

# Downtime

In the Dead City campaign, long stretches of time in which there is not much adventuring to be done is a reality of the situation. One can sit on their hands and simply wait for their next chance at derring do. Or alternatively they can do something useful with their time.

Enter Downtime.

Most activities are broken down into 'workweeks', approximately 5 days, with activities requiring a various amount of workweeks depending on the scope of the task at hand. Characters are assumed to be spending at least 8 hours each day focused on the task. Some activities require days, weeks (7 days), or months (30 days).

Some tasks can be broken up, especially in the case of a task that takes longer than a reasonable amount of downtime allows. But in these cases going too long without resuming work can lead to the task taking longer or having additional costs.

Not all forms of Downtime are possible in all communities. A plague-riddled refugee camp might not offer much high-class Carousing, and an oppressive anti-magic theocracy probably does not have a thriving trade in magic items.

## Buying a Magic Item

It's a sellers market when it comes to magical objects, and finding the precise item you want, if you even know it exists, is usually a lot more complicated than just buying it from somebody. Still, sometimes you have gold to burn, and you might find a real prize. There are no 'magic shops' however, it is always a more complicated arrangement.

**Resources:** Finding magic items to purchase requires at least one workweek of effort and 100 gp in expenses. Spending more time and money increases your chance of finding a high-quality item.

**Resolution:** A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of the seller found. The character gains a +1 bonus on the check for every workweek beyond the first that is spent seeking a seller and a +1 bonus for every additional 100 gp spent on the search, up to a maximum bonus of +10. The monetary cost involves a lot of bribes and stage dressing, for a buyer must impress potential business partners.

The total of the check dictates which table the DM rolls on to determine which items are currently on the market. The higher the result, the more powerful the items available. The DM then assigns prices to the available items, based on their rarity. The price of any consumable item, such as a potion or a scroll, is halved when determining an asking price.

Trying to obtain a specific magic item is much harder, the buyer needs to get at least a 10 on their check if the item is common, 15 if it is uncommon, 20 if it is rare, 25 or higher if it is very rare. Specific legendary magical items can never be purchased (though random ones /can/ turn up on extremely high general rolls). Trying to obtain a specific item raises the price (+50 percent), and carries a 25 percent chance of causing a Complication, the DM will determine what happens, but it is sure to be a major problem.

### **Magic Item Price**

**Rarity            Asking Price (Halved for a consumable item)**

Common        (1d6+1) x 10 gp

Uncommon     1d6 x 100 gp

Rare            2d10 x 1,000 gp

Very Rare     (1d4+1) x 10,000 gp

Legendary     2d6 x 25,000 gp

**Magic Item Purchase Complications****D12    Complication**

- 1        The item is a fake.
- 2        The item is stolen.
- 3        The item is cursed by a god.
- 4        The item's original owner will kill to reclaim it.
- 5        The item is at the center of a dark prophecy.
- 6        The seller is murdered before the sale.
- 7        The seller is a devil looking to make a bargain.
- 8        The item is the key to freeing an evil entity.
- 9        A third party bids on the item, doubling its price.
- 10      The item is an enslaved, intelligent entity.
- 11      The item is tied to a cult.
- 12      Somebody spreads rumors that the item is an artifact of evil.

## Carousing

Carousing is a default downtime activity for many characters. Between adventures, who doesn't want to relax with a few drinks and a group of friends at a tavern?

**Resources:** Carousing covers a workweek of fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class folk. A character can carouse with the lower class for 10 gp to cover expenses, or 50 gp for the middle class. Carousing with the upper class requires 250 gp for the workweek and access to the local nobility.

A character with the noble background can mingle with the upper class, but other characters can do so only if you judge that the character has made sufficient contacts. Alternatively, a character might use a disguise kit and the Deception skill to pass as a noble visiting from a distant city.

**Resolution:** After a workweek of carousing, a character stands to make contacts within the selected social class. The character makes a Charisma (Persuasion) check using the Carousing table.

**Carousing**

Check	Result
1-5	Character has made a hostile contact.
6-10	Character has made no new contacts.
11-15	Character has made an allied contact.
16-20	Character has made two allied contacts.
21+	Character has made three allied contacts.

Contacts are NPC's who now share a bond with the character. Each one either owes the character a favor or has some reason to bear a grudge. A hostile contact works against the character, placing obstacles but stopping short of committing a crime or a violent act. Allied contacts are friends who will render aid to the character, but not at the risk of their lives.

Lower-class contacts include criminals, laborers, mercenaries, the town guard, and any other folk who normally frequent the cheapest taverns in town.

Middle-class contacts include guild members, spellcasters, town officials, and other folk who frequent well-kept establishments.

Upper-class contacts are nobles and their personal servants. Carousing with such folk covers formal banquets, state dinners, and the like.

Once a contact has helped or hindered a character, the character needs to carouse again to get back into the NPC's good graces. A contact provides help once, not help for life. The contact remains friendly, but doesn't come with a guarantee of help.

At any time, a character can have a maximum number of unspecified allied contacts equal to 1 + the character's Charisma modifier (minimum of 1).

**Complications.** Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. As a rule of thumb, a character has a 10 percent chance of triggering a complication for each workweek of carousing.

#### **Lower-Class Carousing Complications**

##### **D8      Complication**

- 1      A pickpocket lifts 1d10 x 5 gp from you.
- 2      A bar brawl leaves you with a scar.
- 3      You have fuzzy memories of doing something very, very illegal, but can't remember exactly what.
- 4      You are banned from a tavern after some obnoxious behavior.
- 5      After a few drinks, you swore in the town square to pursue a dangerous quest.
- 6      Surprise! You're married.
- 7      Streaking naked through the streets seemed like a great idea at the time.
- 8      Everyone is calling you by some weird, embarrassing nickname, like Puddle Drinker or Bench Slayer, and no one will say why.

#### **Middle-Class Carousing Complications**

##### **D8      Complication**

- 1      You accidentally insulted a guild master, and only a public apology will let you do business with the guild again.
- 2      You swore to complete some quest on behalf of a temple or a guild.
- 3      A social gaffe has made you the talk of the town.
- 4      A particularly obnoxious person has taken an intense romantic interest in you.
- 5      You have made a foe out of a local spellcaster.
- 6      You have been recruited to help run a local festival, play, or similar event.
- 7      You made a drunken toast that scandalized the locals.
- 8      You spent an additional 100 gp trying to impress people.

#### **Upper-Class Carousing Complications**

##### **D8      Complication**

- 1 A pushy noble family wants to marry off one of their scions to you.
- 2 You tripped and fell during a dance, and people can't stop talking about it.
- 3 You have agreed to take on a noble's debts.
- 4 You have been challenged to a joust by a knight.
- 5 You have made a foe out of a local noble.
- 6 A boring noble insists you visit each day and listen to long, tedious theories of magic.
- 7 You have become the target of a variety of embarrassing rumors.
- 8 You spent an additional 500 gp trying to impress people.

## Crafting an Item

A character who has the time, the money, and the needed tools can use downtime to craft armor, weapons, clothing, or other kinds of non-magical gear.

**Resources and Resolution.** In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the items' combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use good judgment when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. The DM will make any judgment calls about whether a character has the correct equipment. The following table provides some examples.

<b>Proficiency</b>	<b>Item</b>
Herbalism kit	Antitoxin, <i>potion of healing</i>
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

If all of the above requirements are met, the result of the process is an item of the desired sort. A character can sell an item crafted in this way at its listed price, assuming there is a market for it.

**Crafting Magic Items.** Creating a magic item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

*Potions of healing* and *spell scrolls* are exceptions to the following rules. See **Brewing Potions of Healing** later and the **Scribing a Spell Scroll** downtime activity.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool on the Elemental Plane of Water. This

generally requires an adventure in its own right. The more powerful the desired item, the more difficult the material is to obtain.

In addition to obtaining a rare material, creating an item comes with a gold piece cost covering other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

Item Rarity	Workweeks	Cost
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

To complete a magic item, a character also needs whatever tool proficiency is appropriate, just as for crafting a non magical object, or proficiency in the Arcana skill.

If all the above requirements are met, the result of the process is a magic item of the desired sort.

**Complications.** Most of the complications involved in creating something, especially a magic item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on a magic item: there's a 10 percent chance for every five workweeks spent on crafting an item that a complication occurs. The Crafting Complications table provides examples of what might happen.

### Crafting Complications

#### D6    Complication

- 1    Rumors swirl that what you're working on is unstable and a threat to the community.
- 2    Your tools are stolen, forcing you to buy new ones.
- 3    A local wizard shows keen interest in your work and insists on observing you.
- 4    A powerful noble offers a hefty price for your work and is not interested in hearing no for an answer.
- 5    A dwarf clan accuses you of stealing its secret lore to fuel your work.
- 6    A competitor spreads rumors that your work is shoddy and prone to failure.

**Brewing Potions of Healing.** *Potions of healing* fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.

### Potion of Healing Creation

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

## Crime

Sometimes it pays to be bad. This activity gives a character the chance to make some extra cash, at the risk of arrest.

**Resources.** A character must spend one week and at least 25 gp gathering information on potential targets before committing the intended crime.

**Resolution.** The character must make a series of checks, with the DC for all the checks chosen by the character according to the amount of profit sought from the crime.

The chosen DC can be 10, 15, 20, or 25. Successful completion of the crime yields a number of gold pieces, as shown on the Loot Value table.

To attempt a crime, the character makes three checks: Dexterity (Stealth), Dexterity using thieves' tools, and the player's choice of Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception).

If none of the checks are successful, the character is caught and jailed. The character must pay a fine equal to the profit the crime would have earned and must spend one week in jail for each 25 gp of the fine.

If only one check is successful, the heist fails but the character escapes.

If two checks are successful, the heist is a partial success, netting the character half the payout.

If all three checks are successful, the character earns the full value of the loot.

### Loot Value

DC	Value
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10	50 gp, robbery of a struggling merchant
15	100 gp, robbery of a prosperous merchant
20	200 gp, robbery of a noble
25	1,000 gp, robbery of one of the richest figures in town

**Complications.** A life of crime is filled with complications. Roll on the Crime Complication table (or the DM will create one of their own) if the character succeeds on only one check.

### Crime Complications

D8	Complications
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1	A bounty equal to your earnings is offered for information about your crime.
2	An unknown person contacts you, threatening to reveal your crime if you don't render a service.
3	Your victim is financially ruined by your crime.
4	Someone who knows of your crime has been arrested on an unrelated matter.
5	Your loot is a single, easily identified item that you can't fence in this region.
6	You robbed someone who was under a local crime lord's protection, and who now wants revenge.
7	Your victim calls in a favor from a guard, doubling the efforts to solve the case.
8	Your victim asks one of your adventuring companions to solve the crime.

## Gambling

Games of chance are a way to make a fortune - or perhaps a better way to lose one.

**Resources.** This activity requires one workweek of effort plus a stake of at least 10 gp, to a maximum of 1,000 gp or more, as you see fit.

**Resolution.** The character must make a series of checks, with a DC determined at random based on the quality of the competition that the character runs into. Part of the risk of gambling is that one never knows who might end up sitting across the table.

The character makes three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). If the character has proficiency with an appropriate gaming set, that tool proficiency can replace the relevant skill in any of the checks. The DC for each of the checks is  $5 + 2d10$ ; generate a separate DC for each one. Consult the Gambling Results table to see how the character did.

### **Gambling Results**

<b>Result</b>	<b>Value</b>
0 successes	Lose all the money you bet, and accrue a debt equal to that amount.
1 successes	Lose half the money you bet.
2 successes	Gain the amount you bet plus half again more.
3 successes	Gain double the amount you bet.

**Complications.** Gambling tends to attract unsavory individuals. The potential complications involved come from run-ins with the law and associations with various criminals tied to that activity. Every workweek spent gambling brings a 10 percent chance of a complication, examples of which are on the Gambling Complications table.

### **Gambling Complications**

#### **D6    Complication**

- 1    You are accused of cheating. You decide whether or not you actually did cheat or were framed.
- 2    The town guards raid the gambling hall and throw you in jail.
- 3    A noble in town loses badly to you and loudly vows to get revenge.
- 4    You won a sum from a low-ranking member of a thieves' guild, and the guild wants its money back.
- 5    A local crime boss insists you start frequenting the boss's gambling parlor and no others.
- 6    A high-stakes gambler comes to town and insists that you take part in a game.

## **Gaining Renown**

A character can spend downtime improving his or her renown within an organization (see **Factions and Organizations**, below). The character undertakes minor tasks for the organization and socializes with its members.

**Resources.** Engaging in this activity requires a number of workweeks equal to the character's current renown multiplied by 2. At the end of the necessary time, their renown with the organization increases by 1.

**Complications.** Characters attempting to gain renown must prove themselves helpful to the organization while hopefully not making rivals within it. For every workweek devoted to this activity, there is a 10 percent chance of a complication, examples of which are on the Gaining Renown Complications table.

### **Gaining Renown Complications**

## D6 Complications

- 1 Genuine attempts to be useful are perceived as brown-nosing. The workweek does not count towards gaining renown.
- 2 A potential rival views your rise as a threat, and acts accordingly.
- 3 What should have been a simple errand escalates into a major task.
- 4 A superior concludes you are hitting on them romantically. Awkward.
- 5 You accidentally break or lose something important to the organization and must find or replace it.
- 6 You discover a hidden secret within the organization, one it wants to keep quiet.

## Pit Fighting

Pit fighting includes boxing, wrestling, and other nonlethal forms of combat in an organized setting with predetermined matches. Competitive fighting in a battle-to-the-death situation involves the standard combat rules, and is beyond this downtime activity.

**Resources.** Engaging in this activity requires one workweek of effort from a character.

**Resolution.** The character must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. A big part of the challenge in pit fighting lies in the unknown nature of a character's opponents.

The character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and a special Constitution check that has a bonus equal to a roll of the character's largest Hit Die (this roll doesn't spend that die). If desired, the character can replace one of these skill checks with an attack roll using one of the character's weapons. The DC for each of these checks is  $5 + 2d10$ ; generate a separate DC for each one. Consult the Pit Fighting Results table to see how the character did.

### Pit Fighting Results

Result	Value
0 successes	Lose your bouts, earning nothing.
1 success	Win 50 gp.
2 successes	Win 100 gp.
3 successes	Win 200 gp.

**Complications.** Characters involved in pit fighting must deal with their opponents, the people who bet on matches, and the matches' promoters. Every workweek spent pit fighting brings a 10 percent chance of a complication, examples of which are on the Pit Fighting Complications table.

### Pit Fighting Complications

#### D6 Complications

- 1 An opponent swears to take revenge on you.
- 2 A crime boss approaches you and offers to pay you to intentionally lose a few matches.
- 3 You defeat a popular local champion, drawing the crowd's ire.
- 4 You defeat a noble's servant, drawing the wrath of the noble's house.
- 5 You are accused of cheating. Whether allegation is true or not, your reputation is tarnished.
- 6 You accidentally deliver a near-fatal wound to a foe.

## Relaxation

Sometimes the best thing to do between adventures is relax. Whether a character wants a hard-earned vacation or needs to recover from injuries, relaxation is the ideal option for adventurers who need a break. This option is also ideal for players who don't want to make use of the downtime system.

**Resources.** Relaxation requires one week.

**Resolution.** Characters who spend a work week relaxing gain several benefits. While 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. This benefit cannot be used if the harmful effect was caused by a spell or some other magical effect with an ongoing duration.

**Complications.** Relaxation rarely comes with complications. Indeed, another name for Relaxation might be 'Laying Low'. Active dynamic recreational activities fall under Carousing.

## Religious Service

Characters with a religious bent might want to spend downtime in service to a temple, either by attending rites or by proselytizing in the community. Someone who undertakes this activity has a chance of winning the favor of the temple's leaders.

**Resources.** Performing religious service requires access to, and often attendance at, a temple whose beliefs and ethos align with the characters'. If such a place is available, the activity takes one workweek of time but involves no gold piece expenditure.

**Resolution.** At the end of the required time, the character chooses to make either an Intelligence (Religion) check or a Charisma (Persuasion) check. The total of the check determines the benefits of service, as shown on the Religious Service table.

### Religious Service

Check Total	Result
1-10	No effect. Your efforts fail to make a lasting impression.
11-20	You earn one favor.
21+	You earn two favors.

A favor, in broad terms, is a promise of future assistance from a representative of the temple. It can be expended to ask the temple for help in dealing with a specific problem, for general political or social support, or to reduce the cost of cleric spellcasting by 50 percent. A favor could also take the form of a deity's intervention, such as an omen, a vision, or a minor miracle provided at a key moment. The latter sort of favor is expended by the DM, who also determines its nature.

Favors earned need not be expended immediately, but only a certain number can be stored up. A character can have a maximum number of unused favors equal to 1 + the character's Charisma modifier (minimum of one unused favor).

**Complications.** Temples can be labyrinths of political and social scheming. Even the best-intentioned sect can fall prone to rivalries. A character who serves a temple risks becoming

embroiled in such struggles. Every work week spent in religious service brings a 10 percent chance of a complication, examples of which are on the Religious Service Complications table.

### **Religious Service Complications**

#### **D6    Complication**

- 1     You have offended a priest through your words or actions.
- 2     Blasphemy is still blasphemy, even if you did it by accident.
- 3     A secret sect in the temple offers you membership.
- 4     Another temple tries to recruit you as a spy.
- 5     The temple's elders implore you to take up a holy quest.
- 6     You accidentally discover that an important person in the temple is a fiend worshiper.

## **Research**

Forewarned is forearmed. The research downtime activity allows a character to delve into lore concerning a monster, a location, a magic item, or some other particular topic.

**Resources.** Typically, a character needs access to a library or a sage to conduct research. Assuming such access is available, conducting research requires one workweek of effort and at least 50 gp spent on materials, bribes, gifts, and other expenses.

**Resolution.** The character declares the focus of the research - a specific person, place, or thing. After one workweek, the character makes an Intelligence check with a +1 bonus per 50 gp spent beyond the initial 50 gp, to a maximum of +6. In addition, a character who has access to a particularly well-stocked library or knowledgeable sages gains advantage on this check. Determine how much lore a character learns using the Research Outcomes table.

### **Research Outcomes**

<b>Check Total</b>	<b>Outcome</b>
1-5	No effect.
6-10	You learn one piece of lore.
11-20	You learn two pieces of lore.
21+	You learn three pieces of lore.

Each piece of lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

**Complications.** The greatest risk in research is uncovering false information. Not all lore is accurate or truthful, and a rival with a scholarly bent might try to lead the character astray, especially if the object of the research is known to the rival. Every work week spent in research brings a 10 percent chance of a complication, examples of which are on the Research Complications table.

### **Research Complications**

#### **D6    Complication**

- 1     You accidentally damage a rare book.
- 2     You offend a sage, who demands an extravagant gift.
- 3     If you had known that book was cursed, you never would have opened it.
- 4     A sage becomes obsessed with convincing you of a number of strange theories about reality.

- 5 Your actions cause you to be banned from a library until you make reparations.
- 6 You uncovered useful lore, but only by promising to complete a dangerous task in return.

## Scribing a Spell Scroll

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll*.

**Resources:** Scribing a *spell scroll* takes an amount of time and money related to the level of the spell the character wants to scribe, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

If the scribed spell is a cantrip, the version on the scroll works as if the caster were 1st level.

### Spell Scroll Costs

Spell Level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweeks	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

**Complications.** Crafting a *spell scroll* is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed for the activity. Every workweek spent scribing brings a 10 percent chance of a complication, examples of which are on the Scribe a Scroll Complications table.

### Scribe a Scroll Complications

#### D6 Complication

- 1 You bought up the last of the rare ink used to craft scrolls, angering a wizard in town.
- 2 The priest of a temple of good accuses you of trafficking in dark magic.
- 3 A wizard eager to collect one of your spells in a book presses you to sell the scroll.
- 4 Due to a strange error in creating the scroll, it is instead a random spell of the same level.
- 5 The rare parchment you bought for your scroll has a barely visible map on it.
- 6 A thief attempts to break into your workroom.

## Selling a Magic Item

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found.

**Resources.** A character can find a buyer for one magic item by spending one workweek and 25 gp, which is used to spread word of the desired sale. A character must pick one item at a time to sell.

**Resolution.** A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt not to sell, instead forfeiting the workweek of effort and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.

### **Magic Item Base Prices**

<b>Rarity</b>	<b>Base Price (Halved for a consumable item)</b>
Common	100 gp
Uncommon	400 gp
Rare	4,000 gp
Very rare	40,000 gp
Legendary	200,000 gp

### **Magic Item Offer**

<b>Check Total</b>	<b>Offer</b>
1-10	50% of base price
11-20	100% of base price
21+	150% of base price

**Complications.** The main risk in selling a magic item lies in attracting thieves and anyone else who wants the item but doesn't want to pay for it. Other folk might try to undermine a deal in order to bolster their own business or seek to discredit the character as a legitimate seller. Every workweek spent trying to sell an item brings a 10 percent chance of getting a complication, examples of which are on the Magic Item Sale Complications table.

### **Magic Item Sale Complications**

#### **D6    Complication**

- 1    An enemy secretly arranges to buy the item to use it against you.
- 2    A thieves guild, alerted to the sale, attempts to steal your item.
- 3    Someone circulates rumors that your item is a fake.
- 4    A sorcerer claims your item as a birthright and demands you hand it over.
- 5    Your item's previous owner, or surviving allies of the owner, vow to retake the item by force.
- 6    The buyer is murdered before the sale is finalized.

## **Training**

Given enough free time and the services of an instructor, a character can learn a language or pick up proficiency with a tool.

**Resources.** Receiving training in a language or tool typically takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 25 gp per workweek.

**Complications.** Complications that arise while training typically involve the teacher. Every ten workweeks spent in training brings a 10 percent chance of a complication, examples of which are on the Training Complications table.

## Training Complications

### D6 Complication

- 1 Your instructor disappears, forcing you to spend one workweek finding a new one.
- 2 Your teacher instructs you in rare, archaic methods, which draws comments from others.
- 3 Your teacher is a spy sent to learn your plans.
- 4 Your teacher is a wanted criminal.
- 5 Your teacher is a cruel taskmaster.
- 6 Your teacher asks for help dealing with a threat.

## Work

When all else fails, an adventurer can turn to an honest trade to earn a living. This activity represents a character's attempt to find temporary work, the quality and wages of which are difficult to predict.

**Resources.** Performing a job requires one workweek of effort.

**Resolution.** To determine how much money a character earns, the character makes an ability check: Strength (Athletics), Dexterity (Acrobatics), Intelligence using a set of tools, Charisma (Performance), or Charisma using a musical instrument. Consult the Wages table to see how much money is generated according to the total of the check.

### Wages

Check Total	Earnings
9 or lower	1 gp
10-14	10 gp
15-20	20 gp
21+	50 gp

**Complications.** Ordinary work is rarely filled with significant complications. Still, the Work Complications table can add some difficulties to a worker's life. Each workweek of activity brings a 10 percent chance that a character encounters a complication.

### Work Complications

#### D6 Complication

- 1 A difficult customer or a fight with a coworker reduces the wages you earn by one category.
- 2 Your employer's financial difficulties result in your not being paid.
- 3 A coworker with ties to an important family in town takes a dislike to you.
- 4 Your employer is involved with a dark cult or a criminal enterprise.
- 5 A crime ring targets your business for extortion.
- 6 You gain a reputation for laziness (unjustified or not, as you choose), giving you disadvantage on checks made for this downtime activity for the next six workweeks you devote to it.

# Factions and Organizations

Temples, guilds, orders, secret societies, and colleges are important forces in the social order of any civilization. If one is to accomplish much in the world, it is a great deal easier to do so with like-minded individuals on your side. Nominal membership can give you access to the basic services the organization can provide, while rising in **Rank** within an organization can allow one to take a measure of control over it, and thus turn its resources and power to your own ends.

## Renown

Renown is a numerical value that starts at 0, then increases as a character earns favor and reputation within a particular organization. Benefits are tied to a character's renown, including ranks and titles within the organization and access to resources.

A player tracks renown separately to each organization his or her character is a member of. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interactions with each organization over the course of the campaign.

## Gaining Renown

A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. Renown is rewarded at the DM's discretion, typically at the end of an adventure.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 points instead.

For example, characters with a connection to the noble Order of the Gauntlet complete a mission in which they free a town from the tyranny of a blue dragon. Because the order likes to punish evildoers, you might increase each character's renown by 1. Conversely, if killing the dragon was a mission given to the adventurers by a senior member of the order, completing the task might instead increase each character's renown by 2, showing the adventurers as effective allies.

Meanwhile, the party's rogue might have looted a box of rare poisons from the dragon's hoard and sold it to a fence who is secretly an agent of the Bloody Hand assassins guild. That might increase the rogue's renown within the Bloody Hand by 2 since this action directly increased the group's power and wealth, even though the task was not assigned by the Bloody Hand.

## Benefits of Renown

The benefits of increasing renown within an organization can include rank and authority, friendly attitudes from members of the organization, and other perks.

**Rank.** Characters can earn promotions as their renown increases. Certain thresholds of renown serve as prerequisites (though not necessarily the only prerequisites) for advancing in rank. For example, a character trying to advance in rank in the Warrior's Guild might have to have at least

3 Renown and defeat a junior member in a 1 on 1 duel to advance in rank and earn the title of Big Cheese.

**Attitudes of Organization Members.** As a character's renown within an organization grows, members of that organization are increasingly likely to have heard of the character. Members of the Fancy Boys social club might all have a default attitude of Friendly to somebody with 3 renown within the organization. These changes apply to default attitudes only, and an individual member of the organization may have personal reasons to dislike an adventurer despite the character's renown - or perhaps because of it if they feel threatened or shown up.

**Perks.** Earning a rank within an organization comes with certain benefits, depending on the organization in question. A character of low rank might gain access to a reliable contact and adventure leads, a safe house, or a trader willing to offer a discount on adventure gear. A middle-ranked character might gain a follower, access to potions and scrolls, the ability to call in a favor, or backup on dangerous missions. A high-ranking character might be able to call on a small army, take custody of a rare magic item, gain access to a helpful spellcaster, or assign special missions to members of lower rank.

## Losing Renown

Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The amount lost depends on the severity of the infraction.