

## Downtime

During downtime, the players can invest some time in various activities. Players can work on their immediate future, or start preparing for a further future. You can set things in motion for later in the campaign.

### Lifestyle Expenses

See: <https://roll20.net/compendium/dnd5e/Expenses#content>

### Possible Downtime Activities

#### Whatever You Want

The other headers are just a list of possibilities, but literally anything is possible. If you have something specific in mind, just say that's what you want to do. Your friendly DM will then make it happen. If it sort of fits in any of the other topics, you'll be able to do that on top of what you want to do.

#### Practicing a Profession

Practicing a profession allows you to live a modest lifestyle without paying the cost as long as you keep working. If you are apart of a guild or group, like a thieves guild, you instead gain enough for a comfortable lifestyle. Finally, if your character is willing to put themselves out there and has a proficiency in performance, they can perform and maintain a wealthy lifestyle without paying the cost.

If you choose to live a lower lifestyle, you can keep the difference as income.

#### Crafting

To be filled with better rules than 5e base, but you can essentially invest time in crafting, including the crafting of magical weapons. Obviously, as adventurers yourself, crafting isn't a thing you spend time on yourself, you will enlist professional craftsmen to do so.

The notable exception to this is if you have a Tool profession. Then we will follow [XGtE](#) and you will be able to craft items at a rate of 50gp per week. If you can hire / convince a contact to help you, they will increase the speed similarly.

#### Building A Stronghold

You can build yourself a stronghold! Rules for this will be shared at a later point. You don't have enough gold for this yet anyway...

### **Procuring a Magic Item**

You can invest time and money to procure a very specific magic item. This will be done in the personal chat and will function as a mini adventure.

### **Selling items**

You can spend your downtime looking for a buyer. The buyer can range from a wealthy noble to a shady vagabond, but a buyer will give a proposed price proportional to the rarity of the magic item. You can then try to haggle the price, sell the item to them, or keep the item and search for a new buyer. Selling magic items helps you cycle out some of the less useful magic items while making a bit of coin. However, depending on who you sell it to, it could always bite you back later.

### **Researching**

You can always spend time researching. What you discover depends on what is available in the location where you research and how much time you spend researching.

### **Carousing (XGtE)**

You choose whether to spend time with the lower, middle, or upper class, costing 10, 50, and 250 gp per week respectively. If you want to spend time with the upper class, you'll either need access to the local nobility or be disguised with one. During the week you mingle, party, and socialize with members of that social class. At the end of the week, you gain a number of contacts within that class. Some examples are criminals in the lower class, soldiers in the middle class, and nobles in the upper class. This option is great for collecting allies and intel, especially if you are new to the area.

### **Crime**

You can spend your downtime planning and executing a criminal heist. First, you spend 25 gp and a workweek on intel. Then you make a series of crime related checks, such as stealth for not getting caught and deception since you got caught. The amount of successful checks determines the outcome of the heist, ranging from being caught and jailed to making it out with a small fortune. However, crime isn't easy and the DM may choose to put in some consequences. The most common ones include police investigations or a bounty on the character's head. However, if you have a plan or you know you aren't going to be staying in the town for long, then committing some crime isn't so bad, or is it?

### **Gain Renown**

If you want to gain renown, you can spend a number of days equal to your current rank \* 10, to gain 1 additional renown. You might experience some events during the week as well, or even unlock some new quest options.

## **Arena Fighting**

You can become an Arena Fighter for the [Lanista Gladiatoria](#). During a workweek, you will face various challenges. This will earn you renown, as per the previous section, but also get you fame and fortune. However, the higher reward comes with a series of risks...

## **Religious Duties**

Clerics and Paladins can spend their time performing sacred ceremonies such as weddings, funerals, and sacrifices. If you spend a workweek doing the aforementioned ceremonies, you could gain favor from your god or the church. These can either be favors you can ask the church, help with spellcasting costs, or divine interventions from the god/DM themselves. So when the adventure does start, you'll have a leg up on whatever trouble you'll be facing that day.

## **Relaxing**

You gain an advantage against any diseases and poisons affecting you, you end any effect that stops you from regaining health, and you can restore one ability score back to its original score if it had been decreased.

Essentially, you take time healing from the adventure.

## **Running a Business**

You can start a business. This could earn you gold. If you hire the right people, this will even earn you gold while you are adventuring. But it will bring with it some unique events.

## **Sowing Rumors**

You can spend your downtime and a little bit of extra gold to spread rumors about a specific person or organization. The bigger the place, the longer it takes for word to get around. The rumors can range from scandalous accusations that will tarnish a reputation to good deeds that will make them seem a little bit nicer.

These could result in a variety of effects.

## **Training**

First, you need to find a mentor or instructor to teach you how to do the skill. They can range from a war general teaching you how to use a certain weapon, a professor teaching you a language, or a wood elf teaching you how to survive in the wilds. By the book, you can only learn a new language or tool proficiency, but if you want to learn something other than that, you'll have to run it by your DM first. After you find your teacher, you can spend a number of days and gold learning the skill, and at the end of the process, you'll be proficient in the tool or language.

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