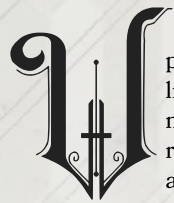


# DOWNTIME ACTIVITIES



While your character is not adventuring, they can be performing *downtime activities* that you pick from the list below. These activities all take time to complete, measured in *workweeks* of 5 days, and usually also require money or other *resources*. Days of downtime activity do not need to be consecutive. Some activities can be completed by characters working together.

Whilst most of these activities use the Adventurers League model, there are some subtle and key changes.

## CAROUSING

Spend time drinking, eating and socialising. Perhaps you can make some new friends, or enemies. Requires a Persuasion ability check.

**Resources:** 1 workweek and 10 gp to go carousing with the lower classes, or 50 gp to carouse with the middle classes. Carousing with the upper classes requires 250 gp—and access to the local nobility.

## CRAFTING

Use tool proficiencies to craft armor, weapons, clothing, items, etc.

**Resources:** To determine how many days it will take to craft an item, divide its cost in gp by 50. You also need appropriate tools, a suitable work area, and raw materials equal in value to half of the item's cost.

## POTIONS

If you are proficient with a Herbalism Kit and have one available, you can use it to produce the following types of potion:

Type	Healing	Rarity	Time	Cost
Antitoxin	~	Common	1 day	25 gp
Healing	2d4 +2	Common	1 day	25 gp
Greater	4d4 +4	Uncommon	1 workweek	100 gp
Superior	8d4 +8	Rare	3 workweeks	1,000 gp
Supreme	10d4 +20	Very Rare	4 workweeks	10,000 gp

## MAGIC ITEMS

Creating a magic item requires more than just some time, effort, and materials. It is a difficult process that usually involves quests to track down the rare ingredients or forgotten lore needed to produce them.

## CRIME

Sometimes crime pays, but you always run the risk of being arrested. Requires ability checks for Stealth and Thieves' Tools, and also your choice of either the Deception, Investigation, or Perception skills.

**Resources:** Planning a crime takes one workweek and 25 gp, which is spent gathering information about your potential targets.

## GAMBLING

An easy way to make a fortune, or lose one. Requires Deception, Insight, and Intimidation ability checks. If you are proficient with a relevant gaming set, that skill can replace one of the other checks.

**Resources:** 1 workweek and a stake of at least 10 gp.

## PIT FIGHTING

Compete in boxing, wrestling, and other forms of (usually) non-lethal combat, in an organized setting. Requires Acrobatics, Athletics, and Constitution ability checks. You can replace any one of those ability checks with an attack roll made using one of your weapons.

**Resources:** 1 workweek.

## RELAXATION

Take a break to relax and recover from sickness or a critical injury.

**Resources:** 1 workweek, during which time you need to maintain at least a modest lifestyle in order to gain the benefits of this activity.

## RELIGIOUS SERVICE

Spend time in service of, and try to win favor with, a religion or the like. Requires either a Religion or Persuasion ability check.

**Resources:** 1 workweek, and some kind of temple, religious group, deity or entity whose beliefs and ethos are aligned with your own.

## RESEARCH

Try and uncover lore concerning a specific place, person, item etc.

Requires an Intelligence ability check. Access to a good library or a sage gives you advantage, and spending more gold gives you a bonus.

**Resources:** 1 workweek and at least 50 gp. (+1 per 100 gp spent)

## SCRIBE A SPELL SCROLL

Use your Arcana proficiency to scribe a spell you know on a scroll.

**Resources:** The time and cost is based on the level of the spell. You must also provide all of the material components required for casting the spell—all of which are consumed in scribing the scroll.

Spell Level	Time to Scribe	Cost
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

## TRAINING

Learn a new language, or become proficient with a new skill or tool.

**Resources:** 10 workweeks, minus your Intelligence modifier, and 25 gp per workweek. Training is only possible from a proficient tutor.

## WORK

Find temporary work to cover your general living costs. Requires an Athletics, Acrobatics, or Intelligence ability check if you use a set of tools, or a Performance check if you are providing entertainment.

**Resources:** 1 workweek.

## PERSONAL ADVENTURE

Sometimes characters may wish to pursue some solo adventuring or activities, so they may wish to use some, or all of their downtime.

When it comes to adventures, there are a few options, you may:

- Pick up a bounty from the local message board for a reward.
- Investigate the rumour of a hidden magical item in the area.
- Go on a general expedition to see what you can find.

**Resources:** Each adventure, quest or bounty has its own gold, time or resource requirements, so depending what you would like to do, speak with your Dungeon Master to agree all the requirements.