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DOWNTIME ACTIVITIES

This document describe some downtime activities in detail, the mechanics behind them, and how they are resolved. The activities described are suggestions - you are free to come with your own ideas of what you want your character to do during downtime.

During downtime, characters have to pay lifestyle expenses. They are listed in more detail in the Player's Handbook on page 157.

| Lifestyle expenses | Price/tenday |
|--------------------|---------------|
| Wretched | - |
| Squalid | 1gp |
| Poor | 2gp |
| Modest | 10gp |
| Comfortable | 20gp |
| Wealthy | 40gp |
| Aristocratic | 100gp minimum |

PURCHASING AN EXPENSIVE OR MAGICAL ITEM

Purchasing a magic item requires time and money to seek out and contact people willing to sell items. Even then, there is no guarantee that a seller will have the items a character desires. The price of a magic item varies from seller to seller, but you can expect that an item's price is likely to be similar to the price of the item in Sane Magical Item Prices, a pdf available for free online.

Cost. At least 100gp.

Time. At least one tenday.

Resolution. The character rolls Charisma (Persuasion). The character may add +1 to the roll for every additional tenday spent, and +1 to the roll for every additional 100gp spent, for a maximum of +10 to the check. Then, consult the table. Note that the tables for consumables

also contain lower-rarity non-consumables.

| Check result | Seller inventory |
|--------------|---------------------------|
| 1-5 | 1d6 common consumables |
| 6-10 | 1d4 uncommon consumables |
| 11-15 | 1d4 rare consumables |
| 16-20 | 1d4 very rare consumables |
| 21-25 | 1d4 legendary consumables |
| 26-30 | 1d4 uncommon items |
| 31-35 | 1d4 rare items |
| 36-40 | 1d4 very rare items |
| 41+ | 1d4 legendary items |

SELLING AN EXPENSIVE OR MAGICAL ITEM

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found. The price of a magic item varies from buyer to buyer, but you can expect that an item's price is likely to be similar to the price of the item in Sane Magical Item Prices, a pdf available for free online.

Cost. 25gp.

Time. One tenday.

Resolution. The character makes a Charisma (Persuasion) check to determine the offer for the item. The character can always opt not to sell, instead forfeiting the initial cost and the workweek of effort and trying again later. Consult the below table to determine the offered price.

| Check result | Offer |
|--------------|--------------------------------|
| 1-10 | 30%-70% of the item's value |
| 11-20 | 80% - 120% of the item's value |
| 21+ | 130%-170% of the item's value |

CAROUSING

Carousing is a default downtime activity for many characters. Carousing is a means to gain contacts; NPCs which either owes the character a favour or has some reason to bear a grudge. A hostile contact works against the character, placing obstacles but stopping short of committing a crime or a violent act. Allied contacts are friends who will render aid to the character, but not at the risk of their lives.

Carousing covers any living expenses for the duration of the carousing.

Resolution. Regardless of which folks the character carouses, the character makes a Charisma (Persuasion) check and consults the below table.

| Check total | Result |
|-------------|--|
| 1-5 | Character has made a hostile contact |
| 6-10 | Character has made no new contacts |
| 11-15 | Character has made an allied contact |
| 16-20 | Character has made two allied contacts |
| 21+ | Character has made three allied contacts |

LOWER CLASS

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

Cost. 10gp per tenday.

Time. At least one tenday.

MIDDLE CLASS

Middle-class contacts include guild members, spellcasters, town officials, and other folk who frequent well-kept establishments.

Cost. 50gp per tenday.

Time. At least one tenday.

UPPER CLASS

Carousing with the upper class requires some means to gain access to nobility. Such means

may include a noble background, having already made a number of contacts among the nobility, or through the use of a disguise kit and successful deception.

Upper-class contacts are nobles and their personal servants. Carousing with such folks covers formal banquets, state dinners, and the like.

Cost. 250 gp per tenday.

Time. At least one tenday.

CRAFTING A NONMAGICAL ITEM

A character who has the time, the money and the needed tools can use downtime to craft armour, weapons, clothing, or other kinds of nonmagical gear. In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's value.¹ To determine how many tendays it takes to create an item, divide an item's cost by 50. A character can complete multiple items in a tenday, as long as their combined cost is 50gp or lower. Items that cost more than 50gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

A newly-crafted item can be sold immediately for its value.

A character needs the appropriate tools and proficiency with said tools to craft an item. For examples, see the below table.

| Tool/Proficiency | Item |
|-----------------------|-------------------------------------|
| Herbalism kit | Antitoxin, <i>potion of healing</i> |
| Leatherworker's tools | Leather armour, boots |
| Smith's tools | Armor, weapons |
| Weaver's tools | Cloaks, robes |

Cost. Half the cost of the item.

Time. At least one tenday.

CRIME

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

¹See the Player's Handbook for a list of items and their values.

Cost. 25 gp.

Time. One tenday.

Resolution. The character must make a series of checks, with the DC for all checks chosen by the character according to the amount of profit sought from the crime. Possible DCs are shown in the table below.

| DC | Value |
|----|---|
| 10 | 50gp, robbery of a struggling merchant |
| 15 | 200gp, robbery of a prosperous merchant |
| 20 | 500gp, robbery of a noble |
| 25 | 2000gp, robbery of one of the richest figures in town |

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

If all checks are successful, the character earns the loot. If two checks are successful, the character fails the heist but the character escapes unnoticed. If a single check is successful, the character fails the heist but the character escapes and a complication occurs. If no checks are successful, the character must pay a fine equal to the profit the crime would have earned and spend a tenday in jail for each 25gp of the fine.

GAMBLING

Games of chance are a way to make a fortune - and perhaps a better way to lose one.

Cost. A stake of at least 10gp, to a maximum of 1000gp.

Time. One tenday.

Resolution. The character must make a series of checks, with a DC determined at random based on the quality of competition that the character runs into. Part of the risk of gambling is that one never knows who might end up sitting across the table.

The character makes three checks: Wisdom (Insight), Charisma (Deception) and Charisma (Intimidation). If the character has proficiency with an appropriate gaming set, that tool proficiency can replace the relevant skill in

any of the checks. Consult the below table to see how the character did.

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

PIT FIGHTING

Pit fighting includes boxing, wrestling and other nonlethal forms of combat in an organized setting with predetermined matches.

Cost. None.

Time. One tenday.

Resolution. The character must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. Part of the challenge in pit fighting lies in the unknown nature of a character's opponents.

The character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and a special Constitution check that has a bonus equal to a roll of the character's hit die (the roll doesn't spend that die). Consult the table below to see how the character did.

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

RELAXATION

Sometimes the best thing to do between adventures is relax. Whether a character wants a hard-earned vacation or needs to recover from injuries, relaxation is the ideal option for adventurers who need a break. This option is also ideal for players who don't want to do anything particular during the downtime.

Cost. The character needs to maintain at least a modest lifestyle during the activity.

Time. At least one tenday.

Resolution. Characters who maintain at least a modest lifestyle while relaxing gain several benefits. While relaxing, a character gains advantage on saving throws to recover from long-acting diseases and poisons. In addition, at the end of the tenday, a character can end one effect that keeps the character from regaining hit points, or can restore one ability score that has been reduced to less than its normal value. This benefit cannot be used if the harmful effect was caused by a spell or some other magical effect with an ongoing duration.

RELIGIOUS SERVICE

Character with a religious bent might want to spend downtime in service to a temple, either by attending rites or by proselytizing in the community. Someone who undertakes this activity has a chance of winning the favor of the temple's leaders.

Performing religious service requires access to, and often attendance at, a temple whose beliefs and ethos align with the character's.

Cost. None.

Time. One tenday.

Resolution. At the end of the tenday, the character chooses to make either an Intelligence (Religion) or a Charisma (Persuasion) check. The total of the check determines the benefits of the service, as shown on the table below.

| Check total | Result |
|-------------|--|
| 1-10 | No effect. Your efforts fail to make a lasting impression. |
| 11-20 | You earn one favor. |
| 21+ | You earn two favors. |

A favor, in broad terms, is a promise of future assistance from a representative of the temple. It can be expended to ask the temple for help in dealing with a specific problem, for general political or social support, or to reduce the cost of cleric spellcasting by half.

Favors need not be expended immediately, but only a certain number can be stored up. A character can have a maximum number of unused favors equal to their proficiency bonus.

RESEARCH

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

Research requires access to a library, a sage, or equivalent source of knowledge.

Cost. At least 100gp spent on materials, bribes, gifts, and other expenses.

Time. One tenday.

Resolution. The character declares the focus of the research - a specific person, place, or thing. After one tenday, the character makes an Intelligence check with a +1 bonus per 100gp spent beyond the initial 100gp. In addition, a character who has access to a particularly well-stocked library or knowledgeable sages gains advantage on this check. The total of the check determines the lore acquired, as shown on the table below.

| 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. |

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

SCRIBING A SPELL SCROLL

With time and resources, a spellcaster can transfer a spell to a scroll, creating a spell scroll. Only a character who knows or has the spell prepared and is proficient in the arcana skill can scribe a spell into a spell scroll. If the scribed spell is a cantrip, the version on the scroll works as if the caster were 1st level.

Cost. Scribing a spell scroll takes an amount of money related to the level of the spell the character wants to scribe, as shown in the table below. The character also must provide any material components required for the casting of

the spell.

Time. Scribing a spell scroll takes an amount of time related to the level of the spell the character wants to scribe, as shown in the table below.

| Spell level | Time | Cost |
|-------------|------------|-----------|
| Cantrip | 1 day | 15gp |
| 1st | 2 days | 40gp |
| 2nd | 5 days | 250gp |
| 3rd | 1 tenday | 500gp |
| 4th | 2 tendays | 1,000gp |
| 5th | 4 tendays | 2,000gp |
| 6th | 8 tendays | 10,000gp |
| 7th | 16 tendays | 20,000gp |
| 8th | 32 tendays | 50,000gp |
| 9th | 64 tendays | 250,000gp |

TRAINING

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

Cost. 25gp per tenday.

Time. Ten tendays, reduced by the character's Intelligence modifier. A negative modifier increases the time needed. The time needed is doubled for skill proficiencies.

Resolution. At the end of the training, the character becomes proficient in the trained skill, tool, or weapon.

TRAVEL

To get from point A to point B, travel is usually needed. Common means of travel are by horse or by boat. More exotic means of travel such as by airship and by teleportation circles are only available in certain locations.

Cost. Varies.

Time. Varies.

Resolution. The distance between two points in Faerûn can be measured using a map. For travel speed and costs, see the below table. Distances are rounded to the nearest 10 miles (minimum 10 miles) when calculating cost and time taken.

Travel by horse is only available in densely populated areas, as the character needs to change horse every so often. Different regions

may have other options in addition to those listed here. For example, travel by canoe is common on the peninsula of Chult.

| Vehicle | Speed | Cost |
|--------------|------------------|---------------|
| Walking | 20 miles per day | None |
| Horse | 40 miles per day | 10gp per day |
| Carriage | 30 miles per day | 20gp per day |
| Keelboat | 10 miles per day | 10gp per day |
| Sailing ship | 20 miles per day | 30gp per day |
| Galley | 40 miles per day | 100gp per day |

WORK

When all else fails, an adventurer can turn to an honest trade to earn a living. This activity represents a character's attempt to find temporary work, the quality and wages of which are difficult to predict.

Cost. None.

Time. One tenday.

Resolution. To determine how much money a character makes, the character makes an ability check: Strength (Athletics), Dexterity (Acrobatics), Intelligence (any set of artisan's tools), Charisma (Performance), or Charisma (any musical instrument). The result of the check determines the money earned, see the table below.

| Check total | Earnings |
|-------------|--|
| 1-9 | Poor lifestyle for the tenday |
| 10-14 | Modest lifestyle for the tenday |
| 15-20 | Comfortable lifestyle for the tenday |
| 21+ | Comfortable lifestyle for the tenday, and 25gp |