]

[Lifestyle and Living](#_e2awvqm6qxfw)

[Downtime Activities](#_pw32c74r4ow6)

[Downtime Complications](#_ezqaohne8db4)

[Brewing Potions of Healing](#_7eik3s2kfk01)

[Buying a Magical Item\*](#_o9g9e32ifuja)

[Carousing (XGtE p126)\*](#_jzktj58g06xq)

[Crafting Magical Items (XGtE p128)\*](#_wi37qek19m6a)

[Crafting Non-Magical Items\*](#_5vn6aul7r612)

[Crime (XGtE)/ Anti-Crime (XGtE p130)\*](#_kn6zruyb3btp)

[Gambling (XGtE p130)\*](#_qlpedqfqqieg)

[Honest Work](#_5w8iiyu5qii9)

[Hunting Bounties](#_aqupfjteutbl)

[Pit Fighting (XGtE p131)\*](#_8vdaiimzoxpg)

[Recuperating / Relaxing (XGtE p131)](#_627clxliky68)

[Researching (XGtE p132)\*](#_3nev8qo1aqay)

Magic Item Recipe Lore piece breakdown

[Running a Business](#_bzxus7f4yyna)

[Scribing Spell Scrolls (XGtE p133)\*](#_u9mc1ltbsxfq)

[Scribing Books/Texts](#_9aylc5hsooo6)

[Selling Items](#_z1b5tfc5pd97)

[Selling Potions](#_4s3f8vp9y7iu)

[Sowing Rumors (DMG p131)](#_kkahbzn985zs)

[Training (XGtE p134)\*](#_ldoka1ypamtx)

[Fortresses, Temples & Strongholds](#_87wfch1gjen6)

[Building your home](#_jel110bdautm)

[Types of Structures](#_kbs12jpxekaq)

[Abbey](#_mah2x869qxa)

[College or Large School](#_yc3b17ca567)

[Cottage or Medium House](#_khbby0f6au8y)

[Dungeon or Barrow](#_tyckk81bn5ad)

[Guildhall or Lodge](#_8icqnl82hqmy)

[Keep or Small Castle](#_q5xby2ntjsop)

[Noble Estate with Manor](#_lsm2dnvwsd7x)

[Outpost or Fort](#_7s0nugwe961)

[Palace or Large Castle](#_ts4pgpruw1q3)

[Temple](#_z0srtveck80p)

[Tower, Fortified](#_gkq09b844d08)

[Trading Post or Large House](#_urhtapa62kye)

[Furnishing Your Rooms](#_8fbo0avyumht)

[Alchemist Lab](#_dsb8r64hfkmq)

[Animal Pen](#_c4dice7mpk6f)

[Arcanist’s Study](#_xsluahmg6wr0)

[Armory](#_csdb7op6fc6a)

[Bank](#_7scgrfyzyrml)

[Baths](#_qhcne8597wi3)

[Battle Ring](#_xjmkio2htmug)

[Boutique](#_2ghngb4o9pn0)

[Caravansary](#_rhh3i4fy7jqz)

[Catacombs](#_mfceu7lv9nq8)

[Chapel](#_f1s76ib1pq4x)

[Clock Tower](#_922q20o9bmt)

[Dining Hall](#_boc74rq0p0hw)

[Docks, Air](#_lt1x88omkz3b)

[Docks, Water](#_7flrz4dyk4ja)

[Escape Tunnel](#_ugzhq8ocry1t)

[Garden](#_jrup68a1rkuw)

[Graveyard](#_nf8sx02fh8zn)

[Jails](#_k467qyp9u6rj)

[Library](#_gobt1netymup)

[Lighthouse](#_6gll70wrzf9m)

[Lodgings](#_dt32critogu3)

[Magical Enchanter](#_rhvmzsmtskba)

[Market Stalls](#_arh63ppmgiud)

[Mill](#_oz6tzf7034lm)

[Poisoner’s Grotto](#_srgqwz2mnwm2)

[Ritual Circle](#_7985ib8qw7cc)

[Sewers](#_x5xcry56uytc)

[Smithy](#_9ipx1gesp1rx)

[Siege Workshop](#_d8u92tcmbnx)

[Stables](#_a3t9cjpybq53)

[Tavern](#_i9xjlmpyccl0)

[Theater](#_qx45wwgamvqz)

[War Room](#_nz5kwhwi7iff)

[Modifying Your Rooms](#_rmwfz6rttavx)

[Hidden](#_q2z7pjov561t)

[Secret Passage](#_bbkndeknobsx)

[Teleportation Rune](#_m6ovh2oq5on4)

[Trapped](#_ugxzwaa6x2u2)

[Warded or Spell-Bound](#_qu9wf3hcxs21)

[Downtime Ships](#_42ine3fik65y)

[Hirelings, Soldiers, & Casters](#_694jediu805g)

[Hirelings](#_4d6xx3ictylj)

[Soldiers](#_crucx1phewu8)

[Spellcasters](#_ohd0mm8nevpo)

[Making More Money](#_9rjg9k8wmc7c)

[Companions and Henchmen](#_iwow5b19smpo)

# 

# 

# How to Use the Downtime Log

## Downtime Approval

To get downtime approved use the rules below and submit your downtime to the downtime log. Your downtime is not approved until a Downtime DM, not an admin or DM. A Downtime DM approves a downtime by reacting to it with an emote of approval. The emote must be one that is easily recognizable as such. If a downtime is rejected the downtime log post will be replied to stating such with an explanation as to why. If there are any questions regarding a certain downtime the discussion will be had

In the case of a bounty or a downtime activity pertaining to a particular DM who is not a downtime DM, both a downtime DM and the DM in question must react with an emote of approval. DMs can also post a message signifying approval by replying to the player post.

## Formatting downtime

please use the following format

week 1:

week 2:

week 3:

week 4:

---  
profit/loss:

if multiple weeks are spent on the same task

weeks 1-3:

week 4

---

profit/loss:

if you have buildings or structures please list them below the downtime weeks spent with a divider between them in the post.

example,

weeks 1-2:

week 3:

week 4:  
---  
profit/loss:

---

[structure downtime]

### Magic Item Crafting

If multiple people are working to craft the same item the subsequent downtime log post after the start of the initial construction need to use the 'reply' function to the previous progress made on the item. The original post needs to contain the item used and gold spent crafting the item (including future gold spent on the subsequent weeks crafting the item such as for hirelings)

Example,

Ciera today 4:30

weeks 1-4: starting work on staff of power (4/10weeks)

Materials: 10,000gp and a CR14 Red Dragon Horn.

Using an arcane enchanter to half the cost (Personal)

Using a skilled hireling to half the time (-140gp)

Michael (replying to Ciera) today 4:42

weeks 1-4: continuing work on staff of power (8/10weeks)

Jane (replying to Michael) today 5:23

weeks 1-2: finishing work on staff of power (10/10 weeks)

This helps create a chain of posts that allows downtime DMs to quickly verify the crafting of an item. Players must also note which arcane enchanter they are using in the log

### Buildings and Businesses

Show your work. When writing a building report in the downtime log please use the following format

Structure (room A, room B, room)

expenses (unskilled hirelings X, skilled hirelings Y, soldier typeA Z, soldier typeb N):

income (room A, room B): N [link to roll(s)]

profit/loss:

in the case of identical structures the sum of the buildings expenses and income is written instead and the number of identical structures is written

Structure (Room A, Room A2) x2 {or 3 or 4 or however many}

expenses (unskilled hirelings X, skilled hirelings Y):

income (room A, room A2): N [link to roll(s)]

profit/loss

In the case of rooms that do not generate income but generate materials/potions/poisons such as the gardens or poisoner's grotto the resources collected are indicated in the write up, if not recorded in the log they are not collected that month and cannot be collected next month. They rot away

Structure (room A, garden, poisoner's grotto)

expenses (unskilled hirelings X, skilled hirelings Y):

income (room A): N [link to roll(s)]

gardens: 4 uncommon potions {2x potion A, 2x potion B} (DC15 [link to roll])

poisoner's grotto: 10 acid (DC5 [link to roll])

In the case of rooms used to aid in the crafting of items please list the room and who is using it that month.

Structure (arcane enchanter)

expenses (unskilled hirelings X, skilled hirelings Y):

income: N/A (use N/A or not applicable when there is no income generated)

arcane enchanter: Ciera (4weeks), Micheal(4weeks), Jane(2weeks)

In the case of rooms with other functions please list the room and the result of it's function in the structures write up

In the case where a structure is not owned by a single player, but rather by a group, the group will designate one person to write up any and all group structures in the downtime log

# Lifestyle and Living

***Lifestyle Expenses***

We can't talk about downtime without talking about lifestyle expenses. While some downtime activities allow you to circumvent this cost, if you don't plan on doing anything with your downtime (which you shouldn't), you will be required to pay this cost in order to afford lodging, food, and the maintenance of armor and weapons.

The gold you pay depends on the quality of life you are living. The poorer the lifestyle, the less you pay. The cost of living might be higher or lower depending on how much gold your DM gives your party. A month is 30 days. 28 of which are used for work and 2 are holidays.

| **Lifestyle** | **Price per Week** |
| --- | --- |
| Wretched | -- |
| Squalid | 1 gp |
| Poor | 2 gp |
| Modest | 10 gp |
| Comfortable | 20 gp |
| Wealthy | 40 gp |
| Aristocratic | 100 gp minimum |

If your lifestyle is covered by the downtime activity you are performing, your lifestyle will be considered Modest. You may choose to pay for a better lifestyle, or choose a cheaper lifestyle if you wish.

Spells that create structures that are suitable to live in may be used to reduce the cost of living by an amount depending on the spell.

| **Spell** | **Gold Per Week** |
| --- | --- |
| Galder’s Tower (2nd level) | 10 gp |
| Magnificent Mansion (7th) | 40 gp |
| Mighty Fortress (8th) | 100 gp |

Alternatively, if you have proficiency in the Survival skill, you are able to live a comfortable life in the wild but cannot do any other activity. If you are a member or a friend of a guild or group, you may be able to live there without paying the expense as well.

Depending on your DM and the lifestyle you chose, you could gain important contacts or connections with other people. Spending time living with the poor might net you allies with the local beggars and street urchins or living an aristocratic life could help you gain favor with a wealthy noble.

# Downtime Activities

Every Monday all players that have played a game in the past week or have been active in the roleplaying channels gain 4 weeks worth of downtime to spend how they please. Players may cooperate during their downtime covering for one anothers lack of proficiencies. Below are all the listed downtime activities you can take part in! Beware though certain tasks run the risk of unforeseen complications which the DM will roll in secret, these tasks are marked with an (\*)



# 

# Downtime Complications

Downtime is not always guaranteed to go off without a hitch. No plan survives first contact, and your plans can get ruined. There is a chance that you may end up encountering a complication in your downtime. The consequences may spawn a small adventure, introduce new NPC’s, or bar your character from certain areas. Each activity has a table to offer possible complications. Your Downtime DM may rule that you encounter a unique complication and its unique effect.

The chance of receiving a complication depends on your lifestyle. Your Downtime DM rolls a die at the end of each week performing an activity with potential complications. If they roll a one on the die (or a high roll, DM’s choice), you receive a complication. The die rolled is determined by the lifestyle you choose.

| **Lifestyle** | **Complication Die** |
| --- | --- |
| Wretched | 1d2 |
| Squalid | 1d3 |
| Poor | 1d4 |
| Modest | 1d6 |
| Comfortable | 1d8 |
| Wealthy | 1d10 |
| Aristocratic | 1d12 |

## Brewing Potions of Healing

Potions of healing fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.  
Potions above Common count as magical, and due to that have the magic Item crafting rules applied to them, the only difference is the cost and crafting time.

| **Item Rarity** | **Cost** | **Workweeks** |
| --- | --- | --- |
| Healing(common non magical) | 25 gp | 1 day |
| Greater (uncommon magical) | 100 gp | 1 week |
| Superior (rare magical) | 1,000 gp | 3 weeks |
| Supreme (very rare magical) | 10,000 gp | 4 weeks |

## \*NOTE: If you are crafting something that takes less than a week to craft, then Lifestyle Expenses are NOT covered in the cost of doing this activity. Otherwise they ARE covered.

## Buying a Magical Item\*

Finding magic items to purchase requires at least one workweek of effort and 100 gp in expenses. A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of the seller found. The character gains a +1 bonus on the check for every workweek beyond the first that is spent seeking a seller and a +1 bonus for every additional 100 gp spent on the search, up to a maximum bonus of +10. The monetary cost includes a wealthy lifestyle, for a buyer must impress potential business partners.

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. Or you can roll for items from any table associated with a lower total on the Buying Magic Items table. 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.

| ***Check Total*** | ***Magic Item Table*** |
| --- | --- |
| 1-5 | Roll 1d6 times on [Magic Item Table A](https://5e.tools/tables.html#magic%20item%20table%20a_dmg) (Common Consumables) |
| 6-10 | Roll 1d4 times on [Magic Item Table B](https://5e.tools/tables.html#magic%20item%20table%20b_dmg)  (Uncommon Consumables) |
| 11-15 | Roll 1d4 times on [Magic Item Table F](https://5e.tools/tables.html#magic%20item%20table%20f_dmg)  (Uncommon Items) |
| 16-20 | Roll 1d4 times on [Magic Item Table C](https://5e.tools/tables.html#magic%20item%20table%20c_dmg)  (Rare Consumables) |
| 21+ | Roll 1d3 times on [Magic Item Table G](https://5e.tools/tables.html#magic%20item%20table%20g_dmg)  (Rare Items) |

***Asking Price:***

| ***Rarity*** | ***Asking Price*** |
| --- | --- |
| Common | 100g |
| Uncommon | 400g |
| Rare | 4,000g |

\***NOTE**: You may NOT use active magic to aid you in the persuasion roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing negotiations with ppl who would be keeping an eye out for it.  
  
\***NOTE 2**: Lifestyle expenses ARE covered in the cost of doing this activity.

***Complications:***

| ***d12*** | ***Complication*** |
| --- | --- |
| 1 | The item is a fake. |
| 2 | The item is stolen. |
| 3 | The item is cursed by a god. |
| 4 | The item’s original owner will kill to reclaim it. |
| 5 | The item is at the center of a dark prophecy. |
| 6 | The seller is murdered before the sale, you are the primary suspect. |
| 7 | The seller is a devil looking to make a deal. |
| 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 inquisition catches wind that the item is a heretical artifact. |

## Carousing (XGtE p126)\* Link to source: <https://5e.tools/book.html#XGE,2,carousing,0>

You choose whether to spend time with the lower, middle, or upper class, costing 10, 50, and 250 gp per week respectively. If you want to spend time with the upper class, you'll either need access to the local nobility or be disguised as one. During the week you mingle, party, and socialize with members of that social class. At the end of the week, you gain a number of contacts within that class. Some examples are criminals in the lower class, soldiers in the middle class, and nobles in the upper class. This option is great for collecting allies and intel, especially if you are new to the area. 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.

[*Spending Contacts doc*](https://docs.google.com/document/d/1_C1Fwj2Jb26OtrKx44G8PQu-pwWr-LAmDJYqfM6ge9w/edit)

| **DC’s** | **Result** |
| --- | --- |
| 1-5 | Gain 1 hostile contact |
| 6-10 | Gain no new contacts |
| 11-15 | Gain one allied contact |
| 16-20 | Gain two allied contacts |
| 21+ | Gain three allied contacts |

\***NOTE**: You may NOT use active magic to aid you in the persuasion roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing interactions with ppl who would be turned off by you needing magic to even interact with them.  
  
\***NOTE 2**: Lifestyle expenses ARE covered in the cost of doing this activity.

***Lower-Class Complications:***

| ***d8*** | ***Complication*** |
| --- | --- |
| 1 | A pickpocket lifts 1d10 x 5gp 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 what. |
| 4 | You are banned from a tavern for obnoxious behaviour. |
| 5 | After a few drinks, you swore in the town square to pursue a dangerous quest. |
| 6 | Surprise! You’re engaged. |
| 7 | You go streaking through the streets. Seemed like a good idea, before the inquisition caught wind. |
| 8 | Everyone is calling you by an embarrassing nickname, and no one will say why. |

***Middle-Class Complications:***

| ***d8*** | ***Complication*** |
| --- | --- |
| 1 | You accidentally insulted a guild master, and only a public apology will let you do business with the guild 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 foe out of a local inquisitor |
| 6 | You have been recruited to help run a local festival, play, or similar event |
| 7 | You made a drunken toast that was scandalous, and could be construed as heretical. |
| 8 | You spent an additional 100gp trying to impress people. |

***Upper-Class 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 foe 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 to a variety of embarrassing rumors. |
| 8 | You spent an additional 500gp trying to impress people. |

## Crafting Magical Items (XGtE p128)\*

Link to source: <https://5e.tools/book.html#XGE,2,crafting%20an%20item,0>

Creating a magic item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item. 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. Recipes, for the purposes of this setting require lore pieces to put together. (see Researching p18)

An item also invariably requires an exotic (CR item) material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool on 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. Rather, the creature might guard a location or a resource that the characters need access to.

Crafting magic items also requires proficiency in both arcana and whatever pertinent tool for the item. (IE an amulet of health would require arcana, and jewelers proficiency). Both proficiencies can be split between multiple people, **but** only one player can work on an item per week. If you want to split proficiencies, then both players work on it but it is considered one week.

| ***Rarity*** | ***CR Rating*** |
| --- | --- |
| Common | 1-3 |
| Uncommon | 4-8 |
| Rare | 9-12 |
| Very Rare | 13-18 |
| Legendary | 19+ |

In addition to facing a specific creature, creating an item comes with a gold piece cost covering 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.

| **Item Rarity** | **Cost** | **Workweeks** |
| --- | --- | --- |
| Common | 50 gp | 1 |
| Uncommon | 200 gp | 2 |
| Rare | 2,000 gp | 8 |
| Very Rare | 20,000 gp | 16 |
| Legendary | 100,000 gp | 48 |

\***NOTE**: If you are crafting a magical weapon or set of armor, you MUST provide the base item as an ingredient - like a basic bitch sword to make a +1 sword, or a set of plate for +1 plate, for example.  
  
\***NOTE 2**: Lifestyle Expenses ARE covered in the cost of doing this activity.

**\*NOTE 3**: to craft mithril or adamantine items use the crafting non magical items rules.

***Magic Item Crafting Complications:***

| ***d6*** | ***Complication*** |
| --- | --- |
| 1 | Rumors swirl that you’re working on a heretical item-the inquisition catches wind and is after you. |
| 2 | Your tools are stolen, forcing you to buy a new set before you can continue. |
| 3 | A local wizard shows keen interest in your work and insists on observing you. |
| 4 | A powerful noble offers a hefty price for your work and is not interested in hearing no for an answer. |
| 5 | Another craftsman accuses you of stealing materials and techniques from them for your own use. |
| 6 | A competitor spreads rumors that your work is prone to failure. |

## Crafting Non-Magical Items\*

If you have enough time, tools, and materials, you can finally put those tool proficiencies to use and create something.

***Requirements:***To craft an item, you must use appropriate tools and materials with a total value of half that of the item you are trying to craft. Additionally, you must be proficient with the tools needed to craft the item, as determined by the DM.

***Progression:*** Sometimes projects take just a day, other times they take several weeks or even months. If you work on crafting for an entire week, you can make progress to a total of 200 gp. If you use less than a week on crafting, you have a daily limit of 20 gp. An item is completed when you have made progress on it equal to its crafting cost. So a set of common plate armor would take 4 weeks to complete, rather than 8. If an item is completed in a week of work and you haven’t yet exhausted your 200 gp limit, you may begin work on a new project.

***Crafting checks:*** For every week you have been working on an item, you must make a skill check with the appropriate tools. You must make this skill check even if you only worked on the item for one day of the week. The standard DC for this check is 13. Additionally, if you are trying to craft an item with an effect that forces a creature to make a saving throw, the crafting check is equal to 13 or the DC listed on the item, whichever is higher.

***Failing a crafting check:*** If a player fails a crafting check, the item is degraded by one measure, from masterwork to common, or from common to scrap. When an item is degraded, a player may attempt to save it by making a new craft check with disadvantage; if the check is a success, the item is restored to its former state, otherwise it is degraded further. This can only be done once doing the crafting process of an item. If an item is permanently degraded, its crafting time stays as it was at the beginning, but the DC is changed to fit its current state.

| **Tools** | **Ability Scores** |
| --- | --- |
| Alchemist’s supplies | Intelligence, Wisdom |
| Brewer’s supplies | Intelligence, Wisdom |
| Calligrapher’s supplies | Dexterity, Wisdom, Charisma |
| Carpenter’s tools | Strength, Dexterity, Constitution, Intelligence |
| Cartographer’s tools | Intelligence, Wisdom |
| Cobbler’s tools | Dexterity, Wisdom |
| Cook’s utensils | Dexterity, Wisdom |
| Glassblower’s tools | Dexterity, Constitution, Charisma |
| Herbalism kit | Intelligence, Wisdom |
| Jeweler’s tools | Dexterity, Wisdom, Charisma |
| Leatherworker’s tools | Constitution, Dexterity, Wisdom |
| Mason’s tools | Strength, Dexterity, Constitution, Intelligence |
| Painter’s supplies | Dexterity, Wisdom, Charisma |
| Poisoner’s kit | Intelligence, Wisdom |
| Potter’s tools | Dexterity, Wisdom, Charisma |
| Smith’s tools | Strength, Constitution, Wisdom |
| Tinker’s tools | Dexterity, Intelligence, Wisdom |
| Weaver’s tools | Dexterity, Wisdom, Charisma |
| Woodcarver’s tools | Strength, Constitution, Wisdom |

***Common:*** Common items refer to items as they are in the PHB and other works, the use the default DC for crafting.

***Scrap:*** Scrap items are effectively junk, failed projects. Scrap items require no further crafting checks, but still require the same amount of time to finish. For weapons, armors and shields, this means having -1 to attack rolls or AC, for any other items, it means that they are faulty to the point of being useless. As for their value, no sane merchant would buy scrap items for any price, but if a player actively uses downtime to search for a buyer, they may find one willing to do so for their original crafting price.

\***NOTE**: You CAN use active magic to aid you in the crafting roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking a personal objective where you may cast this on yourself with no consequence.

\***NOTE 2**: Certain poisons are listed as uncraftable in their description, such as Purple Worm poison. They along with Drow poison are not craftable with this downtime activity and must be acquired in other ways.  
  
\***NOTE 3**: If you are crafting something that takes less than a week to craft, then Lifestyle Expenses are NOT covered in the cost of doing this activity.

**\*NOTE 4**: When crafting mithril and adamantine items an amount of the appropriate metal equal in weight to the weight of the original item is required (do not half the weight of the item when determining the materials used for mithril)

## 

## Crime (XGtE)/ Anti-Crime (XGtE p130)\*

Link to Source: <https://5e.tools/book.html#XGE,2,crime,0>

You can spend your downtime planning and executing a heist. First, you spend 25 gp and a workweek on intel. Then you make a series of crime related checks, such as stealth for not getting caught and deception since you got caught. The amount of successful checks determines the outcome of the heist, ranging from being caught and jailed to making it out with a small fortune. However, crime isn't easy and your DM may choose to put in some consequences. The most common ones include police investigations or a bounty on the character's head.

Anti-Crime is run similarly, 25 gp (this fee may be waved if your PC has a relevant background, like Urban Bounty Hunter or Investigator) and a workweek gaining intel on your suspect. You may then roll a series of 3 checks using either stealth, insight, perception, investigation, or thieves tools. The final check can be an attack roll or athletics as you subdue your target. The amount of successes determines the outcome of your investigations.

If one check succeeds your attempt fails but you manage to escape, 2 successes you are partially successful and gain ½ the value of the loot table, with 3 successes your attempt succeeds gaining the full value listed.

| **DC’s** | **Loot Table** |
| --- | --- |
| 10 | 50gp |
| 15 | 100gp |
| 20 | 200gp |
| 25 | 1,000gp |

\***NOTE**: You CAN use active magic to aid you in the rolls here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking a personal quest to commit crime or undertake vigilantism and it thusly does not matter as you are skirting the law.  
  
\***NOTE 2**: Lifestyle expenses are NOT covered in the cost of doing this activity, UNLESS, you succeed in 2 of, or all 3 of, the checks, in which case this covers a modest lifestyle.  
  
**\*NOTE 3:** If a player fails all three of their checks for Crime or Anti-Crime, they must pay a fine (if committing crime) or are robbed (if anti-crime) of an amount EQUAL to a tenth the amount of Loot they sought after (this includes the initial 25gp investment).  
-In Crime, if a player cannot afford the fee, they face jail time of a number of IRL days equal to the value of loot divided by 100.  
-Conversely in Anti-Crime, they are beaten mercilessly by the criminals they hunted, and the presiding DM must roll on this Lingering Injuries table: <https://worldbuilderblog.files.wordpress.com/2015/07/lingering-injuries.pdf> - where any time sensitive injuries (over a day in effect) are rounded down to an in game week, and where it states “magical healing,” a player must specifically get healing from a hospital or church in RP chat (no extra cost).  
THE DM will also still roll on the complications table.

***Anti-Crime Complications:***

Use the lingering injury table: <https://worldbuilderblog.files.wordpress.com/2015/07/lingering-injuries.pdf>

***Crime Complications:***

| ***d8*** | ***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 matter. |
| 5 | Your loot is a single, easily identifiable item that you can’t fence in this region. |
| 6 | You robbed someone who is 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 asks one of your adventuring companions to solve the crime. |

## Gambling (XGtE p130)\*

Link to Source: <https://5e.tools/book.html#XGE,2,gambling,0>

If you have proficiency in any of the gaming sets, like dice or card sets, then this is your time to shine. Gambling requires a workweek and anywhere from 10 gp to 1000 gp. Xanthar's requires you to roll specific skills, but if your DM allows it, you can replace them with other skills such as sleight of hand, deception, or your various gaming set proficiencies. The results can range from crippling debt to winning up to three times your bet.

| **Successes** | **Result** |
| --- | --- |
| 0 successes | You lose all money bet and gain a debt equal to that amount |
| 1 success | Lose half the money bet |
| 2 successes | Gain the money bet and half again |
| 3 successes | Gain double the amount bet |

\***NOTE**: You may NOT use active magic to aid you in the rolls here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing interactions with ppl who would be turned off by you using magic to fuckin’ cheat lol. NO PORTENTS.  
  
\***NOTE 2**: Lifestyle expenses are NOT covered in the cost of doing this activity, UNLESS, you succeed in 2 of, or all 3 of, the checks, in which case, they would be.  
***Gambling Complications:***

| ***d8*** | ***Complication*** |
| --- | --- |
| 1 | You are accused of cheating. |
| 2 | The town guards raid the gambling hall and throw you in jail. |
| 3 | A noble in town loses badly to you and loudly vows to get revenge. |
| 4 | You won a sum from a low-ranking member of a thieves guild, and the guild wants its money back. |
| 5 | A local crime boss insists you start frequenting the boss’s gambling parlor and no others. |
| 6 | A high-stakes gambler comes to town and insists that you take part in a game. |

## Honest Work

You can spend your downtime trying to earn money, either by practising a profession or by some other activity. When you pick this downtime activity, you must choose a tool, instrument or gaming set, which you are proficient with to use. You must then make a roll with that proficiency modifier, along with an ability score modifier, the options for which are listed below. Alternatively, you can simply make a skill check. Lastly, you can choose to make a pure ability score check, representing menial work. You then look at the payday table, to see how much you earned for the week.

**Example:** Elminster, a 20th level wizard, wants to use his Arcana skill to earn money for the week, so he rolls an Intelligence (Arcana) check, which ended up being a 14 on the die and then + 6 from his Arcana proficiency along with + 5 from his Intelligence score equaling 25 in total, meaning he earned 75 gp using his skill for that week. As a bit of inspiration for DMs, and to make it more fun, ask players who use a skill, rather than a tool to earn money, how they earn it, is Elminster working as a librarian, or is he sorting through the spell scrolls of a local wizard?

| **Tools** | **Ability scores** |
| --- | --- |
| Alchemist’s supplies | Intelligence, Wisdom |
| Brewer’s supplies | Intelligence, Wisdom |
| Calligrapher’s supplies | Dexterity, Wisdom, Charisma |
| Carpenter’s tools | Strength, Dexterity, Constitution, Intelligence |
| Cartographer’s tools | Intelligence, Wisdom |
| Cobbler’s tools | Dexterity, Wisdom |
| Cook’s utensils | Dexterity, Wisdom |
| Disguise kit | Dexterity, Charisma |
| Forgery kit | Dexterity, Intelligence |
| Glassblower’s tools | Dexterity, Constitution, Charisma |
| Herbalism Kit | Intelligence, Wisdom |
| Jeweler’s tools | Dexterity, Wisdom, Charisma |
| Leatherworker’s tools | Dexterity, Constitution, Wisdom |
| Mason’s tools | Strength, Dexterity, Constitution, Intelligence |
| Painter’s supplies | Dexterity, Wisdom, Charisma |
| Poisoner’s kit | Intelligence, Wisdom |
| Potter’s tools | Dexterity, Wisdom, Charisma |
| Smith’s tools | Strength, Constitution, Wisdom |
| Tinker’s tools | Dexterity, Intelligence, Wisdom |
| Weaver’s tools | Dexterity, Wisdom, Charisma |
| Woodcarver’s tools | Strength, Constitution, Wisdom |
| Navigator’s tools | Intelligence, Wisdom |
| Thieve’s tools | Dexterity, Intelligence |
| Vehicles (any) | Strength, Constitution, Wisdom, Charisma |
| **Gaming sets** | **Ability scores** |
| Any | Dexterity, Intelligence, Wisdom, Charisma |
| **Music instruments** | **Ability scores** |
| Any | Dexterity, Charisma |

| ***Table: Payday*** | |
| --- | --- |
| ***Roll Total*** | ***Payment*** |
| 1 | 0 gp |
| 2 - 4 | 10 gp |
| 5 - 9 | 15 gp |
| 10 - 14 | 25 gp |
| 15 - 19 | 50 gp |
| 20 - 24 | 75 gp |
| 25 - 29 | 125gp |
| 30 - 34 | 200gp |
| 35+ | 300gp |
| Natural 20! | +25% gp |

\***NOTE**: You CAN use active magic to aid you in the rolls here, such as Guidance, Enhance ability, or Channel Divinity, as you

are undertaking simple jobs where people don’t mind if you use magic to aid yourself in getting the job done.  
\***NOTE2**: While doing this downtime activity, you can maintain a modest lifestyle for free.

\***NOTE3**: Per DM’s request, you may be required to justify how you are using a proficiency to do honest work, rather than crime. Such as a poisoner’s kit being used for vermin extermination.

## Hunting Bounties

Bounties are posted on the Bounty Board in the Downtime Roleplay Channels. Each bounty has rewards listed, a brief description of the target, and leads that need to be gathered. These leads are tied to ability checks with DC’s provided on the bounty. You may use one week of downtime to make one of these ability checks. If the check you make meets or succeeds the DC, then you collect one lead for the bounty. Once all the leads are collected, the DM running the bounty will organize a date for the players who have collected leads to meet.

\***NOTE**: You CAN use active magic to aid you in the roll here, such as Guidance, Enhance ability, Portents, or Channel Divinity, as you are undertaking a personal objective where you may cast this on yourself with no consequence.

## Pit Fighting (XGtE p131)\*

Link to Source: <https://5e.tools/book.html#XGE,2,pit%20fighting,0>

Pit fights consist of organized, competitive, non-lethal fights, though your DM can choose to make them lethal. Your DM can choose to enact each of these fights, creating a separate combat encounter for each one, or roll with the rules given in Xanthar's. As with most of XGtE's downtime activities, you make a series of checks that determine the outcome at the end of the workweek, ranging from losing all your fights to gaining a small some of gp, which can either be decided from the table or your DM.

To do this activity, you make three rolls. One acrobatics, one athletics, and one Constitution check which you add your largest hit die to. You may swap one of these rolls for a weapon attack roll. The dm rolls 2d10+5 for each of the three rolls to determine the DC for the rolls.

| **Result** | **Value** |
| --- | --- |
| 0 successes | You lose your bout earning nothing |
| 1 success | You earn 50 gp |
| 2 successes | You earn 100gp |
| 3 successes | You earn 200gp |

\***NOTE**: You may NOT use active magic to aid you in the rolls here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing interactions with ppl who would be turned off by you using magic to fuckin’ cheat lol. However, a Barbarian can use their Rage to gain advantage on 1 pit fight roll, and reckless attack to gain advantage on an attack roll (but the opposing DC will also have advantage).  
  
\***NOTE 2**: Lifestyle expenses are NOT covered in the cost of doing this activity, UNLESS, you succeed in 1 or more of the checks, in which case, the expenses WOULD be covered.  
***Pit Fighting Complications:***

| ***d6*** | ***Complication*** |
| --- | --- |
| 1 | An opponent 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. |
| 6 | You accidentally deliver a near-fatal wound to a foe. |

## Recuperating / Relaxing (XGtE p131)

Link to Source: <https://5e.tools/book.html#XGE,2,relaxation,0>

In order to relax, you must be able to maintain a modest lifestyle while you recuperate. For three days(½week) to a whole week. You gain an advantage against any diseases and poisons affecting you, you end any effect that stops you from regaining health, and you can restore one ability score back to its original score if it had been decreased.  
  
\***NOTE**: As it says, you must maintain a modest Lifestyle (in terms of expenses) or more when doing this activity, and you MUST pay them in order to gain the benefits.

## Researching (XGtE p132)\*

Link to Source: <https://5e.tools/book.html#XGE,2,research,0>

You spend your downtime researching a specific subject or topic that you state at the beginning of your research. You can spend a work week and 50 gp gathering the necessary materials.You may also spend an additional 50 gp to gain a +1 bonus to this roll up to a maximum of +6. At the end of the researching period roll 1d20+Int adding any bonus from additional gold spent, the DM will give information relating to your research from magical item recipes, mythical locations and monster statistics. Alternatively you may roll investigation, arcana, or history (depending on context and at DM's discretion)

| **Check Total** | **Result** |
| --- | --- |
| 1-5 | No effect |
| 6-10 | You learn one piece of lore |
| 11-20 | You learn two pieces of lore |
| 21+ | You learn three pieces of lore |

## If you decide to use your researched lore pieces for magical item recipes, then the breakdown for each rarity of magical item is as follows:

| ***Recipe Rarity*** | ***# of Lore Pieces Needed*** |
| --- | --- |
| Common | **1** (no base item required) |
| Uncommon | **2** (copy of item required) |
| Rare | **4** (copy of item required, requires DM discretion) |
| Very Rare | **8** (copy of item required, requires approval in the Imperial Senate (admins)) |
| Legendary | **16** (copy of item required, near impossible and requires DM discretion) |
| Artifact | IMPOSSIBLE |

***Respeccing Your Subclass***

With an expenditure of 15 lore pieces, as well as a quest, you may choose to respec one of your subclasses into a different one from the same class. In order to change your subclass, you must first acquire 15 lore pieces using this downtime activity before asking a DM to run a quest for you in order to respec your subclass. After the quest is complete, you may update your sheet with the appropriate changes.  
  
\***NOTE**: You CAN use active magic to aid you in the roll here, such as Guidance, Enhance ability, Portents, or Channel Divinity, as you are undertaking a personal objective where you may cast this on yourself with no consequence.  
  
\***NOTE 2**: Lifestyle expenses ARE covered in the cost of doing this activity.  
  
\***NOTE 3**: you cannot research items bought in through retirement no matter what. Breaking this rule will lead to loss of the item and recipe

***Researching 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 the book was cursed, you never would have opened it. |
| 4 | A sage becomes obsessed with convincing you of a number of strange theories about reality. |
| 5 | Your actions cause you to be banned from your researching location. |
| 6 | You uncover the location of useful lore, but it is in a heretical area. |

## Running a Business

Through many means a player may develop a business or profession that they will wish to foster. This usually comes with buying a building or stronghold, though it is not required. All a player needs is a skill or toolset with which they are proficient in and two hirelings. The Downtime DM running this activity may ask for the player to justify the proficiency and can reject the activity based on the reasoning.

After determining the skill with which you are using, you must also pay for 2 hirelings. These may be skilled or unskilled, and if you are running the business out of a building or stronghold, then you may use the hirelings from that building in this activity while still having them maintain the building.

You roll a d20 and add the skill or tool modifier. Multiply the roll by 2d6 to determine your earnings. If you employ a Skilled Hireling, the d20 roll gains advantage. The total is only what you make and does not take into account your lifestyle costs or the costs of hirelings. If this is ran alongside a building with rooms that generate gp (Mills, taverns, or caravansaries for example) these earnings are in addition to any earnings made from building’s rooms.

[ (1d20 + chosen skill modifier) x 2d6 ] gp income every week

\***NOTE**: Your lifestyle expense is NOT paid for in this activity.  
  
\***NOTE 2**: You can use Magic and class abilities to aid you in this activity.

***Running a Business Complications:***

| ***d8*** | ***Complication*** |
| --- | --- |
| 1 | Your business is robbed, you lose 50gp. |
| 2 | You deal with an individual who then disappears, you are suspected of causing their sudden leave. |
| 3 | You unknowingly deal with a criminal and are suspected of being an accomplice. |
| 4 | A local competitor sabotages your goods, imposing disadvantage on the income roll for a week. |
| 5 | A corrupt official demands extra taxes or you face the threats of a smeared reputation |
| 6 | A band of thugs demand bribes for 'protection' money. |
| 7 | Rowdy customers drive people away from your business, causing you to lose an additional 20gp from your earnings. |
| 8 | A rival competitor gives a tip off to the inquisition that your goods are heretical in nature. |

## Scribing Spell Scrolls (XGtE p133)\*

Link to Source: <https://5e.tools/book.html#XGE,2,scribing%20a%20spell%20scroll,0>

In order to make spell scrolls you need proficiency in arcana, the ability to cast the spell you are scribing, time, gold, and any material components needed for the spell. The time and amount of gold spent depend on the level for the spell; the higher the spell level the more it will cost to make.

| **Spell Level** | **Time Spent** | **Gold Cost** |
| --- | --- | --- |
| Cantrip | 1 day | 15 gp |
| 1st level | 1 day | 25 gp |
| 2nd level | 3 days | 250 gp |
| 3rd level | 1 workweek | 500 gp |
| 4th level | 2 workweeks | 2,500 gp |
| 5th level | 4 workweeks | 5,000 gp |
| 6th level | 8 workweeks | 15,000 gp |
| 7th level | 16 workweeks | 25,000 gp |
| 8th level | 32 workweeks | 50,000 gp |
| 9th level | 48 workweeks | 250,000 gp |

\***NOTE**: If you are scribing something that takes less than a week to craft, then Lifestyle Expenses are NOT covered in the cost of doing this activity.

***Spell Scroll Complications:***

| ***d6*** | ***Complication*** |
| --- | --- |
| 1 | You bought up the last of the rare ink used to craft scrolls, the scroll’s cost is doubled. |
| 2 | The priest of a temple accuses you of trafficking in dark magic. |
| 3 | A wizard eager to collect one of your spells in a spellbook 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 parchment you bought for your scroll has a barely visible map on it. |
| 6 | A thief breaks into your workroom and burns the scroll as it is being scribed. |

## Scribing Books/non-magical texts

Players may take 4 weeks to copy the contents of one book into an empty book. This process takes 100gp worth of materials and lifestyle. Players must be proficient in the language of the book they are copying to create a copy. Using comprehend languages doubles the time needed, but not the gold cost. Proficiency in Calligraphers' supplies reduces time and cost by half. This is for mundane texts only, no scrolls or spellbooks may be copied this way. Any special properties used to copy magical books into mundane tomes are lost.

\***NOTE**: Lifestyle Expenses ARE covered in the cost of doing this activity.

## Selling Items

Link to Source: <https://5e.tools/book.html#XGE,2,selling%20a%20magic%20item,0>

Players can, if they wish, spend a week bartering for selling items. How many of these items that can be sold in a given timeframe is up to the current presiding downtime DM. The buyer can range from a wealthy noble to a shady vagabond, but a buyer will give a proposed price proportional to the rarity of the magic item. You can then try to haggle the price by making a persuasion roll, sell the item to them, or keep the item and search for a new buyer.  
If trying to sell magic items then a character can find a buyer for one magic item by spending one workweek and 25 gp, which is used to spread word of the desired sale. A character must pick one item at a time to sell.

***Magic Item Base Prices\****

| **Rarity** | **Base Price** |
| --- | --- |
| Common | 100gp |
| Uncommon | 400gp |
| Rare | 4,000gp |
| Very rare | 40,000gp |

\*prices halved for consumable items

***Item Offers***

| **Check Total** | **Offer** |
| --- | --- |
| 1-10 | 50% of base price |
| 11-15 | 75% of base price |
| 16+ | 100% of base price |

\***NOTE**: You may NOT use active magic to aid you in the persuasion roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing negotiations with ppl who would be keeping an eye out for it.  
  
\***NOTE 2**: Lifestyle Expenses ARE covered in the cost of doing this activity.

\***NOTE 3**: Magic item components can be sold for 25% of the market value of the strongest item they can be used to create (capped at 10000g for a very rare quality component).

\***NOTE 4**: Selling acid is forbidden by the church.

***Magic Item Selling Complications:***

| ***d6*** | ***Complication*** |
| --- | --- |
| 1 | Your enemy secretly arranges to buy the item to use it against you. |
| 2 | A thieves guild, alerted to the sale, attempts to steal the item. |
| 3 | A foe circulates rumors that your item is fake. |
| 4 | The inquisition believes the item is heretical and demands you hand it over for study. |
| 5 | Your item was stolen off another merchant, who believes you stole it. |
| 6 | The buyer is murdered before the sale is finished. |

## Selling Potions

Selling potions rules based on the Demand of the potions in question. Finding a seller takes a week of downtime unless the player already has an agreement with a group that might be interested in the potions.

Making a trade agreement: 1 week carousing to learn about the trade if the person wants to base it on charisma, or 1 week of Research if they're going to base it on Int, 2nd week getting a meeting with a magistrate or the party in question, 3rd-week negotiation for business.

That will let the player avoid the 1 week of searching for a buyer.

| **Type** | **The role** |
| --- | --- |
| Common | (1d6+1)x3 potions |
| Uncommon | 1d4 potions |
| Rare | 1d2 potions |

In the time of war, we double the dice

| **Type** | **The role** |
| --- | --- |
| Common | (2d6+1)x3 potions |
| Uncommon | 2d4 potions |
| Rare | 2d2 potions |

Example: so if someone wants to sell 106 healing potions, he will have to look for the seller (1 week) or already work from an arranged trading agreement that he established beforehand with a group that might be interested. He rolls to see how many they need 1d6+1 x3 (potions), the roll is a 3. /(3+1)x3/, so the max they can buy is 12, once a month.  
  
\***NOTE**: You may NOT use active magic to aid you in the persuasion roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing negotiations with ppl who would be keeping an eye out for it.  
  
\***NOTE 2**: Lifestyle Expenses are NOT covered in the cost of doing this activity IF you selling anything common potions. If you’re selling Uncommon or Rare, then Lifestyle Expenses ARE covered.

## Sowing Rumors (DMG p131)

Link to Source: <https://5e.tools/book.html#dmg,6,sowing%20rumors,0>

You can spend your downtime and a little bit of extra gold to spread rumors about a specific person or organization. The bigger the place, the longer it takes for word to get around. The rumors can range from scandalous accusations that will tarnish a reputation to good deeds that will make them seem a little bit nicer. Sowing rumors can also counter rivals gained through other downtime activities. The character must spend 1 gp per day to cover the cost of drinks, social appearances, and the like. At the end of the time spent sowing the rumor, the character must make a DC 15 Charisma (Deception or Persuasion) check. If the check succeeds, the community's prevailing attitude toward the subject shifts one step toward friend or hostile as the character wishes. If the check fails, the rumor gains no traction, and further attemptions to propagate it fail.

Shifting a community’s general attitude toward a person or organization does not affect everyone in the community. Individuals might hold their own opinions, particularly if they have personal experience in dealing with the subject of the rumors. .

| **Settlement Size** | **Time Required** |
| --- | --- |
| Village | 2d6 Days |
| Town | 4d6 Days |
| city | 6d6 Days |

\***NOTE**: You CAN use active magic to aid you in the persuasion roll here, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking ongoing rumor mill production.  
  
\***NOTE 2**: Lifestyle Expenses ARE covered in the cost of doing this activity.

## Training (XGtE p134)\*

Link to Source: <https://5e.tools/book.html#XGE,2,training,0>

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

Resources. Receiving training in a language or tool typically takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs **25** gp per workweek.

Expertise: It is possible, after reaching level 7, to gain expertise in a ***tool***. However, there are a few stipulations:  
1. Be lv 7

2. Find an Expert Trainer

3. Convince them to train you

4. \*Either a mini quest or something similar (to either find the trainer or to gain their favor)

5. 16 weeks of downtime (Int mod won’t help you)

6. 75gp a week

7. Cannot do another downtime activity in the meantime (as the training must be continuous).  
  
\*TBD by DM

**Note:** Lifestyle Expenses ARE covered for both types of training.  
***Training Complications:***

| ***d6*** | ***Complication*** |
| --- | --- |
| 1 | Your instructor disappears, forcing you to spend one workweek finding a new one. |
| 2 | Your teacher instructs you in rare, archaic methods, which draw concerns from the Inquisition. |
| 3 | Your teacher is a heretic and you are accused of also being one. |
| 4 | Your teacher is a wanted criminal. |
| 5 | Your teacher’s workshop or home burns down and they cannot teach until it is repaired. |
| 6 | Your teacher asks for help dealing with a threat. |

## *Retraining ASIs and Feats*

Characters can exchange one ASI/feat for another they're eligible for by spending 2,000 gold and 8 downtime weeks. Narratively this is explained as a shift in focus of skills, much like a fighting style change, where your training efforts have shifted away from one stat/feat to another. Like an athlete changing their training regimen or a shift in studies.

# Fortresses, Temples & Strongholds

## Building your home

Should players wish to build a structure they must pay a land fee for the deed to build on your land. To purchase the deed, a player needs to pay an amount of gold pieces equal to (100 x the total number of room points the land can yield). Deeds can be stolen and they can be awarded as session rewards with buildings on them already (They may be in disrepair or unusable). They can be named by players if bought, or DM’s if rewarded.

Once you own your deed, you may build on your land. You may determine the cost of construction by consulting the table below. If a character is present and aids in construction you may reduce the cost by a percentage equal to ½ the player's level rounded up. Multiple characters may rotate days to ensure that discount over the construction time.

The skilled and unskilled hirelings table indicates how many hirelings must be kept to maintain the structure and any additional rooms. For the purposes of this chart soldiers and spellcasters count as skilled hirelings. Hirelings must be paid wages according to the Hirelings, Soldiers, and Casters tables. These Hirelings cannot be used to staff rooms such as, but not limited to, Mills or Banks. Failure to pay workers removes the benefit from any structures, after 7 days without payment including retroactive amounts hirelings will leave their post.

| **Structure** | **Room Points** | **Construction Cost** | **Construction Time (weeks)** | **Bonus Room** | **Skilled Hirelings** | **Unskilled Hirelings** |
| --- | --- | --- | --- | --- | --- | --- |
| Abbey | 6 | 50,000gp | 57 | Garden | 5 | 25 |
| College or school | 6 | 50,000gp | 57 | Theater or Training Grounds | 5 | 25 |
| Cottage or medium house | 1 | 2,500 gp | 4 |  | 1 | - |
| Dungeon or barrow | 3 | 15,000gp | 14 | Jails | 3 | 15 |
| Guildhall or lodge | 2 | 5,000gp | 8 | Dining Hall | 5 | 3 |
| Harbour | 6 | 50,000gp | 57 | Lighthouse | 5 | 40 |
| Keep or small castle | 6 | 50,000gp | 57 | War room | 50 | 50 |
| Noble estate with manor | 4 | 25,000gp | 21 | Library | 3 | 15 |
| Outpost or fort | 3 | 15,000gp | 14 | Armory | 20 | 40 |
| Palace or large castle | 15 | 500,000gp | 171 | Any that cost 1 room point | 200 | 100 |
| Temple | 6 | 50,000gp | 57 | Chapel | 10 | 10 |
| tower , fortified | 3 | 15,000 | 14 | Stables | 10 | - |
| Trading post or a Large house | 2 | 5,000gp | 8 | Caravansary/ Lodgings | 4 | 2 |

## Types of Structures

### Abbey

A religious retreat for those so inclined. Contains living quarters for up to 100 individuals, and a free garden that costs neither gold nor room points.

### College or Large School

A center of scholarly learning, concerned with a particular vocation, arcane study or bardic tradition. Contains lavish rooms for 10 instructors and stark rooms for up to 90 students. Comes with a free theater or training grounds that costs neither gold nor room points.

### Cottage or Medium House

A small to medium hovel, home or shop that can house a maximum of 5 people in close quarters.

### Dungeon or Barrow

An underground dwelling, dank, pungent and dark. Dimly lit by torches, lava or phosphorescent fungi contains cramped living for up to 50 occupants. Comes with a free jail that costs neither gold nor room points.

### Guildhall or Lodge

A large and often storied home dedicated to housing members of a guild. Contains semi private quarters for up to 25 occupants, and a dining hall that costs neither gold or room points.

### Harbour

A big open space next to the water, it is shielded from the weather and provides lots of space for ships to land on. It comes with 10 private quarters and lodgings for 150 people, a small brothel and a lighthouse to ease navigation. It is often a hub for trade but can also be used as a military outpost to stage a naval war.

### Keep or Small Castle

Fit to rule over a fiefdom or barony, this structure is equipped with heavy stone walls, spire and turrets. There is a private room for the master of the keep as well as private rooms for up to 50 occupants. The structure may also house up to 450 servants in communal living quarters and comes with a war room that costs neither gold nor room points.

### Noble Estate with Manor

A fine manor house with a wide tract of land. Contains private rooms for up to 15 individuals as well as semi private quarters for a serving staff of up to 35 persons. Comes with a free library that costs neither gold nor room points.

### Outpost or Fort

A forward, rough military establishment hewn from stone or timber. Contains private quarters for up to 25 officers and common bunks for 225 servants or soldiers. Comes with a free armory that costs neither gold nor room points.

### Palace or Large Castle

An opulent structure worthy as the seat of a kingdom or empire. Contains personal quarters for the structures owners and up to 200 guests as well as somewhat shabby residence for up to 1,800 soldiers and staff. This structure comes with one free room of your choice as long as it takes up only one room point. That room costs neither gold nor room points.

### Temple

A large solemn place carved in the image of a god or pantheon. Contains communal bunks for up to 100 pilgrims or acolytes and private quarters for up to 25 members of the clergy. Comes with a free chapel that costs neither gold nor room points.

### Tower, Fortified

A single spire set somewhere high and remote with an excellent view. Includes private rooms for up to 25 occupants and tightly packed bunks for up to 100 visitors. Comes with a stable that costs neither gold nor room points.

### Trading Post or Large House

Either a large single house or a set of colorfully adorned shacks. Comes equipped with private lodgings for 5 important persons and bunks or hammocks for up to 45 travelling merchants or staff. Comes with a free caravansary or lodgings that cost neither gold nor room points.

## Furnishing Your Rooms

Any time after a structure is built the owner may choose to furnish already available rooms. The owner then spends the related gold cost on materials and labor. After the indicated construction time passes the room is considered complete. Note that each room also requires a certain amount of room points and that your structure never for any reason may have more room points built up than the number listed in the structures table. Each room can only be built as many times as room points allow per structure.

As with the structures themselves players do not need to be present during construction but if they are, costs can be reduced by a percentage amount equal to half the characters level rounded up. Work may be done to furnish multiple rooms at a time but a character may only assist in the construction of one room at any given time.

### Alchemist Lab

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** An Alchemist's kit, Poisoner's kit and Herbalism Kit are always assumed to be present and any checks using these tools are made with advantage for characters proficient in their use, otherwise characters not normally proficient with these tools are considered proficient.

### Animal Pen

***Size Cost:*** 1 or 2 room points

***Construction Cost:*** 2,500 or 5,000 gp

***Construction Time:*** 2 or 4 weeks

***Benefit:*** This room allows creatures to be held securely and safely, whether or not the desire to be, until you release them. The creatures held here may be any type other than *humanoid*. The room may hold 5 creatures small sized, 3 creatures medium sized or one large sized creature. If built using two room points the double the storage capacity, alternatively you may contain one huge creature. This room does not include any creatures which must be acquired using other means. You may buy and construct this room multiple times.

### Arcanist’s Study

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Choose transmutation, abjuration, conjuration, enchantment or illusion. While present in the room spells cast by their owners and allies have double the normal duration and half the material costs. Arcana checks here that deal with the chosen school of magic are made with advantage. This room may be built multiple times, and each time a different school of magic must be chosen.

### Armory

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:***  2 weeks

***Benefit:*** When this structure is under attack any hireling that is not a soldier or spellcaster may visit the armory and afterward counts as a [guard](https://5e.tools/bestiary.html#guard_mm). Hirelings equipped in this way may also be used offensively. Doing so however deprives the structure of workers and deploying more than a quarter of your staff will cause any other benefits the structure provides to cease functioning.

### Bank

***Size Cost:*** 2 room points

***Construction Cost:*** 5,000 gp

***Construction Time:*** 4 weeks

***Benefit:*** This room contains four 30 by 40 foot vaults each with a 20 foot ceiling. The owner of this structure may store any amount of gold or reasonably sized treasures in one of the vaults that requires a key to access (one key is provided at construction). Unguarded vaults may be broken into with thieves tools requiring 5 DC 15 dexterity checks within an hour. The vault doors are 3 by 5 feet circles made of steel by default with an AC of 19 and 25 hit points. At creation or any point afterwards you may expend an additional 2,500 gold and 15 construction days to upgrade your vault to mithril (AC of 21 and 50 hit points) or 5,000 gold and 30 construction days for adamantium (AC of 23 and 100 hit points. In addition if the bank is staffed by at least 10 skilled workers trained in Insight or Investigation the room generates an additional 2.5% income of the gold stored in the vaults every 4 weeks to a maximum of 500,000gp, this income takes the form of gold regardless of what is stored.

### Baths

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** While taking a short rest in this room the owner and their allies double the hit point gained for expending hit die (as well as their constitution modifier). Additionally taking a short rest in this structure grants temporary hit points equal to the total number of room points the structure contains that last until they are either lost or the next long rest.

### Battle Ring

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Those that spend at least an hour in this room sparring are considered prepared for battle. When a creature prepared for battle enters combat it gains advantage on the first attack it makes on its first turn of combat.

### Boutique

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** If this structure exists in an area that can reasonably expect trade this structure generates an income of 30 x 3d4 gp every 4 weeks. This room may be built multiple times.

### Caravansary

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** This room generates 20 x 2d10 gp every 4 weeks.

### Catacombs

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500gp

***Construction Time:*** 2 weeks

***Benefit:*** Dead bodies may be interred here and suffer no degradation for the purpose of necromancy spells. When this room is built it comes with 5 skeletal servants each counting as an unpaid, unskilled worker. These servants have an AC of 10 , 1 hit point, strength score of 8 and cannot speak or attack (unless equipped via the armory rules). These skeletal servants may be ordered to do any simple tasks a human could do. If they leave the catacombs for more than 7 days it disintegrates into dust. Every 4 weeks an hour long ritual may be performed raising 5 more of these skeletal servants to a maximum of 20 times the structures room point maximum provided there are enough dead bodies.

### Chapel

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** This room is under the constant effect of the [hallow](https://5e.tools/spells.html#hallow_phb) spell, the details are decided when construction is complete. Religion checks made here that deal with the lore surround the deity, philosophy or religion the chapel is dedicated to are made with advantage. This room may be built multiple times choosing a different religion each time. If parishioners visit this room and provide tithes this room generates 10 x 4d6 gp every 4 weeks.

### Clock Tower

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Requirements:*** Knowledge of clockwork mechanisms, a structure with a least 3 room points

***Benefit:*** Greatly increases the efficiency of your workforce and thus the associated structure. Reduce the total amount the structures hirelings must be paid by 10 gp daily.

### Dining Hall

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Every week a banquet may be held here, roll 1d4 (or 1d8 if prepared by someone proficient in cooks tools) pass out that number as points of inspiration for those present. Only one point of inspiration can be assigned per person. If the meal would have any special properties they apply to any who partake.

### Docks, Water

***Size Cost:*** 2 room points

***Construction Cost:*** 5,000 gp

***Construction Time:*** 4 weeks

***Requirements:*** Must be adjacent to water

***Benefit:*** This structure generates 30 x 8d4 gp every 4 weeks.

### Escape Tunnel

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** A secret tunnel leads to a point of your choosing within one mile of your structure. This room automatically benefits from the Hidden room improvement.

### Garden

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Every 4 weeks the garden produces enough resources to make either 10 potions of common quality, 4 potions of uncommon quality, or 1 potion of rare quality. The herbs can be picked with an alchemist's supplies or herbalist kit check. The DC for this check is 10 for common, 15 for uncommon, or 20 for rare. Failure destroys the herbs which must be regrown over 30 days. Your DM may rule that a potion is not available for brewing in your garden. You may build this structure multiple times.  
  
\***NOTE**: You CAN use active magic to aid you in the tool roll here, if you are using a garden which requires a roll, such as Guidance, Enhance ability, or Channel Divinity, as you are undertaking a personal objective where you may cast this on yourself with no consequence.  
  
\***NOTE:** The resources produced by a garden cannot automatically be used to craft a potion. They only work as an alternative to a cr part. Using resources from a garden still follows all other magical item crafting rules.

### Graveyard

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Dead bodies may be interred here and suffer no degradation for the purpose of necromancy spells. If the graveyard is empty it may be assumed to contain an additional 1d8 bodies every week. When cast in this room by the owner or their allies, [animate dead](https://5e.tools/spells.html#animate%20dead_phb) and [create undead](https://5e.tools/spells.html#create%20undead_phb) create an additional undead at the lowest CR possible. Additionally Arcana and Religion checks relating necromancy or the dead made here gain advantage.

### Jails

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** You have cells to securely hold a number of humanoids equal to 5 times your structures room points. Prisoners may only escape if they are unguarded, have a key (5 of which are provided after construction) or make four successful DC 15 dexterity checks using thieves' tools. The room is equipped for non magical humanoids and cannot thwart attempts at magical escape unless the appropriate wards under the Warded room improvement are purchased for this room.

### Library

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** When taking at least an hour to perform and Intelligence or Wisdom check to find specific knowledge within this room you gain advantage. Even if you cannot directly uncover information here you may gain knowledge of locations where information can be accessed.

### Lighthouse

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Requirements:*** Must be adjacent to water

***Benefit:*** Ships travelling on the water that are allied to the owner and within 2 days normal travel range navigate more precisely. Within this distance these ships can travel twice as fast without worrying about the dangers at sea, double their effective out of combat speed.  
***Combo (Dock, Water):*** When built in a structure with a water dock, the dock produces 50% more gold as ships are more likely to stop and trade with the safety a light house provides. (this buff does not stack and a structure can only benefit from one light house)

### Lodgings

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** This room may hold either an additional 50 hirelings in communal bunks, or 24 hirelings in 6 private bedrooms up to 4 people per room. You can choose one of these options when you build this room. If you build this room in a structure that can reasonably expect travellers you can choose to provide private rooms, and no more than 4 hirelings live in this room, then this room generates 30 x 1d10 gp every 4 weeks. This room may be built multiple times.

### Magical Enchanter

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** A spellcaster hireling or a character with the Spellcasting or Pact Magic features may use this room to make **any** magic item that is not a potion or an artifact. The gold cost required to create the magic item is halved when using this room.

### Market Stalls

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** If this structure can reasonably expect travellers this room generates 30 x 2d6 gp every 4 weeks. This room may be built multiple times.

### Mill

***Size Cost:***  1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Requirements:*** One raw resource under the owners or their allies control with 1 weeks distance

***Benefit:*** If this room is fully staffed by at least 10 unskilled and at least 3 skilled hirelings proficient in a relevant set of artisans tools, it can produce refined materials from available raw materials. If these resources are supplied the mill generates 1d10 x 100gp every 4 weeks. These materials can be sold, eaten by staff in lieu of wages if it is food, or used in place of gold for crafting. This room may be built multiple times.

### Poisoner’s Grotto

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Every 4 weeks this room provides enough ingredients to make a quantity of items from the following table.

| ***Quantity*** | ***DC*** | ***Items*** |
| --- | --- | --- |
| 10 | 5 | [acid](https://5e.tools/items.html#acid%20(vial)_phb),[antitoxin](https://5e.tools/items.html#antitoxin%20(vial)_phb) |
| 3 | 10 | [assassins blood](https://5e.tools/items.html#assassin's%20blood%20(ingested)_dmg), [drow poison](https://5e.tools/items.html#drow%20poison%20(injury)_dmg), [poison (basic)](https://5e.tools/items.html#basic%20poison%20(vial)_phb), [truth serum](https://5e.tools/items.html#truth%20serum%20(ingested)_dmg) |
| 3 | 15 | [essence of ether](https://5e.tools/items.html#essence%20of%20ether%20(inhaled)_dmg),[malice](https://5e.tools/items.html#malice%20(inhaled)_dmg), [pale tincture](https://5e.tools/items.html#pale%20tincture%20(ingested)_dmg), [potion of poison](https://5e.tools/items.html#potion%20of%20poison_dmg) |
| 2 | 15 | [burnt othur fumes](https://5e.tools/items.html#burnt%20othur%20fumes%20(inhaled)_dmg), [oil of taggit](https://5e.tools/items.html#oil%20of%20taggit%20(contact)_dmg), [torpor](https://5e.tools/items.html#torpor%20(ingested)_dmg) |
| 2 | 20 | [midnight tears](https://5e.tools/items.html#midnight%20tears%20(ingested)_dmg) |

Once the ingredients are harvested they must be successfully brewed as a single batch with a Poisoner’s Kit or Alchemist’s Supplies. The DC is listed in the table above, if the check fails the batch is ruined and you must regrow these herbs over 4 weeks. This room may be built multiple times.

\***NOTE**: You can only harvest the ingredients for drow poison if you know the secret recipe, by default this option is unavailable.

### Ritual Circle

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Spells may be cast as rituals in half the usual time here without expending any components that do not have an associated gold cost. Rituals that require components with a gold cost have that gold cost halved. While in this room, the owner and their allies gain advantage on all rolls a ritual may require.

### Sewers

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Creatures that dwell in this structure have a much more sanitary environment and gain advantage on any rolls against disease and the poisoned condition while within 10,000 feet of the structure. Occasionally strange items wash up in the sewers. Every 4 weeks roll a d6, on a roll of 1 or 2 a random item from the [trinkets table](https://5e.tools/items.html#trinket_phb) is found intact and (mostly) clean.

### Smithy

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** When you first make this room **choose** a set of artisans tools, such as smith’s tools. These tools are always present in this room and individuals proficient in their use can craft mundane equipment in half the normal time. Creating these items still costs the normal amount of gold but the total time needed to create them is **halved**. If a skilled hireling is posted here the room generates 40 x 1d10 gp every 4 weeks. This room may be built multiple times but a **different** tool must be chosen each time.

### Siege Workshop

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500gp

***Construction Time:*** 2 weeks

***Benefit:*** A team of at least 10 skilled hirelings can build siege equipment here. The workshop may only build one at a time from the following table.

| ***Item*** | ***Construction Time (weeks)*** | ***Cost*** |
| --- | --- | --- |
| [Ballista](https://5e.tools/objects.html#ballista_dmg) | 2 | 1,000 gp |
| [Cauldron](https://5e.tools/objects.html#cauldron%2c%20suspended_dmg) | 2 | 1,000 gp |
| [Mangonel](https://5e.tools/objects.html#mangonel_dmg) | 4 | 3,000 gp |
| [Ram](https://5e.tools/objects.html#ram_dmg) | 2 | 1,000 gp |
| [Siege Tower](https://5e.tools/objects.html#siege%20tower_dmg) | 8 | 5,000 gp |
| [Trebuchet](https://5e.tools/objects.html#trebuchet_dmg) | 8 | 5,000 gp |

### Stables

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Your structure gains the ability to support horses and other trained mounts and can hold 4 of these creatures for each room point your structure has. Mounts that receive a long rest at your stables have their movement increased by 10 feet until their next long rest. The stables do not provide these mounts which must be acquired by other means.

### Tavern

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Taverns are a natural place for rumors to be spread. They generate 1d4 -1 every week. In addition the owner of the tavern and his allies gain advantage on Persuasion checks with regular customers. The tavern generates 2d10 kegs of alcohol worth 5gp each every 30 days, or 10 gp each if the tavern is manned by a skilled worker or player character proficient in brewer’s supplies for at least 1 week. In addition to the kegs, this room generates 10 x 1d10 gp every 4 weeks if staffed by at least 2 hirelings.

### Theater

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** When on the stage the owner and their allies gain advantage on all Charisma checks. In addition, when an individual makes a Persuasion, Deception, or Performance check higher than 15 any of their allies present gain 1 point of inspiration. This effect only occurs once every week.

### War Room

***Size Cost:*** 1 room point

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefit:*** Soldiers friendly to the owner of this structure may have their journeys (of up to 1 week) planned within this room. Doing so doubles their overland movement speed allowing them to travel to their destination in half the time. In addition when a structure with a war room is under attack all creatures fighting as defenders add 1d4 to their attack rolls to hit.

### Training grounds/Lecture halls

***Size Cost:*** 1 room point

***Construction Cost:*** 2500 gp

***Construction Time:*** 4 weeks

***Requirement:*** building with 6+ room points.

***Benefit:*** Choose either languages or tools. Individuals who train with languages or tools in this room have the required weeks to better themselves in it, reduced by 1/4 the time it would take, after any other bonuses if applicable. This room can teach a maximum of 6 subjects. Comes with one free tool or language subject. Each additional subject requires 500gp & one additional skilled hireling.

## Modifying Your Rooms

### Hidden

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Benefits:*** This modification can be added to hide it from view. The owner of the structure and any they make privy to secret know its location. All others must make a DC 15 Intelligence (Investigation) check to discover the presence of a hidden room, followed by a DC 15 Dexterity (Sleight of Hand) check to uncover how to enter. The DCs can be increased by spending 200gp and a day construction time to increase the DC by 1 to a maximum of 30.

### Secret Passage

***Construction Cost:*** 2,500 gp

***Construction Time:*** 2 weeks

***Requirements:*** At least 2 furnished rooms and a structure with 3 room points minimum

***Benefits:*** This modification is built in two rooms simultaneously, though it only requires one construction cost to be paid. Similar to a Hidden room the owner and any they make privy know of these entrances. All others must make a DC 15 Intelligence (Investigation) check to discover the presence of a hidden room, followed by a DC 15 Dexterity (Sleight of Hand) check to uncover how to enter. You may build multiple secret passages from one room but each must connect to a different location. The DCs can be increased by spending 200gp and a day construction time to increase the DC by 1 to a maximum of 30.

### Teleportation Rune

***Construction Cost:*** 3,500 gp

***Construction Time:*** 4 weeks

***Requirements:*** A structure with at least 3 room points and a character or hireling who can cast 5th level spells

***Benefits:*** When this room is first created you must choose a command word. Any creature that touches the rune and speaks the command word is teleported to another room containing another teleportation rune modification. If only one room has a teleportation rune activating it does nothing.

### Trapped

***Construction Cost:*** Varies (see below)

***Construction Time:*** 1 week

***Requirements:*** Varies (see below)

***Benefits:*** This room contains one of the following traps, which you chose when you build this modification. This modification can be purchased multiple times in a single room for multiple traps.

| ***Trap*** | ***Cost*** | ***Requirements*** |
| --- | --- | --- |
| [Falling Net](https://5e.tools/trapshazards.html#falling%20net_dmg) | 750 gp | Requires a character or hireling proficient in Survival |
| [Fire Breathing Statue](https://5e.tools/trapshazards.html#fire-breathing%20statue_dmg) | 1,250 gp | Requires a character or hireling that can cast 2nd level spells or is proficient alchemist's supplies |
| [Pit, Simple](https://5e.tools/trapshazards.html#pits_dmg) | 500 gp | - |
| [Pit, Hidden](https://5e.tools/trapshazards.html#pits_dmg) | 1,000 gp | Requires a character or hireling proficient in Survival, Mason’s Tools, or Carpenter’s Tools |
| [Pit, Locking](https://5e.tools/trapshazards.html#pits_dmg) | 1,500 gp | Requires a character or hireling proficient in Sleight of Hand, Thieve’s Tools, or Blacksmith’s Tools |
| [Pit, Spiked](https://5e.tools/trapshazards.html#pits_dmg) | 2,000 gp | Requires a character or hireling proficient in Survival or Blacksmith’s Tools if Locking or Hidden must also meet above requirements |
| [Poison Darts](https://5e.tools/trapshazards.html#poison%20darts_dmg) | 1,250 gp | Requires a character or hireling proficient in Survival or the Poisoner’s Kit |
| [Poison Needle](https://5e.tools/trapshazards.html#poison%20needle_dmg) | 1,500 gp | Requires a character or hireling proficient in Survival or the Poisoner’s Kit |
| [Rolling Sphere](https://5e.tools/trapshazards.html#rolling%20sphere_dmg) | 2,000 gp | Requires a character or hireling proficient in Survival or Mason’s Tools |
| [Sphere of Annihilation](https://5e.tools/trapshazards.html#sphere%20of%20annihilation_dmg) | 5,000 gp | Requires a character or hireling that can cast 7th level spells |

### Warded or Spell-Bound

***Construction Cost:*** Varies (see below)

***Construction Time:*** 1 week

***Requirements:*** A character or hireling that can cast the listed spell

***Benefits:*** This room is always under the effect of the listed spells, the details of which you decide when you build this modification and can only be altered later by rebuilding the modification and paying the listed cost. These spells are always considered to fill the room and be cast at the lowest level possible. Saves made against these spells are made against a DC of 15. This modification may be purchased multiple times choosing a different spell each time.

| ***Spell*** | ***Cost*** | ***Additional Effect*** |
| --- | --- | --- |
| [Alarm](https://5e.tools/spells.html#alarm_phb) | 1,000 gp | - |
| [Animate Object](https://5e.tools/spells.html#animate%20objects_phb) | 3,000 gp | These objects can detect intentions and will attack those intending to harm the owner who can command them as a bonus action. |
| [Antimagic Field](https://5e.tools/spells.html#antimagic%20field_phb) | 4,500 gp | (Technically blocks scrying in that room also) |
| [Circle of Power](https://5e.tools/spells.html#circle%20of%20power_phb) | 3,000 gp | - |
| [Magic Circle](https://5e.tools/spells.html#magic%20circle_phb) | 2,000 gp | - |
| [Reverse Gravity](https://5e.tools/spells.html#reverse%20gravity_phb) | 4,000 gp | - |
| [Unseen Servant](https://5e.tools/spells.html#unseen%20servant_phb) | 500 gp | 500gp per unseen servant. This room contains up to 10 unseen servants who follow their masters orders. (can be used to take the help action). |
| [Zone of Truth](https://5e.tools/spells.html#zone%20of%20truth_phb) | 1,500 gp | When you build this modification choose if it affects all creatures, the owner and their allies, or enemies of the owner |

## [***Downtime Ships***](https://docs.google.com/document/d/1WvBuSWuJTuOQvuvloW5eQHarSmDXYxcaehB2e8dsNjM/edit)

Adventurers may find their travels take them off the beaten path and onto the open sea. Some see only as a means of transportation, others fall in love. For those who wish to own ships and manage merchant fleets see the linked doc.  
Use Ghost of Saltmarsh for ship stats.

## Hirelings, Soldiers, & Casters

Any large scale structure requires constant maintenance to remain operational. Hirelings are workers that can perform ordinary or skilled work at your behest. Soldiers are hirelings that are skilled in combat and casters are those with a cursory knowledge of the arcane arts. Hirelings of any sort require daily wages for their services and will desert if unpaid for 7 days (including retroactive payments). A structure with no hirelings will cease to function losing out on any benefits it may have provided.

### Hirelings

Unskilled hirelings have no outstanding skills to speak of instead seeing to day to day tasks. Skilled hirelings have a +5 in one skill or toolset you determine upon hiring. Slaves may only be owned by evil characters and may be skilled or unskilled requiring no additional payment. Slaves may or may not be available for purchase.

| ***Hirelings*** | ***Pay/ daily*** | ***Pay/ monthly*** | ***Proficient in...*** |
| --- | --- | --- | --- |
| Hireling, unskilled | 2 sp | 5 gp 6 sp | - |
| Hireling, skilled | 2 gp | 56 gp | 1 skill or set of tools |
| Slave, unskilled | 75 gp (one-time purchase) | - | - |
| Slave, skilled | 750 gp (one-time purchase) | - | 1 skill or set of tools |

### Soldiers

Trained in the ways of battle soldiers may be hired to protect your structures

| ***Soldiers*** | ***Pay/ daily*** | ***Pay/ monthly*** |
| --- | --- | --- |
| [Archer](https://5e.tools/bestiary.html#archer_vgm) | 25 gp | 700 gp |
| [Assassin](https://5e.tools/bestiary.html#assassin_mm) | 65 gp | 1820 gp |
| [Bandit](https://5e.tools/bestiary.html#bandit_mm) | 2 gp | 56 gp |
| [Bandit Captain](https://5e.tools/bestiary.html#bandit%20captain_mm) | 20 gp | 560 gp |
| [Berserker](https://5e.tools/bestiary.html#berserker_mm) | 20 gp | 560 gp |
| [Blackguard](https://5e.tools/bestiary.html#blackguard_vgm) | 65 gp | 1820 gp |
| [Champion](https://5e.tools/bestiary.html#champion_vgm) | 75 gp | 2100 gp |
| [Gladiator](https://5e.tools/bestiary.html#gladiator_mm) | 40 gp | 1120 gp |
| [Guard](https://5e.tools/bestiary.html#guard_mm) | 2 gp | 56 gp |
| [Knight](https://5e.tools/bestiary.html#knight_mm) | 25 gp | 700 gp |
| [Martial Arts Adept](https://5e.tools/bestiary.html#martial%20arts%20adept_vgm) | 25 gp | 700 gp |
| [Master Thief](https://5e.tools/bestiary.html#master%20thief_vgm) | 40 gp | 1120 gp |
| [Scout](https://5e.tools/bestiary.html#scout_mm) | 5 gp | 140 gp |
| [Spy](https://5e.tools/bestiary.html#spy_mm) | 10 gp | 280 gp |
| [Swashbuckler](https://5e.tools/bestiary.html#swashbuckler_vgm) | 25 gp | 700 gp |
| [Thug](https://5e.tools/bestiary.html#thug_mm) | 5 gp | 140 gp |
| [Tribal Warrior](https://5e.tools/bestiary.html#tribal%20warrior_mm) | 2 gp | 56 gp |
| [Veteran](https://5e.tools/bestiary.html#veteran_mm) | 25 gp | 700 gp |

.

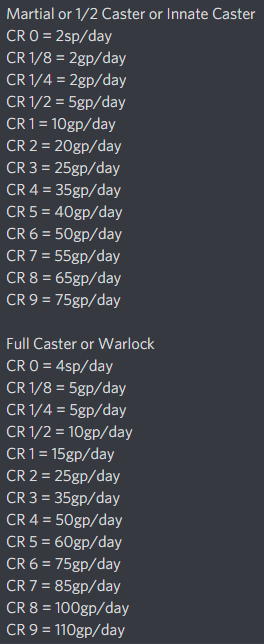
### Spellcasters

Magically gifted in the divine or arcane arts these spellcasters can be hired for their listed gp cost per day.

| ***Casters*** | ***Pay/ daily*** | ***Pay/ monthly*** |
| --- | --- | --- |
| [Abjurer](https://5e.tools/bestiary.html#abjurer_vgm) | 110 gp | 3080 gp |
| [Acolyte](https://5e.tools/bestiary.html#acolyte_mm) | 5 gp | 140 gp |
| [Apprentice Wizard](https://5e.tools/bestiary.html#apprentice%20wizard_vgm) | 5 gp | 140 gp |
| [Bard](https://5e.tools/bestiary.html#bard_vgm) | 25 gp | 700 gp |
| [Conjurer](https://5e.tools/bestiary.html#conjurer_vgm) | 75 gp | 2100 gp |
| [Diviner](https://5e.tools/bestiary.html#diviner_vgm) | 100 gp | 2800 gp |
| [Druid](https://5e.tools/bestiary.html#druid_mm) | 25 gp | 700 gp |
| [Enchanter](https://5e.tools/bestiary.html#enchanter_vgm) | 60 gp | 1680 gp |
| [Evoker](https://5e.tools/bestiary.html#evoker_vgm) | 110 gp | 3080 gp |
| [Illusionist](https://5e.tools/bestiary.html#illusionist_vgm) | 40 gp | 1120 gp |
| [Mage](https://5e.tools/bestiary.html#mage_mm) | 75 gp | 2100 gp |
| [Necromancy](https://5e.tools/bestiary.html#necromancer_vgm) | 110 gp | 3080 gp |
| [Transmuter](https://5e.tools/bestiary.html#transmuter_vgm) | 60 gp | 1680 gp |
| [Priest](https://5e.tools/bestiary.html#priest_mm) | 25 gp | 700 gp |
| [War Priest](https://5e.tools/bestiary.html#war%20priest_vgm) | 110 gp | 3080 gp |
| [Warlock, Archfey](https://5e.tools/bestiary.html#warlock%20of%20the%20archfey_vgm) | 50 gp | 1400 gp |
| [Warlock, Fiend](https://5e.tools/bestiary.html#warlock%20of%20the%20fiend_vgm) | 85 gp | 2380 gp |
| [Warlock, Great Old One](https://5e.tools/bestiary.html#warlock%20of%20the%20great%20old%20one_vgm) | 75 gp | 2100 gp |

***Other***

Any hirelings not found in the above tables can be gained either through sessions or through true polymorph. In such a case please refer to the following table for payment per day. Elementals, Beast, Constructs, and Oozes are paid half their listed price. This gold cost represents the cost of goods and services required to keep the creature happy and loyal rather than necessarily a monetary payment.



## Making More Money

***Tithes and tuition:*** If your structure is one that attracts daily visitors in the form of worshipers or students, you can demand a daily payment for the services they receive. This could range anywhere from 1 sp per day for a poor man's shrine to 10 gp daily for world class education. Keep in mind that higher prices may dissuade visitors.

***Right of Passage:*** Merchants and travellers must pay coin to use toll roads near your structure. A fee of 1 cp is not unusual but some particularly lucrative trade routes charge up to 5 gp. Most merchants will go to great lengths to avoid pricey tolls, and placing an exorbitant toll on a road may cause a reduction in the quality of merchants that visit.

***Protection:*** Nearby villages could pay taxes for protection from a nearby military presence.Taxes could be from a reasonable 2 sp a day to an extreme 10 gp daily. Take warning that peasants feeling taxes are unfair are prone to violent revolts.

# Companions and Henchmen



SIDEKICKS  
Use Tasha’s Rules for sidekick stat blocks. Sidekicks can be gained in session with DM permission. Optionally you can work with a DM to play in a session specifically to gain a side kick. A sidekick can be any creature that is CR1/2 or lower. A sidekick chooses between the spellcaster, expert, or warrior classes. The spellcaster and expert classes require that the sidekick is able to speak a language.  
Sidekicks start at half the level of the receiving player (rounded down) when the DM awards them. To level up, you must sacrifice experience and feed it to them. You can only do this if they were present when the experience was awarded, i.e. they were in the session.  
Henchmen/Sidekicks share your attunement slots. Meaning if they attune to an item you only have two attunement slots left while they are adventuring with you  
A player can only ever have one henchman/sidekick  
Henchmen/Sidekicks cannot take feats  
Cost: (10x Henchmen/Sidekick Proficiency Bonus)/ gp per day as daily wages. Henchmen will desert if not paid for 7 days (including previously missed days payments).

**PLAYERS CAN ONLY BE ACCOMPANIED BY 1 COMPANION.**