

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 gossiper 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 **zombie**; 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 **acolyte** 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 **priest** 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 **thief** 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 **gladiator** ally
- 20 An eager, helpful **acolyte** 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 **assassin** 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 (**guard**), +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 **horse** and a grumpy pig
- 30 You found and returned a lost wizard hat; gain a **mage** ally
- 31 You won 50 gp against a famous gambler; +1 renown
- 32 A stray **mastiff** 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 **rat**); now you're immune
- 39 The Thieves' Guild helps you; cancel your next mishap
- 40 A silk trader from Alkesh gifts you a fine **horse** 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 **pirate** 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

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- 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 (**berserker**) 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 *Potion of Polymorph*
 - 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 *Potion of Healing*
 - 68 You won at five-finger filet; +1d4 DEX points for 1 week
 - 69 A chatty parrot reveals the name of a noble's illicit paramour
 - 70 A **thug** offers to commit a free crime for you (see pg. 26)
 - 71 The Undertaker, a beggar **gladiator**, 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 **pegasus**; it serves as your mount for 1 week
 - 76 Find a flask of Van Dinkle Whisky (SD pg. 137) with 5 sips left
 - 77 You saved a life; gain a City Guard (**guard**) ally, +2 renown



BENEFIT

d100 Details

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- 78 Fantastic haircut; +1 renown, +1d4 CHA points for 1 week
 - 79 You learn the *True Name* 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 *Kytherian Cog* (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 **panther**
 - 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 **archangel** 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 **assassin**
- 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 **knight**
- 20 You deeply insulted a wizard; gain an enemy **mage**
- 21 You unwittingly interfered in a heist; gain an enemy **thief**
- 22 You broke the taboos of a church; gain an enemy **priest**
- 23 You lost a bet to a hated rival; -1 renown and lose 50 gp



MISHAP

d100 Details

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- 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 **rat**) 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 **ghost** 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 **mastiffs** 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 *Boots of Dancing*
 - 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 *Mirror of Mischief*
 - 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

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- 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 **bandits** 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 *Potion of Forgetfulness*
 - 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 *True Name* 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. **rat** 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

Renown

A character's **renown** can grow over time and increase their fame (or infamy). Having a high renown confers benefits.

RENNOWN

A PC's renown starts out being equal to their CHA modifier (it can be negative).

3 or Less. You're mostly invisible, even to regular folks. You're not welcome in upscale places.

4-7. Gain a **+1 renown bonus** on carousing event rolls. Regular folk view you favorably. People of high status ignore you, especially in upscale places.

8-11. Gain a **+2 renown bonus** on carousing event rolls. You're a known name. High-status people treat you as a peer.

12+. Gain a **+3 renown bonus** on carousing event rolls. You're a celebrity, welcome in the most luxurious of places. People of high status defer to you.

GAINING RENOWN

PCs gain a point of renown each time the following occurs:

- Gaining a level
- Being honored publicly
- Extravagant public spending
- A major triumph or success

LOSING RENOWN

PCs lose a point of renown each time the following occurs:

- Public humiliation
- A negative run-in with the law
- Committing a fashion mistake
- Going broke or being frugal
- Offending a person of higher renown or social status

REACTIONS

PCs may add their renown bonus to their **reaction rolls** when they are in a location where they are likely to be recognized. Double 1s always result in a hostile reaction.