, **AC:** 5

AV: 14, **DAM:** 2d6

REWARD: 4d6 sp + 50 xp + 2 **Merit**.

Lesser Dragon

HP: 10d8, **AC:** 0

AV: 8, **DAM:** 8d6 (recharg 5-6), or 2d6

REWARD: 2000 cp + 500 xp

Recruiting

Go to three different establishments, and roll on the table, adding you reaction modifier (see Character page 4). For each you roll well on, ask the Dungeon Master for a minion from that establishment.

Tavern

d8

≤1 Booed and mocked.

2-4 Lulled into one game of dragon ante. See page 5.

≥5 1 human hiring.

Port

d8

≤1 Robbed! loose 4d6 cp, take 1 damage.

2-4 Nothing

5-6 1 human hiring

≥8 1 demihuman hiring

Forum

d8

≤1 Grammar corrected.

2-4 Nothing

≥5 2 hirelings

Sewers

d12

≤1 Attacked! 1d6 damage.

2-9 Nothing

10-11 1 kobold

12 1 hiring

≥13 1 monster hiring

Guild Hall

d20

≤14 Nothing

15-18 1 human hiring

19 1 dwarvish hiring

20 1 felidae hiring

≥21 1 elvish hiring

Selling

Each week you can find buyers for a number of cp equal to 100 times your level.

If an object is more valuable than that, you must work for multiple weeks to sell it.

TRUE MERCHANT: For each 1 merit spent, sell an additional 10%.

Sale

When you sell the item, roll a d% on the table and add you three times your reaction modifier to see how much higher or lower than the list price you got.

D%	
≤5	Robbed! 0%
6-10	Low Ball: 75%
11-20	Low Ball: 90%
21-80	Asking Price: 100%
80-94	Tipped: 110%
≥95	Swindler! 200%

If you get a low ball, you can refuse to sell.

If you got robbed, the Dungeon Master will give you a lead on the thieves.

Tax

There is a 1% tax on sales over 500 cp.

Service

Temples are always in search of volunteers. Most are there drafted for pennants.

Forgiveness

Divine magic-users can forgive one disfavor.

Crime

Service may be required because of a crime. The next week must be used on service.

Merit

The first time a character preforms service, they gain no **Merit**. The second time a character preforms service, they gain one **Merit**. The third and further times, they gain three **Merit**.

Alignment

Depending on your alignment, you can choose one special opportunity during service.

Lawful

- ▶ Gain 1d4-1 **Merit**.
- ▶ If you have a cleric mentor, you can count service done for other reasons also for their payment.
- ▶ Reduce the estate tax to 10% for a character who died in the previous session.
- ▶ **TRUE SERVICE**: Costs 4 **Merit**. Using this boon counts as a week of service.
- ▶ Heal 1d6.

Any Alignment

- ▶ Gain 10 times your level XP.
- ▶ 1-in-12 chance Gain a small favor with a temple leader.
- ▶ **TRUE VALOR**: Costs 4 **Merit**. When an ally is attacked in melee, redirect it to yourself.
- ▶ **TRUE ABILITY**: Costs 50 **Merit**. The next time you succeed an ability check, other than **Constitution**, increase that that score by one, to a maximum of 16.
- ▶ Enable a non-cleric to preform embezzlement, see page 17.

Chaotic

- ▶ Pay 40 cp to have a goon do your service for you.
- ▶ If you are 4th level or higher, you can pay 100 cp to bribe a clerk to mark your service as already done.
- ▶ “Earn” Level 8d6 cp.
- ▶ **TRUE PAIN**: Costs 10 **Merit**. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.
- ▶ Aquire half of the estate tax from a character who died in the previous session.

Taming

Take a wild animal as a minion.

Mundane wild animals can be tamed by anyone.

Magical animals can be tamed only by druids, elves, and some knights.

Finding

MUNDANE: There's a 5-in-6 chance to find the type of animal you're looking for.

SPECIFIC: To find a specific animal, pay the Traveling cost to go to its homeland. Then there is a 2-in-6 chance of encountering it.

Capturing

If a wild animal is captured, its hostility increases by 1 each week, but is found automatically.

To capture a found animal, make an attack against it. If you succeed, there's a 5-in-6 chance of capturing it.

Taming

Each week spent taming reduces the animal's hostility by 1d4. Once it reaches 0 or less, it is tamed, becomes its tamer's minion, and can be trained.

Transferring a tamed animal to a new boss takes 1 week.

Team-building

Spend the week attending leadership seminars, and making topped flat bread to enjoy with your or your friend's minions.

Costs 1 sp per minion. Each participating minion has a 2-in-6 chance of gaining 1 **Loyalty**, to a maximum of 8.

Boons

Each minion that gains **Loyalty** yields 1 **Merit**.

TRUE LOYALTY: Costs 6 **Merit**. One **Loyalty** check automatically succeeds.

TRUE VALOR: Costs 4 **Merit**. When an ally is attacked in melee, redirect it to yourself.

Training

While you were carousing, I studied the blade.

Choose either mentoring, or studying.

Mentoring

Roll a d20. If you roll your level or less, you find a pupil to train. If you do not, you can do a different downtime activity.

Acting as a mentor pays 90 times your level cp, and grants 2d4 **Merit**.

TRUE DODGE: Costs 4 **Merit**. Half the damage from one non-magical attack.

TRUE STRIKE: Costs 15 **Merit**. Have a AV of 10 for one weapon attack.

TRUE PAIN: Costs 10 **Merit**. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.

TRUE VALOR: Costs 4 **Merit**. When an ally is attacked in melee, redirect it to yourself.

Studying

You must find a mentor of the same class but a higher level. See p6.

Gain 12d20 XP.

For an additional 10 cp, up to three minions of the same class can train with you, and gain half the XP that you do.

Job Search

Spend the week looking for a job. Spend 10 XP for the privilege.

Roll a 3d6 to determine what kind of job you've been offered. Then make a charisma check to see if you secure the offer.

3d6	Job	Wage
3-8	None	-
9-13	Tavern Hand	4 cp
14-16	Store Clerk	10 cp
17	Blacksmith Assistant	20 cp
18	Wizard Assistant	50 cp

Store Clerk

d6	Business
1	Apothecary
2	Carpenter
3	Dungeon Supply
4	Fletcher
5	General Store
6	Stables

Blacksmith's Assistant

d6	Business
1-3	General Store
4-5	Weapon Smith
6	Armor Smith

Working

If you do not have a job, you must find one first. See page 11.

Roll a d10 to determine the results of your work week.

d10	Result
1	Fired: No wages + loose job
2-8	Normal: Receive wages
9	Tipped: Receive double wages
10	Promotion: See Below

Promotion

Upon receiving a promotion, your wages are increased by 50%. You receive your old wage for that week. Next time you work, you will have a higher title, and the new wage.

Employee Discount

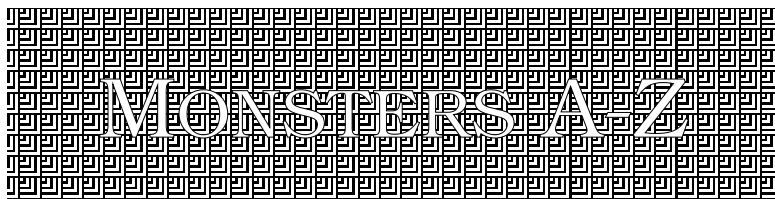
Store clerks and blacksmith assistants get a 10% discount at their business.

Tavern hands get free beer.

Wizard assistants have a 1% discount on Magical Research.

Sign On Bonus

Tavern hands get a 25 cp sign on bonus after their first week of work.



Activities limited to certain classes.

Creating Magic Items

Only magic-users of 9th level or higher can create magic items.

The player describes in detail the item that they wish. The referee decides whether this is possible and, if so, what materials are required.

Restrictions

Divine spell casters May only create items that they are able to use themselves. Arcane spell casters may create any item except those that may only be used by divine spell casters.

Materials

Creating magic items requires rare components such as expensive gems or ingredients from rare monsters.

Cost And Time

If duplicating the effects of a spell, construction costs one week and 5g, per level of the mimicked spell, multiplied by the number of uses.

The referee must use discretion for other items. As a general rule, items should cost from 100 to 1000gp and from 4 to 52 weeks to complete.

Crime

Only thieves, acrobats, felidae, kobold and warlocks can pursue crime.

Heist

A heist is a single large crime or scheme. Get a note card to keep track of your progress on the heist.

Tilling a Vacancy

Scoping out a new heist takes one week.

- 1 Write the location and the target on your heist card.
- 2 Roll a number of d12 equal to your level. This is the **Value** of the heist in sp.
- 3 Roll a d6. This is the **Potential** of the heist.
- 4 Roll 2d4. This is the **Heat** of the heist.

Boredom

If your up for a challenge, the **Heat** of the heist becomes 10, and the **Value** increases tenfold.

Risk

Whenever you take a **Risk**, make a sneak check against an OC equal to the **Heat** of the heist.

After the first failure, the hiest loses two **Potential**, gains one **Heat**. And, you must pay a fine equal to twice the **Value** of the heist, and preform a week of service.

After the second failure, you end the heist, pay a fine of

four times the **Value**, and must preform two weeks of service.

Loosing a Glove

If you are unable to pay the fine, you instead have a hand cut off.

Actions

Each week, you can take one action on an existing heist.

Bite the Blow

If the hiest has at least one **Potential**, take a **Risk** to get paid 20% of the **Value**.

Reduce the **Potential** by one.

Fence

When a heist has zero **Potential**, take a **Risk** to end the heist, and get paid 100% the **Value**.

Till a Rounder

Invite another character to the heist. Each week they can take one action.

Pay the Prigs

Add an NPC accomplice's name to the heist card.

Each accomplice takes a 10% cut, but gives a +1 bonus on **Risk**.

Tide the Vacancy

Increase the **Potential** by one.

Tide the Heat

Spend a week carousing. Reduce the **Heat** by one, to a minimum of three.

Grease the Hamlet

Pay 1 gp. Take a **Risk** to automatically succeed the next three **Risks**.

Devotion

Only divine magic-users can preform devotion.

You have a 3-in-6 chance of getting 5 **Merit**.

Lawful

TRUE AID: Costs 7 **Merit**.

One successful bandage restores the maximum number of hit points.

TRUE VALOR: Costs 4 **Merit**.

When an ally is attacked in melee, redirect it to yourself.

Neutral

TRUE SPELL: Costs 14

Merit. 3-in-6 chance of remembering a spell when cast.

TRUE INTUITION: Costs 4

Merit. **Search** in just 1 round.

Chaos

TRUE FEIGN: Costs 4 **Merit**.

Dismember with advantage.

TRUE DODGE: Costs 4

Merit. Half the damage from one non-magical attack.

Embezzlement

Only clerics and princesses can engage in embezzlement.

Vacancy

Each week, your able to find 20 * your level cp to embezzle.

In addition, taxes, unclaimed inheritance, and similar transactions from this or last session can also be embezzled.

Laundry

Roll a d6 for each 50 cp.

► **3-6:** Safely sequester the money into your own account.

► **2:** Loose the money, but don't take any risk.

► **1:** Loose the money, and risk getting caught (see below).

Risk

Roll a d20.

20: Safely sequester 100 cp into your pocket.

5-19: Avoid suspicion.

2-4: you aren't caught, but need to lay low and not embezzle anymore this week.

1: Caught! Preform a week of service for each time you have ever been caught embezzling.

Forging

Only dwarves (and some fighters) can forge. Choose one option and gain 1d3 merit.

Honing

Costs 10 cp. A honed weapon deals an additional d4 damage. When rolling a 4 on that bonus, the honing fades.

Repair

Costs 10 cp. Heal 1 damage from an item.

Construction

You can make any weapon. See Global page 24. Get a note card to track your progress. Calculate the total points of the weapon being constructed, based on its damage, properties, and enchantments:

Properties	Point
d4 or d6	1
d8	4
d10 or d12	7
slow, two-handed	1
blunt, charge, melee	3
splash, thrown	5
fired, fragile	7
+1 enchantment	12
Flaming enchantment	20
Warning enchantment	16

Each week costs 5 cp for normal weapons, and 200 cp for magic weapons. Progress 1d6 points each week.

Up to two dwarves can work on the same weapon at a time.

Hibernate

Only ursadine and felidae can rest this deeply.

Healing

Heal 2d6, or have a 2-in-6 chance to cure a minor disease or neutralize a minor poison.

Merit

Gain 1d4 **Merit**.

Dreams

Gain one rumor from a dream.

1-in-10 chance to have to battle a monster in the dream dimension. Same rules as questing page 7.

Nightmare

HP: Lvd4, **AC:** 10

AV: 19, **DAM:** 2

REWARD: 20 xp.

Magical Research

Only arcane magic-users can preform magical research.

Adding To A Spell Book

Arcane magic-users can only add to their own book, and only spells on their spell list. See Magic page 8

Assimilating Spells

All spells must be identified with Read Magic, and takes one week per spell level.

Spell Scrolls

Cost 1 gp per spell level.
Destroys the scroll

SUCCESS RATE: $(80 + \text{your intelligence score})\%$.

Captured Spell Books

Cost 3 gp per spell level

SUCCESS RATE: $(50 + \text{your intelligence score})\%$.

Mentoring

You can learn a spell from a mentor. See finding a mentor p6. In addition to the mentor's wages, studies cost 5 sp and one week, per spell level.

Creating New Spells

The player describes in detail the spell they wish to create. The referee decides if the spell can be created.

The spell must be of a level the character can cast. Research takes two weeks *and* 100gp per spell level.

Downtime