

DOWNTIME ACTIVITIES

Between adventures, the DM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

Activity	Time (Cost)	Source
Build an Organization	30 days (100 gp), Persuasion check	James Introcaso*
Build a Stronghold	variable, 60-1,200 days (5,000-500,000 gp)	DMG
Buy/Sell a Magic Item	~10 days (special), Investigation check	DMG & James Introcaso*
Carousing	4 gp/day, special	DMG
Crafting	5 gp/day (half purchase cost)	Basic D&D / PHB
Craft a Magic Item	25 gp/day, special	DMG
Create Cover Identity	variable, 10-60+ days (1 d6 gp/day)	James Introcaso* (modified)
Diplomatic Overtures	1 d4 days (4 gp/day)	Aaron
Establish an Outpost	5 days	Out of the Abyss** (modified)
Gaining Renown	10 days x current Renown	DMG
Make Contacts	variable, 10-90 days (1 d6 gp/day)	James Introcaso* (modified)
Perform Sacred Rites	10 days	DMG
Petty Crime Spree	special	James Introcaso*
Practicing a Profession	<i>cover lifestyle costs</i>	Basic D&D / PHB
Recuperating	3 days	Basic D&D / PHB
Researching	variable (1 gp/day)	Basic D&D / PHB
Running a Business	up to 30 days, special	DMG
Sowing Rumors	variable, (1 gp/day), Persuasion or Deception	DMG
Spellcasting Services	1 day (variable)	Adventurer's League Player's Guide***
Training	250 days (1 gp/day)	Basic D&D / PHB

* James Introcaso <https://worldbuilderblog.files.wordpress.com/2015/06/downtime-activities.pdf>
** Out of the Abyss preview: http://www.critical-hits.com/wp-content/uploads/2015/08/Underdark_Outpost_Page.pdf
*** Adventurer League Player's Guide <http://dndadventurersleague.org/wp-content/uploads/2015/07/DD-Adventurers-League-Players-Guide-3.0.pdf>

LIFESTYLE EXPENSES

These are described in the Equipment chapter in Basic D&D / the Player's Handbook. The expense amounts below are listed merely for convenience.

LIFESTYLE PRICE / DAY

Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp +

DOWNTIME ACTIVITY DESCRIPTIONS

BUILD AN ORGANIZATION

A character can spend downtime between adventures creating and building the membership of an organization. The organization could be a guild of thieves or mercenaries, a church, a collective of magic users, a group of activists, or anything group of people with a common cause. Work together to come up with a mission statement for the organization. This statement should begin with the word "to" followed by a verb. "To kill dragons for gold," "To uncover political corruption," and "To spread the light of Apollo," are all examples of organization mission statements.

To start the organization, the character must have a place for members to meet and spend at least thirty days and 100 gp recruiting new members. This time need not be spent consecutively. At the end of the thirty days the organization is established and the character has recruited ten members to the organization and makes a DC 15 Charisma (Persuasion) check. For every 1 the check succeeds the DC, another recruit is added to the organization.

Once the organization is established, the PC can spend downtime recruiting new members. Every day of downtime and 5 gp the PC dedicates to recruiting members adds another member to the organization. At the end of a period of downtime spent recruiting members, the PC makes a DC 15 Charisma (Persuasion) check. For every 1 the check succeeds the DC, another recruit is added to the organization.

Once the organization is established, the PC can spend downtime assigning jobs to recruits to gain money for the organization. Every day of downtime the PC dedicates to assigning work (such as collecting donations, dues, contract fees, etc.) the PC earns 1 gp per recruit in the organization.

The rest of the funds collected go to upkeep the organization. While the PC is away from the organization the PC can order the organization to recruit new members, earn money,

or both. The organization is less effective without the PC actively leading it, so it only recruits two recruits a week if ordered to focus on recruiting, only earns 1 sp per member per day if ordered to focus on earning money, or recruits one recruit a week and 1 cp per member per day if ordered to focus on both.

BUILD A STRONGHOLD

NOTE: For upgrading an existing stronghold, I have a spreadsheet work-in-progress.

A character can spend time between adventures building a stronghold. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Once the estate is secured, a character needs access to building materials and laborers. The table shows the cost of building the stronghold (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

Stronghold	Cost (gp)	Time
Abbey	50,000	400 days
Guildhall	5,000	60 days
Keep or Small Castle	50,000	400 days
Noble estate with manor	25,000	150 days
Outpost or Fort	15,000	100 days
Palace or Large Castle	500,000	1,200 days
Temple	50,000	400 days
Tower (fortified)	15,000	100 days
Trading post	5,000	60 days

BUY/SELL A MAGIC ITEM

A can spend downtime searching for a seller or buyer for a magic item. This downtime activity can only be performed in a settlement where the character can find lots of other adventurers

or wealthy folk like a city or guild hall. Legendary magic items and artifacts cannot be bought or sold during downtime, since these items are priceless - instead, a quest should be involved.

Buying: The character must make a DC 20 Intelligence (Investigation) check to find a seller of an item with a generic description, such as "a magic sword." If a specific magic item, such as "a sword of wounding," or an item with a specific ability, such as "a staff which lets the wielder cast fireball," is desired, the character must make a DC 25 Intelligence (Investigation) check to find a seller for the item. Because of the research and investigation required, a character can only look for one magic item at a time.

Selling: The character must make a DC 25 Intelligence (Investigation) check to find a buyer. Multiple items may be sold at the same time, though each requires a separate check.

On a failed check, no buyer/seller of the item is found after a search which lasts 10 days. On a successful check, a buyer/seller of the item is found after a number of days based on the item's rarity as shown in the table. If the character wishing to buy a magic item provides a generic description, you decide which specific item is available for sale.

If the PC finds a buyer/seller, the player rolls on the Buying a Magic Item or Selling a Magic Item table, applying a modifier based on the item's rarity, as shown in the Purchasable Magic Items table. The PC also makes a Charisma (Persuasion) check and adds that check's total to the result. The subsequent total determines the final sale price of the item.

You determine the buyer/seller's identity. Buyer/sellers can be adventurers, wealthy collectors, or a more nefarious individual like a fence or thief. A buyer/seller could be someone trying to swindle the character by selling a mundane or cursed item. If the buyer/seller is shady, it's up to you what the consequences of the sale are.

Purchasable Magic Items

Rarity	Base Price	Days to find a seller or buyer	d100 Roll Modifier for Buying a Magic Item
Common	100 gp	1d4	+10
Uncommon	500 gp	1d6	+0
Rare	5,000 gp	1d8	-10
Very Rare	50,000 gp	1d10	-20

Buying a Magic Item

d100 + Modifier	Result
20 or lower	A seller offering 10 times the base price.
21-40	A seller offering 4 times the base price.
41-80	A seller offering 2 times the base price, and a shady seller offering the full base price.
81-90	A seller offering the full base price.
91 or higher	A seller offering half the base price...no questions asked.

Selling a Magic Item

d100 + Modifier	Result
20 or lower	A buyer offering 1/10th the base price.
21-40	A buyer offering 1/4th the base price, and a shady buyer offering half the price.
41-80	A buyer offering half the base price, and a shady buyer offering the full price.
81-90	A buyer offering the full base price.
91 or higher	A buyer offering one and a half times the base price...no questions asked.

CAROUSING

Characters can spend their downtime engaged in a variety of hedonistic activities such as attending parties, binge drinking, gambling, or anything else that helps them cope with the perils they face on their adventures. A carousing character spends money as though maintaining a wealthy lifestyle (4 gp/day). At the end of the period spent carousing, the player rolls a percentile die and adds the character's level, then compares the total to the Carousing table to determine what happens to the character.

d100 + Level	Result
1-10	You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 10 gp to avoid jail time, or you can try to resist arrest.
11-20	You regain consciousness in a strange place with no memory of how you got there, and you have been robbed of $3d6 \times 5$ gp. The DM may have the thieves steal other things too.
21-30	You make an enemy. This person, business, or organization is now hostile to you. The DM determines the offended party. You decide how you offended them.
31-40	You are caught up in a whirlwind romance. Roll a d20. On a 1–5, the romance ends badly. On a 6–10, the romance ends amicably. On an 11–20, the romance is ongoing. You determine the identity of the love interest, subject to your DM's approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
41-80	You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing. You or the DM can roll on the Trinkets table for a little something you picked up at the gambling tables.
81-90	You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $1d20 \times 4$ gp.
91+	You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $4d6 \times 10$ gp. Your carousing becomes the stuff of local legend.

CRAFTING

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

CRAFT A MAGIC ITEM

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item's rarity, as shown in the Crafting Magic Items table. For example, a 3rd-level character could create a *wand of magic missiles* (an uncommon item), as long as the character has spell slots and can cast magic missile. That same character could make a *+1 weapon* (another uncommon item), no particular spell required.

The DM can decide that certain items also require special materials or locations to be created. For example, a character might need alchemist's supplies to brew a particular potion, or the formula for a *flame tongue* might require that the weapon be forged with lava.

Item Rarity	Creation Cost	Minimum Character Level
Common	100 gp	3rd
Uncommon	500 gp	3rd
Rare	5,000 gp	6th
Very Rare	50,000 gp	11th
Legendary	500,000 gp	17th

An item has a creation cost specified in the table. A character engaged in the crafting of a magic item makes progress in 25 gp increments, spending that amount for each day of work until the total cost is paid. The character is assumed to work for 8 hours each of those days. Thus, creating an uncommon magic item takes 20 days and 500 gp.

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell's level for each day of the creation process. The spell's material components must also be at hand throughout the process. If the spell normally consumed those components, they are consumed by the creation process. If the item will be able to produce the spell only once, as with a spell scroll, the components are consumed only once by the process. Otherwise, the components are consumed once each day of the item's creation.

Multiple characters can combine their efforts to create a magic item if each of them meets the level prerequisite. Each character can contribute spells, spell slots, and components, as long as everyone participates during the entire crafting process. Each character can contribute 25 gp worth of effort for each day spent helping to craft the item.

Normally, a character who undertakes this activity creates a magic item described in DMG chapter 7 "Treasure." At the DM's discretion, however, players can design their own magic items using the guidelines in chapter 9 "Dungeon Master's Workshop."

While crafting a magic item, a character can maintain a modest lifestyle without have to pay the 1 gp per day, or a comfortable lifestyle at half the normal cost.

CREATE COVER IDENTITY

It doesn't hurt to have an identity to fall back on. At anytime an angry cult, government, former lover, or mob of monsters could be trying to track a character down. A PC can spend time establishing a new identity for when things go bad by forging documents, creating a disguise, and presenting the public with an alter ego.

Creating a false identity requires a character to stay in a specific area for a time to help spread the word of this new identity. The more populated an area is, the easier it is for that PC to create a new identity since there is less of a chance the PC will be recognized. Likewise the more famous a PC is the more difficult it becomes to create or maintain a false identity, as the PC might be recognizable to even those who have yet to meet the character.

For every day spent creating a cover identity the PC must spend 1d6 gp.

Settlement Size	Time Required
Village	60 days
Town	30 days
City	10 days
For every level above 1st a PC has attained	+1 day

Maintain a Cover Identity

Once a cover identity is established, that cover must be maintained as a character's fame and notoriety grows. For every level the character attains after establishing a cover identity, that character must spend ten days of downtime and 1d6 x 10 gp maintaining the cover identity before it can be used.

DIPLOMATIC OVERTURES

A character can approach the leaders of a community/organization to suss out what it would take for that community or organization to ally with the characters' cause, and what that community/organization has to offer as an ally. This requires spending 1d4 days of consecutive downtime meeting with various members of the community/organization who may have differing motives, understanding any situations preventing an alliance, soothing over any past conflicts, discussing territory or trade agreements, political marriages, etc. For each day of diplomacy, a Wealthy lifestyle (4 gp/day) must be spent to wine and dine dignitaries.

ESTABLISH AN OUTPOST

Establishing an Underdark outpost requires a total of 5 days of work, assuming its location is clear of creatures and hazards. Multiple characters can combine their efforts to reduce the completion time. Each Underdark outpost is basically a fortified encampment. It can take any of the following forms:

- A small cave, roughly 20 feet square, with one or more gated or barricaded exits.
- A walled compound, up to 20 feet square, within a much larger cavern.
- A island with boats or rafts.
- A hard-to-reach ledge, pinnacle, or promontory accessed by ladders and/or ropes.

GAINING RENOWN

A character can spend downtime improving his or her renown within a particular organization or community. Between adventures, a character undertakes minor tasks for the organization or community and socializes with its members. After pursuing these activities for a combined number of days equal to his or her current renown multiplied by 10, the character's renown increases by 1.

MAKE CONTACTS

Establishing contacts in a settlement allow a character to gain information in that specific settlement. When a character is establishing contacts in a settlement, that character spends time in public places buying people meals and drinks, socializing, and perform in various favors for people. After a predetermined amount of time spent establishing contacts based on the size of the population of the settlement, that character gains advantage on any Charisma (Streetwise) and Intelligence (Investigation) checks when trying to learn more about events happening within that settlement.

For every day spent in an area gaining contacts a PC must spend 1d6 gp on drinks, meals, and gifts with potential contacts.

Settlement Size	Time Required
Village	10 days
Town	30 days
City	90 days
if settlement is very closed or isolationist	+10 days
if settlement looks down upon race, class, or background of the PC	+20 days
for ever 2 levels the PC has attained	-1 day

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession. If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead. If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

PERFORM SACRED RITES

A pious character can spend time between adventures performing sacred rites in a temple affiliated with a god he or she reveres. Between rites, the character spends time in meditation and prayer. A character who is a priest in the temple can lead these rites, which might include weddings, funerals, and ordinations. A layperson can offer sacrifices in a temple or assist a priest with a rite.

A character who spends at least 10 days performing sacred rites gains Inspiration (described in chapter 4 of the Player's Handbook) at the start of each day for the next 2d6 days.

PETTY CRIME SPREE

Sometimes crime does pay. In large cities and settlements with limited law enforcement characters might be able to spend their time committing small crimes - shoplifting, smash and grabs, shake downs, pick pocketing, burglaries, and collecting protection fees for the local thieves guild are all ways a PC might choose to earn cash during downtime.

The specific nature of these criminal activities are up to the player and DM. This downtime activity only works with smaller crimes which keep physical violence limited to theft and minimal property damage. More heinous or risky crimes should be played out as normal. At the end of a time period spent committing a crime spree, the character must roll on the Petty Crime Spree table. If the character has training in a specific skill that would aid in the

crimes they choose to commit (e.g. A PC trained in Stealth committing burglaries or in Intimidation shaking down shopkeepers for protection fees), the DM can allow the character to roll twice on the table and use the higher result.

d100 + level	Result
1-5	You are caught in the act and made an example of by a strict judge who sentences you to 1d12 months in a prison or slave labor camp. At the DM's discretion, you may be sentenced to hang or lose a hand instead.
6-30	The authorities catch you and you are jailed for 1d10 days. You can avoid jail by paying a fine of 10 gp per day of jail time.
31-40	You unwittingly commit a crime against a fellow criminal attached to an organized crime ring. This organization is now an enemy and seeks retribution.
41-60	You earn enough money to recuperate all your lifestyle expenses for the time spend committing crime.
61-80	Crime does pay! You recuperate all your lifestyle expenses for the time spent committing crime and gain 4d6 x 10 gp.
81-95	Crime does pay! Surprisingly well! You recuperate all your lifestyle expenses for the time spent committing crime and gain 5d10 x 10 gp.
96-100	Crime does pay! And leads to adventure! You recuperate all your lifestyle expenses for the time spent committing crime and gain 5d10 x 10 gp and you learn the location of a treasure hoard or a powerful magic item.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison. Each day removes 1 level of exhaustion. After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the DM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The DM might also require you to make one or more ability checks, such as an Intelligence

(Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

RUNNING A BUSINESS

Adventurers can end up owning businesses that have nothing to do with delving into dungeons or saving the world. A character might inherit a smithy, or the party might be given a parcel of farmland or a tavern as a reward. If they hold on to the business, they might feel obliged to spend time between adventures maintaining the venture and making sure it runs smoothly.

A character rolls percentile dice and adds the number of days spent on this downtime activity (maximum 30), then compares the total to the Running a Business table to determine what happens.

If the character is required to pay a cost as a result of rolling on this table but fails to do so, the business begins to fail. For each unpaid debt incurred in this manner, the character takes a -10 penalty to subsequent rolls made on this table.

d100 + days	Result
1-20	You must pay one and a half times the business's maintenance cost for each of the days.
21-30	You must pay the business's maintenance cost for each of the days.
31-40	You must pay half the business's maintenance cost for each of the days. Profits cover for the other half.
41-50	The business covers its own maintenance cost for each of the days.
51-80	The business covers its own maintenance cost for each of the days. It earns a profit of 1d6 x 5 gp.
81-90	The business covers its own maintenance cost for each of the days. It earns a profit of 2d8 x 5 gp.
91 or higher	The business covers its own maintenance cost for each of the days. It earns a profit of 3d10 x 5 gp.

SOWING RUMORS

Swaying public opinion can be an effective way to bring down a villain or elevate a friend. Spreading rumors is an efficient, if underhanded, way to accomplish that goal. Well-placed rumors can increase the subject's standing in a community or embroil someone in scandal. A rumor needs to be simple, concrete, and hard to disprove. An effective rumor also has to be believable, playing off what people want to believe about the person in question.

Sowing a rumor about an individual or organization requires a number of days depending on the size of the community, as shown in the table. In a town or city, the time spent must be

continuous. If the character spreads a rumor for 10 days, disappears on an adventure for another few days and then returns, the rumor fades away without the benefit of constant repetition.

Settlement Size	Time Required
Village	2d6 days
Town	4d6 days
City	6d6 days

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 friendly or hostile, as the character wishes. If the check fails, the rumor gains no traction, and further attempts to propagate it fail.

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

SPELLCASTING SERVICES

If you finish an episode or adventure, need a spell cast, and have access to spellcasters, you can spend one downtime day (and pay lifestyle expenses) to have an appropriate spell cast. Spellcasting services are usually available in settlements of town size or larger, and have a cost associated with them. Anyone in the party can pay the cost for consumed material components for spells such as *raise dead*.

EXAMPLE SPELLCASTING SERVICES

Cure Wounds (1st level)	10 gp
Identify	20 gp
Lesser Restoration	40 gp
Prayer of Healing (2nd level)	40 gp
Remove Curse	90 gp
Speak with Dead	90 gp
Divination	210 gp
Greater Restoration	450 gp
Raise Dead	1,250 gp

TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your DM might allow additional training options. First, you must find an instructor willing to teach you. The DM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.