

# Downtime

PCs can do **one** downtime activity between adventures. Activities marked with an **asterisk\*** cost 10 gp x PC level.

To succeed on a downtime activity, a character must pass the associated check. PCs can't use luck tokens on these checks.

If a PC fails a check, **reduce** its DC one step the next time they attempt it (reset after success).

## SPIRITUALISM

Meditation, prayer, self-reflection, or mystical study.

### WIS Check

- **DC 9:** Gain favor with a local church. Your renown increases by 1 point.
- **DC 12:** Spiritual strengthening. You gain 2 XP.
- **DC 15\*:** Find personal insight. Reroll one prior talent roll.
- **DC 18\*:** Spiritual cleansing. End one curse afflicting you.

## SKULDUGGERY

Thievery, criminal activity, or churning the rumor mill.

### CHA Check

- **DC 9:** Start a rumor about one person. Their renown increases or decreases by 1 point (you choose).
- **DC 12:** Lay low. Escape the City Guard over a minor crime.
- **DC 15:** Extortion. Increase the value of your next sale by 25%, or reduce the cost of your next purchase by 25%.
- **DC 18:** Hide out. Escape the City Guard over a major crime.

### DEX Check

- **DC 15\*:** Get away with a minor crime, such as petty theft. If you fail, the City Guard investigates (see pg. 45).
- **DC 18\*:** Get away with a major crime, such as murder. If you fail, the City Guard investigates (see pg. 45).

## MARTIAL TRAINING

Weapons and armor training by a suitable expert. Different training is available to PCs based on their class's **hit points die**.

### d4. INT, STR, or DEX Check

- **DC 15\*:** +1 to hit or damage with one weapon. Limit once of each per weapon.
- **DC 18\*:** Learn to wield a new weapon (d6 damage max).

### d6. INT, STR, or DEX Check

- **DC 12\*:** +1 to hit and damage with one weapon. Limit once per weapon.
- **DC 15\*:** Learn to wield a new weapon (d10 damage max) or the next step up in armor.

### d8+. INT, STR, or DEX Check

- **DC 9\*:** Learn to wield a new armor or weapon.
- **DC 12\*:** +1 to hit and damage with one weapon. Limit once per weapon.
- **DC 15\*:** Increase the damage die of one weapon by one step (d12 damage max). Limit twice per weapon.

## MAGICAL RESEARCH

Studying spells, praying to the gods, or consulting oracles.

Spellcasters make spellcasting checks for the below activities.

### INT or CHA Spellcasters

- **DC 12:** Gain ADV on your next check to learn from a scroll.
- **DC 15\*:** Create a scroll of one spell you know of tier 3 or less.
- **DC 15\*:** Create one *Potion* from the following list: *Flying*, *Forgetfulness*, *Giant Strength*, *Invisibility*, or *Polymorph*.
- **DC 20\*:** Create a wand of a spell you know of tier 3 or less. You can't create a new wand of the same spell until the prior wand breaks.

### WIS or CHA Spellcasters

- **DC 12:** Gain advantage on the next three spells you cast.
- **DC 15\*:** Create a scroll of one spell you know of tier 3 or less.
- **DC 15\*:** Trade one spell you know for another (same tier).
- **DC 18\*:** Create a *Potion of Healing*.

# Carousing

These rules are an expansion to the Carousing rules from *Shadowdark RPG* pg. 92.

## GOING CAROUSING

Characters can go carousing as their downtime activity. To participate, each PC pitches in toward the **total cost** of the event on the below table.

Then, each participant rolls 1d8 + the event's **bonus** to determine their result on the Carousing Outcome table.

## NEW BONUSES

PCs can gain bonuses to their carousing event rolls due to **renown** (pg. 18), **holidays** (pg. 46), **bard** talents (pg. 12), and even their garb or carousing site.

## OUTCOME

Each PC gains the **XP** noted for The Highest result, as well as the listed number of rolls on the d100 Carousing **Benefit** and **Mishap** tables. Add the corresponding % **Modifier** to these d100 rolls. Benefits and Mishaps are based on the PC's Individual result.

## CAROUSING EVENT

Total Cost	Example Event	Bonus
30 gp	Night at the tavern to toast and gossip	+0
100 gp	Festive day of high spirits and revelry	+1
300 gp	Full day and night of raucous celebration	+2
600 gp	Three days of merrymaking and antics	+3
900 gp	Five-day spree of exuberant feasting	+4
1,200 gp	Full week of total excess and indulgence	+5
1,800 gp	Hazy, weeklong voyage into splendid luxury	+6
2,400 gp	Lavish, weeklong party of outrageous finery	+7
3,000 gp	2-week, city-wide festival of supreme opulence	+8
4,000 gp	Extravagant, 2-week fete in the Duke's court	+9

## CAROUSING OUTCOME

d8	Mishap	Benefit	% Modifier	XP
1	2	-	-20	2
2	1	-	-20	2
3	1	-	-15	3
4	1	1	-15	3
5	-	1	-10	3
6	1	-	-	4
7	1	1	-	4
8	-	1	-	4
9	1	-	-	5
10	1	1	-	5
11	-	1	+5	5
12	-	2	+5	5
13	1	1	+5	6
14	-	1	+5	6
15	-	2	+5	6
16	1	1	+10	7
17	-	1	+10	7
18	-	2	+10	7
19	1	1	+15	8
20	-	1	+15	8
21	-	2	+15	8
22	1	1	+20	9
23	-	2	+20	9
24	-	2	+25	10
25+	-	3	+25	10

# Carousing Benefit

## BENEFIT

### d100 Details

- |    |                                                                       |
|----|-----------------------------------------------------------------------|
| 01 | Terrible luck dogs you; re-roll this benefit as a mishap              |
| 02 | You drank with a gossip and learned a random rumor                    |
| 03 | A helpful, friendly raven follows you around for 1 week               |
| 04 | A soothsayer reads your palm; gain a luck token                       |
| 05 | A sea wolf raider offers you free passage on his ship                 |
| 06 | You stopped a <b>zombie</b> ; the Charnel-Men owe you a favor         |
| 07 | A falling gargoyle missed you by an inch; gain a luck token           |
| 08 | Children like you for 1 week thanks to a clever magic trick           |
| 09 | You converted a street thug to piety; gain an <b>acolyte</b> ally     |
| 10 | You've been knighted and don't remember how or why                    |
| 11 | You saved a boat; Rowers transport you for free for a month           |
| 12 | You mistakenly receive a sealed letter meant for a noble              |
| 13 | A priest mistakes your revelry for worship; gain a <b>priest</b> ally |
| 14 | A street cat befriends you; you can't be surprised for 1 week         |
| 15 | You win an arm-wrestling contest; +1 renown                           |
| 16 | You distracted a Thieves' Guild mark; gain a <b>thief</b> ally        |
| 17 | A shaman offers you free spiritual cleansing (see pg. 26)             |
| 18 | You got lucky this time; roll your next benefit with ADV              |
| 19 | You won a pit fight; gain +1 renown and a <b>gladiator</b> ally       |
| 20 | An eager, helpful <b>acolyte</b> follows you around for 1 week        |
| 21 | An honest heart-to-heart turns a former enemy into an ally            |
| 22 | You testified for a barrister; he helps you for free next time        |
| 23 | You unwittingly aided in a murder; gain an <b>assassin</b> ally       |



## BENEFIT

### d100 Details

- |    |                                                                        |
|----|------------------------------------------------------------------------|
| 24 | You fall in the river and find something you lost long ago             |
| 25 | You caught a thief; gain a City Guard ally ( <b>guard</b> ), +1 renown |
| 26 | An ancient beggar gives you a gutter trinket (see pg. 68)              |
| 27 | You're a regular now; +1 on next carousing event roll                  |
| 28 | A minor nobles offers you his heir's hand in marriage                  |
| 29 | A retiring farmer gave you his best <b>horse</b> and a grumpy pig      |
| 30 | You found and returned a lost wizard hat; gain a <b>mage</b> ally      |
| 31 | You won 50 gp against a famous gambler; +1 renown                      |
| 32 | A stray <b>mastiff</b> likes you; it defends you in your next combat   |
| 33 | The Onyx Eye clears you of your next crime accusation                  |
| 34 | You discover a codex in the sewers; learn one rare language            |
| 35 | You learn you have a secret ally in The Shroud helping you             |
| 36 | A swordsman offers you free martial training (see pg. 26)              |
| 37 | You earned a flattering nickname or title; +1 renown                   |
| 38 | You survived the Rat Plague (see <b>rat</b> ); now you're immune       |
| 39 | The Thieves' Guild helps you; cancel your next mishap                  |
| 40 | A silk trader from Alkesh gifts you a fine <b>horse</b> worth 100 gp   |
| 41 | You got an epic tattoo in a visible location; gain +1 renown           |
| 42 | Merchants charge you 10% less than normal for 1 week                   |
| 43 | You loot a dead body; gain a roll on the Treasure 0-3 Table            |
| 44 | You publicly busted a cheating dice trickster; +1 renown               |
| 45 | You saved a mage's pet; he identifies a magic item for you             |
| 46 | You won a philosophy debate; +1d4 INT points for 1 week                |
| 47 | You sang a beloved sea shanty; gain a <b>pirate</b> ally, +1 renown    |
| 48 | Good rest cleared your mind; +1d4 WIS points for 1 week                |
| 49 | You find a note in your bag: "I.O.U., Montmar Castle, noon"            |
| 50 | You find a discarded bag; roll on your level's Treasure Table          |



## BENEFIT



### d100 Details

- |    |                                                                         |
|----|-------------------------------------------------------------------------|
| 51 | You start an iconic new fashion trend; +2 renown                        |
| 52 | You find the secret sewer entrance to a noble's mansion                 |
| 53 | You break into a warrior's tomb and find mithral chainmail              |
| 54 | A beggar gave you herbal oils; +1d4 CON points for 1 week               |
| 55 | You win a well-made dingy after gambling with a fisherman               |
| 56 | You gracefully dodged a bull; +1 renown, +1d4 temporary HP              |
| 57 | You impressed a bard; +2 on your next carousing event roll              |
| 58 | The warlord Krell ( <b>berserker</b> ) now owes you a blood debt        |
| 59 | You woke up in a lab; gain two random magic potions                     |
| 60 | You discover an iron key to the Duke's Donjon in your bag               |
| 61 | You won a weight lifting match; +1d4 STR points for 1 week              |
| 62 | You tossed a thug from a bar; +2 to next carousing event roll           |
| 63 | You beat a wizard at dice and won a <i>Potion of Polymorph</i>          |
| 64 | A retiring street magician gifts you an uncuttable rope                 |
| 65 | You filled in for a sick performer at the theater; +2 renown            |
| 66 | You aided a cartographer; gain a useful map of your choice              |
| 67 | A member of the clergy gave you a <i>Potion of Healing</i>              |
| 68 | You won at five-finger file; +1d4 DEX points for 1 week                 |
| 69 | A chatty parrot reveals the name of a noble's illicit paramour          |
| 70 | A <b>thug</b> offers to commit a free crime for you (see pg. 26)        |
| 71 | The Undertaker, a beggar <b>gladiator</b> , protects you for 1 week     |
| 72 | You won a bull-riding match; +1 renown, +1d6 temporary HP               |
| 73 | Treat your renown as 12 for 1 week thanks to a famous bard              |
| 74 | You win The Pumpkin Toss; eat free at this tavern for life              |
| 75 | You freed a <b>pegasus</b> ; it serves as your mount for 1 week         |
| 76 | Find a flask of Van Dinkle Whisky ( <i>SD</i> pg. 137) with 5 sips left |
| 77 | You saved a life; gain a City Guard ( <b>guard</b> ) ally, +2 renown    |

## BENEFIT

### d100 Details

- |     |                                                                   |
|-----|-------------------------------------------------------------------|
| 78  | Fantastic haircut; +1 renown, +1d4 CHA points for 1 week          |
| 79  | You learn the <i>True Name</i> of a member of the Duke's family   |
| 80  | A nobleman was impressed by your sharp wit; +3 renown             |
| 81  | You find the Golden Rook; trade it for any merchant's item        |
| 82  | You find a <i>Kytherian Cog</i> (SD pg. 305) in a strange place   |
| 83  | A famous sculptor made a public statue of you; +3 renown          |
| 84  | You outsing a famous bard; +5 to next carousing event roll        |
| 85  | A legendary tailor gifts you an 800 gp outfit; +2 renown          |
| 86  | You won at fencing against the Duke's cousin; +3 renown           |
| 87  | You won the annual Jester's Leap contest; +4 renown               |
| 88  | You find a one-time, one-person teleporter to anywhere            |
| 89  | You drank something magical; permanently gain 1 HP                |
| 90  | An exotic animal handler gives you a trained <b>panther</b>       |
| 91  | You stop a noble's assassination; +5 renown and noble ally        |
| 92  | You prayed at the Ducal Tomb; gain Wraithsight (SD pg. 281)       |
| 93  | A kind old lady gifts you a roll on your level's Treasure Table   |
| 94  | A disguised <b>archangel</b> follows you for 1 week to defend you |
| 95  | You have earned a major favor from the Duke                       |
| 96  | Divine favor: permanently gain 1 stat point of your choice        |
| 97  | You get one roll at +15% on your level's Treasure Table           |
| 98  | You get one roll at +20% on your level's Treasure Table           |
| 99  | You get one roll at +20% on the next highest Treasure Table       |
| 100 | You get one roll at +20% on the LV 10+ Treasure Table             |



# Carousing Mishap

## MISHAP

### d100 Details

- |    |                                                                   |
|----|-------------------------------------------------------------------|
| 01 | You wake up in the Duke's Donjon accused of a major crime         |
| 02 | You wake up in the stocks accused of a minor crime                |
| 03 | A gloating thief burgled 50% of your wealth; -3 renown            |
| 04 | You offended an important advisor to the Duke; -5 renown          |
| 05 | You wake up robbed in a gutter; lose 40% of your wealth           |
| 06 | You lost 35% of your wealth to a notorious con artist             |
| 07 | You lost 30% of your wealth in a string of gambling failures      |
| 08 | You blew a high-level spy's cover; gain an enemy <b>assassin</b>  |
| 09 | You accidentally burned down a tavern; -4 renown                  |
| 10 | A pickpocket successfully lifted 1d4 pieces of your gear          |
| 11 | You traded your best weapon for a cooked turkey leg               |
| 12 | You hit your head; lose one common language you spoke             |
| 13 | A seemingly kind old lady stole a random piece of your gear       |
| 14 | A nobleman overheard your joke about him; -3 renown               |
| 15 | Wizard duel crossfire; you are turned into a frog for a week      |
| 16 | The City Guard hunts for you regarding a major crime              |
| 17 | A demagogue priest declared you possessed; -2 renown              |
| 18 | A rival threw a random piece of your gear into the river          |
| 19 | Your cheers distracted a pit fighter; gain an enemy <b>knight</b> |
| 20 | You deeply insulted a wizard; gain an enemy <b>mage</b>           |
| 21 | You unwittingly interfered in a heist; gain an enemy <b>thief</b> |
| 22 | You broke the taboos of a church; gain an enemy <b>priest</b>     |
| 23 | You lost a bet to a hated rival; -1 renown and lose 50 gp         |



## MISHAP



### d100 Details

- |    |                                                                     |
|----|---------------------------------------------------------------------|
| 24 | A corrupt City Guard member blackmailed you for 50 gp               |
| 25 | You agreed to a marriage with a disgraced noble in 1 week           |
| 26 | A prophet saw bad omens; roll next mishap with DISADV               |
| 27 | You got an awful tattoo in a visible location; -2 renown            |
| 28 | A pack of children humiliated you with a prank; -2 renown           |
| 29 | You got mugged by the Bywater Barons for 40 gp                      |
| 30 | A snide bard performed a rude song about you; -2 renown             |
| 31 | You lost a 40 gp to an amateur gambler; -1 renown                   |
| 32 | You sank a boat; Rowers won't transport you for a month             |
| 33 | You wake up wearing a famous noble's missing outfit                 |
| 34 | You witnessed a crime; the Thieves' Guild now hunts you             |
| 35 | You bribed a door guard 40 gp to look the other way                 |
| 36 | A fashion critic eviscerated your choice in garb; -2 renown         |
| 37 | A rival crawler challenged you to a duel at midday today            |
| 38 | You wake up wearing the signet ring of a murdered noble             |
| 39 | You contract the Rat Plague (see <b>rat</b> ) from a poxy old crone |
| 40 | You upset a barrister; the next one you hire charges 900 gp         |
| 41 | You angered a bard; -2 on your next carousing event roll            |
| 42 | You borrowed 500 gp from a loan shark and lost it all               |
| 43 | You gave 40 gp to a tiny, dancing monkey in a vest and hat          |
| 44 | You've been cursed; you can't use luck tokens for 2 weeks           |
| 45 | Awful haircut; -1 renown, lower CHA 1d4 points for 1 week           |
| 46 | You awake in an alley manacled to an escaped criminal               |
| 47 | You spent 40 gp to win a gold ring; it turned out to be fake        |
| 48 | The Charnel-Men thought you dead; you wake up in a coffin           |
| 49 | The City Guard hunts for you regarding a minor crime                |
| 50 | You got locked in the stocks for three days; -2 renown              |



## MISHAP



### d100 Details

- |    |                                                                      |
|----|----------------------------------------------------------------------|
| 51 | Exhaustion; you have DISADV on all checks for 1d4 days               |
| 52 | An irritating and tricksome <b>ghost</b> has begun haunting you      |
| 53 | You got fleas; -1 HP (min. 1) from itchy sores until treated         |
| 54 | A gambling disagreement turns a former ally into an enemy            |
| 55 | You smell strongly of pickled herring for a week; -1 renown          |
| 56 | You wake up locked inside a tomb in the city's graveyard             |
| 57 | You let 2d6 prize <b>mastiffs</b> escape a kennel; find them or else |
| 58 | You got an awful, hidden tattoo; -1 renown if anyone sees it         |
| 59 | You joined a strict cult of (d6) 1-2: evil, 3-4: nature, 5-6: purity |
| 60 | An annoying apprentice has become your clingy admirer                |
| 61 | You confessed a dark secret to a manipulative beggar                 |
| 62 | Your nice new boots turned out to be <i>Boots of Dancing</i>         |
| 63 | You've earned an unflattering new nickname; -1 renown                |
| 64 | A robber took pity on you; now you owe him a major favor             |
| 65 | Merchants charge you 20% more than normal for 1 week                 |
| 66 | A sorcerer tricked you into looking into a <i>Mirror of Mischief</i> |
| 67 | Bad concussion; DISADV on INT checks for 1 week                      |
| 68 | A fake City Guard "fined" you 30 gp; you'd recognize her             |
| 69 | An angry wizard made you dance like a puppet; -1 renown              |
| 70 | Poked in the eye; DISADV on WIS checks for 1 week                    |
| 71 | You dropped a small item into a sewer grate; it's still there!       |
| 72 | You wake up holding a basket with a sleeping baby in it              |
| 73 | Violent food poisoning; DISADV on CON checks for 1 week              |
| 74 | You tipped a raft; Rowers won't transport you for 1 week             |
| 75 | You awake with a contract to buy a 1,000 gp elephant today           |
| 76 | Wrenched your back; DISADV on STR checks for 1 week                  |
| 77 | A fortune teller has hexed you; you can't use luck for 1 week        |



## MISHAP



### d100 Details

- |     |                                                                    |
|-----|--------------------------------------------------------------------|
| 78  | You forgot to pay a tab; -1 on next carousing event roll           |
| 79  | Knife throwing accident; DISADV on DEX checks for 1 week           |
| 80  | You started a massive fight in a tavern and are now banned         |
| 81  | Your most expensive garb is completely soiled; -1 renown           |
| 82  | Punched in the face; DISADV on CHA checks for 1 week               |
| 83  | You insulted a famous tailor; you can't buy garb for 1 month       |
| 84  | A press gang of 2d6 <b>bandits</b> tries to abduct you by night    |
| 85  | You slapped a street mime; children dislike you for 1 week         |
| 86  | An ally helps you escape arrest; now you owe them a favor          |
| 87  | You stole a tavern's sign; you're in big trouble if you return     |
| 88  | A witch tricked you into drinking a <i>Potion of Forgetfulness</i> |
| 89  | You wake up with a manor house deed; it might be fake              |
| 90  | You begin to appear on wanted posters around the city              |
| 91  | You find a bloody mask from The Shroud in your bag                 |
| 92  | You learned your <i>True Name</i> and told it to 1d4 strangers     |
| 93  | You find a note in your bag: "The Onyx Eye is watching you."       |
| 94  | You fell into sewage; -1 renown and check vs. <b>rat</b> disease   |
| 95  | You awake dangling by a fraying rope tied to a high bridge         |
| 96  | You find a note written in blood in your bag: "I'll be back."      |
| 97  | Total blackout; you can't remember the last two weeks              |
| 98  | You dropped 30 gp into a cursed well; lose all luck tokens         |
| 99  | A bard writes a heroic ode to you but misstates your name          |
| 100 | Misfortune favors you; re-roll this mishap as a benefit            |