

MORE DOWNTIME ACTIVITIES

Chapter 8, “Adventuring,” of the *Player’s Handbook* describes a few downtime activities to fill the void between adventures. Depending on the style of your campaign and the particular backgrounds and interests of the adventurers, you can make some or all of the following additional activities available as options.

BUILDING A STRONGHOLD

A character can spend time between adventures building a stronghold. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Once the estate is secured, a character needs access to building materials and laborers. The Building a Stronghold table shows the cost of building the stronghold (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

BUILDING A STRONGHOLD

Stronghold	Construction Cost	Construction Time
Abbey	50,000 gp	400 days
Guildhall, town or city	5,000 gp	60 days
Keep or small castle	50,000 gp	400 days
Noble estate with manor	25,000 gp	150 days
Outpost or fort	15,000 gp	100 days
Palace or large castle	500,000 gp	1,200 days
Temple	50,000 gp	400 days
Tower, fortified	15,000 gp	100 days
Trading post	5,000 gp	60 days

CAROUSING

Characters can spend their downtime engaged in a variety of hedonistic activities such as attending parties, binge drinking, gambling, or anything else that helps them cope with the perils they face on their adventures.

A carousing character spends money as though maintaining a wealthy lifestyle (see chapter 5, “Equipment,” of the *Player’s Handbook*). At the end of the period spent carousing, the player rolls percentile dice and adds the character’s level, then compares the total to the Carousing table to determine what happens to the character, or you choose.

CAROUSING

d100 + Level	Result
01–10	You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 10 gp to avoid jail time, or you can try to resist arrest.
11–20	You regain consciousness in a strange place with no memory of how you got there, and you have been robbed of $3d6 \times 5$ gp.
21–30	You make an enemy. This person, business, or organization is now hostile to you. The DM determines the offended party. You decide how you offended them.
31–40	You are caught up in a whirlwind romance. Roll a d20. On a 1–5, the romance ends badly. On a 6–10, the romance ends amicably. On an 11–20, the romance is ongoing. You determine the identity of the love interest, subject to your DM’s approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
41–80	You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing.
81–90	You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $1d20 \times 4$ gp.
91 or higher	You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $4d6 \times 10$ gp. Your carousing becomes the stuff of local legend.

CRAFTING A MAGIC ITEM

Magic items are the DM’s purview, so you decide how they fall into the party’s possession. As an option, you can allow player characters to craft magic items.

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item’s rarity, as shown in the Crafting Magic Items table. For example, a 3rd-level character could create a *wand of magic missiles* (an uncommon item), as long as the character has spell slots and can

