Downtime

- Downtime Basics
- Downtime Activities
- Running a Business
- Player Businesses

Downtime Basics

Downtime is a player-focused downtime economy. It provides the ability for your character to have a continued existence in the world between individual RP scenes, questing, and arena. Downtime is a great way to provide additional development and growth!

Overview

Every 1st and 15th of the month will begin a 15 day server downtime cycle. This cycle will represent two weeks of downtime in-game. A PC intending to use downtime must familiarize him/herself with these rules, submit a proposal, and then follow through appropriately in RP channels, Dice Channels, and submit server records.

Downtime activities take either one or two weeks, where one week of downtime represents 5 working days, where characters work for 8h / day and 7 calendar days.

1. Project Proposal

Downtime proposals should be submitted to `#downtime-proposals` in the following format:

```
**Project Title: **
**Weeks in Total: **
**Weeks Left to Complete: **
**Cost: **
**Rolls: **
**Modifying Factors: **
**Complications: **
**Description: **

**Results**
**Week 1: **
**Complication: **
**Week 2: **
**Complication: **
```

```
**Earnings: **
```

> **Note**: Results are added by editing your proposal after your proposal is approved of the downtime team (see below).

2. Proposal Approval

Once your Downtime proposals is submitted to the appropriate channel (`#downtime-proposals`), you must wait for it to be approved by someone from the Downtime team will approve your proposal with their personal emoji (for example: = Gryphon approved this.)

If you are submitting a proposal that you have previously received approval for - e.g. doing a second set of Work - then you may roll after submitting a new proposal, but prior to getting approval, as long as nothing has changed about the proposal. However, you still must get approval for your proposal before any results can be collected/used.

3. Downtime Resolution

Downtime activities are to be resolved in conjunction with the downtime team. Any ability checks will be made by the PC in the appropriate channel and should be labeled as such using Avrae whenever possible. The results of the rolls and the complication dice roll should be added to the bottom of their proposal.

The PC may roll the complications die. If the roll ends in a 1 and they have a 10% chance of complications, then a complication occurs, at which point they must post the complication die result in #downtime-discussion with @Downtime Helpers tagged in that post. A helper will then inform them of what their complication is and if relevant invite them to RP a short scene to resolve the complication.

Downtime should be RP'd by the player. If you are working at the horse farm, spend time out there, working. This does not preclude you from activity in other RP areas. Note that #downtime-rp is currently occupied by Grognar, so downtime RP should be carried out in regular town channels.

Example

```
**Project Title:** Private Tuitions (Work - 15th to 30th of May)
**Weeks in Total:** 2
**Weeks Left to Complete:** 0
**Cost:** None
**Rolls:** Int (History)
**Modifying Factors:** +5 History, Portent (Week 1: 15, 16 ; Week 2: 2, 11)
**Complications:** d100
**Description:** With much chagrin, Sal'ar is compelled by the cruelty of market forces to
pawn off his erudition for money, working as a private History tutor for snot-nosed brats of
Watderdeep's upper crust.


**Results**
**Week 1:** 21
**Complication:** Complication (71)
**Week 2:** 16
**Complication:** None (36)


**Earnings:** 80 GP (50+30)
```

Details

Bonuses

Class/Race/Feat abilities and Spells: Downtime represents a full 8h work day for six days per week. Any abilities/spells that would remain active for this full time can be used as modifiers to your downtime rolls. Other abilities/spells may be permitted upon the discretion of a Downtime Helper if sufficiently justified by the player.

Magic Items: Characters must get approval from a Downtime Helper to use magic items during downtime. Magic item use must be reasonable with respect to the 8 hour work day represented by downtime and the limitations of the item.

Philosophy

- Use existing 5e rules and systems as much as possible, in this case, downtime rules from PHB & XGTE, proficiency modifiers, and proficiencies.
- Allow as much free agency by players as possible.
- Allow the players to build the world.
- Allow the system to run in dice channels and not require constant DM approval. Players and mods can inspect dice rolls.
- Allow Dice and the People to be the Random in the game and focus on flow, fun, and reasonable limits.
- Avoid a nerf to downtime by starting slow and using a server crunch.

Downtime Activities

Not sure where to start? Try finding **Work** as a starting point! It's low risk, and generally useful for every adventurer. Just pick a skill of your choosing and come up with a job that could describe that. Fill out the form on Downtime Basics and rake in some dough between quests!

Relaxation

Sometimes the best thing to do between adventures is relax. Whether a PC 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.

While relaxing, a PC gains advantage on saving throws to recover from long-acting diseases and poisons. In addition, at the end of the week, a PC can end one effect that keeps the PC 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.

This is the default option for PCs who do not present a proposal.

Gain Gold

Work

The simplest activity an adventurer undertake to earn some extra gold is to 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.

Time Required: 1 week

Cost: None

Rolls: One ability check or tool check of the character's choice

Complications: 10% (low risk)

Result:

Check Total	Earnings
9 or lower	10 gp
10—14	20 gp
15—19	30 gp
20+	50 gp

Pit Fighting

Pit fighting includes boxing, wrestling, and other non lethal forms of combat in an organized setting with predetermined matches. 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.

Time Required: 1 week

Cost: None

Rolls: (two of : Acrobatics, Athletics, Weapon Attack), Special Constitution (see below)

DCs: Each check is rolled against a separate randomly determined DC equal to 2d10+7

Complications: 10% (medium risk)

Details: The character makes two physical checks: Strength (Athletics), Dexterity (acrobatics), one of which can be replaced with a weapon attack roll. They also make 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). E.g. a Barbarian with a +5 constitution modifier would roll `1d20+5+1d12`
The DC for each check is 7 + 2d10; generate a separate DC for each one.

Result

:

Result	Earnings
0 successes	Lose your bouts, roll on the injury table
1 success	Win 25 gp
2 successes	Win 75 gp
3 successes	Win 150 gp

> **Server alias**: `!pitfighting` -b 1/2/3 (for +1/2/3 weapons) acr/ath (specify acrobatics or athletics) -d x (specify hit die size)

Crime

Time Required: 1 week

Cost: 15g (researching a target)

Rolls: Stealth, Thieves' tools (Dexterity), and one of : Investigation, Perception, Deception

DCs: Chosen by PC: 15, 20, 25, 30

Complications: if fewer than 2 successes (high risk)

DC and Potentials:

DC	Potential Profit	Task
15	100 gp	robbery of a general merchant
20	200 gp	robbery of an expert craftsperson
25	500 gp	robbery of a noble
30	1,000 gp	robbery of one of the richest figures in town

Result:

Result	Effect
0 successes	caught & jailed, **fined** amount equal to potential profit

1 success	heist fails, **Complication**
2 successes	partial success, **earn half** of potential profit
3 successes	heist succeeds, **earn all** of potential profit

Jailtime: A character jailed for failing the Crime downtime or any other reason (such as a complication arising from another downtime activity) are banned from posting in the RP channels and participating in Downtime and Arena combat for the duration of their sentence. If the character is on the Arena queue at the time of arrest, they must withdraw from the queue. They may rejoin the queue at the end of their sentence. They may however RP freely in `#town-guardhouse` and can continue to participate in quests.

Community Service: If a character is unable to pay all or part of the fine incurred from a failed crime they may work off their debt by performing Community Service. As part of Community Service the character must undertake compulsory Work downtime. The wages earned from the Work downtime will go towards paying off the fine. Characters may undertake Community Service while they are jailed.

Gambling

Part of the risk of gambling is that one never knows who might end up sitting across the table.

Time Required: 1 week
Cost: 10-500g stake
Rolls: 3 of (Insight, Deception, Intimidation, Gaming Set)
DCs: Each check is rolled against a separate randomly determined DC equal to `2d10+5`
Complications: 10% (medium risk)

Details: The PC must make a series of checks, with a DC determined at random based on the quality of the competition that the PC runs into. The PC makes three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). If the PC 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.

Result:

Result	Value
0 successes	Lose all the money you bet, and accrue a debt equal to that amount.
1 success	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.

Running a Business

You may buy an existing business in Luna Pine to earn an income. More information is seen in the **Running a Business** page of this book.

Gain Perks

Religious Service (Gain Favor)

PCs 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.

Time Required: 1 week

Cost: None (Good/Neutral God), 25g (Evil God)

Rolls: Intelligence (Religion) or Charisma (Persuasion)

Complications: 10% (medium risk)

Favor: 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. This latter sort of favor is determined by the DM and the Admins, who also determine its nature.

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

Result:

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.

Using Favors

Use of earned favours is at DM discretion based on their interpretation of your chosen diety, request your favour in character. Please ping @Downtime Helper when you use a favour to facilitate tracking of favours currently available

Networking (Gain Friends)

You spend your downtime building social connections among the populace of Luna Pine. Doing so costs 50g per week for food, entertainment, lodging, appropriate dress, gifts etc..

Time Required: 1 week

Cost: 50g

Rolls: Charisma (Persuasion)

Complications: 10% (medium risk)

Result:

Check	Connection Outcome
1-5	Nothing
6-10	1x commoner
11-20	2x commoner or 1x trades person/merchant
20-30	3x common / 2x trades / 1x administrator or minor noble
31+	1x wealthy patron

Using your connections: People you have made connections with can help you with other downtime activities, as long as it makes logical sense (e.g. a baker can't help you with arcane research). Each one can only be used for one downtime roll each downtime period, and you can only get help from one connection for each roll.

Connection	Bonus
Commoner	+2
Trades Person/Merchant	+3
Minor noble/Administrator	+4
Wealthy Patron	+5

If you use a connection for help on a roll and get a complication you lose that connection.

Training (Gain Tool/Language Proficiency)

Time Required: 10 weeks - [Int Modifier]

Cost: 25g/week

Modifiers: (see details below)

    Learning with a Buddy = -1 week

    Learning from a Tutor = -1 week

    Training Manual (100g cost) = -1 week

Rolls: None

Complications: 10% (at end of training)

Buddy System: Having a fellow PC learning the same tool or language allows both of you to take 1 week off of your training time. You can only receive this bonus from 1 buddy. A PC and their Buddy must train together for the entire duration of training downtime, unless the PC or their buddy finishes first (typically due to having different Int modifiers). Having more than one buddy does not increase this bonus.

Tutors: A PC proficient in a tool or language may tutor a PC in that tool or language. A PC must tutor a fellow PC for at least 4 weeks in order to reduce the training time for the student PC by 1 week. A tutor may teach two PCs at the same time, provided the condition of 4 weeks is fulfilled for each PC, but a student PC may not avail of this bonus more than once. For the Tutor, this tutoring period counts as Work Downtime (see above).

Training Manual: You can pay 100gp at any point during the Training duration to buy an instruction manual that takes 1 week off of your training time.

> **Important**: Training Downtime cannot be used to acquire proficiency in skills, weapons or armor.

Raising Undead (Gain Undead Minions)

You spend your downtime searching for and animating undead minions. You must be able to cast the Animate Dead spell to use this downtime. You may choose whether your animated undead is a skeleton or zombie. See: Quick Guide to Necromancy for more information on how undead minions are tracked in Luna Pine.

Time Required: 1 week

Cost: 50g/week

Modifiers: Level 6+ Wizard(Necromancer) gains +1 undead per week

Rolls: Spellcasting ability (Int, Cha, or Wis) + proficiency bonus

Complications: 10% (high risk)

Roll	Undead Raised
1-10	1 undead
11-20	2 undead
20+	3 undead

Note: You must be able to cast Animate Dead a sufficient number of times to keep control of all undead you create this way.

Important: You cannot use this activity to have control of more than 10 undead creatures at the same time.

Raising Undead (Advanced)

When you reach a level such that you can cast the Create Undead spell, you can use the rules above to create up to 5 undead using this spell in addition to the 10 undead created with Animate Dead. If you raise undead such as Wights that can create their own undead by killing, those undead cannot do so using downtime.

Note: You must cast Create Undead to maintain control of your more advanced undead creatures **at the start** of any arena or quest.

Seeking out Undead

If you are a Necromancer Wizard of at least 14th level thus have access to the Command Undead class feature, you can use downtime to seek out an undead to control. You can only seek out an Undead of CR <= your proficiency bonus and Intelligence < 12.

Time Required: 1 week

Cost: 50g/week

Modifiers: None

Rolls: 2d20

Complications: 10% (high risk)

Add together the result of both d20s if this total is below your spell DC you succeed on finding and controlling your intended undead. Undead controlled in this way must be stored appropriately the same way as those created using the rules above. A Medium undead requires the same space as a zombie, and a Large undead requires 4x the storage space as a zombie, a Huge undead requires 9x the storage space.

Research

General

Forewarned is forearmed. The research downtime activity allows a PC to delve into lore concerning a monster, a location, a magic item/formula, or some other particular topic. The PC declares the focus of the research—a specific person, place, item formula or
thing. The more specific you are about what you are research the better the chances you will receive relevant information. 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 PC astray, especially if the object of the research is known to the rival. The rival might plant false information, bribe sages to give bad advice, or steal key tomes needed to find the truth.

Time Required: 1 week

Cost: 50g/week

Rolls: Intelligence check

Modifiers: +1 for each additional 100g spent (up to max of +6)

Attempting the same research a 2nd (or more) time is rolled at advantage.

Obtaining access to relevant books or items from e.g. the library grants advantage on the roll.

Complications: 10% (False/Misleading Information)

Result:

Check Total	Outcome
1—5	No effect.
6—10	You learn one piece of lore / common formula
11—20	You learn two pieces of lore / uncommon (or lesser) formula
21—30	You learn three pieces of lore / rare (or lesser) formula
31+	You learn four pieces of lore / You learn very rare (or lesser) formula

Each piece of lore is the equivalent of one true statement about a person, place, or thing at the discretion of the relevant DM.

Examples : a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards. For a monster or an NPC, you can reveal elements of statistics or personality. For a location, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Spells

Wizards, Pact of the Tome warlocks and characters with the Ritual Caster feat may research spells to add to their spellbook using Downtime.

Time: 1 week per level of the spell

Cost: 50g per level of the spell

Roll: Arcana vs DC of 10+spell level

Details: Researching a spell will take 50gp and 1 week per spell level and a successful Intelligence

(Arcana) check. The DC for the

check equals 10+spell level. The Arcana check is only made once per spell at the end of the

research period. For A successful roll would mean he finds the spell he was looking for and he may

now add it to his spellbook. Those wizards with a class feature that halves the cost and time to

copy spells also have the time to research them reduced by the same degree.

Example: Rincewind the Wizard thinks the 3rd Level spell Fly will be a useful addition to his

spellbook. Searching for the spell will take him 3 weeks of Downtime and 150 gp in research costs,

following which he will roll a DC13 Arcana check.

> **Note**: Researching a spell does not include the effort to transcribe it into your spell book.
> Scribing the spell must be done as a separate downtime activity. Normal limits on access to
> spells apply (i.e. level/class)

Wildshape

Time: 1 week depending on CR table below

Cost: 50g per week

Roll: Survival or Nature vs a DC as described in the table below

> **Note**: All other mechanical restrictions on learning/utilising wildshapes apply.

CR	Weeks	DC
<= 1/2	1	11
1	2	12
2	3	13
3	4	14
4	5	15
5	6	16
6	7	17

Crafting

You may find items out on your adventures that you might be interested in recreating; or you may simply want to create a fishing rod that can also be used as a grappling hook. If you want to create a "homebrew" item or learn something not covered in the Crafting Rules, this is what you will be asked to do first. Talk to the Downtime Staff about your desired item, before submitting a proposal.

Time: DM discretion

Cost: 50g per week

Roll: Intelligence check vs DC set by a DM

Detail: If your item is approved, you will be asked to conduct a Research downtime following all of the normal rules, but you will be tasked with meeting a specific DC, (determined by the Downtime Staff based on the item you are trying to work on,) for your Intelligence Check.

Examples of approved HB: A greatsword that does piercing damage, A greatsword than unfolds into a glaive and vice versa, An umbrella shield that can be donned as a reaction.

> **Note**: Researching a crafting recipe does not include crafting the item. See the crafting rules below for how to craft the item. Currently only non-magical items may be researched. If you have a specific HB item in mind magical or not, contact the downtime helper to discuss if it could be researched.

> **Currently only non-magical items can be researched.**

Current approved craft-able items:

Item	Recipe DC	Value	Tools Required
Potion of Healing	Known	50g (25g materials)	Alchemy tools or Herbalism kit
Potion of Greater Healing	Known	150g (75g materials)	Alchemy tools or Herbalism kit
Potion of Growth	Known	270g (135g materials)	Alchemy tools or Herbalism kit
Potion of Diminution	Known	270g (135g materials)	Alchemy tools or Herbalism kit

Potion of Animal Friendship	Known	200g (100g materials)	Alchemy tools or Herbalism kit
Potions of Resistance (1 damage type of your choice)	Known	300g (150g materials)	Alchemy tools or Herbalism kit
Potion of Fire breath	Known	180g (90g materials)	Alchemy tools or Herbalism kit
Potion of Climbing	Known	180g (90g materials)	Alchemy tools or Herbalism kit
Potion of Water Breathing	Known	180g (90g materials)	Alchemy tools or Herbalism kit

Unlocked Homebrew Crafting Recipes

Smokebomb

Tools: Alchemy Tools

Value: 100gp per bomb

Description:

This small vial contains separated ingredients that when combined create a thick cloud of dark, non-toxic smoke.

As a bonus action this item can be thrown up to 20 ft to a point on the ground. When it hits the ground it explodes with a noise than can be heard up to 50 ft away and creates a 10 ft radius cloud of dark smoke that heavily obscures the encompassed area. The user of the smoke bomb has advantage on stealth checks until the end of their turn, so long as the cloud blocks the line of sight between any observers and the user. Due to it's volatile nature a creature (PC or NPC) may only have one smoke bomb on their person (or in an extra dimensional space) at a time.

Hollow Glass Arrows

Tools: Glassblowing Tools

Value: 35gp per arrow

Description:

These hollow glass arrows can be filled with a liquid prior to being fired. When they strike their target the arrow breaks and injects the liquid into the target, dealing an additional 1d4 damage of a type dependent on the liquid placed into the arrow. e.g. acid, poison. The arrows can be filled up to 24 hours before use, and can be cleaned & refilled if not used within that time as part of a short or long rest.

One vial of a given liquid can fill 6 arrows.

Hammer-Head Ale

Tools: Brewer's Tools

Value: 5gp per ale

Size/Weight: 1 pint / 1lb

Description:

This special alcoholic beverage contains the essence of a rare magical berry that soothes and warms as it is consumed. As an action it can be consumed or fed to another creature restoring 1 hitpoint to that creature. If a creature consumes more than one Hammer-Head Ale within 8 hours they become drunk and suffer the effects of being poisoned for the next hour. If a creature consumes more than five Hammer-Head Ales within 8 hours they fall unconscious for the next 8 hours.

Doing Crafting:

Once you have researched a recipe it is time to craft your item. Total items that cost less that 40gp can be instantly crafted once per week as long as you have the required tool proficiency. Crafting items worth more than 40gp requires using at least one week of downtime. In which, case you roll to determine the value of your labour for each week you spend crafting and only once the total of the materials purchased plus the total of your labour equals or exceeds the final value of the item is it considered complete.

Time: Until the total rolled across all weeks of crafting equals or exceeds half the final value of the

item.

Cost: 1/2 the final value of the item in materials

Roll: 5*6d4+25 per week

Note: increase the d4 by one die size each time your character's proficiency bonus increases. i.e. d6 at level 5, d8 at level 9, d10 at level 13, d12 at level 17.

Spells

Spell Copying (4th level or higher)

Wizards, Pact of the Tome warlocks and characters with the Ritual Caster feat can copy new spells from another player character or from a spell scroll as long as they meet all other requirements imposed by the class, pact or feat for learning a spell.

> **Copying a spell of 3rd level or lower?** You don't need to use these rules! Check out the Spell Copying and Scribing page to see the procedure for simpler spells.

Time *Required*: 1 week

Cost: Normal spell-copying costs detailed in D&D 5e rules

Rolls: Arcana

Complications: None

Details: If the spell is of fourth level or higher, it gets rolled into processional Wizard Work. Wizard Work is treated as a part of your downtime, but does not exactly follow the same rules as a normal downtime project. When you choose to do Wizard Work, you have 40 hours each week that you can use to copy spells. So, if you need to copy one fourth-level spell, it would take eight hours of that Wizard Work. If you have more hours than you have spells copied, the remaining hours are abstracted into generic "workhours" as if you were Working per the normal Downtime. Make an Arcana check that determines at what rate per hour you get paid for your remaining "workhours" in that week according to the following table.

Check Total	Earnings per hour
9 or lower	2.5sp

10—14	5 sp
15—20	7.5 sp
21+	1.25 gp

> **Example**: Polgara spends 16 of her 40 hours this week copying two 4th level spells (8 + 8 hours of work) from her wizard buddies. The remaining 24 hours get rolled into Wizard Work for her. With an Arcana check of 13, she earns wages at the rate of 5 sp/hour for those 24 hours, which equals 120sp or 12 gp. So at the end of that week she ends up with two 4th level spells and 12 gp in wages for the rest of the work week.

Scribing a Spell Scroll

Scribing a spell scroll takes an amount of time and money related to the level of the spell the PC wants to scribe, as shown in the Spell Scroll Costs table. In addition, the PC must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the PC must have the spell prepared, or it must be among the PC'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 Level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 week	500 gp
4th	2 weeks	2,500 gp
5th	4 weeks	5,000 gp
6th	8 weeks	15,000 gp
7th	16 weeks	25,000 gp
8th	32 weeks	50,000 gp
9th	48 weeks	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 downtime week spent scribing brings a 10 percent chance of a complication.

Running a Business

Time Required: 1 week

Cost: Price of buying the business, NPC salary (if applicable)

Rolls: The skill/tool check associated to your business

Modifiers: Advantage on the roll if working with a PC or NPC helper

Complications: 10%

Description: You may buy an existing business in Luna Pine according to the table below. Your business can use any skill/tool of your choice (with approval by a @Helper - Downtime), just describe how that skill is relevant for the business. Each business is associated with one skill/tool. You may spend an additional 400g to redesign your business to change the skill/tool you use to run it. A player can only own one business.

Plausible Businesses

Type	Maintenance	Construction	Max Loan	Loan Repayment
Market Stand/Farm	5 gp	400 gp	200 gp	40g/downtime
Small Shop/Avg Inn	10 gp	800 gp	400 gp	80g/downtime
Avg Shop / Theatre	20 gp	2000 gp	1000 gp	200g/downtime
Large Shop / Arena	40 gp	4000 gp	2000 gp	400g/downtime

Results

Roll	(you working)	(NPC working)
1-4	Pay 2x maintenance cost	Pay 4x maintenance cost
5-9	Break Even	Pay 2x maintenance cost

10-14	Earn 2x maintenance cost	Break Even
15-19	Earn 4x maintenance cost	Earn 2x maintenance cost
20-24	Earn 6x maintenance cost	Earn 4x maintenance cost
25+	Earn 8x maintenance cost	Earn 6x maintenance cost

Bank Loans

You can obtain a loan from the bank up to half the total value of the property you wish to buy. Loans must be paid back at a minimum rate of 5% of the total value of the property each week, defaulting on a payment incurs serious penalties. While a loan is outstanding on your property it cannot be upgraded or sold.

You may seek out other sources of money to purchase a business, or share the cost with other PCs. Any arrangement between PCs is entirely among them and will not be enforced by the admin team. Regardless of the situation PCs must contribute a minimum 50% of the cost of the business.

Helpers

PC Helper: You can hire a PC 'helper' to assist you with running the business. Doing so allows you to make the requisite skill check with advantage, on the condition that the hired helper is proficient in that skill. Remuneration for the helper is at the prerogative of the Business Owner and Helper - whether you choose a fixed wage or a share of the profits, or some other arrangement. This uses the Downtime allotment of both the owner and the helper PCs

NPC Helper: The business you own can run even if you don't apply your downtime towards it. The rewards will be scaled back to account for the cost of paying an NPC to run it on your behalf.

Hiring an NPC helper takes 1 week of downtime to do "Networking", during which you may be running your business at the same time. This is the only time you can do two downtime activities at the same time. In addition, you will have to RP interviews with a downtime DM to hire an NPC helper and you may only have one NPC helper at a time. There are no complications when your NPC helper is running the business. NPC helpers typically cost 5g per week, but this may be subject to the interview process.

DMs, you may generate your own NPCs or use the NPC Generator: http://www.npcgenerator.com/

If your shop is run by your NPC helper you reduce the income generated by one level of the dice roll.

NPCs use their bonus which will be determined by the DM when you hire them based on the result of your Networking roll, they do not benefit from any other feature or spell.

Selling a Business

Any business currently owned by a character may be sold at a price equal to half of the business' current value. It takes 1 week of Downtime to find a buyer, sort out all the paperwork and complete the sale.

Upgrading a Business

Any business that does not have outstanding debts can be upgraded by paying the difference in total property value. As with the original purchase a loan can be obtained equal up to half the upgrade cost.

Crafting Studio

A business that is based on a Tool proficiency - e.g. a Leatherworking shop - may be upgraded to include a crafting studio (see crafting rules) at a cost of 400g, as long as there is no loan owing on the business.

Player Businesses

Twinkle Moss Tavern

Owned by - **Keyleth (Strat)**

Then Twinkle Moss Tavern is a strange place. Nestled in one of the seedier parts of town, it nonetheless tries to present an air of elegance and refinement on the exterior. The interior is left dim, lit by strange, glowing moss from the Underdark, which conveniently provides lots of dim corners to lurk in. Conversation is usually made in hushed tones, allowing patrons to enjoy relative solitude.

Keyleth's primary assistant, Hesil Chiselsmith, is an ex-sailor who specializes in the elusive Dwarven Shipbuilder's Rum, a secret recipe which Twinkle Moss Tavern has only recently acquired. The dwarf stepped away from life at sea after the death of his twin, Basil.

The Raven's Quill

Owned by - **Neith (LightningNevan)**

The Raven's Quill is a curious mystic shop nestled into the edge of the grove that surrounds Luna Pine. The shop creates a mysterious environment designed to draw in customers through curiosity. The interior is dimly lit by dozens of hanging wax candles and several bubbling cauldrons full of coloured smoke scattered throughout the floor. Beautiful darker flower arrangements fill vases and hang from the ceiling giving an earthly vibe while the back wall is overflowing with hundreds of different concoctions and spices.

The Weatherman's Leather and Saddle

Owned by - **Godric (Darman)**

The Weatherman's Leather and Saddle shop is less of a shop and more a classroom. A portion of the Luna Pines Academy dedicated to the education and demonstration of how to craft leather

goods. The children that spend their time learning with Godric spend their mornings learning the various tools and techniques of the craft. They then spend the afternoon acting as his apprentices as Godric fills small orders that the college has obtained. On the Weekends, Godric takes the children to the Horse Farm to learn horsemanship. In return, the children clean up after the horses and clean out the stables.

Beached Whale Brewing Company

Owned by - **Butch (Baumer)**

Upon his arrival in Luna Pine, Butch liked it so much (despite his initial meeting with a creepy pirate) that he decided to stay, and setup shop. Butch put down a sizable down payment, and with the help of the Bank of Luna Pine, he was able to begin brewing fine beers. The Beached Whale Brewing Company prides itself in creating quality beer that goes above and beyond your typical tavern ales. BWBC focuses on darker beers, such as stouts, porters, and barleywine... sometimes venturing into mulled wines for special occasions. With the help of @Noelle (Aeslyn) and @Euphie Hilltopple (CrownedSteve) Butch has been relatively successful, and plans on selling his beer to The Half-Full Horn.

Stralgurd Pines Academy S.P.A.

Owned by - **Broheim Stralgurd (Ryder)**

Stalgurd Pines Academy is the home of Luna's youngest and brightest minds. Its large imposing building belies a friendly and nurturing atmosphere. Many of the town's unfortunate have also found renewed hope within these walls having access to quality education for free! With a varied curriculum ranging from traditional subjects to trades like leatherworking, herbalism to even life skills such as forest survival and horse riding. The temple conducts weekly voluntary religious seminars for those so inclined. Some say there are secrets in there while others scoff at such rumors. Regardless as the children are often quick to say...SPA is a magical place.

Happy Flour

Owned by - **Euphie Hilltopple (CrowndSteve)**

The front end of Happy Flour is lined with large windows and at each of the windows is a large table that could sit four to six people. The dining room is large and airy, very inviting. At one end of the dining room is a counter where patrons would line up to purchase their baked goods. There is a section dedicated to the specials of the day, perhaps soups, sandwiches, and other light or handy foods.There is one section in particular, it's set a bit higher than the rest and within, you would see the special of the week. A pastry or loaf that has been the goal of the weekly lesson with an award placed beside it. Above this section would be a plate with samples of the special that invite patrons to taste the pride and accomplishments of hard working students. Across from the counter is a series of portraits, each depicting a member of Euphie's family and students.

In a corner of the dining room, adjacent to the wall of portraits, there's a small stage where amateur performers hone their craft in front of an audience, be it music, speeches, or poetry. The stage is raised about a foot from the rest of the dining room to elevate the performer. There is enough room for a few people but not so large as to overtake the rest of the room. Currently there sits a chair with a bodhran on it, for when Euphie decides to take the stage.

In the back room is where the magic happens. Talented hands make scrumptious treats that can be enjoyed by all. In the kitchen you would see a large butcher block table that would sit slightly higher than a normal table would. You can see from the flour coating it, that the table is well used and well loved. There's plenty of room around the table for students to watch and learn from the master. Lining the walls would be various devices that aid in the crafting of breads, pastries, and other such items. A large stand mixer would sit in the corner with a bowl that measures about 30" in diameter with a large mixing arm that descends into it. It's unclear what powers the mixer, perhaps it's some of the same magic that infuses the baked goods.

There is a small window in the kitchen that looks out into the dining room. From the window, one could see the stage and any performer brave enough to display their talents. Along the back wall is a row of hooks where hangs various aprons belonging to students. No kitchen would be complete without an oven. The large square door sits in the middle of one of the side walls. Upon opening it, one would see that there is plenty of room for any and all items to fit. The thick slate floor of the oven would keep the temperature consistent long after the fires had gone out. Below the oven is the fire box. A blaze lit here would warm the entire oven to optimal temp and keep it going for the day. On the opposite wall would be a long three bay sink. Perfect for washing up and keeping things clean.

There and Back Again

Owned by - **Willow (CloakedSage)**

On the outskirts of Luna Pine nestled between the hills and surrounding forest rests a small unassuming cabin with a sign that reads "There and Back Again". The above ground portion of the business is nothing special. A few canoes and kayaks rest up against the retaining wall. Stepping inside there's a simple front counter with a list of available expeditions and a ledger containing upcoming appointments. Moving past the front counter lies a trap door that leads down to a naturally formed cavern multiple times bigger than the room above. The cavern houses an assortment of outdoor gear for rent and for purchase. Lastly, another section of the basement holds a simple enough sitting area and drafting table for future employees to relax and map out new routes or discovered paths.

Coving Hall of Interdisciplinary Magic Education and Studies (CHIMES)

Owned by - **Relinquish! (Kaution?)**

Located as a wing under the Advanced Magic Studies department of Stralgurd Pines Academy, the Coving Hall of Interdisciplinary Magic Education and Studies (CHIMES) promotes and teaches safe and effective use of magic in everyday life. Students are accepted from all schools of magic, and are taught hands-on by some of Luna Pine's leading professors on everything from practical uses of everyday spells to complex magic that can help shape society. Funded and constructed by Barbera Coving in honor of her late brother Bismark, it consists of a lecture hall for students, and a few offices for the educators. Students can expect a challenging but inspirational set of classes, currently taught by Sebastian "Relinquish" Coving, on the different schools of magic and their uses, the effect of magic in the real world, and guidance in becoming leaders of society for future generations.

The Exchange Legitimate Assets Fringe

Owned by - **Elaf (Laendri)**

A huge cave on the outskirts of Luna Pine hosts the Exchange Legitimate Assets Fringe business. A gambling saloon like no other where absolutely everyone is welcome and everything and anything came be made a game, bet on it, and gamble your possessions on. From eating contests, to skunk juggling, if you are looking for a way to exchange your assets, you will find the appropriate stocks in here!

Despite being a cave the place is warm, and different zones host the different events. Quite a bit of less civilized races frequent the Fringe, as one of the few places where they are able to interact with more civilized characters without the obstacles of the law.

When Elaf is not around making up the craziest games it's left in the hands of a group of goblins and their leader, Orogoth, an intimidating troll that makes sure everything is in order and nobody cheats too much. The Fringe only opens at nights, mainly because Orogoth fights in the arena during the day, and quite the usual clientele prefer to hide from the sun

Dragon Delivery

Owned by - **Ryukage (phx)**

A small, nondescript building tucked against the great tree of Luna Pines, Dragon Delivery offers a simple, but unique service to the residents: sending messages and packages alike. Inside the shop, you will see an assortment of tools and papers, but no merchandise for sale. No records of any kind of its client base can be found inside, as the business operates on two principles: the discretion and anonymity of its customers, and the reliability of its services. Ryukage and his helper specialize in traveling stealthily, keeping the existence of your job... non-existent.

NPC

Name: NightsPurr

Mod: Tradesperson +3

Tabaxi, female, black fur with tattoo-esque white markings dyed on her arm. Wildshapes into a common house cat to move around Luna Pines without a trace. Spent time as a scout for hunting parties before being hired on as an apprentice courier.

Hellblazed Lament: Private Investigations

& Bounties

Owned by - **Myrghion (kmac639)**

A small shop nestled in one of the shadier areas of Luna Pines. A long narrow hallway leads into a dimly lit office. A single window looks out the building, painted on the glass in big letters Hellblazed Lament. On his desk are a sprawl of notebooks and casefiles. A small cabinet is filled with more.

Myrghion saddles up to his desk with a bottle of whiskey beside him and is ready for any customer ready to bring him cases. Missing people, escaped convicts, thieves' out of the legal reaches of the law, domestic and marital disputes. Myrghion will look into these affairs and more. The "detective" is on the case!

Stralgurd's Anvil

Owned by - **Spark of the Anvil (Bushwhack)**

A small shop selling predominantly weapons and small works like nails and Pitons. There are very few markings on the building other than a small, hand-painted wooden sign with the shops name written in Common, Elvish, and Dwarven. From the exterior, the workshop is nestled right outside, where Spark and Kyrgos can frequently be found working on various implements of war.

Lion's Pride Legal Services

Owned by - **Heracles (Mushroom)**

An average sized shop located in the heart of the town near the square with a large sign reading 'Lion's Pride Legal Services'. To the side there's a small stable for one where a certain greyish white horse can be found. On the front door is an ornate lion door knocker and a sign reading "Always Open, Just Knock." Entering inside you'll find a front desk either manned by Heracles or Arden, who take turns on who sits up front. A small waiting room around the desk with a few chairs and tables where you'll often see a familiar grey tabby cat prowling about. Towards the back are both Arden and Heracles' offices. Inside Heracles' office you'll find the walls, shelves, and furniture adorned with several different trinkets. In the center is a large mahogany desk with a few more

odd trinkets prominently displayed and behind that is a large book shelf. Beyond the locked door on the main floor is a stair case leading to the second floor now acting as a living area for Heracles and his cat, Herbert. Finally, guarded by lock and key, there's the attic. Nothing special there however, nothing at all...

Frayedmane's Aegis Builders

Owned by - **Kyrgos (Kommizar)**

Sure, Kronk can build spectacular pieces of arms and armor; but where else can you find an Aasimar, an awakened bush, and a fire elemental working side by side? Frayedmane's Aegis Builders, that's where. A modest, albeit sizable shop that caters to the individual desires of ownership for all those who want something unique when it comes to arms and armor. Whether it's the symbol of your deity emblazoned on the face of a shield or a cuirass to show off proudly; or a customized hilt for a sword, or an engraved head on the blade of an axe, we can do it all. Want to leave an imprint on your enemy's face next time you shield bash? Make sure it bears the mark of "F.A.B." Or perhaps there's something altogether unique that you didn't think possible before. Give us a try! We aim to please.

The Creative Collective's Gallery

Owned by - **Orbin (Robinart)**

Located within the underground of the main street, hides a quiet atmospheric place. This is a local arts gallery, specifically for local artists, performers, musicians to partake in showcasing their work. It is a gallery by day, events location by night. Exhibitions are frequently filled with adventure inspired art from the Luna Pines residents. A few words to describe the gallery include artisan, elegant and modern. Orbin can often be seen in the gallery as he manages the gallery with quite an iron grip. But the work reflects his stride for perfection. However, there are rumours of Orbin turning into a corner, only to vanish from a room...

Levistus' Dry Cleaners

Owned by - **Levistus (i_suppose)**

With all the other normal businesses, a law firm, a library, a smith, and others, it's only natural that someone would start a cleaning service. That's what this store's about! Come on in and get your clothes cleaned in 6 seconds or less, guaranteed! Quick, simple, and easy

Disclaimer: Will not clean anything bigger than a suit of armor