

NEW DOWNTIME ACTIVITIES

These new downtime options can be added to any campaign at the DM's discretion.

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 with the player 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.

It is up to you as the DM if the organization can be of further help to a PC. Think about the organization's mission statement. A network of spies can provide the PC with intel, while a mercenary guild could provide soldiers for storming an enemy castle.

BUY A MAGIC ITEM

In most worlds few people have magic items and even fewer

are willing to sell them, but there are those out there who occasionally come across an item for which they have no use.

A character looking for a magic item can spend downtime searching for a buyer. This downtime activity can only be performed in an area 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 during downtime, since these items are so rare and priceless.

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.

On a failed check, no seller of the item is found after a search which lasts 10 days. On a successful check, a seller of the item is found after a number of days based on the item's rarity as shown in the Purchasable Magic Items table. If the character wishing to buy a magic item provides a generic description, you decide which specific item is available for sale. Because of the research and investigation required, a character can only look for one magic item at a time.

If the PC finds an item for sale, the player rolls on the Buying 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 seller's final sale price of the item.

You determine the seller's identity. Sellers can be adventurers, wealthy collectors, or a more nefarious individual like a fence or thief. A seller could be someone trying to swindle the character by selling a mundane or cursed item. If the 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	d100 Roll Modifier*
Common	100 gp	1d4	+10
Uncommon	500 gp	1d6	+0
Rare	5,000 gp	1d8	-10
Very Rare	50,000 gp	1d10	-20

*Apply this modifier to the Buying a Magic Item table

Buying a Magic Item

d100 + Mod.	You Find...
20 or lower	A seller offering ten times the base price.
21 - 40	A seller offering four times the base price.
41 - 80	A seller offering twice 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.

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.

Create Cover Identity

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

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.

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 2d6 gp on drinks, meals, and gifts with potential contacts.

Make Contacts

Settlement Size	Time Required
Village	10 days
Town	30 days
City	90 days
If settlement is extremely closed or isolationist	+10 days
If community generally looks down upon the race, class, or background of the PC	+20 days
For every two levels the PC has attained	-1 day (it takes a minimum of 1 day to make contacts)

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.

Petty Crime Spree

d100 + Level	Result
1 - 5	You are caught in the act and made an example of by a strict judge. You are jailed for 1d12 months without bail in a secure prison.
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 you are jailed.
31 - 40	You unwittingly comitt a crime against a fellow criminal attached to an organized crime ring of the DM's choice. This organization is now an enemy and seeks retribution.
41 - 60	You earn enough money to recuperate all your lifestyle expenses for the time spent comitting crime.
61 - 80	Crime does pay! You recuperate all your lifestyle expenses for the time spent comitting crime and gain 4d6 x 10 gp.
81 - 95	Crime does pay! Surprisingly well! You recuperate all your lifestyle expenses for the time spent comitting 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 comitting crime and gain 4d10 x 10 gp and you learn the location of a powerful magic item.

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