

CONSOLIDATED DOWNTIME ACTIVITIES

VARIANT RULES FOR DOWNTIME

Currently, there are three sources for downtime activities and ways to handle them: *Player's Handbook*, *Dungeon Master's Guide*, and *Xanathar's Guide to Everything*. Also, they each follow somewhat different formats, up to and including different time scales between *Player's Handbook* and the *Dungeon Master's Guide* on the one hand and *Xanathar's Guide to Everything* on the other hand. The goal of these variant rules is to consolidate the different activities in a common template, show activities in days, and unify the mechanics into ability checks where necessary. Basically, these are minor tweaks to integrate the downtime activities more into the ability check and proficiency system.

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DOWNTIME ACTIVITIES

To engage in a downtime activity, the player character must spend the indicated costs in addition to their lifestyle expenses. Sometimes, an activity doesn't incur costs by itself, but instead requires a minimum lifestyle to participate.

INTERRUPTING DOWNTIME ACTIVITIES

In some cases, when you are working on a project that takes a longer time, you can decide to interrupt your work to go adventuring. But the total days of interruption of your work must not exceed the base duration of the activity. Each activity notes, if it can be interrupted or not.

BUILDING A STRONGHOLD

Sometimes player characters want to build a castle, temple or tower. This activity describes their efforts.

Cost: according to table "Building a Stronghold" on page 128 of the Dungeon Master's Guide

Base Duration: according to table "Building a Stronghold" on page 128 of the Dungeon Master's Guide

Prerequisite: A royal charter or land grant costing $1d10 \times 100$ gp or granted as a reward for faithful service.

Can be interrupted? Yes, see Special.

Roll: N/A

Effect: The stronghold is finished.

Special: When you interrupt overseeing the building of a stronghold, the work continues in your absence adding 3 days to construction time per day away. But you aren't limited to finishing your work in twice the time allotted by the base duration.

CAROUSING

The character is living the high-rolling life of the rich and powerful, spending their time feasting, gambling, and making merry.

Cost: N/A

Base Duration: variable

Prerequisite: Maintaining at least a wealthy lifestyle

Can be interrupted? No

Roll: DC 15 Charisma (Persuasion), Charisma (Deception) or Charisma (Gambling Set) check

Effect: See the table below

Dice Roll	Effect
9 or lower	You are jailed for an additional 1d4 days, unless you pay a fine of $1d10 \times 10$ gp for disorderly conduct and disturbing the peace
10	You regain consciousness without remembering what happened the last 1d4 days, and you lose $3d6 \times 5$ gp
15	You have an all-around good time, and gain advantage on all Charisma (Persuasion) checks made in the settlement where you are carousing until the beginning of your next downtime
20	You earn modest winnings, and recuperate your lifestyle expenses
25	You earn modest winnings, and recuperate your lifestyle expenses, plus an additional $1d20 \times 4$ gp
30	You earn modest winnings, and recuperate your lifestyle expenses, plus an additional $4d6 \times 10$ gp

Special: N/A

CRAFTING

The character is creating an item found on the equipment lists in the Player's Handbook.

Cost: Half the total market value of the nonmagical object, you are trying to produce.

Base Duration: Each day you complete 5 gp of effort of the total market value of the item.

Prerequisite: Appropriate tool proficiency as determined by the DM

Can be interrupted? Yes

Roll: N/A

Effect: After spending as many days as required based on the total market value of the item, the item is produced.

Special: Multiple player characters can combine their efforts to produce an item more quickly, if they have the required tool proficiencies and are working together in the same place. A character proficient with the herbalism kit can produce a potion of healing according to these rules.

CRAFTING A MAGIC ITEM

A spellcaster crafts a magic item, scribes a scroll, or brews a potion.

Cost: variable, depending on item rarity (see table below)

Base Duration: variable, depending on item rarity (see table below)

Prerequisite: Proficiency in the Arcana skill, knowledge of spell (depending on item and DM decision)

Can be interrupted? Yes

Roll: N/A

Effect: After spending the indicated amount of time listed in the following table, the item gets produced.

Item Rarity	Creation Cost	Base Duration	Minimum Level
Common	50 gp	2 days	3 rd
Uncommon	200 gp	8 days	3 rd
Rare	2,000 gp	80 days	6 th
Very Rare	20,000 gp	800 days	11 th
Legendary	100,000 gp	4,000 days	17 th

Special: consumable items like potions, scrolls, or dust only take half the creation costs and base duration; with proficiency in the Arcana skill and the Herbalism Kit, a potion of healing can be produced in 1 day at a cost of 25 gp.

CRIME

Using illicit means to make illicit gains.

Cost: 25 gp gathering information

Base Duration: 7 days

Prerequisite: N/A

Can be interrupted? No

Rolls: You choose the DC for committing the crime. It can be 10, 15, 20, or 25. Then you roll three checks at the chosen DC: Dexterity (Stealth), Dexterity (Thieves' Tools), and either Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception).

Effect: The result depends on the chosen DC and the number of successful checks.

Successful checks	Effect
None	Character is caught, and spends 1d4 x 7 days in jail, or pays a fine equal to the loot value
1	Heist fails, character escapes
2	Partial success, character gains half the loot value
all 3	The character earns the full value of the loot

Chosen DC	Loot Value
10	50 gp, robbing a struggling merchant
15	100 gp, robbing a prosperous merchant
20	200 gp, robbing a noble
25	1,000 gp, robbing the richest or most influential person in town

Special: N/A

GAINING RENOWN

The character works for an organization and tries to advance through its ranks.

Cost: N/A

Base Duration: Current renown level x 10 in days

Prerequisite: Membership in an organization

Can be interrupted? Yes

Roll: N/A

Effect: Renown score in that organization rises by 1.

Special: N/A

PIT FIGHTING

The character tries earning money by doing what adventurers do best: fighting.

Cost: N/A

Base Duration: at least 7 days

Prerequisite: N/A

Can be interrupted? No

Roll: a DC 15 special Strength check together with your largest Hit Dice

Effect: Check the following table

Dice Roll	Effect
14 or lower	Start the next adventure with half your hit dice already spent
15	Win 50 gp
20	Win 100 gp
25	Win 200 gp

Special: Add the number of days beyond the base duration spent on this downtime activity to the roll.

PERFORMING SACRED RITES

The character decides to serve the temple of their deity.

Cost: N/A

Base Duration: variable

Prerequisite: Spending time in a temple affiliated with a deity you revere

Can be interrupted? No

Roll: DC 10 Intelligence (Religion) or Charisma (Persuasion) check

Effect: see the following table

Dice Roll	Effect
10	Gain inspiration at the beginning of the next adventure
20	Gain inspiration at the beginning of the next adventure and choose one of your fellow adventurers to also gain inspiration at that time
25	Gain inspiration at the beginning of the next adventure and choose two of your fellow adventurers to also gain inspiration at that time
30	Gain inspiration at the beginning of the next adventure and choose three of your fellow adventurers to also gain inspiration at that time

Special: Add the number of days spent on the downtime activity to the roll. The roll has advantage or disadvantage depending on your conduct with regards to the tenets of your deity in the past adventure (decision of the DM).

PRACTICING A PROFESSION

When all else fails, honest work is always a way to make some money.

Cost: N/A

Base Duration: variable

Prerequisite: N/A

Can be interrupted? N/A

Roll: Intelligence (Tool Proficiency) or Charisma (Performance) check

Effect: Gain the result of the Intelligence check in gp.

Special: Add the number of days spent on the downtime activity to the roll.

RECUPERATING & RELAXING

After an exhausting adventure, the character recovers their strength.

Cost: N/A

Base Duration: at least 7 days

Prerequisite: Maintaining at least a modest lifestyle

Can be interrupted? No

Roll: N/A

Effect: While recuperating & relaxing, a character gains advantage on saving throws to recover from long-acting diseases and poisons. In addition, at the end of the week, 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.

Special: Ability points can only be restored, when the harmful effect was not caused by an ongoing spell or magical effect.

RESEARCHING

Doing research and finding facts about the campaign world.

Cost: 1 gp per day

Base Duration: 7 days

Prerequisite: N/A

Can be interrupted? No

Roll: DC 10 Intelligence (Investigation) or Charisma (Persuasion) check

Effect: Check on the following table

Dice Roll	Effect
9 or lower	Miss
10	1 true statement about the creature, event, item, or place
15	2 true statements about the creature, event, item, or place
20	3 true statements about the creature, event, item, or place
25	4 true statements about the creature, event, item, or place
30	5 true statements about the creature, event, item, or place

Special: Add the number of additional days spent on the downtime activity beyond the base duration to the roll.

RUNNING A BUSINESS

Instead of working for hire, the character owns and runs a business.

Cost: according to the table “Maintenance Costs” on page 127 of the Dungeon Master’s Guide

Base Duration: variable

Prerequisite: Operating a shop

Can be interrupted? No

Roll: DC 10 Intelligence (Tool Proficiency) check

Effect: Check on the following table

Dice Roll	Effect
9 or lower	You must pay double the maintenance costs for each day
10	The business takes care of itself, no net gain or loss
15	Pay only half the maintenance costs, the other half is covered by profits
20	You earn a modest profit of 1d6 x 5 gp, and recuperate the costs for running the business
25	You earn a profit of 2d8 x 5 gp, and recuperate the costs for running the business
30	You earn a tidy profit of 3d10 x 5gp, and recuperate the costs for running the business

Special: Add the number of days spent on the downtime activity to the roll. If you cannot cover the costs of running a business, the next check for running a business has disadvantage.

SELLING A MAGIC ITEM

Not all items the characters find are useful to them. This downtime activity offers a way to sell magic items. This activity may not be appropriate to all campaign settings.

Cost: N/A

Base Duration: See the “Salable Magic Items” table (reproduced below from page 130 of the *Dungeon Master’s Guide*), on a failed check the unsuccessful search takes 10 days

Prerequisite: Downtime activity can only be performed in a city (or equivalent location)

Can be interrupted? No

Roll: DC 20 Intelligence (Investigation) check

Effect: On a successful check, roll a DC 10 Charisma (Persuasion) to determine the selling price and buyer of the item on the table Price & Buyer listed below

Salable Magic Items

Item Rarity	Base Price	Days to Find Buyer	Charisma (Persuasion) check
Common	100 gp	1d4	Advantage
Uncommon	500 gp	1d6	Normal
Rare	5,000 gp	1d8	Disadvantage
Very Rare	50,000 gp	1d10	Disadvantage

Price & Buyer

Charisma (Persuasion)	Effect
9 or lower	A buyer offering a tenth of the asking price
10	A buyer offering a quarter of the asking price, and a shady buyer offering half the base price
15	A buyer offering half the base price, and a shady buyer offering the full base price
20	A buyer offering the full base price
25	A shady buyer offering one and a half times the base price, no questions asked

Special: You can sell multiple items at once. The total length of the downtime activity is the maximum amount of time taken.

SOWING RUMORS

Sometimes a character wants to shift the attitude of a community for or against a specific person.

Cost: 1 gp per day

Base Duration: 2d6 days in a village, 4d6 days in a town, 6d6 days in a city

Prerequisite: N/A

Can be interrupted? No

Roll: DC 15 Charisma (Deception) or Charisma (Persuasion) check

Effect: 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.

Special: Individuals might hold to their own opinions, particularly if they have personal experience in dealing with the subject of the rumors.

TRAINING

This downtime activity allows for the learning of new languages and tool proficiencies.

Cost: 1g per day

Base Duration: 250 days

Prerequisite: You will need to find a teacher which usually requires a DC 10 Charisma (Persuasion) check.

Can be interrupted? Yes

Roll: N/A

Effect: After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

Special: N/A