

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
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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

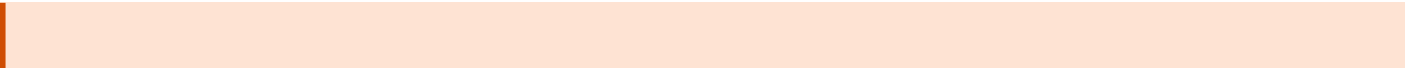
Rolls: None

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 \leq 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.

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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

Clockwork Bottle "Opener"

Tools: Tinker's Tools

Value: 30 gp per device

Description:

This spring-loaded clockwork device can be wound up and attached to one potion, vial, or other hand-held glass container, after a period of time determined by the winding, the spring is released and a bolt is fired to puncture or shatter the item the device is attached to.

As an Action, you can wind up this device to set the timer for up to a maximum of 5 minutes and attach it to an item you are holding. After the predetermined time it triggers activating the potion/vial. Once armed, this device can only be disabled using a DC 15 Thieves' tools or Tinker's Tools check. Once triggered the device become unusable.

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 than 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.

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