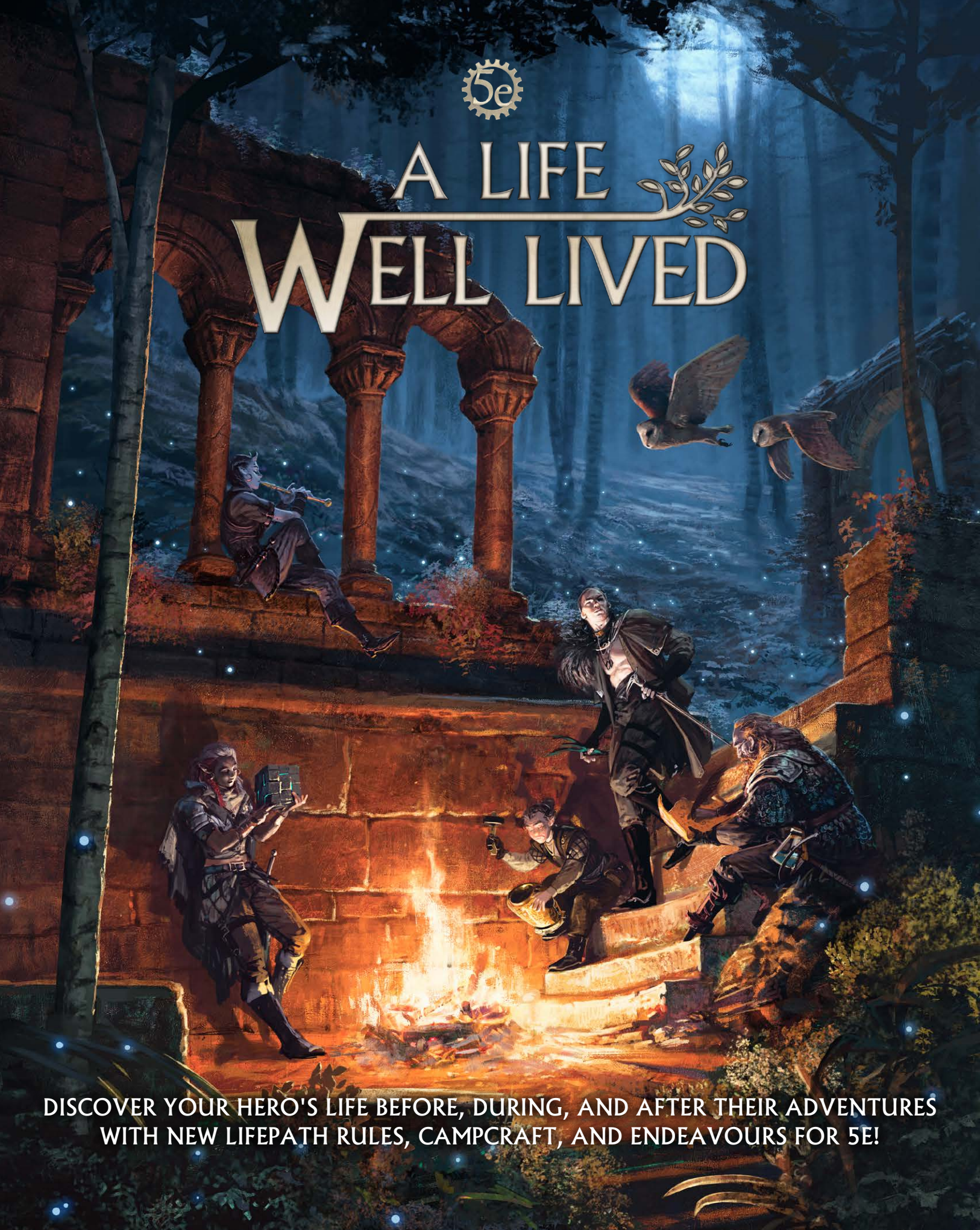


5e

# A LIFE WELL LIVED



DISCOVER YOUR HERO'S LIFE BEFORE, DURING, AND AFTER THEIR ADVENTURES  
WITH NEW LIFEPATH RULES, CAMPCRAFT, AND ENDEAVOURS FOR 5E!

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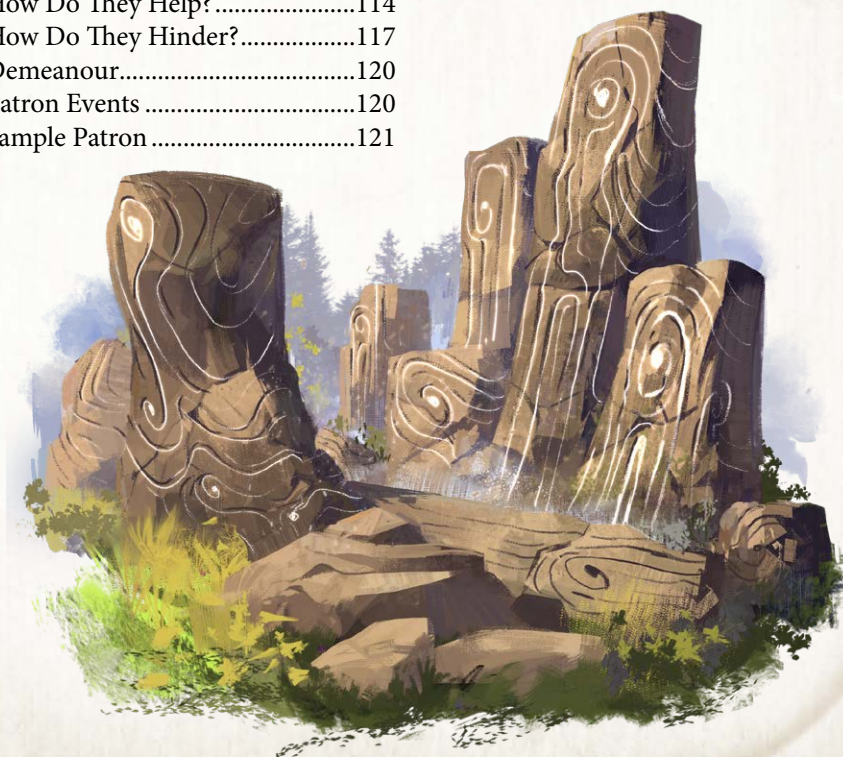
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# 1. LIFEPAATH

Before meeting in a tavern and taking to adventuring, your party lived through years of love, loss, and learning. They've had exciting upbringings and forged unique personalities, and their experiences have shaped their skills and abilities. This chapter describes a character's life before they set out on their journey.

## LIFEPAATH SUMMARY

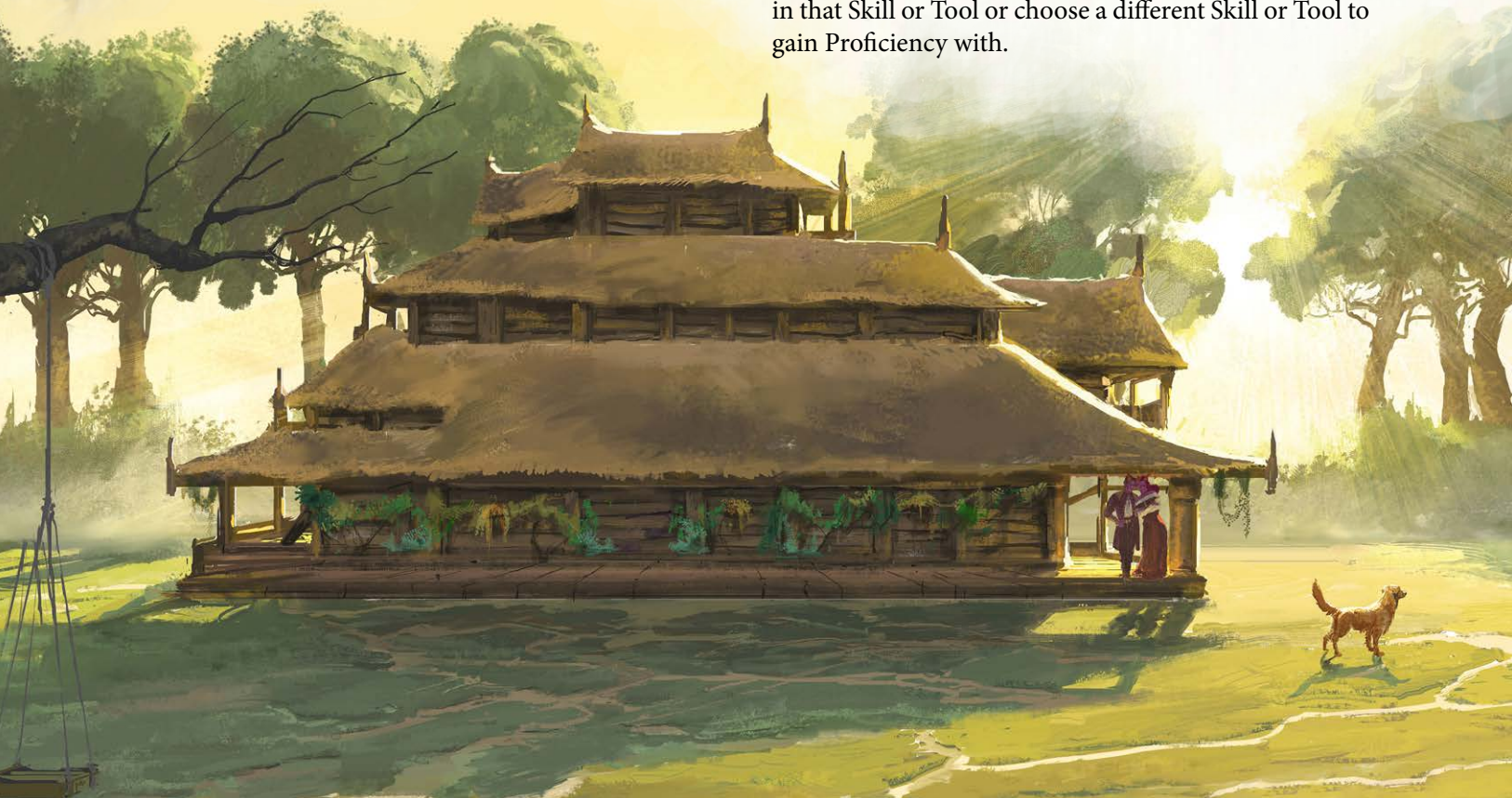
The following sections will take you through a step-by-step process for creating your character. It's a good idea to give the chapter a quick skim before you begin so that you know what to expect and can be prepared for the twists and turns your life might take.

It's best for players to create their characters as a group so you can create a shared story and history between party members. All characters don't need to have grown up in the same area, but the hands of fate may lead to crossed paths and interwoven experiences.

A significant part of character creation in **A Life Well Lived** is randomised, reflecting the unexpected happenstances that tally up the sum of our lives. However, if you prefer to have more control over your destiny or have a character already in mind, you can simply choose your preference during each step or even put the steps in a different order. The steps are as follows.

1. **Lineage:** Determine your Lineage. See page 5.
2. **Lifepath:** Determine your life story before your adventures, gaining Skill and Tool proficiencies. See page 8.
3. **Class:** Determine your Class— one of the defining elements of your adventurer. See page 27.
4. **Attribute Scores:** Generate your Attribute Scores that represent your physical and mental capabilities. See page 29.
5. **Finishing Touches:** Add the final touches to your character, including name, appearance, and connections to the rest of the group. See page 29.

Note that, if you would gain Proficiency in a Skill or Tool you already have, you can double your Proficiency in that Skill or Tool or choose a different Skill or Tool to gain Proficiency with.



# LINEAGE

The people who inhabit the world vary widely in size, shape, and colour, yet from afar, every person's life follows a roughly similar path as we grow from fragile babies to hardened adults. Your Lineage determines your biological abilities that set you apart from others. Take a moment to consider how much your Lineage impacts your life. Are you but one of many Lineages working and living together in a city? Do you hail from a family whose culture and Lineage intertwine? Work with your GM to determine your world's makeup and where Lineages line up with your shared story.

Choose a Lineage or roll on the table below to randomly determine one.

LINEAGE	
1d100	YOU ARE A...
1-4	Dragonborn
5-21	Dwarf
22-41	Elf
42-51	Gnome
52-55	Half-Elf
56-59	Half-Orc
60-75	Halfling
76-96	Human
97-100	Tiefling

The following pages contain Lineages to choose from. Each Lineage has traits that grant them abilities. Lineages do not alter any other aspect of your character's stats.

## LINEAGE TRACING

*A Life Well Lived* replaces traditional character creation with a new Lifepath system. Your Lifepath incorporates backgrounds and racial features into your character's backstory.

Your Lineage grants you unique abilities, but does not alter any other aspect of your character's statistics. This supersedes any benefit you would otherwise get from other character creation methods.

If you choose a Lineage not included in *A Life Well Lived*, ignore any changes to attribute scores and speak with your GM about an equivalent set of traits.

## ANOTHER LIFE

The Lineages presented in *A Life Well Lived* are a streamlined version of Races found in the SRD, intended to place more focus on your Lifepath. As such, subraces and certain racial features are merged or excluded, but each Lineage is balanced to provide equal benefits to all players using Lineages.

If you feel your Lineage abilities lack something integral to your character (such as water-breathing for an amphibious Dragonborn), work with your GM to incorporate it into your Lineage. Ultimately, it is up to your GM to agree to these changes, and they may adjust your other abilities to balance your new addition.

## DRAGONBORN

Draconic humanoids descended from dragons; this lineage holds a fraction of the elemental power of their ancestors.

- **Size:** Medium.
- **Draconic Ancestry:** Your bloodline stems from a particular kind of dragon. Choose a type of dragon from the Draconic Ancestry table; this determines the damage and area of your breath weapon and the type of resistance you gain.
- **Draconic Resistance:** You have Resistance to the damage type associated with your Draconic Ancestry.
- **Breath Weapon:** You can use your action to exhale destructive energy. It deals damage in an area according to your Draconic Ancestry. When you use your breath weapon, all creatures in the area must make a Saving Throw, the type of which is determined by your ancestry. The DC of this Saving Throw is 8 + your Constitution modifier + your Proficiency Bonus. A creature takes 2d6 damage on a failed save and half as much damage on a successful one—the damage increases to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a Short or Long Rest.

## DWARF

Short, stout, and hardy individuals whose size belies their strength.

- **Size:** Medium.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Dwarven Resilience:** You have Advantage on Saving Throws against Poison, and you have resistance against Poison Damage.
- **Dwarven Toughness:** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

## DRACONIC ANCESTRY

DRAGON COLOUR	DAMAGE TYPE	BREATH WEAPON
Black	Acid	5 foot by 30 foot line (Dexterity Saving Throw)
Blue	Lightning	5 foot by 30 foot line (Dexterity Saving Throw)
Brass	Fire	5 foot by 30 foot line (Dexterity Saving Throw)
Bronze	Lightning	5 foot by 30 foot line (Dexterity Saving Throw)
Copper	Acid	5 foot by 30 foot line (Dexterity Saving Throw)
Gold	Fire	15 foot cone (Dexterity Saving Throw)
Green	Poison	15 foot cone (Constitution Saving Throw)
Red	Fire	15 foot cone (Dexterity Saving Throw)
Silver	Cold	15 foot cone (Constitution Saving Throw)
White	Cold	15 foot cone (Constitution Saving Throw)

## ELF

Slender and sharp-featured, Elves have superior vision and traces of Fey blood.

- **Size:** Medium.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Cantrip:** You know one cantrip of your choice from the Wizard or Druid spell list. Intelligence is your spellcasting ability for it.
- **Fey Ancestry:** You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.
- **Keen Senses.** You have Proficiency on Perception Tests and gain +5 to your Passive Perception.
- **Trance:** You do not sleep. Instead you meditate deeply, remaining semi-conscious, for 4 hours a day, to gain all the benefits of a Long Rest.

## GNOME

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Gnomes have a natural cunning and a magical connection with the creatures of the world.

- **Size:** Small.
- **Gnome Cunning:** You have Advantage on all Intelligence, Wisdom, and Charisma saves against magic.
- **Natural Illusionist:** You know the *Minor Illusion* cantrip. Intelligence is your spellcasting modifier for it.
- **Speak with Small Beasts:** You may communicate simple ideas with Small or smaller beasts through sound and gestures.

## HALF-ELF

---

Half elves inherit Human emotional capacity and Elven fey influence.

- **Size:** Medium.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Fey Ancestry:** You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.
- **Passionate:** You gain Proficiency in one skill of your choice.

## HALF-ORC

---

Tall, muscular, and hardy, a Half-Orc's physiology is perfectly suited to the rough adventuring life.

- **Size:** Medium.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Relentless Endurance:** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can only use this feature again after you finish a Long Rest.
- **Brutal Attack:** When you score a Critical Hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the Critical Hit.

## HALFLING

---

A short Lineage, Halflings have adapted snappy reflexes to survive a harsh world.

- **Size:** Small.
- **Lucky:** When you roll a 1 on an Attack Roll, Attribute check, or Saving Throw, you can reroll the die. You must use the new result.
- **Brave:** You have Advantage on Saving throws against being Frightened.
- **Nimble:** You can move through the space of any creature that is of a size larger than yours.

## HUMAN

---

Short-lived in comparison to other Lineages, Humans feel emotions more intensely than others and often make as much of an impact on the world as their longer-lived counterparts.

- **Size:** Medium.
- **Ambitious:** Two different Attribute scores of your choice increase by 1.
- **Passionate:** You gain Proficiency in one Skill of your choice.

## TIEFLING

---

With an ancestry tracing back to Infernals, Tieflings have large horns and thick tails that come in a wide variety of shapes and sizes.

- **Size:** Medium.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.
- **Hellish Resistance:** You have resistance to Fire Damage.
- **Infernal Legacy:** You know the *Thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *Hellish Rebuke* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Darkness* spell once. You must finish a Long Rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

# LIFEPATH

Before your character took up arms against dragons and delved into dungeons, they likely lived a regular life full of the mundane ups and downs of any other ordinary folk. Your Lifepath tells the story of your experiences before your adventure begins, equipping you with the ability to take on any challenge. A Lifepath includes:

- **Origins:** The life you were born into, including your astrological temperament and family.
- **Early Childhood:** Where you spent your childhood and how it affected you.
- **Adolescence:** How your teenage years began to shape the adult you would become.
- **Life Lesson:** Important decisions that demonstrate your values.
- **Pivotal Moment:** An inciting incident that defined who you were for years to come.
- **Occupation:** The role you took before adventuring.
- **Quirk:** A unique aspect that sets you apart from others.

## ORIGINS

Mages and astrologists alike will tell you that the positions of planets and planes have an immense influence over the world. These astrological forces imprint a mark on all creatures at birth, affecting their personality and outlook. Roll on the Temperament table below to determine your temperament, a set of defining traits that guide your personality and how you interact with the world. These traits replace traditional alignment charts, and it is up to you to determine how you will embody these qualities. Each temperament also grants an increase to an Attribute score.

GMs should reward players with Inspiration when they act in accordance with their temperament. The following table has different options for these influences, from traditional signs of the Zodiac to legendary creatures, but feel free to customise these to fit your campaign. For instance, in a setting where the planes exert influence over the world at different times, you could assign a plane to each of the Temperaments instead.



## TEMPERAMENT

1d12	ASTROLOGICAL TEMPERAMENT
1	The Hippogriff
2	The Gorgon
3	The Doppelgänger
4	The Unicorn
5	The Balor
6	The Deva
7	The Sphinx
8	The Ankheg
9	The Pegasus
10	The Chimera
11	The Dragon
12	The Couatl

### THE HIPPOGRIFF

**Also known as:** Aries, the Sword

**Traits:** Ambitious, Impulsive

**Bonus:** +1 Strength

You were born under the sign of the Hippogriff, a beast of instinct and raw ambition. Nothing gets in the way of what you want, though you may have yet to discover what that is.

### THE GORGON

**Also known as:** Taurus, the Shield

**Traits:** Reliable, Stubborn

**Bonus:** +1 Constitution

The sign of the Gorgon hung high in the sky at the hour of your birth. Often as stubborn as stone, you can always be relied upon for your unwavering beliefs and steadfast spirit.

### THE DOPPELGÄNGER

**Also known as:** Gemini, the Mask

**Traits:** Witty, Temperamental

**Bonus:** +1 Intelligence

You were born beneath the twinned sign, the symbol of reflection and consideration. You are fascinated by puzzles and problems, having rarely encountered one you didn't like.

### THE UNICORN

**Also known as:** Cancer, the Heart

**Traits:** Caring, Overprotective

**Bonus:** +1 Wisdom

The omen of your birth was the Unicorn, a symbol of purity and wisdom. You are passionate, and there is little you wouldn't sacrifice for who or what you love.

### THE BALOR

**Also known as:** Leo, the Torch

**Traits:** Brave, Arrogant

**Bonus:** +1 Strength

Strength, pride, accomplishment: the Balor heralds all these attributes. You are willing to lead, even when no one else will.

### THE DEVA

**Also known as:** Virgo, the Cog

**Traits:** Diligent, Perfectionist

**Bonus:** +1 Dexterity

The sign of the artificer, the artist, and the messenger, those born under the sign of the Deva are often skilled and crafty. You know that if something is worth doing, it's worth doing right.

### THE SPHINX

**Also known as:** Libra, the Scales

**Traits:** Measured, Naive

**Bonus:** +1 Charisma

The mighty Sphinx, cunning riddle-maker, vigilant guardian, and diviner of truth, marked your birth. Despite your natural gift for insight, you frequently find yourself wanting to believe the best of people.

### THE ANKHEG

**Also known as:** Scorpio, the Wand

**Traits:** Passionate, Secretive

**Bonus:** +1 Intelligence

At the hour of your birth, the sign of the Ankheg loomed large. Some consider it ill omen, but others consider it a herald of intellect and wise secrecy. You keep your own counsel, and follow your own heart.

## THE PEGASUS

**Also known as:** Sagittarius, The Compass

**Traits:** Adventurous, Irresponsible

**Bonus:** +1 Charisma

Your sign is that of the Pegasus, whose wings carry it free of the bonds that bind so many other creatures. You are always on the lookout for new experiences, rarely looking back at what you've left behind.

## THE CHIMERA

**Also known as:** Capricorn, the Coin

**Traits:** Responsible, Pragmatic

**Bonus:** +1 Wisdom

A beast of many aspects, the Chimera heralded your birth. You know how to adapt to what the situation calls for, naturally cautious of hidden hazards. Your trust is hard won, and easily lost.

## THE DRAGON

**Also known as:** Aquarius, the Tome

**Traits:** Astute, Aloof

**Bonus:** +1 Constitution

A scaled fiend to some, a glorious symbol to others, the sign of the Dragon graced the sky at the hour of your birth. You find little value in dancing around a problem, preferring to face your issues head on.

## THE COUATL

**Also known as:** Pisces, the Key

**Traits:** Intuitive, Avoidant

**Bonus:** +1 Dexterity

The Couatl, the feathered serpent, and symbol of insight and evasion alike is your sign. You often find it easier to evade a difficult situation, but know that risks must sometimes be taken all the same.

## FAMILY

Families take many forms. Roll on the **Parents** table to see who raised you.

### PARENTS

1D100	I WAS RAISED BY...
01-80	People of the same Lineage
81-00	People of a different Lineage (roll on the Lineage table)

Economic circumstances have a huge impact on your early life. Roll on the **Prosperity** table to see how prosperous your family is.

### PROSPERITY

1D100	YOU WERE RAISED...
1-10	In poverty
11-60	With enough to get by
61-94	With enough to be comfortable
95-100	Wealthy

Your formative years shaped your outlook on life. Roll on the **Upbringing** table to see how you were brought up.

### UPBRINGING

1D4	YOU WERE RAISED...
1	With strict discipline
2	With little attention
3	With love and care
4	With smothering attention

Roll on the **Family Size** table — this indicates how many people, aside from you, are in your family. You can choose whether family members are your parents or siblings or have another relationship with you.

### FAMILY SIZE

1D4	SIZE	NUMBER
1	Small	1d4
2	Medium	2d4
3	Large	3d4
4	Extended	2d6+2

Roll on the **Family Bonds** Table between one and four times, depending on whether you are part of a small, medium, large, or extended family respectively. Each result indicates an important relationship you have with a family member. Alternatively, you may roll on the Family Bonds table once for each member of your family.

## FAMILY BONDS

### 1d20 FAMILY MEMBER IS...

- 1 Adventuring. Perhaps an inspiration to you, they have taken to a life of peril and glory. When you don't hear from them for a while, it's hard not to worry.
- 2 Building a family of their own. They don't have as much time for you as they once did, but they always seem happy to see you.
- 3 Carrying on the family trade, which they are only too happy to discuss or write to you about at every opportunity. Sometimes, they share interesting gossip. See **Occupations** (page 21) for inspiration on the family trade.
- 4 Cherished. You have always looked to them for guidance and strength, learning from their experiences and mistakes. You can't bear to think of a life without them and swear to protect them at all costs.
- 5 Cursed. Some dread magic, ill luck, or unnatural transformation has its grip on them. Perhaps they have found a way to manage their condition, or maybe it threatens to consume them and their loved ones.
- 6 Deceased. They may have succumbed to disease or age or may have died an unquiet death. You are certain there is something that they never got to tell you.
- 7 Devoted. They are dedicated to a religion, a movement, or a company, and their zeal takes precedence in their life. They want nothing more than for you to be as passionate as they are.
- 8 Enlisted. Either out of a sense of obligation or by forced conscription, your family member is a member of a military organisation. They are rarely, if ever, home, and what little correspondence you share hints at frequent and rising dangers.
- 9 Estranged from you. This might have resulted from a disagreement or other event, or perhaps you simply drifted apart. You often find yourself thinking of better times with them.
- 10 Grappling with demons of their own. Perhaps some tragedy has befallen them, or they simply find everyday tasks a struggle.
- 11 Heavily involved in the wider community, perhaps in a leadership role. Sometimes, their actions reflect upon you, for better or worse.
- 12 In poor health as a result of disease or injury. Their condition has proved resistant to most treatments, but they have never lost hope.
- 13 Long gone. They disappeared suddenly; perhaps they were kidnapped, imprisoned, or left of their own volition. Regardless, you're unsure how you would react if you saw them again.
- 14 Vigilant. Worrisome and always expecting the worst, they watch closely for threats to the family and are sometimes suspicious of your friends and acquaintances.
- 15 Responsible. Taking on a heavy burden, they are a source of strength to you. They look after you and many others and are the glue that holds everyone together. Things would turn dire if they weren't to shoulder the responsibility.
- 16 Secretive. They don't speak of their past or disappear for long periods without explanation. You feel they want to tell you the truth, but they remain enigmatic to protect you.
- 17 Traditional. They follow customs, religions, crafts, or an occupation handed down from generation to generation and do not like change. They are extremely knowledgeable about the past and want everyone in the family to follow the paths of their ancestors.
- 18 Welcoming. Always eager to help, they would lend a hand to you and many others, regardless of their own troubles. This welcoming nature has invited many hardships into your life, and you worry about them biting off more than they could chew.
- 19 Wistful. They never achieved their dreams, or they desire more than their lot in life. Though they still make hopeful preparations to achieve their goals, they hope you will accomplish it on their behalf.
- 20 Working for a powerful individual, perhaps an influential political figure, military leader, or mage — see **Who Pulls the Strings** (page 108) for inspiration. Your family member is often busy but always finds time for you.

## NON-TRADITIONAL FAMILY

Don't feel bound by the concept of a traditional blood-related family – people are complicated, and cultures vary hugely in how they measure family. The rules presented here are not inclusive of every situation, and you should feel free to customise them to reflect other definitions of family.

### EARLY CHILDHOOD

The cultural, environmental, and emotional elements of your upbringing shaped your life, giving you the tools of body and mind to prepare for life ahead. Roll 1d10 and consult the **Environment** table to discover where you grew up. Then, roll 1d6 and consult the corresponding location table to find an event that shaped your natural attributes.

These tables are designed as a jumping-off point to create details that can inform the campaign. If you lived in the sewers as a child, you might have angered a criminal gang, or if raised in a war-torn land, perhaps you were saved by a soldier you admired who could become an ongoing contact or mentor. Look for the intersections with other tables, such as **Life Lesson** (page 17) and **Skeletons in the Closet** (page 30), to flesh this origin story out.

### ENVIRONMENT

#### 1D10 WHERE DID YOU GROW UP?

- |    |                     |
|----|---------------------|
| 1  | Big Cities          |
| 2  | Coastal Village     |
| 3  | Extraplanar         |
| 4  | Farmlands           |
| 5  | Forests and Jungles |
| 6  | Isolated Community  |
| 7  | Mountainous Region  |
| 8  | Noble Estate        |
| 9  | Nomadic             |
| 10 | War-Torn Lands      |

## UNCHARTED TERRITORY

Before rolling on the **Environment** table, it's best to consult the GM of your campaign. Discuss with them which environments might not suit the world they have created, and so which ones are unsuitable to use.

Alternatively, you can use this opportunity to explore the oddities of growing up in an area so far removed from the world of the campaign. How did a character who grew up in the snowy peaks of a mountain village wind up in the deep dark cities far below the surface?

You may instead wish to interpret these locations in a way that suits the setting. Is a coastal town on the plane of earth a place where a great sand sea stretches along rocky coastlines? Working with your GM on establishing the world of your campaign can expand everyone's shared knowledge of the setting.

### BIG CITIES

#### 1D6 EVENT

- |   |   |
|---|---|
| 1 | The city's architecture was a perfect parkour playground for you and your friends. Your Strength score increases by 1.  |
| 2 | You were an expert at hide-and-seek, stealthily darting between buildings, structures, and crowds to slip out of sight. Your Dexterity score increases by 1.          |
| 3 | You were the kid who always stood up for those smaller than you, and you learned how to stand up to people without flinching. Your Constitution score increases by 1. |
| 4 | Raised among the vaulted halls of an academy, you quickly grew bored of the limited minds of your teachers. Your Intelligence score increases by 1.                   |
| 5 | You were raised in a community that tended a garden in the heart of the city, where you learned patience and intuition. Your Wisdom score increases by 1.             |
| 6 | You were part of a choir of children who would perform at charity events, and you relished the praise the adults would give you. Your Charisma score increases by 1.  |

## COASTAL VILLAGE

### 1D6 EVENT

- 1 You spent half of your early life in the water as you and your friends dived for pearls off the coast near your home. Your Strength score increases by 1.
- 2 Born to a life on the sea, you were balancing on a yardarm as soon as you could walk and learned to clamber along topsails and to rig with ease. Your Dexterity score increases by 1.
- 3 The waters nearby were tainted with the remains of magical experiments carried out in the past, so you grew up with an unusual level of endurance. Your Constitution score increases by 1.
- 4 You loved old seafaring maps of newly discovered islands and coasts and would draw your own imaginary charts with surprising geological accuracy. Your Intelligence score increases by 1.
- 5 You had a secret friendship with a merfolk child and learned to communicate through body language. The adults were horrified when they discovered this forbidden pact. Your Wisdom score increases by 1.
- 6 You loved to hear stories from the high seas when travellers docked at your village, though the adults weren't happy when you began to swear like a sailor. Your Charisma score increases by 1.

## EXTRAPLANAR

### 1D6 EVENT

- 1 Local gravity on the Plane of Earth strengthened your muscles, and though learning to walk was a trial, you have developed strong muscles that don't tire easily. Your Strength score increases by 1.
- 2 As a clumsy child, controlling your falls on the high spires of the Plane of Air became second nature to avoid injury and pain. Your Dexterity score increases by 1.
- 3 Your family worried over your asthmatic symptoms, as those raised on the Plane of Fire need strong lungs to survive the scorching air, smoke, and ash, but after each coughing fit, you grew harder and more determined. Your Constitution score increases by 1.
- 4 You would draw mental shapes in the stars of the Astral Plane, creating your own constellations and inspiring a fascination with other worlds in you. Your Intelligence score increases by 1.
- 5 You had a loyal Pegasus in the Upper Planes who only allowed you to ride it. You learned to intuit its emotions through body language alone. Your Wisdom score increases by 1.
- 6 The deadly art of conversing with Devils in the Lower Planes meant you were taught speechcraft as a survival skill. Your Charisma score increases by 1.

## FARMLANDS

### 1D6 EVENT

- 1 Raised on hearty meals, you rarely went hungry. You were always eager to help out with the heavy farm work. Your Strength score increases by 1.
- 2 You were taught to juggle and perform feats of trickery as part of a wandering group of entertainers who travelled from village to village. Your Dexterity score increases by 1.
- 3 As a herder, you followed and protected the flock for days on end in all weathers and across rugged countryside. Your Constitution score increases by 1.
- 4 Obsessed with numbers, you loved to count animals and eggs and would weigh yourself against bags of feed and grain. Your Intelligence score increases by 1.
- 5 You were raised into a folk religion, part faith and part wisdom, handed down through the generations to improve crop growth and protect livestock. Your Wisdom score increases by 1.
- 6 You grew up in the village inn and learned the value of a warm hearth and a hearty meal to charm exciting stories out of patrons and travellers. Your Charisma score increases by 1.

## FORESTS AND JUNGLES

### 1D6 EVENT

- 1 You swung from vines and jumped from tree to tree as long as your light childhood body allowed it. Your Strength score increases by 1.
- 2 Your family were poachers whose presence was not tolerated by the local noble, necessitating a light foot and a deft shot. Your Dexterity score increases by 1.
- 3 You learned the hard way about the harmful gases and venomous creatures of the trees and developed a reputation for surviving whatever you stumbled into. Your Constitution score increases by 1.
- 4 Educated as a naturalist, you found endless fascination in cataloguing the animals and plants you encountered in your forest home. Your Intelligence score increases by 1.
- 5 You have always felt a deep connection between yourself and the heart of the forest, which has guided you for many years. Your Wisdom score increases by 1.
- 6 You had a knack for shadow puppetry and loved to tell hilarious stories with a cast of characters made from branches and foliage. Your Charisma score increases by 1.

## ISOLATED COMMUNITY

### 1D6 EVENT

- 1 Though your community valued strength, adults were concerned over your aggressive bullying and regular fights with other children. Your Strength score increases by 1.
- 2 Your nimble fingers became practised with intricate skills essential for your community's survival, like basket weaving and fletching. Your Dexterity score increases by 1.
- 3 With little access to medical professionals, you faced the pain of scrapes, breaks, and illnesses without relief. Your Constitution score increases by 1.
- 4 You were taught how to help your community eke out its resources carefully for the harsher months of the year, drawing on history and forethought. Your Intelligence score increases by 1.
- 5 You became familiar with the lands around your home and ranged far and wide to bring back supplies to your community. Your Wisdom score increases by 1.
- 6 During lean times and dangerous days, you brought joy to your community with your performances and distracted them from the hardships of life. Your Charisma score increases by 1.

## MOUNTAINOUS REGIONS

### 1D6 EVENT

- 1 The steep slopes of your mountain town fostered strong legs and lungs, and as you grew, your parents refused to carry your weight. Your Strength score increases by 1.
- 2 Nimble as a mountain goat growing up, you could leap between outcrops with dizzying grace to retrieve lost livestock or trapped travellers. Your Dexterity score increases by 1.
- 3 Raised on the freezing slopes in biting winds, you are hardy and enduring, refusing to give up even when all seems lost. Your Constitution score increases by 1.
- 4 Educated in a mountain monastery, you learned the histories and magical theories of the world with the most venerable teachers. Your Intelligence score increases by 1.
- 5 Taught to respect the power of nature, you always kept an eye on the sky to avoid the harshest snowstorms and developed a knack for predicting the weather. Your Wisdom score increases by 1.
- 6 The stories told around the hearths were an essential part of conveying information about hazards and supplies, and you revelled in embellishing classic stories. Your Charisma score increases by 1.

## NOBLE ESTATE

### 1D6 EVENT

- 1 You were trained alongside your local noble's children as a duelling practice partner. They pulled no punches, and neither did you. Your Strength score increases by 1.
- 2 Small and nimble, you could sneak around huge houses with ease, avoiding the eyes of the masters or the staff. Your Dexterity score increases by 1.
- 3 Raised by cooks in a noble's kitchen, you spent several years when you were young as a taste tester, growing big, hardy, and strong stomached. Your Constitution score increases by 1.
- 4 You grew up running around your family's beautiful library filled with endless tomes of fascinating knowledge. Your Intelligence score increases by 1.
- 5 Your family raised show animals, and you learned how to care for horses, hounds, and falcons – becoming an expert in training and soothing the creatures. Your Wisdom score increases by 1.
- 6 Elocution and etiquette lessons meant you charmed all manner of visitors to your estate, and your family delighted in showing you off to guests. Your Charisma score increases by 1.

## NOMADIC

### 1D6 EVENT

- 1 Children were expected to pull their weight, and you were not exempt from carrying heavy supplies while on the road. Your Strength score increases by 1.
- 2 When you settled down, you loved scoping out a new area and would climb trees, towers, and hills to get the best view of your new surroundings. Your Dexterity score increases by 1.
- 3 Those too small to hunt were in charge of trapping, and you learned how to remain still for hours until hapless prey wandered into your traps. Your Constitution score increases by 1.
- 4 As a storyteller of your people, you carry their history with you, cultivated over your childhood and repeated every night to retain it in your highly trained memory. Your Intelligence score increases by 1.
- 5 Identifying tracks, discerning safe forageables, and finding clean water were among the first lessons you learned as it was essential to your survival. Your Wisdom score increases by 1.
- 6 You were fascinated by traders and caravans you met on the road and would imitate their strange accents and mannerisms when you parted ways. Your Charisma score increases by 1.

## WAR-TORN LANDS

### 1D6 EVENT

- 1 As part of your sect's recovery efforts, you spent your childhood rebuilding shattered towns and burned communities. Your Strength score increases by 1.
- 2 You spent your early life moving between soldier camps, pickpocketing drunk soldiers around the campfire to survive. Your Dexterity score increases by 1.
- 3 Your settlement was riddled with plague after the nearby lake was tainted with the bodies of slain soldiers, and only the hardy overcame this disease. Your Constitution score increases by 1.
- 4 As a child, you played in the workshops of war without knowing what the strange, intricate items did, learning from the smiths, artisans, and tacticians around you. Your Intelligence score increases by 1.
- 5 You grew up scavenging the battlefields for whatever was useful, spotting the glint of a fine weapon or a valuable trinket before others could snatch it. Your Wisdom score increases by 1.
- 6 Hungry for news from the front lines, you would spin tall tales of imagined battles, worrying the adults with your vivid descriptions. Your Charisma score increases by 1.

## ADOLESCENCE

The world's pleasures and cruelties revealed themselves as you gained independence and awareness as a teenager. Though these were turbulent times, within each experience, you've learned a lesson, found a kernel of wisdom, or discovered an inner strength previously unknown to you.

Roll on the **Adolescent Experiences** table to define how your experiences made you who you are today and taught you what you needed to know to survive in the adventuring life. You gain proficiency in the Skill associated with your Adolescent Experience.

### ADOLESCENT EXPERIENCES

1d100	EXPERIENCE	SKILL
1-6	You had a secret spot high amongst the trees or rooftops that you would hide in when life was overwhelming.	Acrobatics
7-11	You and your pet were inseparable, and you understood and connected with them more than anyone else.	Animal Handling
12-16	A crotchety old wizard had a soft spot for you and allowed you into their tower. You picked up some knowledge while you kept them company.	Arcana
17-22	Your parents weren't as agile as they used to be, and this reminder of their mortality made you take on all the heavy lifting around the house.	Athletics
23-28	You shifted the blame for a big mistake onto someone else, and they suffered grave consequences because of your lie.	Deception
29-33	You found a family connection to a hero of legend, and you memorised every fact and story about them to impress your friends.	History
34-39	You were there for a friend in their darkest hour, understanding their pain when no one else even noticed.	Insight
40-45	The unbridled ferocity in your eyes after you witnessed a friend being hurt scared away their harassers.	Intimidation
46-51	You became obsessed with a particular subject area, spending days in a research frenzy searching for information.	Investigation
52-57	Someone close to you was extremely ill, and you learned a lot about nursing as you took them under your care.	Medicine
58-62	The beauty of nature inspired you to write emotionally charged poetry, which you kept under lock and key for fear of discovery.	Nature
63-68	When you and a friend had a falling out, you would spy on them from afar in times of longing and regret.	Perception
69-73	With a nerve-wracking secret to tell, you practised confessional speeches repeatedly in your head, and you still remember them to this day.	Performance
74-79	A group of bandits took you prisoner, and you had to fast-talk your way out of it, turning them against each other so you could slip away in the ensuing chaos.	Persuasion
80-84	When a traveller of another culture told you about their religious practices, it opened your mind to the fascinating diversity of faith.	Religion
85-89	When you found a rare trapped animal, you unravelled the intricate netting and foiled the trophy hunters' plan.	Sleight of Hand
90-95	When an early relationship ended badly, you learned to avoid notice at all costs to prevent awkwardness and embarrassment.	Stealth
96-100	You and a loved one would watch the stars at night, identifying the constellations in the sky, and you can always find your way because of it.	Survival

## LIFE LESSON

During your lifetime, you were faced with an important decision, the outcome of which shaped your view of the world and of yourself. Roll once on the table below and ponder the decisions you faced and how much they impacted your life going forward. You gain an Attribute Point depending on your decision.

LIFE LESSON	
1D12	IMPORTANT MOMENT
1	Apothecary
2	Blaze
3	Funeral
4	Haunted House
5	Hunger
6	Magical Phenomenon
7	Mugging
8	Natural Disaster
9	Plague
10	Political Upheaval
11	Protector
12	Unexpected Creature

### APOTHECARY

An odd alchemist came to your community, promising miraculous cures to common ailments. Did you:

- Research the treatments to discover if they truly worked (+1 Intelligence).
- Try several of the cures to ensure they weren't dangerous (+1 Constitution).
- Help to sell some of the cures yourself to make some gold (+1 Charisma).

### BLAZE

Walking home one night, you found a neighbour's home aflame as they could only watch. Did you:

- Try to save as much as possible from the fire (+1 Strength).
- Console them and keep them out of harm's way (+1 Wisdom).
- Work all night to douse the flames with them (+1 Constitution).

### FUNERAL

Old age claimed the life of an old family friend, and you were asked to travel to a nearby town with your family to lay them to rest. Did you:

- Agree to go, making new friends in the town (+1 Charisma).
- Help to clear away the deceased's many weighty possessions (+1 Strength).
- Sneak away at the first opportunity to see more of the town (+1 Dexterity).

### HAUNTED HOUSE

A friend claimed an evil spirit haunted their home, though no one believed them. Did you:

- Spend long nights by their side, watching for the entity (+1 Constitution).
- Sneak into the homes of doubters pretending to be a ghost (+1 Dexterity).
- Consult a wizard or cleric on the best way to deal with malign spirits (+1 Intelligence).

### HUNGER

A blight, war, or just ill luck saw your community's farms or foraging or hunting grounds fail, with many going hungry. Did you:

- Work far longer hours to provide food for everyone (+1 Constitution).
- Devise a new solution to compensate for your loss (+1 Intelligence).
- Steal from the wealthy or those hoarding food to feed your family (+1 Dexterity)

### MAGICAL PHENOMENON

Someone close to you was affected by a magical phenomenon, changing them forever. Did you:

- Try to understand this arcane event (+1 Intelligence).
- Tell anyone who would listen about this magical transformation (+1 Charisma).
- Try to support the victim during this difficult time (+1 Wisdom).

## MUGGING

Walking home with your first payment from a new job, an intimidating gang surrounded you, demanding your money. Did you:

- Prove you weren't an easy target (+1 Strength).
- Slip past and outrun the gang (+1 Dexterity).
- Talk your way into joining the gang (+1 Charisma).

## NATURAL DISASTER

Your community suffered a natural disaster, and you were surrounded by danger and debris. Did you:

- Seek shelter as quickly and safely as you could (+1 Dexterity).
- Help others who were trapped or in danger (+1 Constitution).
- Devise solutions to prevent further destruction (+1 Intelligence).

## PLAGUE

A wave of illness passed through your community, leaving half the settlement bedbound. Did you:

- Step up to lead in their absence (+1 Charisma).
- Tend to the sick and needy (+1 Wisdom).
- Take over the hard labour of those who were ill (+1 Strength).

## POLITICAL UPHEAVAL

Political upheaval came to your community, and people struggled to find a new way. Did you:

- Follow the crowd, destroying all traces of the old order (+1 Strength).
- Try to find your own truths in the wake of this new information (+1 Wisdom).
- Spent long hours trying to rebuild what was lost in the chaos (+1 Constitution).

## PROTECTOR

You were entrusted with a precious possession and charged with keeping it safe. Did you:

- Keep it with you at all times, never letting it out of your sight (+1 Wisdom).
- Convince a group of trusted friends to help you keep it safe (+1 Charisma).
- Squirrel it away under a large rock or behind a heavy tomb door (+1 Strength).

## UNEXPECTED CREATURE

On a path you rarely took, you encountered an animal that could unaccountably speak! Did you:

- Move quickly to capture the odd beast (+1 Dexterity).
- Study the creature to determine what magic was at work (+1 Intelligence).
- Speak with the animal to learn how it saw the world (+1 Wisdom).



## PIVOTAL MOMENT

At one stage in your life, something happened that set you on a path to your future; an inciting incident that defined who you were for years to come. Roll on the **Defining Event** table to discover that event, and learn which Occupations (See page 21) are open to you as a result.

These events also grant you one proficiency and one item, as described within each event.

### ARCANE PHENOMENON

**Occupations:** Brewer, Herbalist, Woodcarver

Your home was on the edge of a mysterious planar phenomenon. One night, a swath of familiar terrain vanished, and a strange landscape of even stranger plants and wildlife appeared. People came from far and wide to study the phenomena, and the new flora proved very useful. You were swept up in this rush of interest, learning the trade of either a Brewer, Herbalist, or Woodcarver.

You quickly learned the wilderness was dangerous, as several displaced fey creatures stalked the lands. You took to foraging with a caravan of more experienced folks. You gain proficiency in Longbows, Vehicles (Land), or the Sylvan language. You have kept a souvenir of your time in these fey woods, a gnarled piece of wood resembling a heart that emits a faint glow.

### DEFINING EVENT

1D10	EVENT
1	Arcane Phenomenon
2	Dangerous Monster
3	Divine Project
4	Garrison Duty
5	Grand Festival
6	Merchants Caravan
7	Privileged Position
8	Research Expedition
9	Unexpected Visitor
10	Visiting Circus

## DANGEROUS MONSTER

**Occupations:** Apothecary, Blacksmith, Sailor

When a deadly creature threatened your settlement, life became tense and dangerous. Your settlement dedicated all their resources towards stopping this monster before it caused more death and destruction, and they needed every pair of hands to combat this threat. You lent your aid as an Apothecary, Blacksmith, or Sailor alongside many of your friends, family, and neighbours.

The danger to your community was so great that every citizen was taught how to stop the monster before it could reach the settlement. You gain proficiency in either Shortbows, Longbows, or Nets. Alternatively, you learned the tongue of the enemy to understand the threat better. You know Abyssal, Deep Speech, Giant, Goblin, Infernal, or Primordial.

While keeping watch, you and your crew would carve a notch in a staff whenever you were spooked. You have kept this scarred staff with you as a reminder of those comrades.

### DIVINE PROJECT

**Occupations:** Fresco Painter, Scribe, Sculptor

A prophet began construction of a great temple in your settlement. It was to be dedicated to a relatively obscure maritime deity, but there seemed no end to the prophet's coin. Construction required many hands, and you learned a trade as a Fresco Painter, Scribe, or Sculptor.

You came to know the prophet well. He was once a shipwrecked sailor, only finding his way home after offering his life to the gods. He taught you much and did, at times, have the favour of a higher power. You gain proficiency with either Tridents, Nets, or the Celestial language. He gifted you a cracked compass that spins wildly in a rain shower, claiming it helped him while out at sea.

## GARRISON DUTY

**Occupations:** Cobbler, Sailmaker, Tanner

A usually distant skirmish encroached upon your settlement, drafting you into their battle despite your allegiances or involvement. As soldiers took shelter in your homes and buildings, you were expected to provide for them and assist them where needed. Though the battle moved on eventually, you were left with a slew of applicable skills.

One soldier confided in you about his fears, telling you about his children waiting for him back home. Concerned about his survival, he rigorously maintained his armour, explaining the importance of defence in a prolonged battle. You gain proficiency with Leatherworker's Tools or Smith's Tools. He gave you a sketch of his young children, asking you to find them one day and pass it on to them.

## GRAND FESTIVAL

**Occupations:** Carpenter, Exterminator, Musician

Your settlement hosted a grand festival that brought in crowds of pilgrims or tourists. To prepare for this momentous occasion, you were drafted in to work cleaning up the area, preparing for the festivities, and entertaining the masses, learning to work as a Carpenter, Exterminator, or Musician.

With so many new people around, you met with people from all over the world, all united and peaceful for the duration of the festival. This cultural mix has broadened your horizons. You gain proficiency in Painter's Supplies or a language or instrument of your choice.

Additionally, you retained a musical instrument signed by some of those you met at the festival.

## MERCHANTS CARAVAN

**Occupations:** Caravan Guard, Glassblower, Guide

Like many young folks in your settlement, you signed on as part of a merchant's caravan to earn some coin or see the world. Among the caravan folks, you learned a trade, either as a Caravan Guard, Glassblower, or Guide.

The caravan was home to strange folks, none more so than the one known as 'the spy,' who habitually took notes on everyone and everything.

The spy vanished one night, leaving you, of all people, with his notebook. Only a few pages were legible, while others you have since deciphered. You gain proficiency with either a Poisoner's Kit, a Forgery Kit, or in Deep Speech or Undercommon.

You've kept the spy's dog-eared notebook, with many pages still inscrutable to you.

## PRIVILEGED POSITION

You were blessed (or cursed) with a relatively mundane life, untouched by high drama or long periods of danger. This mundanity bred ambition and wanderlust in you, a quiet life unfit for a future adventurer.

You may choose any Occupation of your choice, as you were granted the privileged position of deciding your own fate. You start work on the same day as a Dwarf who becomes your very close friend. They chose to settle down after a life of adventuring, regaling you with tales of their journeys as you worked. They taught you a few tricks, granting you proficiency in Cartographer's Tools or Warhammers or teaching you Dwarvish. They imparted a hand-drawn map of their travels, hoping you'd avoid the dangers they faced in the past.

Alternatively, you may have moved to a new settlement experiencing their own drama, and you can choose one Defining Event, following that story as if you rolled it.

## RESEARCH EXPEDITION

**Occupations:** Cartographer, Gemologist, Stoneworker

You had no idea your settlement was so close to an area of significant academic interest until a crew of researchers stopped to rest before reaching their destination. They sought locals to join them in their expedition, and you joined the team as a Cartographer, Gemologist, or Stoneworker, learning fascinating details about an ancient civilisation.

In your careful excavations, you learned about archaic art forms and how to apply great pressure or a delicate touch to your tools. You gain proficiency with Painter's Supplies, Potter's Tools, or Light Hammers. During your research, you found a bejewelled key whose design did not match the style of the civilisation you were investigating. Seeing no scholarly significance to the key, the researchers let you keep it.

## UNEXPECTED VISITOR

**Occupations:** Charlatan, Vagabond, Chef

A distant relative of yours visited one day, to the horror and shame of your family, who had never mentioned their existence before. Thought to be locked away for their crimes of poisoning the food of an important figure, this relative escaped and sought the familiar comforts of home, unaware of the hostility they'd face upon their return. Offering you to join them in their new lifestyle, you agreed. You leaned into their criminal history as a Charlatan or Vagabond, or you kept them on the straight and narrow as a Chef.

You learned of their dangerous past and the jobs they took as an undercover assassin, and they taught you their tools of the trade. You gain proficiency in Brewer's Supplies, Poisoner's Kit, Hand Crossbows, or Blowguns. They also gave you an item that has saved their life many times before, a spoon that grows uncomfortably cold whenever it touches a poisoned food or drink.

## VISITING CIRCUS

**Occupations:** Actor, Grifter, Toymaker

When a circus stopped at your settlement, you were filled with curiosity and awe at their oddities and entertainments. With promises to whisk you away to distant lands, you decided to run away with the circus and spend some time among them. This allowed you to pursue a career as an Actor, Grifter, or Toymaker.

You spent considerable time with the performers, from knife throwers to sword swallows, many of whom, like you, left their often distant homes behind. You heard tales of their homelands, came to appreciate their skills, and even picked up a few words of their native tongues. You gain proficiency with Short Swords, Scimitars, Whips, or a language of your choice.

Additionally, you have a set of juggling balls given to you by a carnie who left the business, promising they would bring good luck.



## OCCUPATIONS

Your Occupation is the role you took before adventuring that paid your way through life. Decide whether you are still working as part of your **Defining Event** (see page 19) or if you have continued this line of work elsewhere after the inciting incident.

Your Occupation grants you Proficiency in the listed Skill and Tool. You start with a set of the Tools you are Proficient with. It also grants you an Income Die, which you will use to determine your **Starting Funds** (see page 28). If you wish, you may continue to work in your former occupation - perhaps during your period of Downtime (see page 55.) Should you survive to retirement, you may return to your former Occupation or pursue another.

### ACTOR

**Tool Proficiency:** Disguise Kit

**Skill Proficiency:** Persuasion

**Income Die:** 1d4

You were an actor, skilled at entering others by playing a specific role. You may have been part of a travelling troupe of players, moving from town to town and performing for the masses, or a member of an established acting company famed among nobles and commoners alike.

### APOTHECARY

**Tool Proficiency:** Alchemist's Supplies

**Skill Proficiency:** Arcana

**Income Die:** 1d6

You were a skilled apothecary, and your services were valued by the sick and injured. Your ability to coax effects out of chemical combinations, both mundane and magical, made you a valued member of society.

### BLACKSMITH

**Tool Proficiency:** Smith's Tools

**Skill Proficiency:** Intimidation

**Income Die:** 1d6

You were a blacksmith, repairing broken tools, forging armaments, and stockpiling construction materials. Your products ranged from mending broken ploughs and wagons to forging weapons, armour, and defences for soldiers and adventurers.

**BREWER****Tool Proficiency:** Brewer's Supplies**Skill Proficiency:** Nature**Income Die:** 1d6

You were a brewer, a careful collector of fruits and flavours. With an eye always on new ingredients for your drinks, you may have been involved in the brewing process, receiving and handling grain and managing mashing and fermentation, or you could have owned a brewery or tavern.

**CARAVAN GUARD****Tool Proficiency:** Vehicles (Land)**Skill Proficiency:** Perception**Income Die:** 1d8

You were a guard for hire, protecting tradespeople and travellers alike on the open road and spotting natural hazards, dangerous creatures, or plundering bandits before they became a problem. You may have worked with one company or many employers, journeying close to home or on long treks between settlements.

**CARPENTER****Tool Proficiency:** Carpenter's Tools**Skill Proficiency:** Nature**Income Die:** 1d6

You were a carpenter, an expert in woodworking, with an encyclopaedic knowledge of trees and timber. You may have been part of a larger business, crafting furniture or buildings, or worked alone, whittling wood for bespoke customers.

**CARTOGRAPHER****Tool Proficiency:** Cartographer's Tools**Skill Proficiency:** History**Income Die:** 1d8

Charting geographical, historical, and political lines are all part of a career as a cartographer. You may have explored borders and boundaries mapping topographical features for future travellers, or you researched the histories behind land divisions.

**CHARLATAN****Tool Proficiency:** Forgery Kit**Skill Proficiency:** Deception**Income Die:** 1d8

With an eye on subterfuge, impersonation, and hoaxes, you forged false documents, altered accounts, and devised identifications for those willing to operate outside the law. You could have been a small-time crook or worked as part of a larger criminal organisation.

**CHEF****Tool Proficiency:** Cook's Utensils**Skill Proficiency:** Insight**Income Die:** 1d4

You were a chef, a culinary artist capable of creating dishes that delight. Always scrutinising those tasting your dishes, you altered your recipes to suit those you were hired to feed. You may have been a cook in a tavern, a quartermaster for a squad of soldiers, or a head chef for a noble household.

**COBBLER****Tool Proficiency:** Cobbler's Tools**Skill Proficiency:** Insight**Income Die:** 1d4

You were a cobbler, a shaper of shoes and a buffer of boots. You were in charge of judging the comfort and utility of footwear and were often a staple of settlements whose citizens would visit you frequently for repairs. You may have owned or worked in a shoe shop or shined shoes on the side of the street.

**EXTERMINATOR****Tool Proficiency:** Poisoner's Kit**Skill Proficiency:** Animal Handling**Income Die:** 1d4

You were an exterminator, a rat catcher, or a pest controller. You know the best ways to coerce or kill animals who infest homes and businesses, saving food stores and structures from ruin. Though a very valuable job, it was not the most pleasant, and you are used to getting your hands dirty.

## FRESCO PAINTER

**Tool Proficiency:** Painter's Supplies

**Skill Proficiency:** Religion

**Income Die:** 1d8

You were employed to paint religious sanctuaries with depictions of deities, their symbols, and all they stand for. Your research into religious iconography, symbolism, architecture, and artwork has given you a deeper understanding of all faiths.

## GEMOLOGIST

**Tool Proficiency:** Jeweller's Tools

**Skill Proficiency:** Investigation

**Income Die:** 1d8

You were a gemologist, an expert on precious stones. You may have worked as a jewellery maker, choosing the correct cuts and perfect polishes for accessories, trinkets, and watches, in a mine inspecting the unearthed gems for quality, or as a researcher of ancient artefacts.

## GLASSBLOWER

**Tool Proficiency:** Glassblower's Tools

**Skill Proficiency:** Sleight of Hand

**Income Die:** 1d6

You were a glassblower, crafting and selling delicate works of art with vibrant colours and elaborate structures. The refined manipulation of heat, motion, and molten sand is an art form that needs a steady hand, quickness of action, and clarity of design.

## GRIFTER

**Tool Proficiency:** Gaming Set

**Skill Proficiency:** Sleight of Hand

**Income Die:** 1d6

You were a grifter who conned many folks with more cents than sense into parting with their hard-earned coin. Whether you operated on a small scale with get-rich-quick schemes or elaborate investment frauds, your plan focused on keeping as much of your ill-gotten gains in your pockets as possible without getting caught.

## GUIDE

**Tool Proficiency:** Navigator's Tools

**Skill Proficiency:** Perception

**Income Die:** 1d4

You were a guide, an expert at navigating your local environment. Charts, maps, compasses, and spyglasses are the tools that have kept you and anyone you travelled with on the right course. Your attention to landmarks, physical formations, and the natural world around you has made your journeys all the safer.

## HERBALIST

**Tool Proficiency:** Herbalism Kit

**Skill Proficiency:** Medicine

**Income Die:** 1d4

You were a herbalist specialising in cultivating medicinal plants. You may have operated out of your own home or had access to an elaborate greenhouse or laboratory. You may have supplied leading alchemists or local peasants with healing poultices and remedial ingredients.

## MUSICIAN

**Tool Proficiency:** Instrument

**Skill Proficiency:** Performance

**Income Die:** 1d8

You were a musician known for entertaining performances in taverns, on stages, or street corners. Your musical talents would liven up the mood of any crowd, and your fame (or infamy) is widely recognised in your community.

## SAILMAKER

**Tool Proficiency:** Weaver's Tools

**Skill Proficiency:** Acrobatics

**Income Die:** 1d6

You were a sailmaker, working in the repair yards and arsenals for the naval vessels or merchant ships. Clambering up rigging and affixing newly minted sails was your day-to-day lifestyle.



## SAILOR

**Tool Proficiency:** Vehicles (Water)

**Skill Proficiency:** Survival

You were a sailor, spending weeks or months at a time travelling the waterways of the world. You might have worked on a riverboat, ferrying people and goods from town to town, or sailed on a daring privateer crew, plundering other vessels on the high seas.

## SCRIBE

**Tool Proficiency:** Calligrapher's Supplies

**Skill Proficiency:** Religion

**Income Die:** 1d6

You were a scribe who dedicated countless hours to learning the skill of reading and writing. You transcribed important books and documents to preserve them for generations of scholars and students, ensuring the passing of knowledge through time.

## SCULPTOR

**Tool Proficiency:** Potter's Tools

**Skill Proficiency:** Perception

**Income Die:** 1d8

You were a sculptor, working in clay, wood, or stone to create artistic decorations. Your kitchenware elevated the food of chefs, your vases displayed the finest products of botany, and your work brought life to the statues of your patrons. You have an eye for detail and find inspiration in the finer elements others would miss.

## STONEWORKER

**Tool Proficiency:** Mason's Tools

**Skill Proficiency:** Athletics

**Income Die:** 1d4

You were a stoneworker, likely working at a quarry, as a stonemason, or as part of a construction crew. You may have inspected structures for research or safety purposes, worked on functional ramparts for a local keep, or carved hardy work surfaces for the homes and businesses of the wealthy.

## TANNER

**Tool Proficiency:** Leatherworker's Tools

**Skill Proficiency:** Animal Handling

**Income Die:** 1d4

You were a tanner, working hard to turn raw hides into valuable leathers. Familiarity with various animal hides, a hard day's labour, and the care and maintenance of the tools of your trade have stuck with you through the years. Labourers, travellers, and merchants seek out your skills in a close-knit community.

## TOYMAKER

**Tool Proficiency:** Tinker's Tools

**Skill Proficiency:** Investigation

**Income Die:** 1d6

You were a toymaker, an expert at creating moments of joy for children of all ages, from wooden rocking horses to enchanted clockwork music boxes to multi-coloured sparklers. Your expertise lies in wonder, awe, and whimsy; you have a clever mind and an eye for detail.

## VAGABOND

**Tool Proficiency:** Thieves' Tools

**Skill Proficiency:** Stealth

**Income Die:** 1d4

You were a vagabond, a vagrant, or a scoundrel, someone more concerned with taking what you wish than following the rules. You may have worked for a fence, cracked safes for a living, or gotten your hands dirty with some breaking and entering.

## WOODCARVER

**Tool Proficiency:** Woodcarver's Tools

**Skill Proficiency:** Survival

**Income Die:** 1d6

You were a woodcarver, and your finely crafted furniture and decorative works were sought after in your community. You sought both materials and inspiration in the beauty of nature and know how to follow the patterns of the wild to find the perfect wood.

## QUIRKS

Every one of us has a quirk, an aspect of our personality that makes us unique and memorable to others. You begin play with one Quirk from the **Quirks** table that holds true for the rest of your life. Think about where your Quirk may have developed from. Did the experiences in your life make you this way, or does your Quirk persist despite your past?

### ANIMAL AFFINITY

Animals feel your connection to the natural world on a subconscious level. All Beasts not naturally or trained to be hostile are calm in your presence unless provoked, in pain, or have their young nearby.

### ATTRACTIVE

Whether it's your strong frame, charming wit, or enrapturing zeal, people are attracted to your presence. You have an easier time influencing those who are attracted to you.

### BLATHERER

You persistently talk rings around anyone with a strong enough will to listen, creating great distractions. Anyone attempting to hide from someone you are talking to gains a +5 bonus to **Dexterity (Stealth)** Tests.



### CLUMSY

Perpetually klutzy, you have a tendency to stick your foot in trouble with alarming regularity. This could be as simple as a stumble drawing the eye of passersby or loudly smashing a vase in a noble's manor, earning the ire of the houseguards. Your clumsiness is endearing to some and distracting to others.

### CONTORTIONIST

You have superior flexibility and can twist and manoeuvre your limbs past their natural limits. You have Advantage on Tests to escape a *Grapple*.

### DISCONCERTING

Your presence leads to unease. You have an air of menace and an aura of discomfort that strangers prefer to avoid. People unfamiliar with you will avoid paying attention to your actions.

## QUIRKS

1D20	QUIRK
1	Animal Affinity
2	Attractive
3	Blatherer
4	Clumsy
5	Contortionist
6	Disconcerting
7	Distinctive
8	Etiquette
9	Fateless
10	Fearless
11	Forgettable
12	Gregarious
13	Iron Stomach
14	Light Sleeper
15	Naive
16	Passionate
17	Perfect Pitch
18	Slick
19	Smuggler
20	Sound Sleeper

## DISTINCTIVE

Whether it's your piercing eyes, your memorable mannerisms, or your supernatural mystique, you always linger in the minds of those you meet, and are never forgotten by old friends and enemies alike.

## ETIQUETTE

You can blend in and socialise easily with a chosen group of people as long as you dress and act appropriately. Choose a group you would know the ins and outs of, such as caravanners, criminals, nobles, priests, scholars, etc.

## FATELESS

You are cursed, a cosmic mistake, or an anomaly in time, even if you aren't aware of it. Soothsayers have a hard time discerning your future, and you are beyond the perceptions of the divine.

## FEARLESS

The dangers of the world have led you to build up an inner resolve for times of crisis. You can spend an Action on your turn to end the *Frightened* condition on yourself.

## FORGETTABLE

Something about your demeanour or appearance renders you easily forgotten, for good or ill. Any creature attempting to recall your appearance has Disadvantage on the Test.

## GREGARIOUS

Your easy presence and assuring attitude will often loosen people's tongues. If you offer an interesting piece of gossip during a conversation, others will always reciprocate with their own gossip.

## IRON STOMACH

Your coarse diet or hardy lifestyle has built a strong tolerance for unpleasant or unhealthy foods within you. You cannot gain the *Poisoned* condition from eating bad food or drinking alcohol.

## LIGHT SLEEPER

A paranoid or cautious attitude has kept you safe in pinches before. While you are asleep, you cannot be *Surprised*. Additionally, you always rise before others during a Long Rest, whether from sleep or a trance.

## NAIVE

Your trusting, good-willed nature regularly fails to see the worst in others but often leads to people underestimating your abilities. You have Disadvantage on **Wisdom (Insight)** checks to determine if someone is lying. Any Attack rolls you make while outside of combat are made with Advantage. Additionally, your innocence is very endearing to many.

## PASSIONATE

You are an enthusiastic expert in a given field of knowledge. Choose a Skill you are proficient in and then a specific topic related to that Skill. You can always recall trivia and tidbits of information pertaining to your chosen topic.

## PERFECT PITCH

You have a keen ear for melodies and tones. You can always recall a sound, song, or voice you have heard before and have Advantage on any Tests to reproduce these sounds through your voice or on an instrument.

## SLICK

You have the gift of the gab and are apt at negotiating prices. You have Advantage on any Test to haggle, and any failed attempts to bribe someone will come across as cheeky, but won't turn them hostile.

## SMUGGLER

As an expert in concealment, you are a deft hand at avoiding detection from prying eyes. You can spend an Action to hide a Tiny object on your person, such as coins or a pocket knife. An item hidden in this way cannot be detected by non-magical means.

## SOUND SLEEPER

Your uncanny ability to fall asleep on any surface guarantees a good night's sleep. You can take a Long Rest on any surface, at any angle, so long as you can remain reasonably still and unharmed, and you are fond of quick naps whenever possible.



# CLASS

Your Class denotes your role within an adventuring party. It grants several abilities and gives Proficiency in various Skills and equipment. A Class is more than just your character's abilities: it is also about what compels them to leave an ordinary life behind and journey into danger.

Your Lifepath may lead you to an obvious choice in Class. Did your origins of growing up in the slums of the city, picking pockets to scrape by, lead you to life as a Rogue? Perhaps your childhood spent in a boarding school, paired with your experiences of obsessive studies, led naturally into life as a Wizard.

Choose a Class from the list below, gaining an increase in an Attribute Score as stated. You can find more information on these classes in the SRD, gaining all the class features listed there.

- **Barbarian:** A fierce warrior who can enter a battle rage. Barbarians gain +1 Strength.
- **Bard:** An inspiring magician whose power echoes the music of creation. Bards gain +1 Charisma.
- **Cleric:** A priestly champion who wields divine magic in service of a higher power. Clerics gain +1 Wisdom.
- **Druid:** A priest of the Old Faith, wielding the powers of nature and adopting animal forms. Druids gain +1 Wisdom.
- **Fighter:** A master of martial combat, skilled with a variety of weapons and armour. Fighters get +1 Strength or Dexterity.
- **Monk:** A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection. Monks get +1 Dexterity or Wisdom.
- **Paladin:** A holy warrior bound to a sacred oath. Paladins gain +1 Strength or Charisma.
- **Ranger:** A warrior who combats threats on the edges of civilisation. Rangers gain +1 Dexterity or Wisdom.
- **Rogue:** A scoundrel who uses stealth and trickery to overcome obstacles and enemies. Rogues gain +1 Dexterity.
- **Sorcerer:** A spellcaster who draws on inherent magic from a gift or bloodline. Sorcerers gain +1 Charisma.
- **Warlock:** A wielder of magic that is derived from a bargain with an extraplanar entity. Warlocks gain +1 Charisma.
- **Wizard:** A scholarly magic-user capable of manipulating the structures of reality. Wizards gain +1 Intelligence.



# CALL TO ADVENTURE

At the beginning of every adventurer's story is one pivotal moment, an event that changes their life forever. This inciting incident comes in many forms, and the motivation for hitting the road and leading a life of danger and excitement varies greatly.

Drawing upon all you have learned about your life so far, consider what drove you to leave your humble origins behind and heed the call to adventure. It may already be obvious what inciting incident led you on your quest. If your life was peaceful until now, or you had no need to leave the comforts of home, roll on the **Adventure Awaits** table and discover what event forced you on your journey.

## ADVENTURE AWAITS

### 1d10 YOU LEFT BECAUSE...

- 1 Your home was destroyed.
- 2 You were tired of your humdrum life.
- 3 You wanted to become rich or famous.
- 4 You need to prove something to yourself or others.
- 5 You are looking for vengeance or justice.
- 6 You happened to be in the wrong place at the wrong time.
- 7 You have a destiny you must fulfil.
- 8 You witnessed something terrible and must flee.
- 9 You've been preparing for adventure your whole life.
- 10 You seek answers to questions that can only be found on the road.

## STARTING FUNDS

Once you decide that the open road calls your name, you gather up all the supplies you'll need on your journey. As well as tools and weapons you gain as part of your proficiencies, you leave home with a pocket full of coins. Your Class and your Occupation come into play here by determining your expenses and status. The **Starting Funds** table determines how much gold you have at the beginning of your adventures.

## STARTING FUNDS

CLASS	DICE
Barbarian	10 gp × Income Dice
Bard	20 gp × Income Dice
Cleric	20 gp × Income Dice
Druid	10 gp × Income Dice
Fighter	20 gp × Income Dice
Monk	10 gp × Income Dice
Paladin	20 gp × Income Dice
Ranger	20 gp × Income Dice
Rogue	15 gp × Income Dice
Sorcerer	15 gp × Income Dice
Warlock	15 gp × Income Dice
Wizard	15 gp × Income Dice



# ATTRIBUTE SCORES

Your Attribute Scores represent your physical and mental capabilities and are divided into Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Everybody has their favourite ways to generate Attribute Scores, and a quick web search will give you plenty of inventive ways to define your Attributes. Below are two options:

- **Array:** To generate your Attribute Scores using an array, you simply assign values to each Attribute as desired. *A Life Well Lived* uses the following array: 14, 14, 12, 12, 10, and 8.
- **Roll:** To generate your Attribute Scores by rolling, roll 2d6 + 6 six times and assign the results to each Attribute as desired.

# FINISHING TOUCHES

When you've explored your Lifepath, chosen your Class, and have heard the Call to Adventure, now is the time to take a moment to bring them all together and form a defined story. Look back on all of your choices and experiences thus far, and summarise them all up in a coherent sentence, like "I am a diligent and perfectionist barkeep whose experience among planar elementals as a child meant I could calm a Wyvern when it was frightened."

With this statement, you are ready to join the fray and set off on your adventure! If you would like to learn more about your character, the following sections provide the finishing touches that can deepen your understanding of them, creating new story threads and informing your roleplaying.

## THE LIES WE TELL OURSELVES

We each harbour beliefs and values we stand by because we believe them to be correct. These beliefs, however, can often be misconceptions about ourselves, others, or the world. There is a lie you tell yourself, a deeply held belief that shapes how you interact with the world.

The lies below are loose statements. Think about how these sentences can adapt to the life story you've built for your character so far. There are many ways to interpret these lies, but if you find that a statement doesn't match your character, feel free to choose a different one. If you adhere to this lie during a game, you gain Inspiration.

## THE LIES WE TELL OURSELVES

### 1D20 LIES

- 1 Love is weakness.
- 2 I know best.
- 3 Once I do this, everything will go back to normal.
- 4 There is a perfect order to things.
- 5 I can save everyone.
- 6 Knowledge is the most important thing.
- 7 I'm not like my family.
- 8 Saving the world is my job; fixing it is someone else's.
- 9 I left that life behind me.
- 10 Might makes right.
- 11 If I have enough power, then I'll be happy.
- 12 They'll leave if they see the real me.
- 13 It's just good business.
- 14 If I do enough good, the guilt will go away.
- 15 Everything I do is for them.
- 16 None of it ultimately matters: the world is chaos.
- 17 If I let them in, I deserve to be betrayed.
- 18 Just one last job, and then I'll be able to stop.
- 19 The ends justify the means.
- 20 My fear will destroy me if I let it.

## GM TAKE THE REINS

When discovering secrets about your character, consider working closely with your GM. As they have an overarching knowledge of the world and insight into the future of your campaign, your dark secrets could be connected to the story of your shared narrative.

You may decide to keep this secret between yourselves and not share it with the other players to create a dramatic reveal during the campaign.



## SKELETONS IN THE CLOSET

There are skeletons in all our closets, stories we would prefer to stay hidden from the world at large.

Choose one secret from the **Skeletons in the Closet** table, or roll to determine it randomly. You are aware of this secret, but it is up to you whether your party would know them, too.

### SKELETONS IN THE CLOSET

#### 1D6 SECRET

- 1 The event from your Early Childhood (page 12) is how you prefer to tell the story, but the truth is much uglier.
- 2 Roll on the **Family Bonds** table (page 11), choosing an unexplored family member or creating a new one. You don't tell their story often because this person has a good reason to hate you.
- 3 Choose someone from your Lifepath who you share a bond with. You made a strong promise to them, and though they don't know it, you have broken it.
- 4 You were terrible at your last occupation (page 21), did something so bad that it blackened your name, or were dishonest about the exact work you did.
- 5 You actually caused the events that led to your Life Lesson (page 17).
- 6 It's easier to tell others the nice version of events from your Adolescence (page 16), but you actually learned those skills in a more questionable manner.

## THAT WHICH BINDS US

Connections describe the links between your characters, how they met, or how they first learned to trust one another. These connections help you build shared stories that motivate the characters to stick by one another through dangerous adventures.

Tell all the players in the group what they know about you before you set off on an adventure together. Then, one by one, each player will forge a connection with each other. Choose a player and decide who will roll on the **Connections** table below. Roll once and discuss the outcome, discovering how your two characters shared this moment together. Do this for every player, until everyone has one connection to every other character.

## CONNECTIONS

### 1D100 DESCRIPTION

- 1-3 I helped \_\_ while they were searching for something important.
- 4-6 \_\_ knew how to calm or subdue the hounds chasing me.
- 7-9 When I accidentally unleashed a powerful magical effect, \_\_ contained it.
- 10-12 \_\_ picked me up on the road after my horse got spooked and ran away.
- 13-15 \_\_ has acted as my moral compass in the past.
- 16-18 I was once \_\_'s biggest rival, but we now have a tight friendship
- 19-21 \_\_ saw through my ruse, ruining my well-laid plans.
- 22-24 \_\_ and I worked together until fate led us down different paths
- 25-27 \_\_ and I were neighbours, and we had a rivalry over the appearance of our homes.
- 28-30 \_\_ stopped me from bleeding out following a nasty injury.
- 31-33 \_\_ share a dark secret (See Skeletons in the Closet, page 30).
- 34-36 \_\_ and I sheltered from a storm together when we met while travelling on the road.
- 37-39 \_\_ was so angry at me before they realised I was innocent.
- 40-42 \_\_ convinced me to join their cause, and now I'm as devoted as they are.
- 43-45 \_\_ and I share the same faith and partake in the same celebrations.
- 46-48 \_\_ would always beat me at card games before I noticed their cheating trickery.
- 47-49 \_\_ caught me stealing and didn't snitch on me for a good reason.
- 50-52 \_\_ and I were childhood friends, but things haven't been the same since the incident.
- 53-55 \_\_ and I are related through family.
- 56-58 I was lost in the wilderness until \_\_ helped me find the path again.
- 59-61 There is love between \_\_ and I through friendship, family, or romance.
- 62-64 \_\_ helped me cover my trail when I was too overt, getting me out of trouble.
- 65-67 When we were caught between two groups of enemies, \_\_'s words brought peace.
- 68-70 \_\_ overheard a thug planning to ambush me at the tavern and warned me in time.
- 71-73 I would have eaten those delicious-looking berries if \_\_ hadn't been there.
- 74-76 When the well was poisoned, I would have died if \_\_ hadn't worked out a cure.
- 77-79 \_\_ helped me track down my relative when they didn't come home that night.
- 80-82 I relied on \_\_'s intuition when we had to bargain our way out of a sticky situation.
- 83-85 With \_\_'s help, I learned my true family history to challenge an injustice.
- 86-88 \_\_ saw through a con artist claiming to be a renowned hero by pointing out historical inaccuracies.
- 89-91 \_\_ helped me disguise myself so I could escape the city.
- 92-94 People pointed me to \_\_ when I needed a scholar to research something important.
- 95-97 I turned to \_\_ for help when I found a wounded Unicorn in the wilds.
- 98-100 \_\_ and I met when a travelling circus dragged us both onstage to participate in an act.

# GOALS

Characters do not wander the world, aimlessly rolling from one quest to another— each and every one of them has something they seek, something that drives them forward and motivates their journey. Following these goals, they grow in strength and stature through their ambitions and successes.

For GMs: you are encouraged to push your players towards making goals for their characters and striving to complete them. While goals help improve character development, building a more well-rounded and compelling individual they also serve as a tool to gain Experience Points, functioning as a midpoint between milestone levelling and traditional Experience Points awarded through combat.

## SHORT-TERM GOAL EXPERIENCE

LEVEL	EXPERIENCE POINTS
1–5	75
6–10	450
11–15	1100
16–20	2100



## PERSONAL GOALS

Everyone wants to do something with their lives — to achieve something — no matter how big or small. On an individual level, characters have personal goals that they should strive for in all they do. Consider who your character is, where they have come from and been through, and decide on something they'd want to achieve. Are they an adventurer purely for the valuable loot at the bottom of a dungeon? If so, that desire should drive their decisions throughout the game.

Think back to your character's Call to Adventure (see page 28). What drove your character to become an adventurer? Was it the fame of having slayed a dragon? Was it to see the world, chart the unknown forest, visit a grandparent in the next town over, or claim your stolen birthright? These elements can fuel your goals and be a great starting point before you and your character get to know each other. Feel free to update and adjust your goals as your story continues. After witnessing such perils and excitement, your adventures are sure to give your characters a new perspective on the world.

## SHORT-TERM GOALS

Short-term goals represent what your character aims to achieve in the near future, within days or weeks. These may be completed within two or three sessions, at the end of a story beat, or upon completing a minor quest. Players are strongly encouraged to devise their own short-term goals based on what they know their character would be aiming for, but below are some options for each Class to kickstart your imagination or take for your own.

Completing a short-term goal has its rewards. GMs can award players with Experience Points as shown in the **Short-Term Goal Experience** table, adjusting accordingly based on how difficult this goal was to achieve. Alternatively, players can earn Narrative Rewards (see page 41) based on the results of achieving these goals. Once you have completed this goal, choose a new one you will strive towards, discussing it with your GM to ensure it suits your character's motivations.

## BARBARIAN

### 1d6 GOAL

- 1 I feel the fury guttering within me: I wish to stand atop the highest place for miles in the middle of a storm and shout into the gale, answering it with my own rage.
- 2 The cities make me feel disconnected from the primordial nature of the land itself: I want to live in the wilds for several days to feel the earth beneath me as I sleep.
- 3 As someone with strength and courage, I find meaning in defending those I bond with. I wish to protect a friend as I would my own family.
- 4 I want to wrestle a notorious wild beast with my bare hands and prove my worth by defeating it in single combat.
- 5 I want to decorate myself with new markings or tattoos to display my triumphs upon my flesh or instil fear in those who look upon me.
- 6 I want to meet a shaman that will help expand my mind and body to link with the power of my spirit.

## BARD

### 1d6 GOAL

- 1 The fashion for stories of strange lands and distant places never lessens: I would like to visit somewhere that will impress others when I tell them.
- 2 I hunger to add more stories to my repertoire. I hope that through meeting people as we adventure, I weave the fascinating accounts I hear into a grand tale.
- 3 All the greatest minstrels perform for the lofty and the wealthy: I want to perform in a place worthy of my talents and presence.
- 4 My performances are becoming stale, so I need a new source of inspiration — a new muse.
- 5 I want to find and learn a new instrument that will spice up my performances, something exotic to these lands that will impress an audience.
- 6 I would like to know the stories of my companions in more detail. What drives the people I travel with? What led their lives here?

## CLERIC

### 1d6 GOAL

- 1 I receive no answer to my fervent worship in my daily prayers. I need a sign that my deity hears me and cares about me.
- 2 By the works of the enemy, you shall know them; I want to see the profane powers of evil creatures to better understand the nature of evil.
- 3 I wish to find others whose beliefs guide them — even if the gods we worship are different, we can find common ground in the importance of our faith.
- 4 I want to create an area of consecrated ground dedicated to my deity, where the devout can construct a place of worship in their name.
- 5 I want to study more literature and artefacts of my deity so that I may learn more about the acts committed in their name.
- 6 I seek to understand how my companions view my faith, and allow them the opportunity to learn more about my god.

## DRUID

### 1D6 GOAL

- 1 There are so many strange creatures in these lands; I want to see an animal I have never seen before and study its nature so I understand it better.
- 2 I want to find a place connected to natural power so I can feel at home and refresh my connection to the land.
- 3 I have sworn to fight those who damage the equilibrium of nature, and I wish to root out those nearby who risk unbalancing the primal forces.
- 4 I want to participate in a druidic ceremony at a grove or enclave to better understand the local connections to the land.
- 5 I want to build a more personal connection to the bestial forms I take: to fish like a bear and hunt like a wolf.
- 6 I want to create a renewable food source for our travels – a bush or tree we can take with us that bears delectable fruit.

## FIGHTER

### 1D6 GOAL

- 1 I wish to impress someone powerful with my fighting prowess through a bold display that makes me look exceptionally competent.
- 2 My tactics have improved greatly since fighting alongside others, and while once I sought individual glory, I want to set up one of my companions to triumph.
- 3 Versatility is a valuable asset: I want to train with my companions to better understand how they fight and try out their weapon styles.
- 4 I seek a new weapon to show my exceptional fighting skills. I want others to be impressed with my ease of wielding it.
- 5 I want to study great battles in history so that I may learn the tactics used by the victorious.
- 6 I want to pass on my martial knowledge to those in need of defence, be it an individual against an assailant or a group of villagers from raiders.

## MONK

### 1D6 GOAL

- 1 I want to meditate in a place that will assist my enlightenment — at the peak of a mountain or beneath the mists of a waterfall.
- 2 I would like to find a place that is isolated from the hustle and bustle of daily life to help my companions face the part of themselves that they hide from.
- 3 I want to meditate on the wise words of my mentors and predecessors, as my journey may enlighten new meanings in familiar phrases.
- 4 I want to teach someone else to master restraint in the face of danger and see them curb their impulses, showing they have taken my lessons to heart.
- 5 I seek an animal to study so that I may find the inspiration to create a new style of martial combat from its movements.
- 6 I want to be the mediator of a heated conflict so that I may use my resolve to see it reach a peaceful outcome.

## PALADIN

### 1d6 GOAL

- 1 I want to channel the power of my god to impress someone and show them that faith can be a powerful tool against evil.
- 2 I wish to speak with my companions and those we encounter about their opinions on right and wrong. I can learn much by testing and challenging my own beliefs against those of others.
- 3 I want to inspire an ally when they feel all hope is lost and show them that they can find power in the strength of their beliefs.
- 4 I want to find a young squire to take under my wing so that I may teach them the values of my oath.
- 5 I want to learn of the history and accomplishments of great Paladins of legend that followed my oath.
- 6 I want to shape my image into a physical representation of my oath so that strangers will immediately recognise what I stand for.

## RANGER

### 1d6 GOAL

- 1 I want to bring my companions safely through a treacherous area of wilderness so they may sleep safely at their destination.
- 2 My supplies and weaponry require as much care as my body: I need to take some time to check over and re-pack my supplies, maintain my weapons, and repair my armour.
- 3 I wish to learn from someone well acquainted with the nearby wilderness: only a fool does not heed the voice of experience in a new place.
- 4 I want to find a wild beast to befriend and tame as my new companion in travel and battle.
- 5 I want to explore the nearby wilderness alone, learning the lay of the land to protect and impress my companions.
- 6 I want to hunt a quarry causing persistent trouble for a village or town and end their torment.

## ROGUE

### 1d6 GOAL

- 1 I love new gadgets that make my job easier— I would like to acquire something that compliments my collection of tools of the trade.
- 2 It's all too easy to discount the dishonest thief. Still, I want to show my party how much they need me by saving them from a danger they did not anticipate.
- 3 I wish to escape from an adventure with a jingling purse of money, even if I have to split it amongst my party.
- 4 I want to create a signature calling card to leave behind on my adventures so that my fame or infamy will grow with each new escapade.
- 5 I want to establish communications with a contact in the criminal underworld of a city— someone I can fence stolen goods through.
- 6 I want to create a new identity for myself, to shake off a tail or leave behind past deeds catching up to me.

## SORCERER

### 1d6 GOAL

- 1 Magic is a thrill: I want to connect to a source of power to channel it and push my limits.
- 2 Many people fear the unbridled powers of sorcery, so I'd like to gauge my companions' opinions.
- 3 I would like to show off my spellcasting tricks to someone who is too hide-bound by their studies and their control, so they get a chance to see what magic is *really* about.
- 4 I want to practise control of my powers, so I may forge a new technique or precise method of using them.
- 5 I seek someone else gifted with powers like mine, so I may learn how they harness such abilities.
- 6 I seek a physical tool or aid that I can use to help focus my powers and guide their chaos towards my enemies.

## WARLOCK

### 1d6 GOAL

- 1 I wish to shock someone with my powers, as undoubtedly my patron would be thrilled to know their gifts are being truly appreciated.
- 2 I want to procure other sources of power as gifts to my patron, something that shows them they are not wasting their time with me.
- 3 My patron is sometimes distant, but I would like to communicate directly with them and have my questions answered.
- 4 I want to make an offering to my patron to prove my loyalty and devotion while thanking them for the power they bestowed upon me.
- 5 I want to forge a credible alibi for the source of my powers, should their origin or nature come into question.
- 6 I want to learn a new method of resolving situations so I do not always need to rely on the powers granted by my patron.

## WIZARD

### 1d6 GOAL

- 1 I want to see as many different ways of doing magic as possible, no matter the source: it is all excellent research material for my eventual thesis.
- 2 I should gather information from my companions, as they may well have useful insights or unusual knowledge that could add immense value to my notes.
- 3 I only feel at home in a library, so I want to find one to while away a few hours of reading, no matter how small.
- 4 I need somewhere quiet and safe to further my studies, where I can put my theories into practice without interference from the outside world.
- 5 I want to find a group of like-minded individuals I can share my studies with, so I may get other opinions and points of view.
- 6 I wish to find or create a familiar or homunculus who can assist me with my studies and experiments while retaining the information I may lose or forget.

## LONG-TERM GOALS

Long-term goals drive your characters on their adventures, the motivating factors behind everything they do. These goals will take time to achieve, taking months or years to complete, if at all. They may be viewed as a motivating force rather than a realistically attainable goal. Starting a new character with such a lofty goal may be difficult, so feel free to put this on hold until you and your character really get to know each other. A character's long-term goal may also change throughout an adventure, and players are encouraged to regularly check in with their character's values as the story progresses. Creating a personalised long-term goal is encouraged, but sample goals are listed below based on Class archetypes.

When a character is pursuing their long-term goal and making decisions in accordance with their goals, the GM should reward them with Inspiration or a narrative reward (see page 41). If a character ever achieves their long-term goal (and many characters will not), the GM should reward them with something spectacular. This may be as straightforward as a level-up, a Feat, or a magic item. Work with your GM to determine an appropriate reward as a result of your actions. For example, if you saved your homeland from a powerful threat, do they offer you the position of mayor or award you with the deed to a castle for you and your party? Perhaps the greatest reward for all your hard work is the option to stop fighting: to hang up your sword and retire (see **Hanging Up Your Sword** on page 122).

## BARBARIAN

### 1d6 GOAL

- 1 I want to find peace in my rage, to embrace the eye of the storm, and to live a life that is not solely about killing.
- 2 I wish to slay something truly majestic so that tales of my great victory will be told for centuries to come.
- 3 I am looking for more than just wanton violence: I want to find a community where my rage protects rather than destroys.
- 4 I seek a glorious and heroic death, notorious enough that my name is still on the lips of those who follow the primal path.
- 5 I desire a partner in life that matches my physical prowess or fury. Someone who shares my energy and does not temper my soul.
- 6 My ancestors are watching me. I wish to seek their approval and recognition through my feats and victories.

## BARD

### 1d6 GOAL

- 1 I wish to have a romantic and dramatic love story that will echo through the generations, no matter how it ends.
- 2 I would like to be welcomed into a court that rarely lets outsiders in so that I might celebrate their culture and bring our two worlds together.
- 3 I want to create a persona of a masked, dashing protector who will become a folk hero and inspire others.
- 4 I want my songs and ballads to be recognised worldwide and hear them already sung by patrons as I enter an inn.
- 5 I want to see my journals and the chronicles of our adventures on the shelves of famous libraries.
- 6 I wish to be recognised by a peer or figure of particular renown and have them respect and appreciate my work.

## CLERIC

### 1D6 GOAL

- 1 To each, our faith is personal, and the will of our gods is up for interpretation. I wish to have the courage to challenge my god's teachings where I disagree with them.
- 2 I wish to be of such renown that other clerics seek my wisdom, and I may teach my ways to those less experienced.
- 3 I wish to lay low the profane temples of the cults that my god calls enemies and reach out to those who have turned against my faith.
- 4 My god sends me messages I struggle to understand. I want to decipher their meaning and what they are asking of me.
- 5 I wish to find or create a holy relic associated with my deity so that I may use it to strengthen my blessings and spread them further.
- 6 I want to use my god's blessings to eradicate a plague or disease from the world and end the suffering spread in its wake.

## DRUID

### 1D6 GOAL

- 1 I wish to cleanse the land of a vile corruption, to prove my druidic might as I protect the balance of nature.
- 2 I seek out a great and powerful druid who can teach me to strengthen my connection to the land and transcend my mortal form.
- 3 I want to experience as many different animal forms as possible to truly understand the viewpoint of beasts.
- 4 I wish to protect a rare flora on the brink of extinction and find a new habitat where it can thrive once more.
- 5 The old deities of the land in this region are forgotten or powerless. I wish to find and restore their altars and monuments.
- 6 I want to bring life back to wastelands so that flowers may blossom and trees bear fruit where once there was only death.

## FIGHTER

### 1D6 GOAL

- 1 I want to inspire people to rise and fight injustice, even if it means organising, leading, and arming them myself.
- 2 I cannot stop fighting until I feel my chosen people are safe. One day I hope to declare that my duty is done and put down my sword... or die trying.
- 3 I want to defeat a truly worthy foe who pushes me to my absolute limits and, in doing so, know that I have defeated my own weakness.
- 4 I strive to use my strength to protect those who cannot protect themselves, from bullies and bandits, to oppressors and tyrants.
- 5 I seek to learn and master other fighting styles across many cultures to truly appreciate the craft that we all share.
- 6 I want to push myself to physical greatness and excel in every activity I tackle, achieving martial perfection. I will push myself to the limits to achieve perfection.

## MONK

### 1d6 GOAL

- 1 I want to make a place where I can retire and sit in solitude to better consider the joys at the heart of the universe.
- 2 I would like to find a community where I can settle down and live a good, honest life, caring for the people there as my final dedication.
- 3 I seek a legendary place where the monks of the past found true tranquillity and felt, for the first time, at one with everything.
- 4 I want to establish a new monastery in honour of the one I came from, spreading their teachings to a new generation.
- 5 I wish to seek out a legendary master of ki who I can learn new techniques from, growing stronger under their teachings.
- 6 I wish to use my inner tranquillity to spread an outward peace, bringing joy and harmony to everyone I meet.

## PALADIN

### 1d6 GOAL

- 1 I want to establish a place of worship for my god in the heart of their greatest adversary's lands.
- 2 When a paladin died, they lost a legendary weapon of my god. I wish to find it and use it to honour them both.
- 3 I hope to persuade a wrongdoer of the error of their ways and turn them into an ally who will fight beside me as passionately as any other paladin.
- 4 I wish to rid the realm of a particular evil that haunts these lands. Nobody else must suffer through what I have witnessed.
- 5 I want to found and run an organised militia that shares my oath. They will enact it across the realm, reaching where I alone cannot.
- 6 I regret making my oath or was pressured into it. I seek a final way to enact it, allowing me to leave it behind.

## RANGER

### 1d6 GOAL

- 1 I want to find a like-minded group of wanderers so that I may travel the world without having to forsake the connections of home.
- 2 I have sworn an oath to hunt down a particular enemy and honed my skills towards bringing them down.
- 3 I could not bear to be parted from my animal companion, and I seek a way for them to live as long as I do.
- 4 The beast from the tales of my childhood must be out there, somewhere. I will find it, and I will hunt it.
- 5 I want to scale the highest peaks, to look upon the vastness of the world from above and bask in its splendour.
- 6 I've been wandering for so long, never staying in one place. One day I hope to finally find somewhere I can call home.

## ROGUE

### 1D6 GOAL

- 1 The Thieves' Guilds always fall to their greed and hubris: I want to found a guild that will survive, no matter the trials it faces.
- 2 I want to find someone I can genuinely trust, whether it is honour among thieves or a person outside that life who makes me want to be better.
- 3 I'm going for the biggest score of them all, but it will take a lot of preparation, skill, and more than a bit of luck.
- 4 I seek renown and infamy in the criminal world — to see the bounty on my wanted poster climb higher in value than any other.
- 5 I want to build a nest egg with my gathered wealth so that my descendants do not live impoverished or in despair.
- 6 I have not forgotten about someone who wronged me in the past, and I wish to take their life with my own hands one day.

## SORCERER

### 1D6 GOAL

- 1 I want to open myself up to as much power as possible to achieve the greatest heights of magic and bend the world to my whims.
- 2 Ancient texts tell of dangerous and outlawed methods of accessing magic. I want to harness these powers and prove my control over my magic.
- 3 I seek someone with powers complementary to my own, as I believe that together we could achieve things we could never manage alone.
- 4 I wish to find out about the progenitor of my powers. Where does the lineage begin, and why is my bloodline blessed with these gifts?
- 5 Though my magic comes to me naturally, I seek to learn things that do not — to prove I am more than just my powers.
- 6 My powers are chaotic and violent. I want to learn to control them so I do not harm myself or those I care for.

## WARLOCK

### 1D6 GOAL

- 1 I want to grow closer to my patron and see what greater power they might bestow upon me if they trust me more.
- 2 My patron has told me that someone out there has a weapon that could bind them and sever our pact: I must find them and take the weapon from them.
- 3 I want to find someone who could be brought into the fold and pledge their undying loyalty to my patron. Together we can further our patron's goals even more effectively.
- 4 I wish to meet my otherworldly patron face to face, to deeper understand with whom I have made my pact.
- 5 My patron has tasked me with finding a long lost artefact or acquiring a piece of forbidden knowledge for their hidden purpose.
- 6 I made my pact in a moment of desperation. I seek a way to get out of my obligations and escape the clutches of my patron.

## WIZARD

### 1d6 GOAL

- 1 I want to forge a magical artefact like none that has ever been seen before, something that will be described in history books and grimoires.
- 2 The magical academies are too restrictive and hoard knowledge like greedy dragons: I want to form an order of wizards dedicated to freeing knowledge so that all may benefit from it.
- 3 I unleashed something during my studies and now I have to find it and put it back... who knows what damage it could do.
- 4 I strive to become a wizard both powerful and famous enough to create my own spell, named after me.
- 5 One day, I'll teach everything I have learned on my adventures to eager students in the halls of the most prestigious academy in the realm.
- 6 The fabled goal of immortality has been sought by many a wizard before me. I will be the one to finally achieve it.

## PARTY GOALS

Party goals are shared goals that may align with the overall goal of your GM's campaign but they should be tailored to the party's desires. The players should think about why their characters are continuing their adventures, what stake they have in the situation at hand, and what they hope to achieve during this affair.

Each member might have a very different opinion on their current adventure: are they helping out the villagers to demonstrate the benevolence of their god, or is this a quest for fame and fortune? In this example, while characters might have different reasons for saving a village, the party goal is clear: "save the villagers". GMs should use Party Goals as a guide to Milestone Levelling, taking into account the scope of the goals.

## NARRATIVE REWARDS

Instead of receiving gold, stat increases, abilities, or experience points, narrative rewards offer an advantage to the characters that can impact their story. Below are some examples of narrative rewards, but GMs are encouraged to invent their own unique rewards tailored to their campaign and characters.

## ALLIES AND ENEMIES

The party has left a lasting impression on the people they have encountered over the course of their adventure. Whether the party has forged new alliances or provoked the ire of a vengeful soul, characters from the past may return in future adventures. These individuals can be relied upon in the future, allowing the party to visit

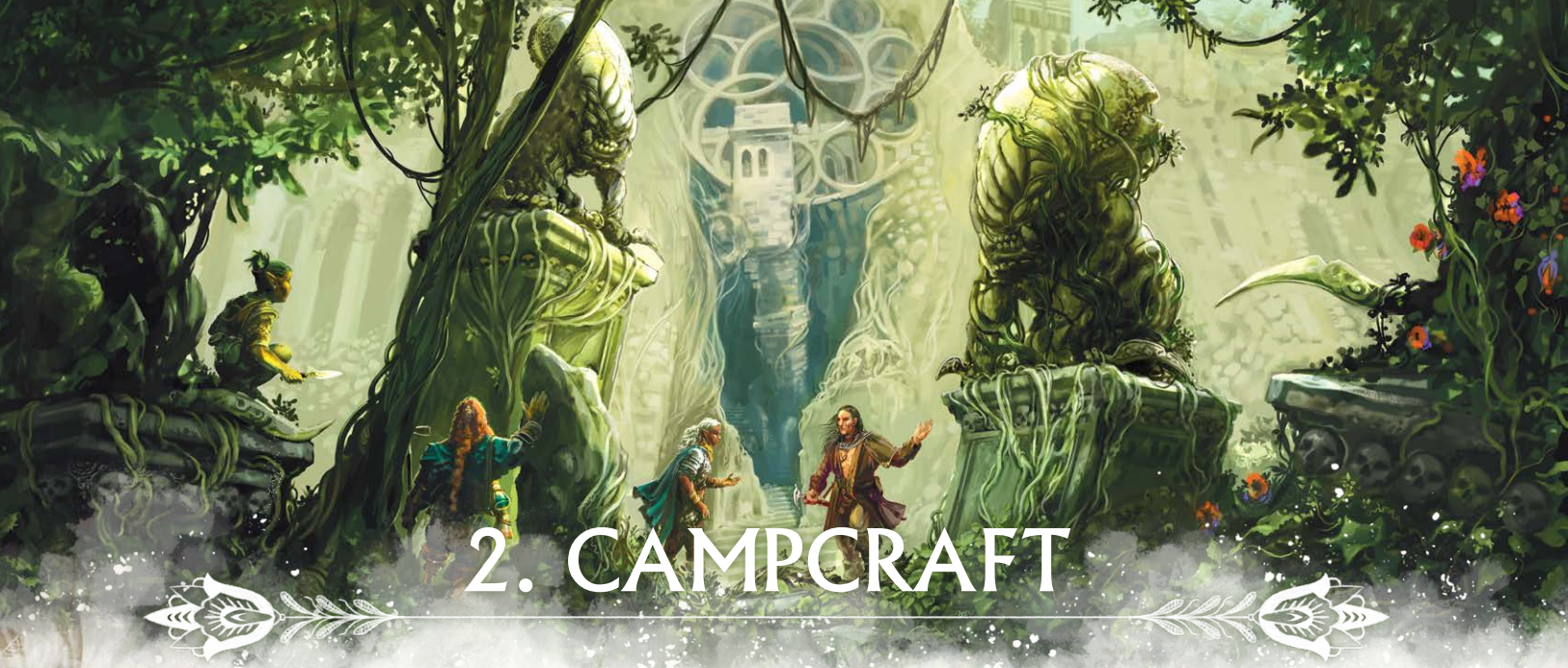
them or call upon their help. Alternatively, the party may have upset certain people or groups during their quest, leaving bad impressions or provoking the ire of others. Those wronged by the party may seek revenge or ensure no help comes to the party. See **Allies, Contacts, and Rivals** (page 86) for sample contacts to which these characters can adhere.

## FAME AND RENOWN

When the party has concluded their quest and reached their goal, word of their exploits will surely reach the ears of those who will now see them in a different light. Stories of their adventure will pass from person to person, and important figures will start to take note of the brave group. The party may find that they have piqued the interest of a Patron (page 108) who wishes to recruit the party and fund their adventures. Alternatively, the deeds performed by the party may have brought them under the scrutiny of an enemy, who will use these stories to learn the group's weaknesses and enact future evil plans.

## PERSONAL CHANGE

Grand adventures leave lasting impressions. This can be as simple as a distinctive scar or a new fighting style, though more impactful changes can lead to interesting stories. Did love blossom between characters? Did the terrible deeds during a journey lead a Paladin to reconsider their Oath or leave a character suffering from fear or pain? Personal change is player-driven, but the GM should encourage the party to think back on their adventure, how it impacted their character, and how it will affect them going forward.



## 2. CAMPCRAFT

Whether on the eve of a terrible battle, or on the way back home from a successful dungeon delve, many parties find themselves spending their nights making camp in the wilds. This is a time of rest and respite, but also of preparation for the fresh challenges to come. It is also a time of reflection, when the days experiences are weighed, opportunities for improvement noted, and often when the clues of a larger plot or conspiracy are slowly assembled. These are essential moments of investigation and bonding, as well as of character growth and campaign development, so it is important, not to mention rewarding, to explore them at the table.

### AROUND THE CAMPFIRE

When the party finds themselves resting under the shelter of a withered oak or warming their hands on a flickering campfire, it's the perfect opportunity to share information about their lives and experiences with one another — trading stories of their past adventures, or reciting tales of their childhood. These backstories shed important light on the characters, and sharing them allows a party to grow closer — the closer a party becomes, the stronger they work together.

The backstories and connections generated in the **Lifepath** chapter (see page 4) can come to light during these moments, at least in part. A secret is only interesting so long as it is eventually shared, so don't shy away from letting slip some hidden details of your character's past.

This interlude can also be a great opportunity to discuss each character's short-term or long-term goals, especially if you've made any progress on them, or see an opportunity to do so on the horizon. Characters will likely find their goals aligning, and a good GM should search for ways to work these goals into the overall campaign. Of course, some characters may find they have conflicting goals which, as long as everyone at the table agrees, can make for interesting roleplaying experiences.

While setting up camp for the night helps the party from the past day's events, the characters should also spend time deciding how to tackle the problems facing them tomorrow. While the spellcasters can pick and choose what spells they must prepare, martial characters take stock of their equipment and tactics needed for the trials ahead. The campfire is perfect for discussing the future and sharing the past alike. You will find more information on making such preparations in **Campcraft Activities** on page 45.

## BONDING

GMs should encourage roleplay amongst their players during these quiet moments, asking them how they have felt about the day's events, their current situation, and their thoughts on the future. Keep in mind that each player approaches roleplay in their own way, and these conversations should be comfortable for all at the table. As always, excellent roleplaying that enhances the game for everyone should be rewarded with Inspiration.

While these conversations are rewarding in their own right, the Bonding system can be used to grant a small benefit to characters who gather around the campfire, and come to share a deeper bond. They might be old rivals who learn to appreciate each other's expertise, former lovers who put aside their lingering jealousy to work together, or simply friends who realise they are more like family.

If two or more characters come to share a Bond, the GM can reward them with a Bonding Die. You gain one Bonding Die per character you have bonded with and you should note these bonds on your character sheet.

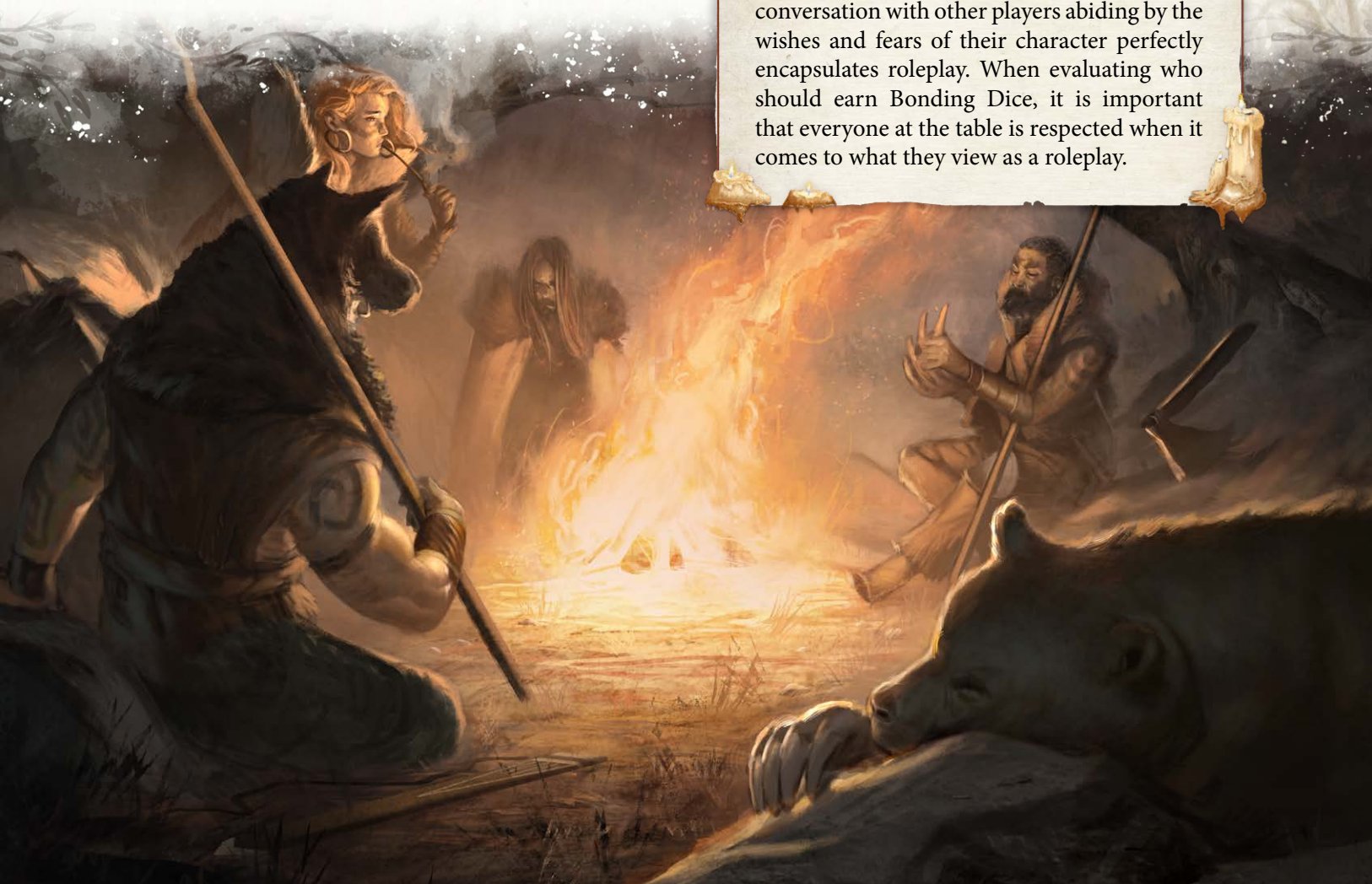
A bonding die is 1d4 that can be spent as a Free Action to do any of the following:

- Add 1d4 to the bonded character's Saving Throw if they are within 5 feet.
- Add 1d4 to the bonded character's Attribute Test if they are within 5 feet.
- Reduce an Attack Roll targeting the bonded character by 1d4 if they are within 5 feet.

Each bonding die is tied to the specific character you earned it with, and can only be spent to affect that character.

### WHAT'S ROLEPLAY ANYWAY?

The term 'roleplay' means different things to different people. To some, speaking in a character voice, or impersonating a character through costume or body language is what roleplay is all about. To others, having a conversation with other players abiding by the wishes and fears of their character perfectly encapsulates roleplay. When evaluating who should earn Bonding Dice, it is important that everyone at the table is respected when it comes to what they view as a roleplay.



# A MOMENT'S RESPITE

When taking a Long Rest you can also spend your time participating in a wide range of endeavours, known as Campcraft Activities. From cooking a meal to shopping for supplies, there's a myriad of ways you can relax and recuperate or prepare for what's ahead.

The Campcraft Activities in this chapter are examples of how you can spend this valuable time and the additional benefits you gain from doing such an Activity. You may individually undertake an Activity during a Long Rest, incorporating it into the resting period, though some may require participation from multiple characters. Discuss with your GM and the rest of the party which Campcraft Activity you would like to perform and which Campcraft Activity your character will most likely be doing.

## EXTENDED TESTS

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Extended Tests are more involved and time consuming activities, where the outcome may not be the result of a single success or failure. Extended Tests require you to make multiple Tests and track your progress. They are most often used during Downtime, but the GM may use them elsewhere as the need arises. The process for making an Extended Test is outlined below.

- **Time Required and Number of Tests:** The GM determines the time required for the Extended Test and the number of Tests you can make. Most Downtime Activities (see page 55) take a week and allow you to make three Tests.
- **Determine DC and Skill(s):** The GM determines the Test's DC and the Skill or Tool required. The Skill or Tool may vary throughout the Extended Test, such as using Survival to find a rare plant and then using Alchemist's Supplies to process it.
- **Determine Goal:** The GM determines the Goal for the Extended Test. You must meet or exceed this value to succeed on the Extended Test. You gain and lose progress towards your Goal based on how well or poorly you roll on each Test (see below).



# CAMPSCRAFT ACTIVITIES

Below is a list of Campcraft Activities characters can undertake as part of a Long Rest. You can only undertake one Campcraft Activity per Long Rest.

## ALCHEMY

Potions and poisons, tinctures and tonics — these alchemical elixirs can be the difference between life and death to adventurers. To undertake this Activity, you will need two things: Alchemist's Supplies and ingredients. You cannot undertake this Campcraft Activity until you have ingredients, which you can acquire through the *Gather Ingredients* (page 48) or *Purchase Ingredients* (page 52) Campcraft Activity, or other methods, such as farming or stealing, at your GMs discretion.

With adequate apparatus and suitable supplies in hand, brewing a potion from the list below is an Extended Test with a Goal of 13. To make a common potion over the course of a Long Rest, you must make three **DC 13 Intelligence** or **Dexterity (Alchemist's Supplies)** Tests, using up one portion of ingredients. To make an uncommon potion over the course of a Long Rest, you must make three **DC 16 Intelligence** or **Dexterity (Alchemist's Supplies)** Tests, using up one portion of ingredients.

On a success, you create the potion of your choice. If you exceed the Goal by 5 or more, your batch turns out so well that you have enough leftover to make one extra potion of the same effect. On a failure, you produce a potion with no noticeable effect.



- **Track Progress:** Each time you make an attempt during an Extended Test, note the difference between the DC and the result of your roll. This is your Progress towards your Goal. If the result of a Test exceeds the DC, you add to your Progress; if the result is less than the DC, you subtract from your Progress; if you equal the DC, you neither make nor lose Progress. For example, if you roll 13 on a DC 10 Test, you would add 3 to your Progress; if you roll 8 on a DC 10 Test, you subtract 2 from your Progress. Your Progress can go below 0.
- **Determine Success:** If your Progress equals or exceeds the Goal at the end of the Extended Test, you succeed. If you do not meet the Goal, you fail the Extended Test. Depending on the type of Extended Test, you may be able to try again, retaining any Progress you have already made.

Endeavours and Campcraft that require Extended Tests list the DC, Goal, and the Skill or Tool required to succeed.

**Example:** *Zinnia is making an Extended Test to engrave decorative flairs into her greaves, where the DC is 12, and the Goal is 15. She makes three **Dexterity (Smith's Tools)** Tests, for which she has a +7 modifier. Her three results are 21, 8, and 25.*

*Comparing the results to the DC, she adds 9, subtracts 4, and adds 13 to their total successes, resulting in a total of 18. This exceeds the Goal of 15, meaning Zinnia has succeeded in her Extended Test and skillfully embellished the greaves over the course of the evening.*

## ADVANTAGE AND DISADVANTAGE

When you have Advantage or Disadvantage on an Extended Test, you will roll a second d20 when making a Test, choosing the higher of the two rolls if you have Advantage and the lower roll if you have Disadvantage.

**Example:** *Lander is making an Extended Test to learn a new language, and he has Advantage on the Extended Test because he has already attempted this Downtime Activity before. The DC is 9, and the Goal is 16. He makes three **Intelligence (Insight)** Tests, rolling a second d20 for each Test and choosing the highest result.*

## COMMON POTIONS

Potion of Health	Restores 2d6 points of health.
Potion of Sure Grip	Grants Advantage on attempts to grapple.
Potion of Voices	For 10 minutes, allows you to perfectly mimic the voice of anyone you have heard speaking for more than 1 minute.
Potion of Nature's Tongue	Allows you to speak with beasts and understand their communications in return for 10 minutes.
Potion of Nine Lives	For 1 hour, you do not take damage from falling up to 60 feet if you aren't Incapacitated.

## UNCOMMON POTIONS

Potion of Footprints	Allows you to see glowing footprints from any step taken in the last 10 minutes.
Potion of Sweet Dreams	Sends you into an unwakeable sleep for 10 minutes, granting you all the benefits of a Short Rest.
Potion of Deafness	Through a dulling of the senses, you gain resistance to thunder damage and are immune to any spells or effects that rely on hearing.
Potion of Energy	You remove one level of Exhaustion. You cannot sleep for 24 hours, though you still gain the benefits of a Long Rest if you take the time to relax.
Potion of Viscosity	Grants you a Swim Speed equal to your Walking Speed and increases your AC by 2 while submerged as your body glides through the water.

## ARTISTIC EXPRESSION

With tools in hand, you set aside some time to create fine demonstrations of craftsmanship and wondrous pieces of artwork.

Fabricating Artwork is an Extended Test with a Goal of 9. Over the course of a Long Rest, you must make three **DC 12 Dexterity** or **Wisdom** Tests, using an appropriate set of tools. The process of making artwork calms the mind and gives you Inspiration. On a success, you create a noteworthy piece of artwork, the quality of which is determined by how much you exceeded the Goal.

## ART IS SUBJECTIVE

Art is meant to be admired, to provoke emotions and thoughts from the viewer. When you create a piece of art, it deserves more than being tossed in your bag and forgotten about. Will you sell it to an art collector? Will you gift it to a Contact, earning their friendship and respect and making them an Ally (see page 86)? Will you decorate your Base with it (see page 94)? Is this the start of a craft that will fund your retirement (see page 122)? Let your art impact the world around you!

## CARE FOR ANIMALS

Animal companions are like a part of the party. They carry us through lands and weather, fair and foul, and deserve to be treated well and looked after.

You care for a number of animals equal to your Wisdom modifier (minimum 1), ensuring they are well fed, their hooves or paws are in good condition, and so on. Make a **DC 12 Wisdom (Animal Handling)** Test. If you are successful, each animal under your care gains Advantage on its next Saving Throw. Additionally, each animal under your care may remove a level of exhaustion.





## CHRONICLE ADVENTURES

From dry histories to bombastic and highly embellished tales of adventure and romance, many adventurers wish to record their exploits for future posterity — or simply to enlarge their own reputation.

You update a journal with recent events as truthfully as you wish. This may take the form of writing some simple prose, adding a verse to an epic ballad, or illustrating a series of drawings showing key events. As long as you regularly take the time to update your chronicles, you may consult your work to recall any fact related to your adventures, and you have Advantage on any History tests related to your adventures.

## CONSTRUCT GEAR

The road has many hazards, and it is impossible to predict or even carry every item one might need along the way. Adventurers are often forced to make their own equipment, using tools and any materials readily available.

When you undertake this Activity, choose one of the following options. Any item made using this Campcraft Activity breaks after your next Long Rest.

### CAMOUFLAGE

You smudge, smear, and stick natural materials from the surrounding environment onto your clothing and equipment to disguise yourself. Camouflaging yourself requires a success on a **DC 14 Wisdom (Survival)** Test. You have Advantage on attempts to Hide even when you are only Lightly Obscured by the surrounding terrain.

## IMPROVED FOOTWEAR

With Cobbler's Tools in hand and some scrap metal or wood, you can affix elements to your boots to make them more appropriate for the terrain you're walking in. This allows you to ignore Difficult Terrain of the chosen type. Crafting this footwear requires a success on a **DC 14 Dexterity (Cobbler's Tools)** Test. If successful, you craft a number of pairs of footwear equal to your Dexterity Modifier.

### IMPROVED FOOTWEAR

FOOTWEAR	DIFFICULT TERRAIN
Galoshes	Swamps or mud
Hiking Boots	Steep mountains
Jungle Boots	Thick jungles or forest floors
Protective Boots	Rubble or unsteady ground
Snowshoes	Snow or ice

## MASK

You create a simple mask to keep blown particles or noxious fumes out of your lungs, such as from sandstorms or acidic swamps. Creating a mask to protect yourself from gases and fumes requires a successful **DC 14 Intelligence (Alchemist's Supplies or Herbalism Kit)** Test. You automatically succeed on this Test if creating a simple mask to protect against blow particles such as dust or ash.

## PROTECTIVE EYEWEAR

You create goggles that protect your eyes from harm, such as blinding light, stinging sandstorms, or flying debris. A success on a **DC 14 Dexterity (Glassblower's Tools)** Test to create transparent and protective eyewear that prevents any negative effects towards your sight due to weather or environment.

## SUITABLE CLOTHING

You fashion new garments appropriate for the climate, finding an adequate balance of temperature, comfort, and practicality, such as warm jackets or breathable tunics. A success on a **DC 14 Dexterity (Weaver's Tools)** Test. Wearing this clothing makes you immune to the negative effects suffered from extreme temperatures, such as sunburn, frostbite, dehydration, or Exhaustion.

## COOK

**Requirement:** Proficiency with Cook's Utensils, 1 Ration per party Member.

You prepare a hearty meal to fortify the body and soul of your allies. You need Cook's Utensils and the equivalent of 1 Ration per party member. You can take this Campcraft Activity while your allies are gathering the required Rations using the *Forage* or *Hunt* activities. Once before the party's next Long Rest, every creature who ate your meal can reroll a failed Saving Throw.

## CRAFT AMMUNITION

**Requirement:** Proficiency with Smith's Tools or Woodcarver's Tools.

You can create more ammunition to refill your stocks through cunning crafts utilising materials found nearby. Choose either arrows, crossbow bolts, blowgun needles, or sling bullets. Make a **DC 10 Dexterity (Smith's Tools or Woodcarver's Tools)** Test. If successful, you create 2d6 pieces of the chosen ammunition.

Alternatively, you may attempt to improve your existing ammunition. Make a **DC 15 Intelligence (Alchemist's Supplies)** Test. If you are successful, you can enhance 1d4 pieces of ammunition, adding one of the effects from the Ammunition Effect table. You must choose the same effect for all ammunition you enhance in this way.

## CRASH COURSE

**Requirement:** Proficiency with the skill, tool, or weapon you are teaching.

You take another under your wing, demonstrating your skill and teaching them to follow your lead.

Choose a skill, tool, or weapon that you are Proficient with and a party member or ally willing to learn. Until the party member or ally's next Long Rest, they can add your Proficiency Bonus to any Tests they make with the chosen skill, tool, or weapon. The ally you are instructing can't take any Campcraft Activities during this Long Rest.

## FORAGE

Banquets can be found in the wilderness or the forgotten gutters of settlements for those who know where to look. Make a **DC 14 Wisdom (Survival)** or **Intelligence (Nature)** Test to identify safe and rare herbs, mushrooms, or tea-brewing weeds. On a success, you locate enough fortifying remedies to grant yourself or another character one additional Hit Die that lasts until your next Long Rest.

Alternatively, you can forage for edible berries, mushrooms, fruits, and the like. You find a number of Rations equal to your Wisdom Bonus, to a minimum of 1. These Rations can be used in the *Cook* Campcraft Activity.

## GATHER INGREDIENTS

In the brush, under rocks, and atop trees are just some places an aspiring alchemist needs to search to find the perfect ingredients for their potions.

You research the components you need to brew a potion for the *Alchemy* Campcraft Activity (see page 45) and forage for them in the surrounding wilderness. This is an Extended Test with a Goal of 9. Over the course of a Long Rest, you must make three Tests using **Intelligence (Nature)** or **Wisdom (Survival)**.

The DC for this Test depends on the type of potion you intend to make, with a DC of 9 for Common potion ingredients and a DC of 11 for Uncommon potion ingredients. On a success, you gather a portion of ingredients ready to use in the *Alchemy* Campcraft Activity.

## AMMUNITION EFFECTS

TYPE	EFFECT
Incendiary	+1d4 Fire Damage
Acidic	+1d4 Acid Damage
Poison	+1d4 Poison Damage
Smoke	Creates a 5ft cube of smoke that moves around corners. The area covered by smoke is Heavily Obscured and persists for 1 minute or until a strong wind disperses it.

## GO SHOPPING

**Requirement:** Resting in a village or larger settlement.

You may wish to take a little extra time to restock, going out individually to locate the best discounts. Shopping around for the best selection and prices is an Extended Test with a Goal of 14. You must make three **DC 8 Charisma (Persuasion)** Tests. On a success, you find any reasonable Common or Uncommon item at 75% of the original price, or limited Rare items at the GM's discretion. You can sell goods for an extra 25%, having found eager buyers for your wares.

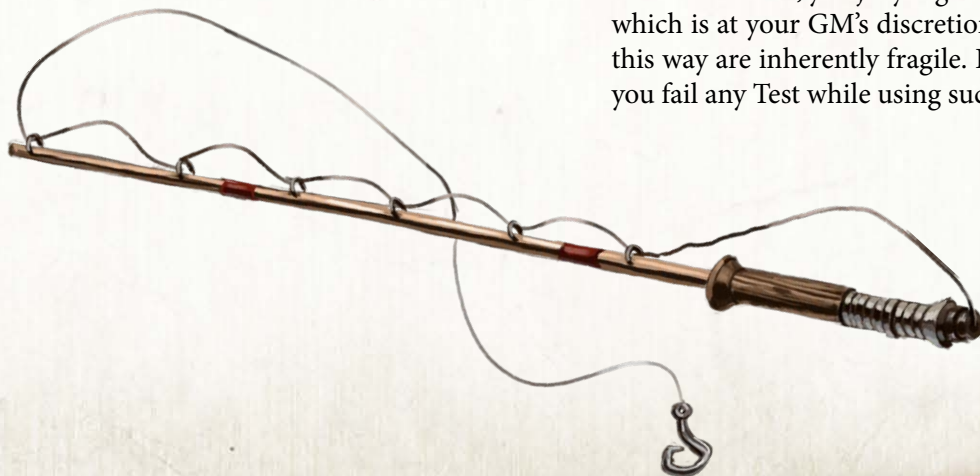
## HONE TOOLS

You can spend your time during a rest to hone your skills with a Tool that you are proficient in. Practising old techniques or coming up with new ones, you refresh your knowledge on using the tools to their best ability, subsequently gaining Advantage on all Tests made with these Tools until your next Long Rest. For instance, you might practise calligraphy, sharpen your wood carving blades, or restock the herbs in your Herbalist's Tools.

## HUNT

With a keen eye and a steady hand, you can track down and slay whatever wild game roams these lands. This might include hunting with a bow, trapping, or fishing. You can use the meat acquired from these hunts toward the *Cook* Campcraft Activity (see page 48) or save it for future rations.

The **Hunting** table shows how many rations a creature provides, as well as the DC for hunting such a creature. Hunting over the course of a Long Rest requires you to succeed on a **Wisdom (Survival)** Test.



## HUNTING

CREATURE SIZE	DC	RATIONS
Tiny	5	1
Small	10	2
Medium	15	4
Large	20	6

## ROADKILL

If the GM approves, you may hunt while travelling through an appropriate wilderness, leaving you free to undertake other Activities during a Long Rest. Hunting while travelling is an Extended Test with a Goal of 13. Each day, you may make one **DC 9 Wisdom (Survival)** Test until you reach the Goal.

## JURY-RIG

When out in the wilderness, far from the bastions of civilisation, or deep in the winding passageways of a labyrinth, a party can find themselves requiring a specific item not easily obtained from a nearby store.

You can prepare for these outcomes in advance by creating a ramshackle version of Adventuring Gear. This is an Extended Test with a Goal of 12, with one Test allowed per Long Rest. You must make three **DC 10 Intelligence (Tinker's Tools)** Tests, using another Tool if deemed appropriate for the situation. Another character may aid you if they are proficient with the appropriate tools, granting you Advantage on the Test.

Once successful, you jury-rig an item, the complexity of which is at your GM's discretion. Items you jury-rig in this way are inherently fragile. It immediately breaks if you fail any Test while using such an item.

## MAINTENANCE RITUALS

Some adventurers like to look their best during their travels by wearing vibrant colours or costumes, maintaining hygiene, or decorating their armour. You may meticulously organise your tools and equipment, polish your family sword, decorate your horns, or clean your vestments.

The results of these rituals vary depending on what you are trying to maintain. Washing yourself and decorating your clothes gives you Advantage on Persuasion Tests until your next Long Rest; cleaning your Tools gives Advantage on the next Test made using them; emblazoning armour or mounting trophies upon your wagon can give Advantage to Intimidation Tests until your next Long Rest; while polishing and sharpening a weapon allows you to score a critical hit on a roll of 19 or 20 while using this weapon during the next combat encounter.

## A MOMENT'S MEDITATION

It can be hard to centre yourself and find peace through dangerous lands, disturbed nights, and terrifying ordeals. By spending time in quiet contemplation, you can strengthen your will and body against the next day's trials, allowing you to recall that moment of calm and clarity in the midst of battle.

Make a **DC 12 Wisdom (Insight)** Test. On a success you have Advantage on your next Wisdom or Constitution Saving Throw.

## MORNING BREW

You spend time towards the end of your rest brewing an invigorating beverage. This could be a hot jug of coffee, a bowl of soup sprinkled with remedial herbs, or invigorating leaves boiled into tea.

Making a morning brew requires a success on a **DC 10 Intelligence (Alchemist's Supplies or Cook's Utensils)** Test. You brew enough portions for a number of people equal to your Intelligence modifier (minimum of 1). A successful morning brew can provide one of the effects listed below, which lasts for the next six hours.

The first time you make a brew, roll on the table below to determine its effects. You now know how to make that brew and can prepare it during a Short or Long Rest with a successful **DC 10 Intelligence (Alchemist's Supplies or Cook's Utensils)** Test. If you wish, you can instead experiment with new ingredients, rolling on the table again to discover a new effect.

### MORNING BREW

#### 1D6 EFFECT

- |   |   |
|---|---|
| 1 | You start to feel jittery and distractable — you suffer a -3 penalty to your Passive Perception.                                  |
| 2 | You feel calm and collected, gaining Advantage on your next Intelligence or Wisdom Saving Throw.                                  |
| 3 | You are kicked wide awake, granting +5 to Passive Perception.   |
| 4 | The world becomes brighter as you drink, granting Darkvision for 5 feet or extending it by 5 feet if you already have Darkvision. |
| 5 | You feel invigorated to take the day head-on. You may reroll any Initiative Test but must accept the new result.                  |
| 6 | Your mind becomes extremely focused, providing Advantage on Tests to maintain Concentration.                                      |

## MOURN THE LOST

Death is an inevitable part of most adventures: a party member, a pet or companion, a beloved ally, a stranger on the road, or a foe the party feels pity for. Either motivated by love or respect, you can spend time burying the dead, marking a grave, or performing various funeral rites based on your cultural traditions and religion or what you know of the deceased's cultural traditions or religion. If you don't already know, then a **DC 11 Intelligence (Investigation, History, or Religion)** Test can determine the best funeral rites for the deceased. Performing the rite requires a **DC 13 Intelligence (History or Religion)** Test based on your type of rite. A success protects the grave, preventing the deceased from becoming Undead for 10 days. Exceeding the DC by 5 or more sees the presence of their deity or ancestors appear upon the site, as engravings on the headstone begin to glow faintly, or new flowers quickly blossom on the freshly covered dirt. All members of the party gain Inspiration from witnessing this funeral rite, regardless of the results of the Test.

## PATCH UP

The rough adventurer's life takes its toll and many find that curses, disease, exhaustion, poison, or other effects afflict them. You can assist such an unfortunate individual by making a **DC 15 Wisdom (Medicine)** Test. On a success, you grant your subject Advantage on their next Test to overcome a particular ongoing effect that ails them.

## PERFORM

You entertain your party with a perfectly played instrument, a lyrical tune, a flowery poem, an energetic dance, or another performance. These performances can inspire the party, bolstering their skills over the course of the next day.

Choose a Skill or Instrument related to the nature of the performance and make a **DC 14 Charisma** or **Dexterity** Test with it to determine its quality and how well it enthralled or inspires the rest of the party. On a success, choose one Attribute Score to embolden. Each party member gains 1d4 that can be added to one Attribute Test roll for that chosen Attribute Score until their next Long Rest. For example, playing an enthralling ballad of a hero's journey can bolster the party's Strength, while reciting an inspiring parable can strengthen the party's Wisdom.

## PLAY GAMES

One way to pass the time while camping in the wilderness or renting a room in an inn is to entertain yourselves with a game. Whether solo or involving other party members, you can play with a variety of different Gaming Sets.

Anyone who undertakes the Play Games Campcraft Activity together finds their spirits lifted, especially if they win, and will grow closer to the party members they play with. All involved can earn a Bonding Dice (page 43) as they have connected through friendly competition. Those especially focused on winning can make an opposed **Charisma (Deception)** Test against the other players' **Wisdom (Insight)** to trick them with bluffs or a **DC 14 Dexterity (Sleight of Hand)** to cheat in extra cards or fluff the dice.

## PRAY FOR A SIGN

You spend a quiet moment praying to your god or any deity willing to listen, asking for a sign to lead you in the right direction.

Make an **Intelligence** or **Wisdom (Religion)** Test to plead or bargain with the chosen deity. Since the gods are known to work in mysterious ways, it's unlikely you will know if your prayer is successful or even heard.

The GM Rolls on the **Divine Insight** table. Taking the results of their roll, they will send you a sign over the next few days that will lead you to riches or ruin, depending on your Religion Test result.

For example, an animal sacred to your god may appear, and following its path may lead you to an oasis in the desert or straight into a bandit's trap.

### DIVINE INSIGHT

#### 1D10 SIGN

- |    |   |
|----|---|
| 1  | A sacred pattern or depiction appears in the natural landscape, like the bark of a tree or the formation of ponds.    |
| 2  | Despite how irrational it seems, you have a strong gut instinct that turns out to be true.                            |
| 3  | You experience déjà vu and know precisely how a situation will pan out.   |
| 4  | A usually hostile creature appears unexpectedly, passing you by without aggression.                                   |
| 5  | Your vivid dream lingers throughout the day, informing your decisions.  |
| 6  | In the smoke from a fire, you see shapes that tell a story.   |
| 7  | A natural phenomenon such as a lightning strike or a mud-slide reveals something once hidden.                         |
| 8  | A sacred animal crosses your path, enticing you to follow it.   |
| 9  | You notice a divine symbol in nature, such as feathers, flowers, or a blood-red sunset.                               |
| 10 | Thoughts of an old friend linger in your mind, and you spy something significant to them that catches your attention. |

## PURCHASE INGREDIENTS

**Requirement:** Resting in a village or larger settlement.

By drafting up a shopping list of alchemical ingredients, you forgo scabbling about in the dirt for components and browse the shops of a settlement to purchase portions of ingredients to use in the *Alchemy* Activity (see page 45).

The GM will determine the availability of ingredients by rolling 1d20 and comparing the result to the **Ingredient Availability** table. If a settlement or trader does not have the ingredients in stock, you cannot undertake this Activity again until a week has passed or you have moved to a different settlement or found another trader. Undertaking this Activity does not count towards your one Activity per Long Rest, allowing you to undertake another Activity.

## PUT ON A SHOW

With a dazzling display of showmanship and skill, you put on a performance in front of an audience. This can be an excuse to show off and enthrall your audience, to weave an elaborate distraction, or to gain some donations of gold. If another party member undertakes this Campcraft Activity with you, you have Advantage on the following Test.

Putting on a Show is an Extended Test with a Goal of 8. During the performance, you must make three **DC 14 Charisma, Strength, or Dexterity (Performance)** Tests. On a success, you delight the audience, holding their complete attention for the duration of the show. You also earn donations of Xd10 gold, where X equals the number of party members involved in the show.

### INGREDIENT AVAILABILITY

TRADER	COMMON POTION INGREDIENT AVAILABILITY	PRICE PER PORTION	UNCOMMON POTION INGREDIENT AVAILABILITY	PRICE PER PORTION
Wandering Merchant	8 or above	30gp	12 or above	50gp
Village	6 or above	30gp	10 or above	50gp
Town	4 or above	25gp	8 or above	45gp
City	2 or above	20gp	5 or above	40gp



## REPAIR VEHICLE

During long journeys you rely on your vehicle as much as any other party member, and its integrity is vital if you don't wish to continue your quest on foot.

Repairing a vehicle is an Extended Test with a Goal of 9. Over the course of a Long Rest, you must make three **DC 14 Strength** or **Intelligence** Tests using appropriate tools to fix any battle damage. You have Advantage on this Test if you are proficient with the type of vehicle you are repairing. If there is no damage to repair, the vehicle can be reinforced in advance of trouble, increasing its AC by 1 for the next week.

## RESEARCH THE AREA

You consult your tomes, visit a library, gather stories from the locals, or study architecture you pass. This research allows you to glean valuable insights or rumours about the area you are travelling through.

Researching the area is a **DC 9 Intelligence (History)** Extended Test. The Goal determines how many facts you learn about the area.

- **Goal 6:** One fact.
- **Goal 9:** Two facts.
- **Goal 12:** Three facts.

These facts are up to your GM to present and are determined based on the knowledge and resources you have at hand. For instance, your investigations could reveal monsters that frequent the area, your studies could determine upcoming hazardous terrain, or your contacts could impart cultural information about the region you're travelling through.



## SCOPE THE BATTLEFIELD

When travelling through uncertain terrain, you take precautions and scope out your surroundings for potential dangers.

With a careful eye, and a light step, make a **DC 15 Dexterity (Stealth)** Test to assess any threat that might be ahead. Your GM will give you one helpful hint for your next encounter, provided you are within a reasonable range to discover such a thing. This can be the terrain you'll traverse, the presence or number of foes or creatures, an advantageous entry point, or a vulnerability to you or an enemy. If your GM had planned a random encounter, they may view this Activity as the necessary precaution needed to avoid this skirmish.

## SEEK ASSISTANCE

**Requirement:** Resting in a settlement.

No adventurer is an island, and seeking the assistance of another person is often the most sensible choice.

Finding someone with a particular skill or knowledge is an Extended Test with a Goal of 11. You must make three **DC 10 Tests**, using either **Charisma** or **Intelligence (Investigation)**. On a success, they are willing to help you with a minor task or perform a service. On a failure, they will help you, but they will need further convincing, such as through assistance with their own tasks, bribery, or a promise of your future aid.

These people may set the scene for a longer-lasting relationship. If you take the *Establish Contacts* Downtime Activity during a period of Downtime (see page 67) hoping to forge a connection with this person, the Goal is reduced by 4.

## SEND FOR AID

**Requirement:** A Contact you can call upon for help.

Even the most competent adventuring party can sometimes bite off more than they can chew and must call upon others for assistance.

To undertake this Campcraft Activity, you must have some way of communicating with your Contact. This may be by sending a letter or courier, attaching a message to a suitable animal, or lighting a pre-arranged beacon. Once you call for their help, it is up to the GM to determine how long it would take for them to arrive and if they are able to reach you at all.

### HELP!

The GM should be flexible when it comes to players making use of *Send for Aid*. On the one hand, overcoming trials and besting powerful foes by themselves is the stuff of adventure itself, and the GM should be careful not to make things too easy. At the same time, if the players feel overwhelmed or if they simply wish to fight alongside a beloved NPC again, it is worth taking their desires into account. Ensure that any help, should it arrive, does so at a suitably dramatic moment.

The GM should also consider how much aid it is reasonable to ask for and how much may be forthcoming. The more competent an Ally is, the more likely they are to have other pressing issues to deal with. The urgency of the player's situation should also be taken into consideration.

Finally, if the party finds themselves needing aid and without any nearby allies to call upon, they may use this Campcraft Activity to call upon others for help — typically a local guard or militia. In this case, as well as all the above considerations, any forthcoming aid is also likely to come with a price attached.

## WRITE HOME

You can often go on adventures while leaving someone important behind: parents, a partner, a child, or a group of old friends. Spending a long time away from these loved ones can be taxing, for both you and them, especially when your adventures take you far across the world. But that gap can be closed with just a little ink, some parchment, and a messenger to carry them.

You spend your time during a rest writing letters to your loved ones, detailing the journeys that you've been on, the wondrous and dangerous things you've encountered, or expressing your feelings of longing for those you've left behind, letting them know you're still alive and safe. In moments of strife and tension, these letters can also take a darker tone, perhaps relaying a final goodbye before an approaching conflict you know may be your last. Thoughts of home bolster your resolve, giving you Inspiration, regardless of whether you send the letter or not.



# 3. DOWNTIME

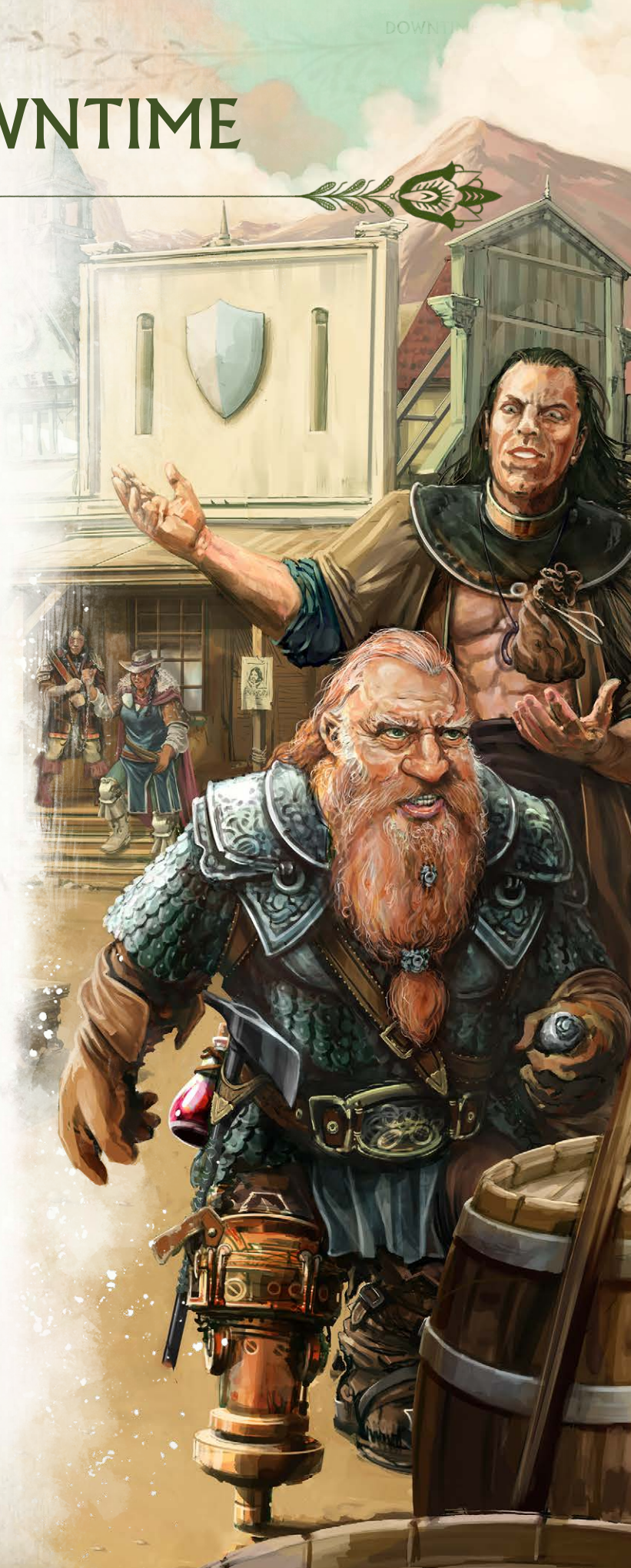
Life is not all about adventuring. After you've rescued villages from marauding bandits, taken treasure from a cursed dungeon, or saved the very world itself – it's time to take a breath and live life for a moment. As the days settle in and you realise, perhaps for the first time in weeks, you're not in mortal peril, you may find yourself wondering... What now? For some, this question can send them straight back out in search of new challenges. For others, it's a reminder to catch their breath and reconnect with those they leave behind. After all, the world will always be there. You never know when a peaceful moment may come again.

This chapter bridges the gap between your adventures and campaigns or even fills long periods of Downtime during them. The Activities listed allow you to explore who your character is when they are not slinging spells or swinging swords. Even the most vigilant warrior occasionally finds themselves without enemies. Do they then train and prepare for the next stage in their journey? Or do they need time to ground themselves with familiar comforts?

The times between adventures are also when characters process everything they have experienced. Consider how they might be feeling after their adventure. Did it shake their perceptions of the world or themselves? Or was it all just another day's work, only noteworthy for the money it brought? When a new adventure beckons, what lessons will they carry over from the last one? These activities can be a moment's escape, a relief, or a desperate attempt to look away.

## DOWNTIME ACTIVITIES

A period of Downtime is defined as a stretch of time when you are in relative safety. You may undertake up to three Downtime Activities during a period of Downtime. Each Downtime Activity takes a week to complete. You cannot undertake the same Downtime Activity more than once during a period of Downtime, unless stated otherwise.



Players should discuss their thoughts and decisions on their characters' Downtime Activities with the group, trying to find connections between them and working with the GM to build a rich story during Downtime. For example, if your character is doing Mercenary Work (see page 75), perhaps you are guarding the caravan that another player is in who is visiting a town to immerse themselves in their culture (see page 65).

## WEEKS, MONTHS, YEARS

If you have a long period of time between adventures – potentially months or even years – you can take the opportunity to expand the scope of the Activities you undertake narratively. For instance, if you want to Consult an Expert, you might seek out tales of this person, spend time sorting truth from rumour, cross a desert to find them, then stay with them as you prove their worth day in, day out, and so it on.

## ALL FOR ONE, OR ONE FOR ALL?

These Activities are designed for individual characters, but if it makes sense for more than one character to be involved, you could use this as a roleplaying opportunity and a chance to sow the seeds of future adventures. If a character needs to Procure an Item, they might need the assistance of an arcanelly-adept friend and discover that this item can only be found in a Giant's vault filled with riches. Bringing another character along does not count towards the number of Downtime Activities they can undertake unless they choose to reap the rewards of the Downtime Activity.

## ADOPT A PET

Sometimes a new pet or companion crosses your path, intertwining your fates. Other times, you must take fate into your own hands and acquire one.

Adopting a common and easy-to-source Beast — such as a cat — does not spend a Downtime Activity, leaving you with time to undertake another. However, adopting any other creature type requires time. Sellers must be found and tracked down, breeders or handlers must procure your pet, and time must be allowed for reasonable delivery before you can welcome the newest addition to your party. Think about who these hunters, breeders, or handlers might be. Is this adoption above board, or did you go through shadier channels to acquire your rare pet? What life did your pet have before you took them under your wing, and how has that affected their personality and behaviour?

Work with your GM to determine what creatures are found in your world, and which creatures are available for adoption. If you wish to train your pet, see *Bond With a Companion* on page 61.

## ADOPTION COSTS

CREATURE TYPE	COST
Aberration	80 gp × 2d6
Beast	25 gp × 1d4
Celestial	150 gp × 2d4
Construct	30 gp × 1d4
Dragon	200 gp × 2d4
Elemental	40 gp × 2d4
Fey	45 gp × 2d4
Fiend	45 gp × 2d4
Monstrosity	25 gp × 2d4
Ooze	30 gp × 2d4
Plant	20 gp × 2d4
Undead	30 gp × 2d4

## ADVENTURE

Some adventurers struggle to settle down, preferring to keep active and in tip-top shape while they wait for the call to their next grand quest.

This Downtime Activity covers the smaller adventures in between the larger quests of the campaign. Work out the details, at least in broad strokes, with your GM so that you have a heroic story to tell your allies when you begin adventuring together again.

When you choose this Downtime Activity, select one of the quest types presented in the **Adventure** table. Each quest requires an Extended Test, using the Goal and DC outlined, with a suggested Attribute Test. The GM is free to adjust the difficulty and Attribute Test to suit their campaign, if this Downtime Activity affects the wider plot.

On a success, you earn a reward associated with your quest. On a failure, your quest took a toll, and you begin your next adventure with one level of Exhaustion.

## AID AN ALLY

**Requirement:** An Ally or Contact to the party.

You are bound to build a network of allies and contacts you've relied upon over your adventures, and you've decided it is time to return the favour.

Work with your GM to establish which contact you are helping, what help they require, and how you are helping them. Use the **Aid and Rewards** table to categorise the kind of aid you are giving. You may act as an intermediary during negotiations, provide valuable knowledge, act as hired muscle for physical labour or confrontations, or lend your aid during a time-consuming task. Aiding an Ally is an Extended Test with a Goal of 12. Over the course of a week, you must make three DC 12 Tests using a Skill or Tool appropriate to the situation. On a success, they become an Ally (page 86) if they are not already one, and you gain an additional reward as specified in the **Aid and Rewards** table. On a failure, you cannot call upon them for aid until the start of your next period of Downtime as they work to further their own goals without you.

### ADVENTURE

QUEST TYPE	GOAL	DC	SUGGESTED TESTS	REWARD
Dungeon Delve	12	14	Strength or Constitution (Athletics).	An uncommon, minor magic item.
Escort	14	12	Wisdom (Perception).	An Ally until the start of your next period of Downtime.
Fetch	12	12	Wisdom (Survival).	1d10 × your Proficiency Bonus × 10 gp.
Patrol	16	8	Wisdom (Perception) or Intelligence (Investigation).	A mount until the start of your next period of Downtime.
Monster Hunt	14	14	Wisdom (Perception or Survival).	1d8 × your Proficiency Bonus × 10 gp, one common or uncommon potion.

### AID AND REWARDS

AID PROVIDED	REWARD
Acted as an intermediary	You are loaned a magic item of the GM's choice, of rare quality or below, until the start of your next period of Downtime.
Knowledge	You double your proficiency bonus with one Skill of your choice until the start of your next period of Downtime.
Muscle	You may add 1d4 to Strength and Constitution Saving Throws until the start of your next period of Downtime.
Time	You gain 50 gp × half your proficiency bonus.

## ALCHEMICAL STUDIES

Stirring a bubbling cauldron, carefully measuring ingredients, and distilling liquids in an alembic are all a part of your alchemy practice, where you hope to perfect your potions and poisons alike. Practising alchemy is an Extended Test with a Goal of 12. Over the course of a week, you must make three **DC 14 Intelligence (Arcana or Survival) Tests**.

On a success, you gain one of the following benefits until your next period of Downtime.

- You have foraged for ingredients so often that spotting them in the wild has become much easier for your trained eye. When undertaking the *Gather Ingredients* Campcraft Activity (page 48), the DC for this Test is reduced by 3.
- You have learned to substitute various ingredients instead of the more hard-to-find components, with no meaningful difference in the result. Because of this newfound flexibility, you can conveniently source necessary substances. When undertaking the *Purchase Ingredients* Campcraft Activity (page 52), the GM must add a +2 to their roll when determining the availability of the ingredients. Additionally, the price per portion is reduced by 5 gp.



- Through toil and trouble, you have practised the art of alchemy so much that it has become second nature to you. You have Advantage on one Test of your choice within the Extended Test while undertaking the *Alchemy* Campcraft Activity (page 45).

On a failure, your toil and trouble don't go to waste, as your preparations are still helpful. You have Advantage on your next attempt at this Downtime Activity and can attempt it again in the same period of Downtime.

## ARCANE EXPERIMENTATION

**Requirement:** The ability to cast at least one spell, Spellcasting Attribute Score of 14 or higher.

Magic is ever fluctuating, and replicating a spell precisely is never easy. You have decided to lean into this instability and apply this flexibility to alter some core functions of a spell.

To alter a spell, you must be capable of casting it and know or be able to prepare it. You may choose up to two options from this list:

- Change one damage type for another.
- Change one Saving Throw for another.
- Change the spell's school of magic.

The choices you make may cumulatively change the spell's level. Changing the damage type to Force, Psychic, or Poison Damage increases its level by 1, as does changing its casting time to a Bonus Action. Changing it from one of those three Damage types, or to a casting time of an Action, decreases its level by 1 to a minimum of 1st level.

Changing a Saving Throw does not affect the spell's level. Once you have calculated the spell's new level, you attempt to alter the spell, which is an Extended Test with a Goal of 16. Over the course of one week, you must make three Tests, where the DC equals 8 + the spell's level, using **Intelligence, Wisdom, or Charisma (Arcana)**.

On a success, you alter the spell as desired. On a failure, you may put your accumulated successes towards reaching the Goal if you attempt it again.

When changing a spell's school of magic, work with the GM to establish how this is represented narratively. Depending on your agreement, they may require you to change a spell's components, Damage type, or Saving Throw.

If you are successful, you will know the spell or always have it prepared without counting against any limits you may have.

## CONTROL GROUP

GMs should note that this Downtime Activity can change the balance of a spellcaster's abilities. Changing a spell's damage type or school of magic could be a massive boon for the right specialist or Wizard. Work closely with your players during this Downtime Activity, and don't be afraid to add clauses to alterations you think might unbalance the game, such as raising the difficulty of the Extended Test, making these effects temporary, or making the rest of their magic unstable due to their tampering.

## APPEASE PATRON

There is no such thing as a free lunch. Being under the Patronage of another comes with agreements and expectations, and while your party may ordinarily go on grand quests to appease your Patron, some of their requests may be smaller in scope.

This Downtime Activity represents time spent performing small tasks for your Patron. This could be couriating items and messages, doing grunt work, or simply providing their services for free to their patron's allies. For Warlocks, whose very power comes from their Patron, the tasks are likely, but not certain, to be more esoteric and may include performing rituals, recovering lost magic items, or bringing others under their Patron's sway.



Work with your GM to establish the details of your appeasement. Often, this will involve you performing some kind of duty or service for them, but it could easily represent you tithing a portion of your wealth or handing over one of your magic items to another of their servants.

Appeasing a Patron is an Extended Test with a Goal of 11. Over the course of a week, you must make three DC 14 Tests using a Skill or Tool appropriate to the situation. You automatically succeed at this Extended Test if you tithe money or items. If you are successful, you make Charisma Tests where your patron's reputation would be helpful with Advantage. On a failure, your Patron takes no notice of your efforts, though they have no reason to view you in poor light. If you fail by 5 or more, you insult or embarrass your Patron, resulting in a strained relationship.

If you are a Warlock or any other Class whose power comes from an external being, you gain an additional spell slot of the highest level you have access to. Once you cast a spell using this spell slot, the spell slot disappears.

## ASSASSINATION

Whether you do it for money or from a personal vendetta, you are good at ensuring the right person dies. Carrying out an assassination takes careful planning, preparation, and skill.

Attempting to assassinate a high-profile target may significantly impact your campaign. To undertake this Downtime Activity, so be sure to discuss viable targets with your GM. If there are targets they deem worthy of assassination only during an adventure, consider undertaking the following Downtime Activities: *Watch and Learn* (page 85), *Know Thy Enemy* (page 72), or *Track a Target* (page 84).

Once you have selected your target, you must enact your plan in three stages: Approach the target, Kill the target, and make your Escape.

Each stage requires an appropriate DC 14 Test using an Attribute and skill relevant to your tactics, such as **Dexterity (Stealth)** to sneak by the guards or **Strength (Athletics)** to overpower your target. Failing any of these Tests leads to consequences, as outlined in the **Sloppy Work** table.

The GM may impose further modifiers on these rolls, depending on your target. The **Assassination Target** table provides some example targets with associated modifiers.

ASSASSINATION TARGET			
MODIFIER	APPROACH	KILL	ESCAPE
A skilled warrior, ever vigilant for attackers.	+1	+2	+2
A pampered noble, surrounded by guards.	+4	+0	+4
A wizard skilled with illusions.	+0	+4	+0
A gang leader in the heart of their territory.	+1	+2	+3
A minor official with powerful friends.	+0	+0	+3
A beloved public figure who appears to the masses every day.	-2	+1	+4

SLOPPY WORK	
YOU FAILED TO...	CONSEQUENCE
Approach the Target	You were caught, or your approach was poorly executed. Increase the DC for Killing the Target by 2.
Kill the Target	You did not assassinate the target. Increase the DC for making your Escape by 2.
Make Your Escape	You were caught or apprehended by guards. You will face punishment for your crimes.



## BOND WITH A COMPANION

Sometimes your adventures will present you with a creature that tugs at your heartstrings, with eyes so big and round you can't say no. If you can't bring yourself to leave them behind, you can always take the time to bond with them and teach them new tricks.

Bonding with your companion is an Extended Test with a Goal of 15. Over the course of a week, you must make three **DC 9 Wisdom (Animal Handling)** Tests. This may take the form of play or a game of roughhousing, or it may include showing care and attention towards your companion.

On a success, you learn to interpret their feelings and behaviours, which reveals their hidden talents and uses, as shown in the **Companion Perks** table. Once you have successfully spent a Downtime Activity bonding, you do not need to repeat this action unless you unexpectedly lose the trust of your pet or companion. If this is the case, it will be up to you to make things right again.

On a failure, your companion absorbs some of your training. You may put your accumulated successes towards completing this Downtime Activity if you attempt it again.

### COMPANION PERKS

CREATURE TYPE	PERK
Aberration	Your companion allows you to detect and track the use of magic easily, alerting you with growls or whimpers to silent or hidden spells when within 15 feet of them.
Beast	Their enhanced senses can help with scent-tracking and listening out for approaching dangers within 30 feet. If provided with a scent sample, they can alert you when a specific target is within 60 feet, pointing to their general direction.
Celestial	When someone within 5 feet tells a lie, your companion glows, perks up, or otherwise goes on alert. If any evil-aligned creature is within 60 feet, your companion becomes agitated or indicates its direction.
Construct	Your companion can perform simple manual labour or repetitive tasks efficiently and without tiring, such as gathering firewood when setting camp. Once per Long Rest, at your GM's discretion, it can undertake one Campcraft Activity on your behalf.
Dragon	Their hoarding nature gives you more success in finding high-value treasure. Your companion can detect counterfeit jewels or magical goods through smell or taste. They are also able to detect any gold within 30 feet.
Elemental	Your companion is in tune with nature and can sense both natural and magical changes in the weather, such as storms. You have a 12-hour warning on all inclement weather and immunity to naturally difficult terrain when they're within 5 feet of you.
Fey	Their inherent magical skill helps you better identify magical objects and intuit the best way to use them. When beside you, they increase the range of spells designed to detect the presence or nature of magic by 15 feet. Once per Long Rest, you may attune to an object instantly.
Fiend	Your fiendish friend can sense whenever a creature within 15 feet intends to make a Melee Attack against you, allowing you to ignore the Surprised condition against Melee Attacks.
Monstrosity	Your companion has a voracious appetite. Once per Long Rest, your monstrous companion can undertake the <i>Hunt</i> Campcraft Activity, automatically succeeding. They can also smell food within 15 feet.
Ooze	You can use an ooze's acidic solutions in small doses to clean and shine equipment, removing impurities and minor damage. Once per Long Rest, your companion can grant a melee weapon of your choice +4 damage to its next successful attack. This does not stack, and if not used after one day, the effect fades.
Plant	They possess tendrils, pollen, or another organic means of purification, allowing them to purify food and drink. Your companion can detect the presence of poison within 15 feet, alerting you with a rustle, growl, or other means.
Undead	They are unresting or light sleepers, making them ideal for keeping watch throughout the night. During a Long Rest, they remain vigilant, able to sense the approach of people or creatures within 30 feet. If they detect another presence, regardless of its hostility, they will alert you immediately.

## BUILD A REPUTATION

The desire for fame, fortune, and recognition in your chosen area of expertise drives you. Maybe you want to become the most famed bard in the city, compete in arena fights to show your martial prowess or become a renowned toymaker who creates expensive and wondrous toys for the children of nobles. Using this Downtime Activity represents a significant rise in your reputation in your chosen social circle. You could also use this to repair a reputation ruined through the *Cause Trouble* Downtime Activity (page 63).

Describe what you wish to become famous for and work with the GM to come up with a major dramatic event where you can show your worth. This could be a fencing championship, a chess tournament, a battle of the bards, or a grand feast, but it also represents the days you spend training, conditioning yourself, and drumming up your popularity. GMs may use this as an opportunity for a disruptive Rival (page 86) to make an appearance.

In the days leading up to your dramatic showdown, you practise, train, and prepare, represented by an Extended Test with a Goal of 12. Over the course of one week, you must make three DC 12 Tests using a Skill or Tool of your choice. For instance, you might use **Charisma (Persuasion)** to get people on your side, **Dexterity (Glassblowing Tools)** to practise your craft, or **Constitution (History)** to pull all-nighters studying for an exam or debate.

On a success, you reduce the DC of your final big performance by 1. If you succeed by 5 or more, you reduce the DC by 2. On a failure, your time spent practising was unhelpful or misguided.

During the final climactic conflict for supremacy of your art, you must make a DC 15 Test using a Skill or Tool of your choice. On a success, you have achieved fame within that circle, gaining Advantage on all Charisma Tests made with them. You may receive other benefits at your GM's discretion depending on who you've impressed.

On a failure, your efforts go unnoticed by most. If you fail by 5 or more, your actions have gone horribly wrong, and you embarrass another person. This person becomes your Rival (see page 86).

## BUILD DEFENCES

You fear for a settlement, building, plot of land, or home and wish to defend it against danger and threats.

Choose an area that is 50 feet × 50 feet in size. You can attempt to fortify an area and bolster its defences by spending gold on materials and equipment and hiring workers or spellcasters. The amount of gold your defences cost depends on the Goal of the following Test.

Building defences is a **DC 11 Strength (Athletics)** Test. The Goal depends on how fortified you want your chosen area to be. On a success, the chosen area gains the selected traits.

- **Goal 10:** Barricades that act as Half Cover. Cost: 100 gp.
- **Goal 12:** Barricades that act as Three-Quarters Cover. The area is Lightly Obscured on demand. Cost: 200 gp.
- **Goal 14:** Barricades that act as Full Cover. The area is Heavily Obscured on demand. Cost: 350 gp.

On a failure, you don't build any worthwhile defences, though you have some remaining supplies. You may attempt this Downtime Activity again, even within the same period of Downtime, spending half the cost on the next attempt.



## CAUSE TROUBLE

The quiet life is particularly hard for you after a rambunctious journey. Maybe you are still feeling the after-effects of some emotionally troubling situation from your adventures, you get a little too merry while out on the town, or you find the peace dull after a bout of high intensity.

Describe the trouble you cause and roll on the **Cause Trouble** table to see what happens to you (the Outcome), what ongoing penalty you suffer for the next adventure (the Consequence) and what you manage to get out of it that makes it worthwhile (the Benefit).

Ongoing effects such as Advantage or Proficiency Bonus last until your next period of Downtime unless stated otherwise. The Consequences of this Downtime Activity are temporary: the city guard lets you go after a week when it becomes clear that you are no longer in the fighting mood, or you can salvage your reputation in a future Downtime.

This Downtime Activity could also play into another character's Downtime Activity. You could provide a distraction while they *Perform a Heist* (see page 75), or it could be a deliberate ploy to pass on a letter to someone in prison. When you are trying to achieve a particular goal through your troublemaking, roll an appropriate Attribute Test, DC 13, choosing your Outcome, Consequence, and Benefit from the Cause Trouble table below on a success. If you fail, roll on the table as usual since your attempt to control the situation has spiralled into chaos.

## CLEAN UP THE STREETS

You take it upon yourself to stop a minor faction, such as a band of illegal poachers, a criminal gang, a corrupt city guard squadron, or a small cult.

This Downtime Activity is split into two stages. The first stage involves gathering enough information, equipment, or allies to take the faction down. This is a **DC 13 Intelligence (Investigation) or Charisma (Persuasion) Test**. On a success, you move on to the next stage. On a fail, you have alerted them to your intentions, and their trail goes cold until your next period of Downtime.

The second stage involves raiding their base, taking out their leader, disrupting their supply chain, or whatever action it takes to stop their activities. This is a **DC 14 Test** using an appropriate Skill or Tool, such as a **Dexterity (Stealth) Test** to sneak into their base or an **Intelligence (Tinker's Tools) Test** to create a spring-loaded trap.

On a success, you quell this faction's threat and significantly impede their activity. On a fail, the GM is free to expand upon this story, creating a rivalry or larger threat resulting from your defeat. For example, your face may be known to all faction members, meaning their eyes are always on you while in their territory, or your failed attempt may embolden them, leading to increased aggression.

### CAUSE TROUBLE

1d6	OUTCOME	CONSEQUENCE	BENEFIT
1	You are thrown in prison.	You are wounded: start the next adventure with one less Hit Die.	Permanently gain 5 gp x 1d8 from a bet you made on the outcome.
2	Your reputation is damaged.	You lose a piece of equipment.	Add half your Proficiency Bonus to a Saving Throw of your choice.
3	You are banned from a location.	You have to pay a fine of 5 gp x 1d8.	You learn a useful rumour or piece of information.
4	You anger someone dangerous.	A Contact abandons you until you make it up to them.	Gain Advantage on Charisma Tests with a chosen group of people.
5	You are brought before an authority figure.	You owe someone a favour for getting you out unharmed.	Permanently gain an item of Adventuring Gear for free.
6	Your face and name are infamous.	You have Disadvantage on Stealth Tests in any populated area.	Someone is impressed by you and becomes a permanent Contact.

## CONSTRUCTION

A house becomes a home when you pour your blood, sweat, and tears into its construction.

This Downtime Activity allows you to build a room for your Base at 75% of the listed cost, as detailed in *A Place of Our Own*.

Building a room is an Extended Test with a Goal of 13. Over the course of one week, you must make three Tests. The first Test is a **DC 11 Charisma (Persuasion)** Test to convince friends to help you with your project, and to find an affordable crew of workers. The second Test is a **DC 10 Intelligence (Perception)** Test to gauge measurements and draft the blueprints needed for construction. The third Test is a **DC 8 Strength (Athletics)** Test to put in the manual labour needed to construct the room.

On a success, you build the room on schedule and within budget. The room is available for use immediately after this Downtime Activity ends. On a failure, the room is built within budget, but some extra time is needed before it is in a useable state. The room will not provide its benefit until the next period of Downtime.



## CONSULT AN EXPERT

You have a very particular problem that your usual contacts cannot help you with – that's when you seek out an expert. Work with your GM to determine who this person might be, how they might react to your request, and why they are so hard to seek out.

Finding an expert and attracting their attention is an Extended Test with a Goal of 12. Over the course of one week, you must make three DC 9 Tests using a Skill or Tool appropriate to the situation. This could be a **Wisdom (Survival)** Test to track them back to their lonely cave, an **Intelligence (Investigation)** Test to search for the symbols they leave on buildings for those seeking them out, or a **Performance (Disguise Kit)** Test to prove your worth on stage to draw them out. On a success, you earn the respect of the expert, and they give you the information you seek.

They might also require something in return for their expertise – such as an important favour, payment, or proof of your commitment – represented by an appropriate DC 15 Attribute Test. If you fail, you may try this Test again and again with the DC reducing by 1 each time, as you try, fail, and try again, in the style of a training montage, where you perform a complex task perfectly before you win the respect of the Expert.

## CREATE AN IDENTITY

Creating a new identity is much more involved than putting on a clever disguise. It takes time, a light touch, and the right documents, and it becomes more convincing the more time you spend as your alter ego.

Creating a new identity is an Extended Test with a Goal of 16. Over the course of one week, you must make three **DC 9 Charisma (Performance or Persuasion)** Tests. On a success, you obtain the documents you need and can convince people this identity is the true you. Anyone attempting an Insight Test against you has Disadvantage while you wear this identity until your next period of Downtime.

On a failure, your new identity fails to make an impression, and you receive no benefits from it. If you fail by 5 or more, you make a mistake, and people become suspicious. If you ever fail by five or more three times, you can no longer use this identity in this region.

## CULTURAL IMMERSION

Amidst all the wonders and strangers you meet on the road, you feel the need to return to your roots and remember where you came from.

This Downtime Activity requires you to find a significant number of people who share your culture. This may mean finding a village of people who share your Lineage, a temple complex that worships your deity of choice, or a university populated with academics whose philosophy matches your own. Whatever the specifics, you must be able to fully immerse yourself in your culture to gain the benefits of this Downtime Activity. If such a place cannot be found within a reasonable time or distance, your GM may rule that you cannot choose this Downtime Activity, or that it takes up two of your Activities as you search further afield.

Immersing yourself in a culture is an Extended Test with a Goal of 12. Over the course of one week you must make three DC 12 Tests, using either **Wisdom (Insight)** or **Charisma (Persuasion)**.

If you succeed, you make a positive impression. You gain an Ally (see page 86) and a place to stay until the end of this period of Downtime. If you succeed by 5 or more, you are always given board and lodging whenever you return here, and you have Advantage on Charisma Saving Throws until the start of your next period of Downtime, as this immersion reinforces your sense of self. On a failure, you are provided food and lodging during your stay but do not make any lasting connections.

## DARK BARGAIN

You desire something unconventional, terrible, or forbidden, and you're willing to pay a great price for it.

During this period of Downtime, you cannot be found or contacted, and you have kept your whereabouts and intentions secret from your party members. When you return, you are changed – you have gained something new... and have had to trade something in return.

Work with your GM to determine the nature of this dark bargain. What did you gain? Was it a new set of eyes that see into the ethereal plane, a powerful magic

item, ancient and forbidden knowledge, an increased Attribute Score, or the resurrection of a long-lost loved one? The price you must pay should be equal if not greater than the benefit you gained and could include a loss of cherished memories from your Lifepath, an inability to wield magic weapons, a permanent reduction to an Attribute Score, or a promise of murder or betrayal.

### A MONSTROUS DEAL

A *Dark Bargain* is an excellent way for players who wish to play werewolves, liches, vampires, or other monstrous creatures to alter themselves during a period of Downtime. GMs and Players should work together to outline the benefits and downsides such transformations bring. For example, a werewolf will gain enhanced senses and increased Strength but will be weak to silvered weapons and must relinquish control during a full moon.

Be sure that the bargain the character makes adds to the drama and excitement of the story, and avoid deals that will turn the party against one another or lead to friction at the table.



## DEFEND AN ARTEFACT

Through their travels, adventurers encounter all manner of powerful and dangerous artefacts, many of which hold the fate of thousands in the balance. You seek to hide or defend these potent items, keeping them away from prying eyes and idle hands.

Defences can vary from a single trapped vault to an elaborate labyrinth dug out beneath your home. The following are some methods you might choose:

- **Create Traps:** You create elaborate traps to protect an artefact. This is an Extended Test with a Goal of 11. Make three **DC 14 Dexterity (Sleight of Hand or Thieves' Tools)** Test.
- **Lay a Curse:** You consult spellcasters, research arcane tomes, or create alchemical concoctions to devise a magical curse that will afflict any who attempt to disturb your artefact. This is an Extended Test with a Goal of 14. Make three **DC 10 Intelligence (Arcana)** Tests to lay the curse.
- **Design a Labyrinth:** Planning a subterranean labyrinth is an Extended Test with a Goal of 8. Make three **DC 16 Tests** using **Intelligence (Investigation)** or **Wisdom (Insight)**. On a success, you map out a suitably confusing labyrinth. To excavate it, follow the rules laid out in the *Excavate* Downtime Activity (page 68).
- **Hire Guards:** When hiring guards, make a **DC 12 Wisdom (Insight)** Test to discern the most trustworthy protectors of your artefact. Guards require a payment of 50gp every period of Downtime.

### FINDERS KEEPERS

As GMs, seeing how much emphasis your players put on defending an artefact is a very tempting story opportunity. Consider the descriptions of these defences and the results of any Tests when devising which antagonists might attempt to steal these artefacts and what consequences might arise from successful, or even failed, attempts at pushing past these defences.

## ENTERPRISE

You seek a steady income, one that doesn't rely on plundering dungeons and throwing yourself into danger.

The following Downtime Activities concern starting, running, and growing a business. You may only have one business at a time. You may undertake each Downtime Activity during a period of Downtime, each counting as their own Downtime Activities.

### STARTING A BUSINESS

Work with your GM to determine what kind of business you start. Think about what industry your character would be interested in. Would they want to provide a service based on their skills or Class, such as a fighting ring or a theatre? Or would it be unrelated to their adventuring life, such as a tea room or a barbershop?

To establish your company, you must have a place of business. If you do not have a Base with a Shop Front (see page 102), you must spend 350 gp to purchase a retail property, requiring 50 gp upkeep during each period of Downtime.

To begin trading as a business you must first call in favours and do some research to hit the ground running. This is an Extended Test with a Goal of 14. Over the course of one week, you must make three **DC 10 Charisma (Persuasion)** or **Intelligence (Investigation)** Tests. The result of this Extended Test determines your business' Income Level, as shown in the **Business Profits** table.

During your opening week, you earn gold based on your Income Level.

### RUNNING A BUSINESS

You ensure your business runs smoothly, spending time overseeing your staff or working directly within the company. You earn gold based on your business' current Income Level.

If you do not undertake this Downtime Activity, your business loses one Income Level. If the Income Level reaches 0, your business goes bankrupt. You lose this business, and must wait until your next period of Downtime to start a new one. You also gain one Consultant Rival: a disgruntled employee, regretful investor, or short-changed partner (see page 87).

## GROWING A BUSINESS

You invest time and effort into increasing the profit margins of your business.

Growing a business is an Extended Test with a Goal of 12. Over the course of a week, you must make three DC 14 Tests using the Attribute and Skill or Tool that best suits the business, for example, **Strength (Mason's Tools)** to take on labourer jobs or **Charisma (Persuasion)** to smooth talk investors.

If you are successful, you increase the business' Income Level by one until the end of your next period of Downtime.

You may undertake this Downtime Activity as many times during a period of Downtime as you'd like. If you succeed twice in one period of Downtime, the increase in the Income Level becomes permanent.

If you fail, the Income Level decreases by one stage until the end of your next period of Downtime.

You cannot bankrupt a business with this Downtime Activity, with the viability reducing to no lower than 1. It is assumed to make no profits but continues to operate.

### BUSINESS PROFITS

EXTENDED TEST RESULT	INCOME LEVEL
Success by 5 or more	4d100
Success	3d100
Failure	2d100
Failure by 5 or more	1d100

## ESTABLISH A TRADE ROUTE

Adventurers see a lot of the world in their travels and have the perfect opportunity to expand existing mercantile businesses by establishing trade routes, negotiating agreements, and keeping an eye out for opportunities.

Unlike most Downtime Activities, this one has no immediate reward. When choosing this Downtime Activity, you must choose a business you run or a merchant you are on good terms with. You must succeed at a **DC 16 Charisma (Persuasion)** Test to convince the owner that you can establish new lines of communication and trade to help them grow their business. You automatically succeed if the owner is you, a party member, or an Ally.

If you travel anywhere the GM rules has a viable trading partner before your next period of Downtime, you can attempt a **DC 15 Charisma (Persuasion)** Test to convince the trading partner to maintain this trade route. If you fail, you may try again during your next period of Downtime if you can return to the potential trading partner, with the DC decreasing to 12. Further failure prevents you from trying again until the GM says otherwise.

If you succeed, the business owner increases the Income Level of their business by one stage. Additionally, you earn one-quarter of that business' income during this period of Downtime as payment for your work.

## ESTABLISH CONTACTS

Though relationships take time to nurture and grow, a period of Downtime is an excellent opportunity to make some new Contacts who can be called upon in a pinch. This Downtime Activity allows you to gather some Allies, rallying them to your cause or starting a mutually beneficial relationship.

Establishing trust is an Extended Test with a Goal of 15. Over the course of one week, you must make three **DC 10 Charisma (Persuasion) Tests**. On a success, you prove yourself enough to gain an Ally (see page 86). On a failure, your relationship hasn't gotten off to the best start, but any further attempts at this Downtime Activity reduce the DC by 2. If you fail to reach the Goal by 5 or more, you have made a social faux pas, and this Contact becomes your Rival instead.

## EXCAVATE

You excavate a piece of land, hoping to uncover historical secrets or ancient ruins buried beneath the soil or create space for a building or room.

### ARCHEOLOGY

Excavating a ruin or archaeological site is an Extended Test with a Goal of 8. You must make three **DC 16 Strength** or **Constitution (Sleight of Hand)** Tests to carefully uncover secrets buried beneath the earth. On a success, you uncover a previously unexplored ruin or site of interest. You may roll Intelligence (History) Tests related to this period of history with Advantage until the start of your next period of downtime. On a failure, you only excavate enough to pique the interest of others. Any further attempts of this Downtime Activity are made with Advantage as more excavators come to your aid.

### DEVELOPMENT

Excavating to build or extend an underground living space is an Extended Test with a Goal of 12. You must make three **DC 14 Strength** or **Constitution (Athletics)** Tests. On a success, you excavate 20 feet × 20 feet of rock and soil, enough space to add one empty room to your base (see page 96). On a failure, you excavate 10 feet × 10 feet of rock and soil, enough to build a small room (See **It's a Little Small** on page 97).

## FARMING

You've traded your weapons of destruction for tools of creation, tending to a farm of your own.

Working on a plot of land, greenhouse, barn, ranch, or similar space dedicated to growing crops or raising animals is an Extended Test with a Goal of 13. Over the course of one week, you must make three DC 15 Tests, using either **Intelligence** or **Wisdom (Nature or Animal Handling)**.

On a success, you gain 10d6 + 10 gp of fresh produce you can sell. Alternatively, this counts as gathering enough ingredients to undertake the *Alchemy* Campcraft Activity (page 45) 2d6 times. On a failure, your efforts were for naught, and you made only enough money to cover your expenses.

### FARMHAND

It's not much, but it's honest work. You lend a hand on a farm, tilling the soil, harvesting crops, or tending to animals.

Working on a farm is an Extended Test with a Goal of 11. Over the course of one week, you must make three DC 12 Tests, using either **Intelligence** or **Wisdom (Nature or Animal Handling)**. On a success, you earn 5d4 + 10 gp and gain a Farmer Ally (see page 87). On a failure, the farm doesn't produce enough to pay you for your work, though you still gain a Farmer Ally. Whether you succeed or fail, you have somewhere to sleep and regular meals during this period of Downtime.



## FIND COMPANIONSHIP

Deep friendships or romantic relationships can be an adventure all their own, something you seek or which finds you when you least expect it. Was it someone you met while adventuring who took your breath away despite your commitment to your cause? Or was it someone you forged an everlasting bond with during the quieter moments between adventures who made you think twice about risking your life on the road?

With your GM, identify or create an NPC your character wishes to spend time with. **Allies, Contacts, and Rivals** on page 86 provides some archetypes to start from.

During this Downtime Activity, you meet or spend time with a close friend or love interest, deepening your bond with them. Each time you undertake this Downtime Activity, you should describe your plans, actions, and feelings and how they might change over time or with subsequent uses of this Downtime Activity.

If, during your adventure, you act in accordance with your relationship with this companion, you may be awarded Inspiration by your GM. Consider how your companion would change your behaviour while adventuring: are you less likely to take death-defying risks, or do you pick up a trinket from each settlement you visit as a gift?

Should your character and another player's character wish to begin a companionship, discuss this with your GM and fellow players to ensure everyone is comfortable with this development. If you and your fellow player undertake this Downtime Activity together, you always count as having one Bonding Die with each other once per Long Rest (see page 43).

## LOVE AND LOSS

GMs should take note of these important characters and try to incorporate them into the campaign, using them as valuable motivators and welcoming allies. Will these companions give the heroes a reason to fight, or will the antagonist threaten someone's beloved as a means of hurting the party?

If a companionship is erring towards romantic love, remember that different players have different comfort levels with in-game romance. Be sure to discuss this with all players to ensure everyone is comfortable with this inclusion in your game.



## FORGE A NEW PATH

People change and grow as they learn more about themselves. Life on the road can affect a person mentally and spiritually, errant magic can alter them physically, and the world has a way of revealing truths that we ourselves have never suspected.

Where retiring a character (page 112) allows you to introduce a new adventurer to your party, this Downtime Activity will enable you to keep your current character while tweaking them to realise them fully. These tweaks can have as significant or as small an impact on their story as you like.

When you choose this Downtime Activity, you must choose one facet of your character to change. You may change their Class, Subclass, multiclass, Feats, Lineage, gender, or appearance, among many other aspects. If a Class feature required you to make a choice when you gained it — the Spellcasting and Fighting Style features are the two most obvious examples — you may also change that choice with this Downtime Activity.

If you are making a mechanical change to your character, most often by changing their Class or Subclass, work with your GM to establish how they do this. Most often, this will be by finding a tutor to teach them. However, they may also seek out the knowledge themselves by visiting libraries, ruins where lost arts are recorded in time-worn murals, or the ability might be gifted to them by a deity or mysterious being. Discuss with your GM the limits of these changes. If you wish to change these features completely or very frequently, it might be best to roll up a new character using the **Lifepath** (see page 4).

Narrative changes, such as gender and appearance, could come from a personal choice of your character, who chooses to present themselves in a new way to realise their inner truth. Alternatively, they can seek out specialist arcane practitioners, magic items or spells, or beseech a deity for aid in their quest for change.

Changes that mix the two, such as Lineage-based alterations, are often the result of magical or divine intervention. However, your character can seek out the forgotten knowledge of years past just as easily as they can consult with arch-transmuters or favoured clerics.

Your GM can ask you to pay for these changes or to roll for them using the rules governing Extended Tests found on page 44, but only with your permission. This Downtime Activity aims to tweak the character into someone you are genuinely excited to play, not to punish you for wanting to make important decisions.

As in real life, how much attention you draw to these changes is up to you. No one at the table or in-world should make a big deal of it if you don't want them to, and never without your permission.

## GAMBLE

High-class gambling establishments, back-alley dice dives, high-stakes Hippogryph races, and dodgy card tables — wherever you choose to gamble, you find few greater thrills than risking everything on your judgement and luck... and a few well-practised tricks.

When you choose this Downtime Activity, state how you wish to gamble and what class of establishment you're visiting. Alongside your GM, choose a game to play and follow those rules, or roleplay the game using the following rules.

Judging situations and reading opponents is an Extended Test with a Goal of 13. Over the course of the game, make three **DC 12 Wisdom (Insight)** Tests. See the **Gambling Modifier** table for adjustments to your roll.

### GAMBLING MODIFIER

CONDITION	MODIFIER
The establishment is crooked.	-4
Your opponent is skilled.	-2
You are skilled at this game or have proficiency in the appropriate Gaming Set.	+2
You have an assistant.	+3



On a success, you collect your winnings, and your luck carries with you. Once per Long Rest, until your next period of Downtime, when you roll a 1 on a d20 Test, you can re-roll the die and must use the new roll. On a fail, you took a risk and came out on the bottom, losing money per your chosen game's rules. If you fail to reach the goal by 7 or more, you fall into debt. You must spend your next Downtime Activity paying this off. Failure to do so can lead to bounty hunters taking what you owe by force.

To cheat, either make a **DC 16 Dexterity (Sleight of Hand)** Test to manipulate the dice or cards or make a **DC 16 Charisma (Persuasion)** Test to talk someone into taking a fall. On a success, you have Advantage on the Extended Test. On a failure, you are caught in the act and made an example of. You start your next adventure with one fewer Hit Die.

## INVENT

**Requirement:** Proficiency with Tinker's Tools.

Inventing allows you to create new and imaginative pieces of gear. You must first plan your invention by combining two pieces of adventuring gear. As an example, combining caltrops and poison makes a poisonous caltrops trap. Combining an hourglass, rope, and a hunting trap creates a timed beartrap that falls from the rafters to snag a target. Let your imagination go wild when combining items, and alongside your GM, see what liberties you can take when creating combinations.

Drafting up blueprints is an Extended Test with a Goal of 14. You must make three **DC 11 Intelligence (Tinker's Tools)** Tests.

On a success, you create an invention that becomes a permanent part of your equipment. If you have the materials, you can undertake a Campcraft Activity to build a new invention based on your blueprints.

On a failure, you create a working prototype that works until your next period of Downtime. Your blueprints aren't detailed enough for you to make a new invention in the meantime.

## INVEST

You invest in a bank, business, or other enterprise. This could be legitimate, such as helping a friend open their new shop or funding a vessel along a trading route, or it could be shady, like paying a share to be involved behind the scenes with a criminal organisation.

First, decide how much gold you want to put into this venture. You will then determine the percentage it will earn in interest, choosing between 1 and 10 per cent or by rolling 1d10. Every Downtime, your investment accrues money based on its interest rate, but it also runs the risk of failing entirely. Roll 1d100 — if you roll equal to or less than the interest rate, your venture has gone bankrupt, and you lose all invested money.

You can add money into this investment pot with another use of the *Invest* Downtime Activity at the same interest rate or withdraw some or all of the money without needing to use a Downtime Activity. Bear in mind that this sort of rapid withdrawal of funds might well have narrative consequences, as the criminal organisation decides to take you out, the banking system teeters on the brink of collapse as your withdrawal of funds precipitates a rush on the banks, or the business suddenly has to contend with predatory groups trying to intimidate them out of the market.

### A RISE IN INTEREST

As a GM, seeing a character take an interest in businesses is an excellent way of introducing plots that the characters are motivated to go and investigate. For instance, if a player has invested in a trade caravan, you can prompt them to follow their trail when they didn't show up to make back some of their money. This mission could kick-start the next leg of their adventure in an organic way.

## KNOW THY ENEMY

You spend time researching a known enemy's strengths and weaknesses. This could be an enemy you have already faced and wish to understand better or one you anticipate facing.

First, decide how and where you wish to approach your research: do you study within dusty libraries, listen to the stories of veteran adventurers in pubs, or speak to someone who witnessed a monster attack themselves? Your approach decides the Attribute and Skill you will use for your investigation.

Choose one of the following approaches:

- A **Charisma (Persuasion or Investigation)** Test to inquire with eyewitnesses or ask knowledgeable scholars.
- An **Intelligence (History or Investigation)** Test to scour through historical records or inspect the site of an attack.
- A **Wisdom (Survival or Investigation)** Test to trail the enemy from their last known location.

At the GM's discretion, you can use an alternate Attribute Test more appropriate to your approach, such as an **Intelligence (Religion)** Test to parse information from a religious myth.

Make the appropriate DC 13 Attribute Test three times. The GM gives you one piece of helpful information for every successful Test you make.

## LEARN A LANGUAGE

Languages take many hours of study and benefit from the advice of fluent speakers, but through a few weeks of intensive practice, you can get to grips and learn to speak a new tongue.

Learning a language comes in three stages, each requiring a Downtime Activity. After a successful Extended Test, you move on to the next stage.

**Stage 1:** On a success, you gain a basic understanding of the language, learning greetings, common phrases, and important words. The next time you undertake this Downtime Activity, you move on to the next stage.

**Stage 2:** On a success, you gain a further comprehension of the language, and you are able to hold casual conversations and articulate your intentions clearly. The next time you undertake this Downtime Activity, you move on to the next stage.

**Stage 3:** On a success, you are fluent in the language and can speak easily and confidently. You can now speak, read, and write in this language with ease.

Studying and practising a language is an Extended Test with a Goal of 16. Over the course of a week, you must make three **DC 9 Intelligence (Insight)** Tests. On a failure, you fail to grasp the nuances of the language, but you have Advantage on your next attempt at this Downtime Activity to learn the same language.



## LEARN A NEW SPELL

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You pore over spell tomes, connect with your inner power, or practice under a magical master to discover a new magical knack. Studying, practising, and perfecting spells is an Extended Test with a Goal of 15. Over the course of a week, you must make three **DC 15 Intelligence (Arcana)** Tests.

Choose a class: Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. On a success, you learn one 1st or 2nd-level spell from that class's spell list. If you succeed by 5 or more, you learn both a 1st-level and 2nd-level spell from that class's spell list.

Your spellcasting Attribute for these spells depends on the class you chose: Charisma for Bard, Sorcerer, or Warlock; Wisdom for Cleric or Druid; or Intelligence for Wizard. A spell learned this way is always prepared and does not count towards your total prepared spells.

You cause a magical mishap on a failure, and the GM can impose some consequences. This can be the destruction of valuable tomes or components, a mystical phenomenon afflicting the local area, or a Rival (see page 86) who is outraged by your shoddy spell crafting.

Spells learned through this Downtime Activity will only last until your next period of Downtime, upon which you can only cast these unfamiliar spells again if you spend another Downtime Activity relearning them.

## LEARN A TRADE

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You decide to lay down your sword and pick up your tools in an effort to learn a trade.

Choose a Tool proficiency you do not possess. Getting to grips with this Tool is an Extended Test with a Goal of 14. Over the course of one week, you must make three DC 10 Tests using your chosen Tool. The first Test is a **Dexterity (Tool)** Test to understand how to handle the tool. The second Test is an **Intelligence (Tool)** Test to learn the necessary techniques needed to wield the tool properly. The third Test is a **Wisdom (Tool)** Test to fully understand the finer points of the tool and to uncover how to use it to its full potential.

Once successful, you become proficient with that tool until your next period of Downtime. If you succeed by 5 or more, you earn a number of gold pieces equal to your Proficiency Bonus multiplied by 5 as you sell your creations or work under professionals. You must successfully undertake this Downtime Activity two times to gain permanent proficiency with your chosen tool.

## LEARN AN INSTRUMENT

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A well-played instrument can change the mood of any situation, from a jaunty tune at a rowdy tavern to a mournful dirge at a heart-breaking funeral. Learning to play an instrument comes in three stages, each requiring a Downtime Activity. After a successful Extended Test, you move on to the next stage.

- **Stage 1:** On a success, you learn how to strum a few chords or play a few notes and get to grips with handling this unfamiliar instrument. The next time you undertake this Downtime Activity, you move on to the next stage.
- **Stage 2:** On a success, you learn a few basic songs and can create some pleasing melodies. The next time you undertake this Downtime Activity, you move on to the next stage.
- **Stage 3:** On a success, you can play your instrument with ease, and you can sway emotions with your songs. You are now proficient with this instrument.

Learning and practising an instrument is an Extended Test with a Goal of 12. Over the course of a week, you must make three **DC 12 Charisma (Musical Instrument)** Tests using your chosen instrument. On a success, you gain Proficiency with this instrument until your next period of Downtime.

If you roll a 20 in any of the Tests, an instructor or patron notices your moment of perfection. You are called upon to perform with a group of novices and make an amount of gold equal to your Proficiency Bonus multiplied by five.

On a failure, you can't get to grips with the instrument yet, but you have Advantage on your next attempt at this Downtime Activity to learn the same instrument.

## LET LOOSE

When the threats have passed, the pressure is off, and the stakes have lowered, you deserve some time to cut loose, relax, and have a bit of fun.

This Downtime Activity represents a sustained period of merry-making — when you make life-long friendships, bitter enemies, and questionable decisions.

When you choose this Downtime Activity, you must decide how much gold you will spend on it in increments of 20gp, up to 100gp. Each increment lowers the Goal of the following Extended Test by 1.

Enjoying a prolonged time of revelry and merriment is an Extended Test with a Goal of 16. You must make three **DC 10 Constitution Tests**, choosing a skill based on your choice of festivity.

On a success, you gain an Ally of your choice, and on a failure, you gain a Rival of your GM's choice (see page 86). Regardless of your success or failure, you may roll an additional 1d4 when attempting Charisma Saving Throws, as you remember the good times and are secured in your sense of self. This effect lasts until your next period of Downtime.

Dubious deals can be made in a fit of giddiness. If you undertake the *Establish a Trade Route* Downtime Activity in the same period of Downtime as *Let Loose*, you automatically succeed at the first Test you make in that Downtime Activity as you have both agreed it would be an excellent idea to go into business together.



## MASTER A SPELL

**Requirement:** The ability to cast at least one spell, Spellcasting Attribute Score of 14 or higher.

You dedicate yourself to mastering a spell, as all it takes is one stumble of words, one mistimed gesture, or one ill-prepared ingredient to cause a magical mishap and invite chaos into your life.

Referring to the **Mastering a Spell** table, choose one spell within the Spell Level specified that you know and can cast. Repeating the words, gestures, or mixture of ingredients is an Extended Test with a Goal of 15. Over the course of a week, you must make three **Intelligence, Wisdom, or Charisma (Arcana) Tests**. The DC for these tests is equal to 13 + the Spell Level.

On a success, once per Long Rest, you can cast this spell without expending a spell slot, though you will still need to use any material components necessary. This effect lasts until your next period of Downtime.

On a failure, your experiments at mastering magic aren't for nought, as your preparations are still helpful. You have Advantage on your next attempt at this Downtime Activity, continuing your mastery of this spell.

If you fail by 5 or more, your spell somehow goes haywire and affects the local area, earning you a Rival (see page 86).

### MASTERING A SPELL

SPELLCASTER LEVEL	SPELL LEVEL AVAILABLE TO MASTER
1st - 5th	1st - 2nd
6th - 10th	1st - 4th
11th - 15th	1st - 5th
16th - 20th	1st - 7th

## MEDITATE

**Requirement:** Access to a quiet and undisturbed space.

The world is too full of noise, horrors, and stress. You take time alone to breathe and centre yourself.

Meditating is an Extended Test with a Goal of 16. You must make three **DC 10 Wisdom (Insight or Religion)** Tests. On a success, you may hold one additional Inspiration until the start of your next period of Downtime. Additionally, the DC of this Downtime Activity is reduced by 2 for future undertakings.

On a failure, you were too distracted to find inner peace, though not for lack of trying. You may attempt this Downtime Activity again in the same period of Downtime, with both the DC and Goal lowered by 1. This modifier is cumulative until you succeed but is lost once this period of Downtime ends.

Once you have succeeded at this Downtime Activity, you may teach another character the basics if you undertake this Downtime Activity together. Make a **DC 16 Wisdom (Insight or Religion)** Test. On a success, they have Advantage on their Extended Test.

## MERCENARY WORK

Sometimes, the easiest way to make money is to sell your services to others, and the more dangerous the work, the higher the pay. Mercenary Work involves joining a professionally trained armed force, helping to shore up a militia, or providing another sword arm in defence of a trade caravan, to name a few.

When you choose this Downtime Activity, you should talk with your GM to determine your work's specifics and the associated rewards. The **Rewards** table summarises some of the most common benefits.

Undertaking Mercenary Work is an Extended Test with a Goal of 15. Over the course of a week, you must make three DC 12 Tests. The first Test is a **Wisdom (Perception, Insight, or Survival)** Test to notice the signs of danger around you or assess the intent of others on the road. The second Test determines your attitude towards the mission, making a **Charisma (Persuasion)** Test to inspire your allies, a **Wisdom (Insight)** Test to gain an understanding of your foe, or a **Strength (Athletics)**

or **Intimidation**) Test to lead from the front. The third Test is a **Constitution (Athletics)** Test to endure the skirmishes of your mission.

On a success, you earn a reward from the **Rewards** table. On a failure, you gain one level of Exhaustion that lasts for a number of days equal to every increment you failed the Extended Test by. For example, if you only made a Progress of 10 against a Goal of 15, you gain a level of Exhaustion for 5 days. This Exhaustion begins at the start of your next adventure.

### REWARDS

WORK	REWARD
Mercenary Company	50 gp × your Proficiency Bonus.
Militia	You count as having successfully completed the <i>Volunteer in the Community</i> Downtime Activity.
Caravan Guard	You count as having successfully completed the <i>Establish a Trade Route</i> Downtime Activity, but you are only paid during this period of Downtime.
Patrol	You gain proficiency in the Perception or Survival Skill (your choice) until the start of your next period of Downtime. If you are already proficient in your chosen skill, you instead double your Proficiency Bonus until the start of your next period of Downtime.

## PERFORM A HEIST

You plan and execute a heist for something well-protected and hard to obtain. This could be an item, but it could also involve listening in on an important meeting, destroying incriminating evidence, or rescuing someone. This is not simply a theft but an elaborate tale of derring-do, brilliant planning, and just a little luck.

More than many other Activities, Perform a Heist lends itself to multiple party members working together. If the entire party wants to participate in the heist, consider upgrading it to a full adventure.

You may already have a target in mind, but if you do not, work with the GM to decide on something that would be sufficiently valuable to warrant this kind of effort and the mark who currently has it in their possession. It could be objectively or personally valuable or a way to get the party access to a Contact or Patron.



If you wish to plan your Heist before attempting it, undertaking the following Activities can give you the upper hand when breaking and entering: *Watch and Learn* (see page 85), *Know Thy Enemy* (see page 72), or *Track a Target* (see page 84).

Performing a heist is an Extended Test with a Goal of 11. You must make three DC 13 Tests. The first Test is an **Intelligence (Investigation)** Test to secure a point of entry. The second Test is a **Dexterity (Acrobatics)** or **Wisdom (Perception)** Test to navigate an obstacle in the way of the item, such as a guard, trap, or magical barrier. The final Test is a **Strength (Athletics)** or **Dexterity (Stealth)** Test to escape unharmed.

On a success, your heist goes off without a hitch, and you leave with the item or knowledge you set out to get. On a failure, the GM chooses a twist or rolls on the **Final Twist** table, revealing the consequences of your ill-planned or failed heist.

## PEST CONTROL

This Downtime Activity involves eradicating pests from a community, from Giant Rats in the sewers to an infestation of Fiends conjured through a failed spell. Work with your GM to determine what pests are most likely found in this community or location, considering the consequences of your enemies and adventures in your campaign.

Eradicating pests is an Extended Test with a Goal of 10. Over the course of one week, make three **DC 8 Constitution (Athletics, Nature or Survival)** Tests.

## FINAL TWIST

### ROLL

### TWIST

- |   |  |
|---|--|
| 1 | <b>An Arrogant Trap:</b> Your mark knew what you were up to all along and has been lying in wait to catch you red-handed, ready to gloat.                      |
| 2 | <b>Professional Rivals:</b> A rival thief is also after the same target, and they are successful, leaving you in the dust.                                     |
| 3 | <b>Deadly Deception:</b> Though you escape, the item is fake, the information self-destructs, or the rescued person turns out to be a decoy or a shapeshifter. |
| 4 | <b>Terrifying Implications:</b> You did not know all the facts and now have a terrifyingly dangerous piece of stolen property in your possession.              |
| 5 | <b>Authority Intervenes:</b> A local authority such as the city guard gets involved as a third party, exposing your identity before you escape.                |
| 6 | <b>The Local Firm:</b> This is far bigger than you thought, as a powerful and secretive group turns out to be involved, and you have caught their attention.   |

On a success, you gain 1d4 gp per success over the Goal. If you succeed by 5 or more, you receive a Potion of Healing and a 20 gp bonus in addition to the financial reward. On a failure, you contract a disease of your GM's choice.

Succeed or fail, your willingness to do such unpleasant labour elevates you in the eyes of the community. If you undertake this Downtime Activity in the same period of Downtime that you choose the *Volunteer in the Community* or *Relief Efforts* Downtime Activity, you have Advantage on the Extended Tests involved in those Downtime Activities.

## PLAN AND PREPARE

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Whether you are an articulate planner who maps out your days in neat precision or just someone who wants to get a plan of action together to guarantee success, you have decided to take some time to plan and prepare for your next Downtime Activity.

Choose one other Downtime Activity you wish to undertake. Planning and preparing for this Downtime Activity is an Extended Test with a Goal of 10. Over the course of one week, you must make three DC 9 Tests using any Skill or Tool appropriate to the situation.

On a success, you gain Advantage on one Test or Extended Test of your choice within that Downtime Activity. If you succeed by 5 or more, you can treat any roll lower than a 10 you make in your chosen Test or Extended Test as a 10.

On a failure, you are too distracted to plan out your next Downtime Activity, but you may undertake this Downtime Activity again immediately with Advantage.

## PRACTISE FAITH

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Your faith may be the key to your power, or it may bring you a measure of hope and resolve when the dangers of your life seem insurmountable. Whatever the reason for it, you possess a deep well of belief that you reinforce whenever you can.

Undertaking a pilgrimage, retiring to a hermitage, congregating with the faithful, delivering sermons from a street corner, or any other way of practising your faith is an Extended Test with a Goal of 14. Over the course of a week, you must make three **DC 9 Wisdom (Religion)** Tests. If you undertake this Downtime Activity in an area replete with the faithful, the GM may lower the Goal or give you Advantage on the rolls. On a success, choose one of the following applicable effects. This effect lasts until your next period of Downtime.

- You have Advantage on all Intelligence (Religion) Tests and other Attribute Tests your GM rules relevant to your faith.
- If you are a Cleric of 2nd level or above, you may use your Channel Divinity feature an additional time per Short or Long Rest.

- If you have at least one level in the Paladin Class, your Paladin level counts as one higher than it is for your Lay on Hands feature.

On a failure, you do not deepen your connection to your deity but endear yourself to the local representatives of your faith. They will freely provide shelter, food, and clothing for up to a week until your next period of Downtime.

## PREPARE CONCOCTIONS

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**Requirement:** A Base with a Greenhouse.

With time to carefully measure out ingredients and allow mixtures to ferment and settle, you prepare a batch of potions to bring with you on your next adventure.

Follow the rules of the *Alchemy* Campcraft Activity on page 45 without the need to source ingredients.

On a success, you make a batch of potions of your choice equal to your Intelligence modifier (minimum of 1).

On a failure, you make one potion of your choice and may attempt this Downtime Activity again within the same period of Downtime.

## PROCURE AN ITEM

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**Requirement:** Access to a reasonably well-connected settlement.

You've built up the funds and are ready to purchase when suddenly you find your supplier is out of stock or your needs are too specific for these mundane merchants. If your GM rules that an item you wish to purchase isn't easily found, you can use this Downtime Activity to buy a specialist item.

Procuring an item is an Extended Test with a Goal of 7. Over the course of a week, you must make three **DC 13 Intelligence** or **Charisma (Investigation)** Tests for mundane items or a **DC 16 Intelligence** or **Charisma (Investigation)** Test for rare or magic items. Particularly rare magic items may require a higher Goal at your GM's discretion.

Your GM may allow you to spend money as bribes to lower the Goal or to give you Advantage on one or more rolls.

On a success, you find the item you wish to buy. On a success of 5 or more, your smooth talking has netted you a 10% discount. On a failure, you don't find the item you are looking for.

Enquiring after particularly rare, dangerous, or illegal items may arouse suspicion, alert other interested parties, or reveal your plans prematurely.



## PROSPECT

The land provides treasure for those willing to search for it. You decide to mine the earth and rocks for precious minerals, pan for gold, or spelunk for crystals and gems within caves.

Prospecting for valuable natural resources is an Extended Test with a Goal of 12. You must make three DC 14 Tests, referring to the **Prospecting** table to determine the Skill needed and the rewards you get based on your outcome.

## PURGE CURSE

You seek to cure a curse, disease, or condition that affects you or someone you know.

You can purge any effect cured by the *Remove Curse*, *Lesser Restoration*, or *Greater Restoration* spells by undertaking this Downtime Activity. Work with your GM to describe how you purge these curses, perhaps involving finding a powerful magical healer.

If you are affected by something rarer, a curse that cannot be broken by the spells mentioned, you can research who or what could dispel it. Researching a cure is an Extended Test with a Goal of 13. Over the course of a week, you must make three **DC 14 Intelligence (Arcana or History)** Tests.

## PROSPECTING

METHOD	SKILL	ON A SUCCESS...	ON A FAILURE...	ON A FAIL BY 5 OR MORE...
Mining	Strength (Athletics)	You extract pounds of iron, copper, silver, or gold equal to your level.	You extract pounds of iron, copper, silver, or gold equal to your Proficiency Bonus.	The mine collapses. You cannot undertake this Downtime Activity here again, and you gain a Rival who warned you against extensive mining (see page 86).
Panning	Wisdom (Survival)	You earn 10gp × your level.	You earn 10gp × your Proficiency Bonus.	You gain a level of Exhaustion for a number of days equal to your Proficiency Bonus. This Exhaustion begins at the start of your next adventure.
Spelunking	Strength (Acrobatics)	You gain a number of gems (GM's choice) equal to your level.	You gain a number of gems (GM's choice) equal to your Proficiency Bonus.	You lose gear equal to 50 gp, and gain a Rival who regrets trusting your judgement.

On a success, you find someone or something that can break the curse. On a failure, you get close but fall short of a solution. Your GM might give you the first clues of a larger mission to break the curse. On a failure of 5 or more, you find that all accounts of those who shared your affliction have been lost to time or that your prospects are bleak.

## A QUIET MOMENT

**Requirement:** Access to a calming location for at least a week, whether in an isolated space, a quiet room, or a peaceful spot away from harsh lights and loud noises.

Adventurers visit many places during their travels, filled with loud noise, bright lights, and a thousand things clamouring for their attention. Not everyone can deal with this constantly – some adventurers need to be alone where they can take a deep, calming breath.

Taking this time to calm down is an Extended Test with a Goal of 10. Over the course of one week, you must make three **DC 11 Wisdom (Insight)** Tests. On a success, you have Advantage on Saving Throws to resist the Frightened Condition, and you may use an Action to end the Frightened Condition on yourself once before the start of your next period of Downtime. If you succeed by 5 or more, you may do this twice. On a failure, you have Advantage on Saving Throws to resist the Frightened Condition.

You may also expend one use of this benefit to, as an Action, end the Frightened Condition on a creature that you can touch and who shares a language with you.

## RECONNECT

Adventurers often find that their personal lives suffer while they are busy saving the world — it can be hard to stay connected to the people, places, or groups that matter most to them. This Downtime Activity allows you to spend time on elements of your life that have taken a back seat to your adventures.

### MAINTAIN RELATIONSHIPS

You reconnect with friends and family, giving them your time and attention. This Downtime Activity opens the floor for you to introduce important characters into your story. Look back at your Lifepath and see if there is any character from your history you would like to bring to the forefront (see page 8). Alternatively, work with the other players and the GM to see if any characters from your shared story and world would be interesting to shine more light on.

You can also use this Downtime Activity to repair relationships between you and a Rival (see page 86). Taking time to reconnect and reconcile your differences is an Extended Test with a Goal of 9. Over the course of a week, you must make three **DC 9 Charisma (Persuasion)** Tests as you perform good deeds or acts of atonement. On a success, you've made up for past grievances, and they are no longer a Rival. On a failure, your actions weren't enough to elevate you in their eyes, though they did notice your efforts. Attempts to reconnect with this Rival in the future are easier, and you have Advantage on the Extended Test in this Downtime Activity.



## RAISE A FAMILY

Raising a family can be challenging for an adventurer with an unstable lifestyle. But your family drives you on, and holding them close whenever possible is vital.

It is important to note what family means varies for different people and cultures. Before you begin this Downtime Activity, take time with your GM to discuss what family means for your character. The details created or prompted in your **Lifepath** (see page 8) may help with these decisions. Be sure to discuss any hard lines you have about your family's role in the ongoing story. Your character may be adventuring to protect their loved ones, but you and your fellow players might not wish for the GM to endanger them during gameplay.

Family life is a messy, complicated endeavour, which you may not summarise with a simple dice roll. Roleplaying or narrating these moments, with the GM determining what Tests, if any, are needed, is preferable.

Below are some possible examples:

- **Find a home:** Finding the perfect place to settle down with your family is an Extended Test with a Goal of 10. Over the course of a week, you must make three **DC 15 Intelligence (Investigation)** Tests. Your result determines how suitable your location is. See **A Place to Call Home** on page 94 for information on creating your forever home.
- **Share your haul:** Determine an appropriate amount to leave your family each visit by discussing with your GM about the local economy and any professions other family members pursue.
- **Spend quality time together:** Sharing memorable moments with your family is an Extended Test with a Goal of 8. Over the course of a week, you must make three **DC 8** Tests using a Skill or Tool most appropriate to the situation. On a success, you grow closer as a family, making a memory that will comfort you on the long road ahead. On a failure, your time together is awkward, filled with strange, cold conversations.
- **Share stories:** Sharing your adventurous tales with your family is an Extended Test with a Goal of 8. Over the course of a week, you must make three **DC 11 Charisma (Performance)** Tests. On a success, you've enraptured your family with your tales of derring-do. On a failure, they grow more frightened for you. Your farewells are more difficult to make this time.
- **Pass on a skill:** Imparting your knowledge and abilities is an Extended Test with a Goal of 14. Over the course of a week, you must make three DC 9 Tests using a Skill or Tool most appropriate to the situation. On a success, you pass on your knowledge and create fond memories. On a failure, everyone involved leaves feeling frustrated. The GM may modify this Extended Test based on what you wish to pass on and to whom. Alternatively, you can undertake the *Train an Apprentice* Downtime Activity on page 85 with a family member.
- **Learn from your family:** At the GM's discretion, you learn something new from a family member. This is an Extended Test with a Goal of 13. Over the course of a week, you must make three DC 11 Tests with a Skill or Tool you wish to learn. On a success, you have Proficiency in this Skill or Tool until your next period of Downtime.

If you find that farewells are growing too hard to repeat, and the risks are becoming too much to bear, consider **Hanging Up Your Sword** and retiring to safety with your family (see page 122).

## RELIEF EFFORTS

It is an inevitability that an adventure would cause collateral damage. You believe that it is your duty to put right what is broken, whether it's the fallout of your actions or not.

You can use this Downtime Activity in several different ways, but you may only choose one of them per period of Downtime as each requires significant effort and time investment.

- Organising relief efforts is an Extended Test with a Goal of 13. Over the course of a week, you must make three **DC 9 Charisma (Persuasion)** Tests. On a success, you manage to oversee the project in a timely fashion, and the community is well on the way to being fully rebuilt when you finish working. You gain an Ally (page 86). On a failure, the community appreciates your efforts, though much work is still needed.
- Lending your strength to relief efforts is an Extended Test with a Goal of 8. Over the course of a week, you must make three **DC 13 Strength** or **Constitution (Athletics)** Tests. On a success, you gain proficiency with a Tool of the GM's choice until the start of your next period of Downtime. On a failure you over exert yourself, gaining one level of Exhaustion that lingers for a week at the beginning of your next adventure.
- Managing the logistics of the relief efforts is an Extended Test with a Goal of 9. Over the course of a week, you must make three **DC 12 Intelligence** or **Wisdom (History)** Tests. On a success your mind is sharpened, and you have Advantage on Intelligence Saving Throws once per Long Rest until the start of your next period of Downtime. On a failure, you mismanage the relief efforts and do little to gain the residents' trust.

If you choose this Downtime Activity during the same period as the *Volunteer in the Community* Downtime Activity found on page 85, and the community you are aiding is the same, you have Advantage on the Extended Test in that Downtime Activity.

## RETIRE

When the dust has settled and the threat has passed, you decide now is the best time to retire from your adventures.

While you don't need your GM's permission to choose this Downtime Activity, it is good manners to inform them of your intentions beforehand to allow them to make any changes they see fit to their plans.

**Hanging Up Your Sword** on page 122 allows you to explore your retirement in full, and follow your character in their life away from imminent danger.

## RETURN TO NATURE

Some adventurers prefer the wilds to urban centres of civilisation and retreat to the primal places of the world during their Downtime.

This Downtime Activity requires you to spend its duration in a wild place, untouched by civilisation. When undertaking this Downtime Activity, choose one applicable effect. This effect lasts until your next period of Downtime.

- You gain proficiency in Nature or Survival, doubling your Proficiency Bonus if you already have proficiency in your chosen skill.
- If you are a Druid, you study an animal that can be found in the location you retreat to, adding it to your list of Wild Shape options. If you cannot currently Wild Shape into that animal due to your level, you may still add it to your list of options for future reference.
- If you are a Druid, you surrender to the call of the wild, allowing your bestial spirit to roam free. You gain an additional use of your Wild Shape feature per short or long rest until the start of your next period of Downtime.
- If you are a Cleric of a nature deity, you gain an additional spell slot, with a level equal to half your proficiency bonus rounded down. You may only use this to cast domain spells until the start of your next period of Downtime.
- If you are a Ranger, you may use your Primeval Awareness feature once per long rest without expending a spell slot until the start of your next period of Downtime.

Alternatively, with your GM's permission, you may combine this Downtime Activity and the *Adopt a Pet* Downtime Activity found on page 56 to adopt a pet for half the listed cost, as you hire a tracker or a guide to help you, instead of finding a breeder or merchant. This is mainly a way to adopt Beasts, but your GM may allow you to adopt other creature types this way. Combining the Activities in this way counts as undertaking one Downtime Activity.

## REST AND RECOVERY

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Treating injuries on the road is an essential skill, and when the imminent danger has passed, you use this ability to nurse your own wounds or help alleviate the pain of others.

### NURSING

You attend to a patient, treating their injury or illness. Nursing a patient is an Extended Test with a Goal of 12. Over the course of one week, you must make three **DC 12 Intelligence** or **Wisdom (Medicine)** Tests. On a success, you nurse your patient back to total health and gain Proficiency in the Medicine skill until your next period of Downtime, doubling your Proficiency Bonus if you are already proficient in Medicine. On a failure, your patient recovers, though you expect their wound will trouble them for years to come.

Choosing to do this during the same period of Downtime in which you perform the *Volunteer in the Community* Downtime Activity (page 85) grants you Advantage on the Extended Test in that Downtime Activity.

### RECUPERATING

Recuperating from and treating a significant injury is an Extended Test with a Goal of 13. Over the course of one week, you must make three **DC 12 Constitution**

**(Medicine)** Tests. On a success you suffer no lingering effects from an injury once enough time has passed to heal. Additionally, you become wary of grievous wounds and gain Temporary Hit Points equal to your Proficiency Bonus at the end of every Long Rest until the start of your next period of Downtime, representing your knowledge of anatomy to avoid irreparable harm when hit. On a failure, you suffer no lingering effects from your injury but are left with a nasty scar or remnant of pain.

## ROCK BOTTOM

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The constant stresses of life on the road, the mental strain of living from sword strike to sword strike, and the fear of losing a loved one or friend at any moment can lead even the strongest-willed to despair.

This Downtime Activity should be undertaken only with the consent and comfort of everyone at the table, regardless of their involvement.

When you choose this Downtime Activity, your character is succumbing to the worst parts of themselves, unaware or uncaring of the collateral damage they leave in their wake. Work with your GM to establish what this looks like, perhaps turning to your character's Lifepath for inspiration, looking at **Temperament**, **Skeletons in the Closet**, or **The Lies We Tell Ourselves** (page 8).



## A DARK TALE

*Rock Bottom* serves as a narrative tool to tell the story of adventurers who struggle with the burdens placed upon their shoulders. Discuss with the players about how their character reacts to seeing an ally succumb to despair, and use this as an opportunity to explore the shared difficulties of the party.

If a character cannot pull themselves out of this dark hole they've fallen into, consider retiring their character and exploring a life of hardship or hope after a life of adventure (see page 122).

## TEACH A CLASS

**Requirement:** Proficiency in the Skill you wish to teach.

You wish to pass on your skills to willing students or give back to a community and make some extra coin.

Decide where you are teaching and who your pupils will be. Are you giving lectures on the arcane at a wizardly university or teaching the basics of adventuring to young squires? Regardless of the academic setting, choose one Skill or Tool to teach, and choose three students you wish to impart the most knowledge to.

Teaching a class is an Extended Test with a Goal of 18. Over the course of one week, you must make three DC 7 Tests with the Skill or Tool you wish to teach. On a success, you know your stuff and can answer questions with ease. Your chosen students become proficient in your selected Skill or Tool until your next period of Downtime. On a failure, your teaching methods were not impactful, and the students didn't retain the knowledge they learned during your class. Regardless of the result, you earn 20 gp × your Proficiency Bonus as payment for your time.

If a party member wants to take your class, it will count towards their total Downtime Activities, regardless of whether you succeed or fail on the Extended Test.

## THWART A RIVAL

There's no rest for the wicked. While you are enjoying a period of Downtime, your rivals are out there scheming, advancing, and continuing their antagonistic activities. You forgo your well-earned peace to thwart your enemies' plans.

You can undertake this Downtime Activity to thwart characters you have an antagonistic relationship with or against Rivals.

Work with your GM to establish whose plans you are foiling, where you are thwarting them, and exactly how you throw a spanner in the works. This Downtime Activity comes in two stages: thwarting and escaping.

Disrupting a Rival's plans is an Extended Test with a Goal of 15. Over the course of one week, you must make three DC 14 Tests with a Skill or Tool appropriate to the situation.

On a success, their schemes are unsuccessful. They fail to make any progress towards their goal and begin searching for the culprit. You have a brief window to make your getaway with no one being the wiser, moving on to the next stage. If you succeed by 5 or more, you have Advantage on the following Extended Test.

If you fail, their scheme proceeds as intended, but they feel your presence and search for you. Move on to the next stage. If you fail by 5 or more, you have Disadvantage on the following Extended Test.

To escape unscathed, make a **DC 14 Dexterity (Stealth)**, **Charisma (Deception)**, or **Wisdom (Survival)** Test. Your GM may specify which Test you should make depending on your method of escape.

If you succeed at this Test, you get away without too much trouble. If you fail, the Rival knows you were personally involved and will likely act against you.

## TRACK A TARGET

You monitor someone, surveilling their movements to see who they meet and where they go.

Tracking a target is an Extended Test with a Goal of 16. Over the course of one week, you must make three DC 10 Tests. This could involve trailing them silently using a **Dexterity (Stealth)** Test, listening in as they talk to a friend using a **Wisdom (Perception)** Test, bribing or tricking someone into telling you about them using a **Charisma (Persuasion, Intimidation, or Deception)** Test, magically spying on them using an **Intelligence (Arcana)** Test, or any other method you can think of.

On a success, you find out where they went, who they met, and other pertinent information about them. On a failure, something interferes with your surveillance: a secret door you didn't know about, a cunning disguise, a rival tracker, or a parade that breaks your line of sight. If you fail by 5 or more, your target is aware you are tracking them and may confront you or hide their activities from your prying eyes.

## TRAIN A COMPANION

Who says you can't teach an old dog new tricks?

Spending one-on-one time with your creature companion and taking an opportunity to train them is an Extended Test with a Goal of 18. Over the course of one week, you must make three **DC 8 Wisdom (Animal Handling)** Tests. On a success, you grant your companion proficiency in a skill of your choice. On a failure, your companion doesn't fully grasp your intent, but your efforts in obedience training pay off, decreasing the Goal by 2 for your next attempt.

This Downtime Activity encompasses training familiars and constructs — as long as the companion has some capacity to learn, even if it is a non-living creature, you can train them in some fashion.



## TRAIN AN APPRENTICE

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**Requirement:** 3 levels in the Class you wish to train an apprentice in.

You seek to pass your skills onto the next generation of adventurers, giving them as good a chance of surpassing their forebears as possible.

Work with your GM to choose a non-playable character to act as your apprentice. Decide their relationship with you: are they your loyal squire, a fresh-faced thief shadowing you on the job, a budding mage, or an undergraduate at your college?

When you undertake this Downtime Activity, you must choose what Class you are instructing your apprentice to be. Training an apprentice is an Extended Test with a Goal of 18. Over the course of one week, you must make three DC 13 Tests using a skill that your Class grants you Proficiency with. On a success, your apprentice gains one level in your chosen Class, up to half your level in that Class rounded down. On a failure, your apprentice can't easily grasp your teaching methods, though they try hard to master them. On your next attempt at this Downtime Activity, the Goal is decreased by 2.

At your GM's discretion, your apprentice grants you Advantage on Tests and Extended Tests made during periods of Downtime on relevant Activities as they shadow you and help out.

## VOLUNTEER IN THE COMMUNITY

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While adventurers spend most of their lives on the road, many form attachments to the communities they find themselves in, however briefly. You choose to use your skills and knowledge to better the lives of those around you.

When undertaking this Downtime Activity, you must work with your GM to decide which Skill or Tool best reflects how you're assisting the community. Volunteering in the community is an Extended Test with a Goal of 13. Over the course of one week, you must make three DC 9 Tests using the Skill or Tool appropriate to your situation. For example, you might volunteer to run an art class for children using **Charisma (Painter's Supplies)**.

On a success, you become an active participant in communal life during the period covered by this Downtime Activity and gain Inspiration and an Ally (see page 86). On a success of 5 or more, the community gives you a token of their appreciation, such as a decorative shield or access to a private library.

On a failure, you gain Inspiration and are pleased with your efforts, even if they didn't amount to much. On a failure of 5 or more, you make things worse, embarrass yourself, or offend the community, earning you a Rival (see page 86).

## WATCH AND LEARN

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Donning your detective's cap, you take time to patiently observe and investigate.

When you choose this Downtime Activity, you must decide if you are watching a person, a place, or an item. Regardless of your choice, watching and learning is an Extended Test with a Goal of 15. Over the course of one week, you must make three **DC 12 Dexterity (Stealth)** Tests to remain unnoticed. You may make a **Charisma (Stealth)** Test in a crowded area instead. On a success, you gain the following benefits until the start of your next period of downtime:

- If you studied a person, you gain Advantage on all Tests that would benefit from knowing their speech patterns and mannerisms.
- If you studied a place, you have Advantage on **Dexterity (Stealth)** Tests to hide in that location and gain a working knowledge of its floor plan and main thoroughfares.
- If you studied an item, have memorised the security and routine surrounding that item.

You may attempt to combine two of these options with your GM's permission. If you do, the Goal for the extended Test increases by 2.

On a failure, you learn one useful piece of information (GM's choice). If you fail by 5 or more, your target knows you are watching them, or you have alerted authorities to your intentions.

# ALLIES, CONTACTS, AND RIVALS

A cast of vibrant NPCs is one of your greatest assets to bring a world and a campaign to life. Turning one-off characters into Allies, Contacts, or Rivals gives you more ways to introduce information, assistance, or peril. It creates a sense of continuity and richness in the world and allows the player characters to build relationships they can feel invested in.

This section is designed to provide broad Contact archetypes with interesting quirks that flavour characters' interactions with them. You could apply these to any ally the party has made in their adventures or quickly generate a Contact when a player undertakes the *Establish Contacts* Downtime Activity.

Each Contact has a suggested statblock, but you can swap this out for any other statblock as you see fit. The Contact's description gives you an idea of who they are, what they can help with, and their priorities. A positive relationship with a Contact means they are your Ally and will strive to help you with whatever they can. A negative relationship with a Contact earns their ire, making them a Rival who will seek to complicate your life whenever possible.

These brief descriptions provide a starting point for you to evolve NPCs into living, breathing people within your world with their own lives, goals, principles, and relationships. You may even find that these characters take on a life of their own and could become player characters, as they already have an established relationship with the party (See **Upgraded to Protagonist** on page 124).

Remember that relationships come with commitments: some Contacts might require payment or request a favour, while others only wish for the characters to put time and effort into maintaining their relationship. If the characters are unwilling or unable to upkeep these commitments, it impacts their Contacts' willingness to help and potentially their relationships with other party members, their reputation, or the world at large.

## ADVENTURER

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**Suggested Statblock:** Veteran

Swept up by wanderlust, a desire for fame or fortune, or perhaps simply driven by boredom, every Adventurer has their own story to tell. Travelling the world solo or in groups, they embody the same pioneering spirit that first sent you down your own path. From wisecracking treasure hunters to devoted knights, Adventurers are capable fighters and experienced travellers who have led a life of excitement and danger.

**As an Ally:** An Adventurer will likely know local or famed dungeons and dangerous areas through experience or exploration. They can provide information about terrain, enemies, secret entrances, and the like and will grant Advantage on any Tests made to research an upcoming adventure while in their presence. An Adventurer will fill a Trophy Room with their own spoils for free (see page 103).

**As a Rival:** An Adventurer with a chip on their shoulder will often end up interfering with your party's quests or directly competing for the reward, perhaps through persuading your Patron that they are better suited for the job (see page 108).

## ARTISAN

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**Suggested Statblock:** Noble

Artisans have devoted their lives to pursuing and honing their craft to its finest extent. They live for the moment they emerge, with flour, soot, or paint across their faces, to present their latest masterpiece. Viewing the world with an appreciative eye for the beautiful and unusual, their personalities range from vain and defensive when critiqued to open and honest souls who merely wish to create. An Artisan may be a blacksmith on a quest to forge the perfect sword, a lonely stonemason in a workshop full of statues, or a humble carpenter who whittles out intricate talismans.

**As an Ally:** An Artisan is always ready to support a fellow patron of the arts. An Artisan can give you access to their studio, kitchen, forge or similar workshop if asked. Tests using Artisan's Tools within these workshops are made with Advantage. Inviting an Artisan to work in your Workshop will reduce the cost by 50 gp, as they bring their own materials (see page 103).

**As a Rival:** Sometimes creative types can be somewhat sensitive, and insulting the work of an Artisan is a quick way to earn their animosity. Those who visit an Artisan's workshop or the like will leave with unflattering stories of you, and they will spread your name to other creatives, who will not offer favourable rates should you commission their work.



## CONSULTANT

**Suggested Statblock:** Acolyte

Adventuring parties will always have gaps in their skills: areas of bureaucratic expertise that require as many years of training as a warrior. The world of musty archives, number-crunching, and filing cabinets is a Consultant's bread and butter. A Consultant navigates the bureaucratic nightmares of obscure local laws, delving into a permit licence as readily as a treasure hunter delves into an ancient tomb. Perhaps they are an affluent lawyer, a local businessperson, or a long-suffering accounting clerk needing their big break. They may be uppity, stuffy, or stuck in their ways, but their organisational skills are second to none.

**As an Ally:** A Consultant is mercifully predictable, focused, and good at what they do. If a guild or government body is putting up too many barriers, you can ask the Consultant for aid in getting around the paperwork or local laws. Asking a Consultant to clean up inefficiencies in your Base management reduces the upkeep cost of every room by 5%.

**As a Rival:** To slight a Consultant is to invoke bureaucratic hell. You may find that you've been denied the vital permit you need to dock in the local port or that your application to see the King has slipped through the cracks. If you filed even a single piece of paperwork incorrectly, anyone in the Consultant's area of influence will refuse to complete your request.

## FARMER

**Suggested Statblock:** Commoner

An honest, hard worker, the Farmer has strength of the homegrown variety. Instead of days out adventuring, they have found work in a town, village, or simple homestead. You may find yourself in the company of a fresh produce grower or the purveyor of local goods to fill your stomach or quench your thirst. Perhaps they clean the local stable, tend to a flock of pigeons, or plough the fields. They may spend their days hawking their produce in settlements or tending to crops in the fields, but what many of these menial labourers may lack in danger and drama, they more than make up for in grit and determination.

**As an Ally:** Farmers tend to be the best cooks around because of their access to fresh produce, and they are always gracious hosts. If you spend a Short or Long Rest eating under the care and company of your newfound friend, you gain one extra Hit Die until your next Long Rest. Farmers are also happy to share their seeds and tools with fellow green thumbs, reducing the cost of a Greenhouse by 50 gp (see page 100).

**As a Rival:** It doesn't pay to disrespect those who put their blood, sweat, and tears into providing all our basic necessities. A Farmer who looks at you unfavourably may talk with their fellow farmers, builders, or gamekeepers and spread word of your misdeeds. Your party are no longer welcome to cut across fields or private land.

## INVESTIGATOR

### Suggested Statblock: Spy

Keen-minded onlookers with an ear to the ground at all times, Investigators are observant, intelligent individuals who collect intel and always have one eye out for a mystery that needs solving. You may find your party requiring the cooperation of a local guard captain or detective or followed by a plucky town crier needing a story. You may cross paths with a gossiping local busybody or a mysterious spy who observes from the shadows. They are likely to be highly savvy and have an eye for deceit, and their motivation for getting involved won't necessarily be selfless. Be they a professional inspector or a humble nosy parker, an Investigator knows everyone who is anyone in town and isn't afraid to use that to their advantage.

**As an Ally:** A peddler of information is a helpful friend indeed. If you enlist them to your cause, you may use their expertise, capitalising on their local knowledge. In addition, working with an Investigator while undertaking the *Watch and Learn* (see page 85), *Know Thy Enemy* (see page 72), or *Track a Target* (see page 84) Downtime Activities grants you Advantage on one Test or Extended Test within that Activity.

**As a Rival:** No one's record is squeaky clean, but you should certainly hope yours is if you earn the ire of a professional snoop. A few spilt secrets have the potential to make your life a misery. You may find that local authorities have received anonymous tip-offs of your arrival into town or that someone has dug into your background and begun providing those you have wronged with your personal details.

## MAGE

### Suggested Statblock: Mage

A Mage is someone who dedicates their life to the learning, practice, and mastery of magic. They may be one member of a whole academy of Mages, banding together to further the studies of a specific school of magic, or a reclusive Wizard practising their art with experimentation in the solitude of their lonely tower. They may be a novice arcane scholar or an accomplished practitioner, but whatever their status, they will thirst for knowledge and access to magical research equipment.

**As an Ally:** Mages are well-versed in spells, potions, or rituals. A friendly Mage is happy to share their spells with others who can practise magic. At the GM's discretion, you can learn one cantrip from them, and creating a spell scroll alongside them reduces the creation cost by 50%.

**As a Rival:** An angered Mage can make a powerful foe as they squander your potential to match their abilities. Rare or complex spell components become much more challenging to acquire as they go out of their way to persuade suppliers to throttle your access. Misinformation also spreads about your inaccurate and backfiring spells, making those within the Mage's influence wary of your magical abilities.



## MERCHANT

**Suggested Statblock:** Noble

With a keen eye for a bargain and a charismatic presence that will coax the coins right out of a purse, Merchants are in the business of buying and selling goods. From your local shopkeeper to a travelling merchant or a wealthy and affluent business tycoon, Merchants accommodate every class within society. Whilst some may be greedier than others, they all share the same business savvy. Whether they are a seller of adventuring gear or potions or a procurer of silks and exotic animals, a Merchant has connections and contacts in every port or a friendly cousin in every town.

**As an Ally:** A friendly Merchant is always willing to give you a bargain. They are happy to accommodate buying and selling with your party, offering generous prices, and will do their best to source you rare items. Asking a Merchant Ally for help while trying to *Procure an Item* will grant you Advantage on that Downtime Activity's Extended Test.

**As a Rival:** Money talks, and so do Merchants. When their gossip reaches the wrong ears, you may be charged extra for essential items. Some wronged Merchants may refuse to trade with you altogether, preferring to go without profit rather than accept your coin.

## PERFORMER

**Suggested Statblock:** Noble

An outgoing entertainer, the Performer makes friends everywhere they go and prides themselves on the skill with which they command their audience's attention. They are adept at their chosen art, whether acting, singing, juggling, or any other performance. They can help distract people or put persuasive words in the right ear and can often gain access to exclusive spaces for performances. They live or die by their social connections and are often generous in extending these to their allies as long as it does not endanger their reputation.

**As an Ally:** Performers overhear rumours and gossip from all walks of life. When you ask a Performer about a particular person, they tell you any intriguing tidbits they know, attempting to find out news for you if they have none. You may add your Proficiency Bonus when acting upon this information. Hosting alongside a Performer in an Audience Chamber provides Advantage on Charisma (Persuasion) Tests.

**As a Rival:** Word gets around, and you quickly become a laughing stock. Other Performers in their social circle embarrass you during their performances, calling you up on stage as part of their act or lampooning you for an easy laugh. If you perform anything to an audience, you will always have at least one heckler.



## THIEF

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**Suggested Statblock:** Thug

The life of a Thief is rife with petty crime: picking pockets in busy streets, cheating in card games at popular taverns, or mugging strangers in the dark corners of city alleyways. They may be a hapless street urchin, led by desperation into criminal affairs just to survive, or a grizzled con artist wanted by every law agency in the realm. Whatever role they play in the illegal activities of the bustling city or sprawling kingdom, Thieves likely know every detail of the foul innards and seedy operations that make up the criminal underbelly hiding in the shadows.

**As an Ally:** A Thief can commit various acts of crime on your behalf if you provide enough incentive. If you are willing to get your hands dirty, working with them gives Advantage on Charisma (Deception) or Dexterity (Sleight of Hand) Tests made to cheat or steal. You can share the many connections a Thief has made in the world of crime or meet with them under their guidance: fences, forgers, and smugglers, among others.

**As a Rival:** When you make an enemy of a Thief, you also make enemies of all those behind them. In settlements under their influence, organisations of crooks, ruffians, and thugs know your face, and you become the target of their petty crimes.

## RECLUSE

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**Suggested Statblock:** Scout

When someone becomes tired of the affairs of their kin, seeks peace from the noise and chaos of civilisation, or is exiled from their home by force, they can often become a Recluse. They may live a stone's throw away in the desolate outskirts of town, closing their home to visitors and leaving warnings on their gates. Or they may have settled as far from civilisation as the middle of a remote woodland or high amongst the distant mountains. They survive in these faraway lands by becoming skilled hunters, horticulture experts, or magic practitioners to conjure up what they lack. They can also adopt the hermit lifestyle to avoid notice or disturbance from those who would harm them or dissuade them from their shadowy work.

**As an Ally:** A Recluse knows the land around their home with intimate familiarity, granting you Advantage to Wisdom (Survival) Tests made while taking routes they advise. They can also provide you with access to things they have created or grown, such as camping supplies, traps, or provisions.

**As a Rival:** An angered Recluse shows no mercy for fools who wander through their territory. They might shout and scare you off their land should they catch you, or give you misleading advice, steering you into uncomfortable terrain or through inconvenient routes.

## SAGE

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**Suggested Statblock:** Priest

A shoulder to cry on, an ear to chew, and the source of much-needed advice, a Sage is a wise and dependable person who provides moral support and guidance to anyone willing to listen. Understanding matters of the heart and mind is their forté, whether it is their professional calling, such as a priestess or counsellor, or as a loyal companion, such as a spouse or childhood friend. Sages know the cure for what ails you, whether moral or medical, and are knowledgeable on holistic treatments of wounds, diseases, and other conditions.



**As an Ally:** Whenever you consult a Sage on matters of morality, they give you helpful advice and any guidance that the GM thinks can aid your quest. Speaking to a Sage bolsters your resolve, giving you Inspiration.

**As a Rival:** They and other Sages in their social circle avoid giving you advice, only parting with unhelpful and mystifying phrases. If you are looking for holistic remedies for non-life threatening ailments, they will take their time seeing you, ensuring you are uncomfortable for as long as their morality allows.

## SAILOR

**Suggested Statblock:** Bandit

The water calls to a Sailor's heart. They might be a trader, pirate, ferry operator, part of a naval force, or just a hobbyist who loves to sail. Sailors are often widely travelled and hardy, dedicated to the technical and physical aspects of sailing in equal measure. They are excellent navigators on the water and might have tales of far-off lands and unusual cargo. They could sail in less conventional environments, like desert sands, lava rivers, or even through the sky. They usually have their vessel for hire and could provide transport through otherwise impassable locations.

**As an Ally:** When you hire or befriend a Sailor, you have passage across any environmental obstacle their vessel can navigate, even when others might not attempt such a voyage. You gain Advantage on Perception and Survival Tests you make while on their vessel.

**As a Rival:** You will struggle to find a willing crew to take you on board their vessel, and if they do, they ensure you are scrubbing the deck or put to work. Sailors in their social circle try to spook you with tall tales of terrifying sea creatures, savage mutinies, and treacherous waters should you express an interest in travelling by boat.

## SCHOLAR

**Suggested Statblock:** Mage

Scholars devote their lives to learning and discovery. They toil away in libraries, studying the endless tomes of history or practising their knowledge in academies to teach entire generations. If something is left unknown, Scholars will strive to uncover its secrets and document it for the world to know. They can specialise in specific fields of knowledge, such as the history of magical artefacts or the changing patterns of the stars. Some are educated professors and researchers, while others may be budding enthusiasts.

**As an Ally:** Scholars are often more than happy to share their knowledge and help you research topics of your choice. Studying under their influence gives you Advantage on Intelligence (Arcana, History, Nature, or Religion) Tests. Additionally, they are more than happy to work as a librarian in your Library (see page 101).

**As a Rival:** Scholars often band together in societies or orders, and when they share their distaste of you with their peers, you find your access to their libraries and academies can be heavily restricted or your request for information put on the long finger.



## SOCIALITE

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**Suggested Statblock:** Noble

A Socialite spends the majority of their life in the company of others, partying away the nights among noble masquerades or exciting the patrons of packed pubs. Entertainment and hedonism are their primary goals, indulging in whatever pleasures they can acquire while making sure everyone around them shares their enthusiasm. Their gossip flows as abundantly as their wine, as they climb hierarchical ladders through wordplay alone. These practices often gain a reputation that precedes them, becoming a celebrity among certain circles or infamous among others.

**As an Ally:** Being a friend of a Socialite opens many doors. Bringing their name up in conversation gives you Advantage on Charisma (Persuasion) Tests when interacting with nobles and proprietors of taverns. Access to balls, masquerades, or other private venues becomes significantly easier when familiar with someone already inside, and inviting a Socialite to your ballroom ensures an eager crowd will want an invite (see page 98).

**As a Rival:** Gossip of a Socialite spreads far and fast, and they spread scandalous rumours about your party to an eager audience. The repercussions of this ruinous gossip can see merchants raising their prices, nobility closing their doors to you, and Patrons giving you less appealing jobs.



## SOLDIER

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**Suggested Statblock:** Knight

Soldiers fight for something they hold dear, whether it is a cause, a leader, or a community. They are willing to sacrifice a great deal to protect what they value and follow orders from those they trust. They could be town guards, foot soldiers in an army, loyal knights, or the protectors of a tribe. Martialy capable, they understand the need to fight alongside others. They often have knowledge of tactics and military history and share old fire-forged bonds with other military personnel.

**As an Ally:** Any time a Soldier or their squadron are within 30 feet of you, you may add 1d4 to any Constitution or Strength Saving Throws as they are quick to help you out of a tight spot. Additionally, they help stock an Armoury in your Base, reducing the cost by 100 gp (see page 98).

**As a Rival:** A Soldier who has set their sights on stopping you is a troublesome foe. They do not attack you outright, instead spreading the word that you are untrustworthy and dangerous. In every settlement they influence, you are under suspicion and unlikely to be entrusted with tasks by the town guard or allowed to speak with influential people. Soldiers at outposts may leverage a fee for allowing you to pass without trouble.

## SOOTHSAYER

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**Suggested Statblock:** Cultist

The domain of a Soothsayer is that of clairvoyance and superstition. When the uncertainty of time weighs upon someone's soul, they seek a Soothsayer to read their fortunes and foresee their futures. They achieve these predictions by studying past patterns, connections to their ancestors' spirits, or mysterious rituals. Not all Soothsayers may be forthcoming about their abilities, preferring to stay out of the limelight. As such, it may come as a surprise when a trusted Contact reveals their premonitions to the party.

**As an Ally:** A Soothsayer's omens may not be clear, but the glimpses of the future they manage to scry allow you to remain vigilant to danger. Twice per period of Downtime you may automatically choose to roll a 20 on any Test, explaining how a Soothsayer's vision foresaw this moment.

**As a Rival:** A Soothsayer will gaze into your future and impart cryptic and foreboding knowledge, cleverly described to make you feel the most paranoid about what the future may hold.

## WARRIOR

**Suggested Statblock:** Gladiator

Warriors are rough-and-tumble folk who fight for the thrill of it or for the coin promised to them. They rarely accept orders or authority, tolerating others for as long as they are paid. They often work alone but some might team up so they can take on larger jobs. Warriors could be gladiators fighting for glory in an arena, tavern brawlers, mercenaries, or pugilists and martial artists who wish to refine their art through adversity.

**As an Ally:** The Warrior is an imposing figure, and they are always eager to share their skills with those they like. When you ask the Battler to lend you their strength, you gain Advantage on Intimidation Tests while they stand beside you, or you invoke their name to those who know them.

**As a Rival:** When you have crossed a Warrior you will find shady characters with short tempers in every tavern and inn the Warrior frequents. Revellers will throw petty insults your way, and bar brawls are no more than a hair's breadth away, though they won't waste their time with a mortal fight.

## WITCH

**Suggested Statblock:** Druid

An untrained magic user who hones their craft through hobby or necessity, a Witch might dabble in alchemy, practise natural magics, or provide healing to their community. They lack the unchained power of natural magic users or the expansive knowledge of trained spellcasters, but their magical ability is often married to practical applications. If their knowledge is piecemeal, they make up for it by applying ancient or forgotten practices considered too trifling for more academic magic users. They are likely to be fascinated by new magical knowledge or trinkets and are often frustrated by the barriers that prevent them from realising their magical potential.

**As an Ally:** A Witch is a jack-of-all-trades when it comes to magical practices, and is eager to lend a hand if they reckon they will learn a thing or two in the process. A Witch will help build, stock, and maintain a Druid's Grove, Laboratory, or Wizard's Tower, reducing the cost by 100 gp (see page 97).

**As a Rival:** Woe upon those who anger a Witch, for their petty curses are hard to shake. Bad luck follows you like a hound at your heels when an angered Witch is in town, constantly causing things to go slightly wrong. You might find that common items you try to buy have just sold out, the town guards frequently mistake you for a wanted criminal, or you trip over into the cake at a fancy party.





## 4. A PLACE TO CALL HOME

Adventuring isn't an easy life. The constant travel and threat of danger can make the hardest heroes wish for their own hearth and a comfortable bed, somewhere to belong and feel safe, or at least lie low until the heat dies down. If they find the perfect base and can afford the price, having a place to call their own will be an incredibly rewarding experience.

A home is more than just a place to relax and recover between adventures or to store the trophies and treasures from a successful career. It is a place to put down roots and become part of a community, to build relationships, and to make a meaningful difference that will have a positive impact well into the future.

### WHAT'S IN A NAME?

This chapter uses the term 'Base' as a catch-all term for any dwelling used by the party. A Base may be a quaint cottage, an imposing castle, an underground dungeon, or a floating fortress; all are considered a Base for the purpose of this chapter.

### HOME IS WHERE THE HEART IS

A home might give a character some semblance of stability, but it also arms the GM with a range of narrative opportunities!

Did the house on the hill catch the party's eye, only for them to find its current occupants are monstrous pests? Does their Patron offer the party a patch of land as a reward for undertaking a precarious mission? The party might discover secrets buried beneath their land, or their famed loot could attract thieves.

As friends and contacts will know where to find them, the party may be approached more frequently with requests and invitations. Enemies will target their Base, seeking revenge or for other nefarious purposes. They might attack characters' cherished place in their community, spreading terrible rumours about them and turning their neighbours against them.

## IT'S ALL YOURS

Creating your characters' Base is a collaborative process between players and the GM. If the idea originated with the players, they should describe their ideal Base, taking into account their budget, their preferred location, the style of building they want, and what they want it for. The GM can then outline their options, using the following section as inspiration.

If the GM is bringing the Base into the game, they can prepare as much or as little detail as they like. The group's preferences are important here. If they would love to explore the mysterious old house as they arrive and keep uncovering secrets for as long as they live here, the GM can plan out the physical details and enigmas they uncover. If they would love to work together creating the building, harness all that creativity and have fun.

Whichever approach you take, this is the GM's chance to place the party's new home firmly into the campaign world. What else is in the vicinity, and who will the characters get to know? How will the party moving in affect the neighbourhood, the residents, the local economy and politics, and the current goal of the campaign? See **Home Is Where the Heart Is** for guidance on how to weave a party's Base into the overall plot.

### FLASHBACK SEQUENCE

A home is steeped in history, from the moment the first brick is laid through to its destruction or abandonment. Exploring the origins or history of your Base through a flashback session can make for a compelling change of pace.

To do this, the GM prepares a few details surrounding characters from the past, and each player chooses a character to embody. As the characters explore this scenario, the players will reveal stories and facts, bringing the world to life from an unusual viewpoint.

### A GIFT

Ownership of a property is bestowed upon you. This could be grateful townspeople's heartfelt expression of thanks to their saviours, the reward offered by a wealthy patron for a dangerous task, or an unexpected inheritance loaded with secrets and obligations.

Alternatively, the Base could be temporarily assigned to the party as part of a campaign set around a single location. It might serve as a guardhouse along a dangerous road, lie over a sealed vault you must protect, or cling to the edge of a vast ruined city rumoured to host unspeakable dangers and unimaginable treasures. It could even be a thoughtful favour, such as a wealthy and concerned friend giving the battered and exhausted party a place to rest and recover.

### FOR SALE

With gold in hand, you are living the dream and can buy a Base ripe for development. See the **Base Size** table for guidance on sizes, costs, and rooms.

If the Base comes bare and unfurnished, you may be able to haggle the price lower if you're convincing.

### NEW TENANTS

You've left an enemy's base relatively intact after you drove out its inhabitants and have claimed it as your own. The rooms and décor may hold unsavoury memories of its previous occupants, but a thorough clean and a lick of paint will fix all that.

The place's history and previous occupants might haunt you as you settle into your new property. The vanquished foe's allies may visit, unaware of their defeat or seeking revenge. There's no such thing as a free lunch.

You can refurbish this Base to suit your style for 10% of the cost of buying a Base of this size.

### PUTTING DOWN ROOTS

You have the time and money to build your Base from scratch. While this allows you to settle in your dream location, building a Base from the ground up takes time, and it won't be ready to live in until your next period of Downtime.

## SQUATTERS RIGHTS

You've located an unconventional and, most importantly, freely available space to build a Base. Caves, forest clearings, secluded valleys — nature provides a range of quality options. For urban adventurers, an abandoned building can provide as much comfort and arguably more safety than the average inn common room.

Claiming a Base in this way incurs no initial cost, but the cost of building rooms is doubled. Additionally, your Base risks being threatened by outside forces, such as monsters, bandits, or natural disasters. See **Rags or Riches** for more information.

## SIZE AND SCALE

The size of your Base dictates how much of a personal stamp you can put on your new home. The **Base Size** table provides examples of dwellings. Feel free to use these as a guide to creating your own unique Bases.

Each Base allows for customisation in the form of rooms. The larger the Base, the more space available to build rooms. The average cost to build the space for a room is 350 gp. You can find details about rooms in **Home Improvement** on page 97.

The **Base Size** table outlines the initial cost of buying a Base and how much you will need to spend each period of Downtime on its upkeep. If you do not pay the upkeep cost at the beginning of a period of Downtime, you will not receive any benefit from the rooms. Adjustments to the cost of a Base are outlined in **It's All Yours** on page 95.

If the party is given a property or moves into one after driving out its inhabitants, the new Base will likely already have at least one room from the list beginning on page 98.

### BASE SIZE

SIZE	ROOMS	COST TO BUY	UPKEEP COST	EXAMPLE
Dwelling attached to another building, roughly 1,000 square feet.	2	750 gp	20 gp	Temporary living quarters, the basement of a tavern.
One floor, roughly 2,500 square feet.	6	2,000 gp	60 gp	A small house, a hunting cabin.
Two storeys, totalling about 3,500 square feet.	9	3,000 gp	90 gp	A modest house, a city inn.
An open plot of land or large building, roughly 5,000 square feet.	12	5,000 gp	120 gp	A sheltered cave, an abandoned warehouse.
Multiple storeys or covers a large area, about 10,000 square feet.	25	20,000 gp	250 gp	A noble's mansion, a wizard's tower, a multi-car steam train.
Multiple storeys, multiple buildings, or large and sprawling. 20,000 square feet or more.	50	100,000+ gp	500 gp	A monarch's palace, a well-fortified castle, an ancient mine with numerous connected chambers.

## RAGS OR RICHES

The costs outlined in the **Base Size** table are standard costs estimated for Bases of those sizes. If the party wishes to be more flexible with their gold, the GM can add an appropriate benefit or flaw to the Base. The GM may alter how structurally sound it is, the furnishings it comes with, the reputation it garners from locals, how defensible it is, etc.

**Example:** The party wishes to spend only half the gold on a modest house. The GM allows this, stating that the only available house in that price range is

on the unwalled edge of town. If the town is threatened by bandits or creatures, their house will be one of those affected first.

**Example:** The party returned from their quest laden with gold and decided to splurge, buying prime real estate in the centre of the city to build their own inn. Paying double the amount of gold for their chosen location, the GM rewards their investment with a slew of regulars who bring rumours and gossip to the party, alerting them to mysteries and threats.

## IT'S A LITTLE SMALL

The costs in this section assume that each room is roughly 20 feet × 20 feet in size, or 400 square feet. This means adventurers in a small house can probably fit six rooms in their Base. However, the GM should allow the rooms to be built to different sizes and shapes to suit the style of the Base, adjusting the costs accordingly. For example, if the players want to build a cosy **library** (see page 101) in a snug 10 feet × 10 feet room (100 square feet), the cost would be one-quarter of the original price (125 gp). Likewise, if the adventurers have a huge home with lots of space, they may want to build much larger rooms.

At the GM's discretion, they may adjust the bonus a room grants based on its size. For example, a small library less than 100 square feet, like the example above, may only grant a +1 bonus to History Tests instead of granting Advantage, while a grand library that is over 1,000 square feet could grant Advantage and double the character's Proficiency Bonus for the Test.

The GM should use their best judgement when adjusting costs and bonuses — building a home should be fun, not filled with accounting and bookkeeping!

## HOME IMPROVEMENT

Most Bases contain the necessary spaces to function as a home: a space to prepare food, a dining area, and a place to sleep. You can add additional rooms to customise your Base and receive mechanical benefits. The **Base Size Table** outlines how many rooms you can add to a Base depending on its size.

You may begin the construction of a room at any time during an adventure or period of Downtime, provided you can contact and pay the workers you need. Construction times vary, but a good rule of thumb is that the extra space won't be available until the next period of Downtime.

### ROOMS AND BUILDINGS

Depending on the previous occupancy, a Base may come with one or more of the following rooms already within it. Often, however, the party will have to add the rooms themselves.

To add a new room to their Base, the party needs the space for it, the money to pay for its installation and decorating, and the ability to meet any requirements it has. Repurposing an existing room reduces the cost of the new room by 10%.



## ARMOURY

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**Cost:** 200 gp

An Armoury is used to store weapons and armour. Weapons are mounted on racks on the walls or arranged on long tables and are usually grouped by type or size (bladed weapons and swords, crushing weapons, ranged weapons, etc.), and ammunition is kept in buckets and containers or hung in quivers. Mannequins are used to display armour and helmets.

- When constructed, the Armoury is stocked with one of each type of Simple Melee and Ranged Weapons, 100 pieces of ammunition for each Simple Ranged Weapon, and one set of each type of Light Armour.

## ART STUDIO

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**Requirements:** Good natural light or equivalent.

**Cost:** 150 gp

Bright, airy rooms full of storage cupboards and a variety of tables, chests, and seats, Art Studios are the perfect place to unwind between adventures and indulge in your creative pursuits. Whether sculpture, painting, engraving or any other art form, this room has the tools and environment you'll need to make your next masterpiece.

- You have Advantage on Tests using Glassblower's Tools, Jeweller's Tools, Painter's Supplies, Potter's Tools, and Woodcarver's Tools while in the Art Studio.

## AUDIENCE CHAMBER

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**Cost:** 150 gp

A lushly appointed room dedicated to oration, the Audience Chamber is necessary for parties intent on engaging in theatre or diplomacy. While the size of the room can limit the number of attendees, the décor and presentation ensure that anyone within earshot is willing to listen to whoever commands the stage.

- You have Advantage on Charisma (Persuasion) Tests while in the Audience Chamber.
- You can fit 40 Medium creatures comfortably into every 400 square feet. Adding additional creatures increases the DC of any Tests by 2 for every 10 extra people.

## BALLROOM

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**Cost:** 150 gp

A room dedicated to dances and performances. A clear space in the centre of the room is surrounded by an area for onlookers to observe and rest. Wood-sprung floors accommodate professional dancers, while clever architecture enhances the sounds of music, ensuring that any performance is an enrapturing affair.

- You have Advantage on all Performance Tests while in the Ballroom.
- You can fit 40 Medium creatures comfortably into every 400 square feet. Adding additional creatures increases the DC of any Tests by 2 for every 10 extra people.

## BAR

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**Requirements:** A Storage Room with one alcohol resource.

**Cost:** 300 gp

The perfect place to host gatherings, tell raucous tales, and enjoy a drink with friends. Typically, these rooms are reserved for the party and their allies, but some invite the wider community into their homes.

- The party earns 3d4×5 gp during a period of Downtime if they open the Bar to the public.
- If you undertake the *Let Loose* Activity (page 74) while in the Bar, you count as spending 100 gp on merry-making.

## BATHHOUSE

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**Requirements:** A clean water source.

**Cost:** 200 gp

Whether a brightly lit, tiled room on the first floor with a water-producing glyph carved into the ceiling or a polished cave with a natural spring, the Bathhouse is a hygienic addition to any Base. The experience relaxes the body and soothes the mind, and bathhouses are often the site of relaxed meetings between allies or people wishing to do business together.

- You have Advantage on all Constitution Saving Throws to resist Exhaustion until you gain one level of Exhaustion. You gain this benefit at the start of each period of Downtime.

## BEDROOM

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**Cost:** 100 gp

The Bedroom is where an adventurer rests after a long day, and each is as unique as the character that calls it home. This room's costs are based on building five rooms. They should be altered to reflect parties of different sizes.

- You may attempt one additional Downtime Activity per period of Downtime. You have Disadvantage on any Tests you make as part of that Activity.
- Spending a Long Rest here adds an additional Hit Die to your maximum Hit Dice until your next Long Rest.

## CELL

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**Cost:** 150 gp

A secure room for keeping prisoners in, a Cell can be a useful tool for parties driven to right the wrongs of the world. Whether a small niche in the rock with a reinforced door or a glorified cage, Cells are usually kept dark and uncomfortable to make those within them feel the agonies they have inflicted on the world.

- You have Advantage on Charisma (Intimidation) Tests made against anyone in the Cell.
- The lock on the door requires a DC 18 Dexterity (Thieves' Tools) Test to unlock without the key or a DC 21 Strength (Athletics) Test to pry it open. Anyone within 60 feet can hear the Cell being pried open. You can spend up to an additional 50 gp to raise the DC by 1 for every 10 gp spent.



## COMMON ROOM

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**Cost:** 300 gp

A place to rest and relax in the presence of friends between adventures, Common Rooms are usually designed by the party as a whole and reflect their identity as a group. Personal touches are applied here and there, but most outsiders can take one look in this room and gain some measure of understanding about what is important to the party.

- When party members spend time here together, they earn a Bonding Die (see page 43).

## CHAPEL

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**Cost:** 250 gp

From compact reflection rooms to airy churches capable of hosting a congregation of worshippers, these rooms fill the same purpose: a sense of calm reflection, a connection to a higher power, and a soothing atmosphere. The deity a Chapel is dedicated to will determine some of its décor and potentially its location. Most have a library of religious texts and are built with a small hidden space to protect holy icons and relics.

- You have Advantage on Intelligence (Religion) Tests while in the Chapel.

## DRESSING ROOM

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**Cost:** 250 gp

The Dressing Room contains everything you need to make a new look, from clothing to make-up to tailors tools and sewing machines. Whether used to prepare for a party or to assemble a disguise for a heist, this room oozes style and charm.

When you buy this room, it comes with a set of fine clothes and a set of travelling clothes for every party member. The Dressing Room includes a new outfit of your choice at the start of each period of Downtime.

- You have Advantage on Tests using Weaver's Tools and a Disguise Kit while in the Dressing Room.

## DRUID GROVE

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**Requirements:** Must be outside.

**Cost:** 400 gp

Centres of primal magic, Druid Groves often contain circles of standing stones, pools of clear water, and abundant wildflowers. Depending on its size and location, a grove may be host to a small ecosystem of its own. All Druid Groves are quiet places where the natural world reigns.

Druid Groves in more urban environments may become a site of great importance for any druids in the immediate area.

- You have Advantage on Intelligence (Nature) Tests while in a Druid Groves.

## GAME ROOM

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**Cost:** 200 gp

Places of relaxation, Game Rooms are full of a wide variety of games and leisure activities. Bottles of liquor stashed in cupboards, easy access to the kitchens, bright lamplight, and roaring fires keep players happy while trying games from around the world. This is one of the more common rooms a party allows outsiders into, even if it is just to take their money in games of chance.

- If you undertake the *Gamble* Activity (page 70) while in the Game Room, you gain +2 to Tests made to read your opponents and to cheat.

## GREENHOUSE

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**Requirements:** Sunlight, or equivalent, for at least 8 hours a day.

**Cost:** 400 gp

Usually built outside, Greenhouses are warm throughout the year and allow for growing fruit, herbs, and vegetables no matter the season. Growing rare plants in a Greenhouse may draw interested parties from miles around.

Magical Greenhouses will cost triple the price listed above but don't need access to sunlight, as magic helps the plants to grow.

- You have Advantage on Tests using a Herbalism Kit while in the Greenhouse.
- You can restore 1d10+2 charges to a Healer's Kit at the end of each Downtime.

## HIDDEN ROOM

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**Cost:** 500 gp + original room cost

Whether for hiding valuables, storing essentials in case of emergencies, or just as a place to retreat from the world, parties construct Hidden Rooms for as many reasons as there are stars in the sky.

Choose a room from the list provided in this section. You will pay that room's construction costs and gain its benefits, but it will be hidden from view or access from guests or even other housemates. Additionally, it requires a DC 20 Intelligence (Investigation) or Wisdom (Perception) Test to find and has a lock that requires a DC 15 Dexterity (Thieves' Tools) to unlock.

## INFIRMARY

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**Cost:** 300 gp

While a series of beds and plenty of bandages, needles, and medicinal plants are technically all that is required, Infirmarys are often airy, well-lit, and extremely clean.

- You have Advantage on Wisdom (Medicine) Tests and Constitution Saving Throws to resist the effects of poisons and diseases while in the Infirmary.
- If the Base also has a Chapel, you may treat curses as if they were a disease while in the Infirmary.
- If you double the costs of this Room when it is built, any Long Rests completed within it remove two levels of Exhaustion.



## KITCHEN

**Cost:** 400 gp

Kitchens are often the heart of a home. With easy access to a range and all the cooking implements one could desire, adventurers can use this room to prepare a party for the ages.

- You have Advantage on Tests using Cook's Utensils while in the Kitchen.
- Tests made in the Audience Chamber are made with Advantage if the guests are given a well-cooked meal, requiring a success on a DC 15 Intelligence or Dexterity (Cook's Utensils) Test.

## LABORATORY

**Cost:** 450 gp

Bubbling tubes, smoking vessels, and portable burners are some of the many dangers in this room. The tools, reagents, and miscellaneous equipment found here allow you to create, brew, or otherwise fabricate all manner of poisons and potions. This room comes with an empty recipe book for transcribing formulae into.

- You double your Proficiency Bonus on Attribute Tests that use Alchemist's Supplies or Poisoner's Kits while in the Laboratory.
- The Laboratory comes with one vial of antitoxin that is replaced at the start of each Downtime.
- You always count as having one portion of ingredients for common and uncommon potions when undertaking the *Alchemy* Campcraft Activity while in the Laboratory (see page 45).

## LIBRARY

**Cost:** 500 gp

Shelves of books, scrolls, and codices cover the walls of this room. Most Libraries include comfortable seating and lighting, and all have a cataloguing system.

The initial cost of this room includes books and scrolls containing basic information on a wide variety of topics. Books containing obscure or detailed information must be found elsewhere.

- You have Advantage on Intelligence (History) Tests while in the Library.
- The librarian working here counts as a Consultant Ally (see page 87) while on good terms.

## MAGE TOWER

**Cost:** 600 gp

Mage Towers are the perfect place for magical experimentation. These don't have to be typical crooked towers jutting from the roof. Warded, reinforced rooms in the deepest cellars of the Base or thick-walled buildings far from potential collateral damage also act as Mage Towers.

- You double your Proficiency Bonus on Intelligence (Arcana) Tests while in the Mage Tower.
- While inside the Mage Tower, the amount of time and gold required to copy or scribe a spell is reduced by half.



## MAP ROOM

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**Cost:** 200 gp

Full of tables, chests, and shelves, a Map Room is vital for storing large amounts of cartographical data. While a library could fulfil a similar purpose, Map Rooms also come with tables and all the navigational tools one needs to plan a journey of any length.

- You have Advantage on Tests using Calligrapher's Supplies and Navigator's Tools while in the Map Room.
- If you use the rules from *Uncharted Journeys*, one character can attempt the Chart Course Preparation (*Uncharted Journeys*, page 16) without it counting towards their Preparation limit.

## SHOP FRONT

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**Requirements:** A business.

**Cost:** 350 gp

Whatever your business, this room can be tailored to fit its specifics. Whether you need to mount examples of your work, provide a discreet meeting place, or display maps of your trade routes, the Shop Front is designed to impress all who gaze upon it.

- You have Advantage on Extended Tests to start or grow a business in the *Enterprise* Downtime Activity while using the Shop Front (see page 66).

## SMITHY

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**Requirements:** A Storage Room containing one ore resource.

**Cost:** 600 gp

Vital for repairing metal arms and armour, Smithies are also useful for creating new equipment or fixing broken tools and can be an important resource to the community.

- You double your Proficiency Bonus using Smith's Tools while in the Smithy.
- You have Advantage on the Test in the *Craft Ammunition* Campcraft Activity while in the Smithy (see page 48).

## STABLES

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**Cost:** 350 gp

Essential for any party that uses mounts or land vehicles, Stables provide a warm, safe space for animals to live and vehicles to be stored.

If you want to keep animals that require more than a roof over their head, a water supply, and a selection of fruits and grains to eat, you'll have to invest in specialist, magical resources that double the cost of buying this Room and triple the upkeep cost.

- You have Advantage on Wisdom (Animal Handling) Tests while in the Stables.
- You have Advantage on the Extended Test in the *Bond With a Companion* Downtime Activity while in the Stables (see page 61).

## STORAGE ROOM

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**Cost:** 300 gp

Whether a treasure vault, a wine cellar, or a pantry, a Storage Room is used to keep supplies that won't fit anywhere else.

All Storage Rooms come with a reinforced iron door and are equipped with a lock that requires a DC 20 Dexterity (Thieves' Tools) Test to pick.

If you aren't using it to store treasure, you can hold one resource from this list: alchemy ingredients (see page 45), alcohol, food, materials, or ore.



## TROPHY ROOM

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**Cost:** 250 gp

Often well-lit galleries or small rooms with a hook hanging from every available surface, Trophy Rooms are for adventurers who want to display their prowess in battle. You don't need to have personally slain everything in here; all you need to do is convince those guests lucky enough to look upon these heads, horns, hides, and other body parts that you are a force to be reckoned with.

You can fill this room with generic trophies, increasing the initial cost by 100 gp.

- You have Advantage on Charisma (Intimidation) Tests while in the Trophy Room.

## THEATRE

---

**Cost:** 500 gp

The lights go down, the curtain rises, and you stride onto the stage to an eager crowd. You may hire travelling troupes to grace your Base with their performance, or you may put one on yourself and earn a little money in the process; building this room establishes your Base as a cultural centre.

- You have Advantage on Charisma (Performance) Tests while in the Theatre.
- You have Advantage on the Test in the *Perform* Campcraft Activity while in the Theatre (see page 51).

## TRAINING ROOM

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**Cost:** 250 gp

The Training Room is a general-purpose, customisable space, which is the perfect place to learn new skills. You may decorate the room according to the type of training you wish to do.

For example, you may hang dummies and weapons in a combat Training Room, line the bookshelves with tomes and bestiaries to hone the mind, or fill cupboards and shelves with tools and materials for any trade. All arrangements lead to an air of focus and learning.

- When undertaking the *Crash Course* Campcraft Activity (see page 48), the teacher may impart two Proficiencies to the learner while in the Training Room.
- You have Advantage on Extended Tests to *Train an Apprentice* (see page 84) while in the Training Room.

## WATCHTOWER

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**Cost:** 200 gp

Often built atop keeps or border forts, Watchtowers allow you to post a guard with a commanding view of the area.

- You have Advantage on Wisdom (Perception) Tests while in the Watchtower.
- If someone is keeping watch within the Watchtower, no one can approach your Base unseen without the use of magic.

## WORKSHOP

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**Requirements:** A Storage Room with one resource of materials.

**Cost:** 150 gp

Workshops are the birthplace of crazed inventions, refined engravings, and everything in between. You may prefer a cluttered death trap where every piece of scrap metal is balanced precariously on another or a meticulous studio full of ordered piles. Whatever the specifics, this room contains all you need to engage in the art of creation.

- You have Advantage on Tests using Carpenter's Tools, Leatherworker's Tools, Mason's Tools, and Tinker's Tools while in the Workshop.
- You have Advantage on the Extended Test in the *Invent* Downtime Activity while in the Workshop (see page 71).
- You have Advantage on the Extended Test in the *Jury-Rig* Campcraft Activity while in the Workshop (see page 49).

## FEATURES

Bases are more than just a collection of useful rooms. There are stories in the architectural details and the people who visit and live there. These features add the finishing touches to a Base, the extra flourishes to your party's home.

When adding features to a Base, consider how they affect the people living within, those visiting, and the reputation they uphold. A Portal dripping blood and a Portal made from a pane of clear ice are both Portals, but the stories they tell are vastly different.

## ALLIES, STAFF, GUESTS, AND EXPERTS

**Cost:** 100 gp for each Room at the end of each period of Downtime

You've opened the doors of your Base to others. While this does lead to a greater expenditure of food and money, it also means you can access your Base's resources while adventuring.

You must choose which Rooms this Feature allows you to access and can change the Rooms at the end of a Downtime.

- If you can communicate with your Base, you can gain the benefits of each Room once between periods of Downtime. Any assistance provided may take some time to reach you, but you will get it.

## DEFENCES

**Cost:** 5000 gp

Defences are a mixture of physical barricades and arcane wards. The cost of these features covers one of the following Defences. Paying for this feature again can grant you both Defences.

- Invaders must overcome Physical Defences with a relevant Test. The DC for this Test is 8 + the party's proficiency bonus + 3. When built, you may increase the Base DC by 1 by spending an additional 1000 gp.
- Arcane Defences provide a +5 bonus to any Tests or Saving Throws to resist magical intrusion or spying while in the Base.

## DOCK

**Requirements:** Access to a body of water for maritime craft or a large field or section of roof for aircraft.

**Cost:** 8000 gp

Some Docks are simple wooden planks to moor a single craft, while others are complexes of roads, piers and warehouses. Regardless of the specifics, all Bases with a Dock provide a safe port.

- Each Dock bought for your Base allows you to berth a single vessel. A Dock comes with a Storage Room with space dedicated to repair materials and equipment.



## HIDDEN PASSAGeways

**Cost:** 5500 gp

Many stories are told of haunted castles whose ghosts are merely criminals using pathways hidden behind the walls to kill, burgle, or otherwise scare the unwary. For those in the know, a Hidden Passageway is a safe, direct route between rooms within a Base.

- All rooms within your Base have Hidden Passageways that connect to the other rooms, varying in size. Finding one requires a successful DC 17 Wisdom (Perception) or Intelligence (Investigation) Test.

## LUXURIES

**Cost:** 10,000 gp

Wiring used to conduct magical lightning throughout the Base, combination glyphs that produce endless streams of clean hot water, mechanical carriages that travel between floors, and a host of other wondrous things, Luxuries such as these are available only to the richest of adventurers.

- If you complete a Downtime Activity within the Base, you may treat one failed Test made during that Activity as if you had rolled a 10 on the d20. You may do this once per Activity.

## PORTAL

**Requirements:** A spellcaster who knows one or more teleportation spells.

**Cost:** 4500 gp

A circle inscribed with runes, a doorway spewing grey mist, and a beckoning darkness within the trunk of an ancient tree; all are Portals and all lead elsewhere.

Portals act as one-way doorways between locations. When added, choose one of the following:

- This Portal links to a place within the Base. You can change which place at the end of every period of Downtime. If you choose this option, halve the cost.
- This Portal links to an established teleportation circle or similar on this Plane.

## SECRET ENTRANCE

**Requirements:** An external wall.

**Cost:** 4500 gp

False walls, illusory trees, fog-covered tunnels; Secret Entrances provide a safe way in or out of a Base under attack.

- Secret Entrances require a successful Wisdom (Perception) or Intelligence (Investigation) Test to find. The DC is 8 + the party's Proficiency Bonus + 3. When built, you may spend an additional 1000 gp to increase the DC for finding the Secret Entrance by 1. When you build this feature, you may pay an additional 2000 gp to use an illusion instead of artifice; this raises the DC by 3.



# LOCAL EVENTS

Your Base embeds you in the local area, so you'll occasionally need to deal with issues you might normally avoid.

If you spend a period of Downtime while living in your Base, choose one person to roll on the **Local Events** table to discover what local events shape your respite.

The event affects the whole party, not just the person who rolled on the table. These events only affect the current period of Downtime unless stated otherwise.

GMs can tie these events into their campaign, planting the seeds of future adventures into the world. Perhaps the stormy weather precedes the arrival of storm gods into the realm, or the death of a local leader kickstarts the next quest to find their long lost heir.

## LOCAL EVENTS

### 1d100 EVENT

- |         |  |
|---------|--|
| 1 — 3   | A member of the community returns after years on the road, much to the surprise of their loved ones who haven't heard from them in a long time. Their family is overjoyed, and locals are enthralled by their stories of peril and excitement.   |
| 4 — 6   | Terrible weather hits your settlement, making everyone testy, bored, and all-round miserable. You have Disadvantage on all Charisma Tests during this period of Downtime.  |
| 7 — 10  | Farmers predict a poor yield after poor conditions affect their farms. You have Disadvantage in undertaking the <i>Farming</i> and <i>Farmhand</i> Downtime Activities. Any business that trades in food treats its Income Level as one lower during this period of Downtime.                        |
| 11 — 14 | No pressing matters, looming threats, or urgent business rears its head, leaving you with more time than you expected. You have Advantage on one Downtime Activity of your choice.   |
| 15 — 18 | A member of the community returns from a journey with a magic item of the GM's choosing. Their reckless use has caused harm, and one party member must undertake the <i>Nursing</i> or <i>Relief Efforts</i> Downtime Activity.  |
| 19 — 21 | Trouble befalls your Base: a leak springs, a wall collapses, a fire catches, etc. The GM randomly chooses one room that is affected. You do not gain any benefits from this room until after this period of Downtime.  |
| 22 — 25 | A mysterious merchant peddling rare wares stops at your settlement. You have Advantage while undertaking the <i>Procure an Item</i> Downtime Activity.   |
| 26 — 29 | The GM randomly chooses a Creature Type from the <b>Adoption Costs</b> table on page 56. A harmless, unintelligent creature of that type settles down in your Base, seeking shelter from the elements.   |
| 30 — 33 | Pleasant, temperate weather lifts the community's spirits, making even the grumpiest resident a sociable smiler. You have Advantage on all Charisma Tests during this period of Downtime.  |
| 34 — 36 | The community bands together to crack down on crime. You have Disadvantage while undertaking the <i>Assassination</i> or <i>Perform a Heist</i> Downtime Activities and Advantage while undertaking the <i>Clean Up the Streets</i> Downtime Activity.   |
| 37 — 40 | The time of year or gloomy weather results in very dark nights - perfect for shady undertakings. You have Advantage while undertaking the following Downtime Activities: <i>Assassination</i> , <i>Know Thy Enemy</i> , <i>Perform a Heist</i> , <i>Track a Target</i> , or <i>Watch and Learn</i> . |
| 41 — 44 | A wedding, festival, or other celebration sweeps the community up in festivities. Work with the GM to decide what this entertaining event is. Every member of the party must undertake the <i>Let Loose</i> Downtime Activity.   |

## LOCAL EVENTS

## 1d100 EVENT

- 45 — 48 One of the party members upsets a local. The GM decides who is involved, and the player describes the event. The party gains a new Rival (see page 86).
- 49 — 52 An old ally from your **Lifepath** visits you (see page 8). They offer to cover the cost of the Base's upkeep in exchange for temporary accommodation. The GM decides how long they intend to stay and if they have ulterior motives.
- 53 — 56 A temporary tax is introduced in your settlement to pay for essential community upgrades, maintenance, or repair. Upkeep on your Base doubles during this period of Downtime.
- 57 — 60 Someone you helped in the past has a chance to repay you for your good deeds. The GM will determine who this person is and what reward you deserve based on your actions.
- 61 — 63 Your Base is broken into and burgled, the furniture tossed around and destroyed. Repairing and replacing your furnishings and stolen possessions cost an amount equal to the upkeep of your Base.
- 64 — 66 A workers' strike, lack of materials, or inopportune weather conditions halt any construction of rooms during this period of Downtime.
- 67 — 69 A malicious rumour about the party spreads through the community. If every party member does not spend a Downtime Activity dispelling these rumours, the nasty gossip persists, and you are unable to undertake the *Build a Reputation* Downtime Activity in this community.
- 70 — 72 A disease sweeps through your community, afflicting the weak and infirm. Each party member must make a **DC 10 Constitution** Saving Throw, falling ill with the disease of the GM's choice on a failure.
- 73 — 75 A natural disaster hits your settlement, destroying buildings and changing lives. Every party member must undertake the *Relief Efforts* Downtime Activity, and upkeep on your Base increases by 50%.
- 76 — 78 Pests infest your Base, and no room is spared their uncomfortable presence. No benefits from the Base's rooms or features will be available unless every party member undertakes the *Pest Control* Downtime Activity.
- 79 — 81 A stranger calls to your Base, having heard of your adventurous exploits. They are a huge fan of the party and are eager to become fast friends. When undertaking the *Let Loose* Downtime Activity they spend 40 gp on merry-making.
- 82 — 84 After swindlers posing as wealthy nobles passed through the community, they flooded the economy with counterfeit and worthless coins. You have Disadvantage on all Tests in the *Enterprise* Downtime Activity, and your Income Level counts as one lower during this period of Downtime.
- 85 — 87 An important figure in the community has disappeared or stopped visiting. Their absence leaves many worried, and you are asked to keep an ear out for news on your travels.
- 88 — 90 An Ally of the party falls ill, becoming bed-bound until they recuperate. They do not confer any benefits to the party unless one party member undertakes the *Tend to Others* Downtime Activity.
- 91 — 93 The GM chooses someone from the party. Their family member visits, insisting they make themselves at home in your Base. That party member must undertake the *Reconnect* Downtime Activity.
- 94 — 96 An important member of the community dies. The GM decides whether their death was an accident, due to natural causes, or through sinister means.
- 97 — 99 Someone you hurt in the past moves into your settlement, telling everyone about your vile deeds. This person becomes your Rival (see page 86).
- 100 You discover a new door or secret passage in your Base. The GM decides whether it leads to a hidden room, a tunnel beneath the settlement, or a portal to another location.



## 5. WHO PULLS THE STRINGS

Where money, power, and influence gather, you'll find Patrons. Their goals could be solely self-interested, such as the gathering of power, the ruin of rivals or the pursuit of pleasure. Many also support advances in science and the arts, contributing to society while burnishing their own reputation. And sometimes they just need a capable bunch of adventurers to take care of something unpleasant *quietly*.

Introducing a Patron is a great opportunity to give your campaign an overarching storyline and a clear motivation to unite the party. Patrons have a position in society, significant resources, or a particular competence beneficial to the party, for as long as they can make it worth the Patron's while to support them. GMs can use Patrons to dispense quests, provide plot hooks, and provide rewards for the characters' adventures.

The following section provides inspiration for creating a Patron, a useful ally that can benefit the party while having their own agenda. Are they a benefactor, a benign influence, or a malicious puppetmaster?

You can roll on the tables randomly, or you can choose an option if one particularly appeals or perfectly fits your Patron.

Players and the GM can work together to create a Patron. It works especially well at the beginning of a campaign, after making characters. Working for the Patron gives a clear objective and reason for the party to work together as a team. Some elements of the characters' **Lifepath** (see page 8) could be woven in with the Patron.

If you introduce a Patron during the middle of a campaign, think about how the Patron heard about the party and why they chose the party to work for them. Their offer will need to be impressive for the characters to sign up freely, or perhaps the Patron might see a way to make it impossible for them to refuse - rescuing them from serious trouble, or resolving legal issues that could see them dead. Discuss how the established team feels under new management and what it would take to agree to the Patron's terms (See **How Do They Help?** on page 114).

### NEED-TO-KNOW BASIS

Though the players and GM might work together to create a Patron, the GM will ultimately be the person to roleplay them and use them in the story. The GM should devise the Patron's secret agenda, motivations, benefits, and drawbacks that the Patron hides behind their public face.

## MICRO-MANAGEMENT

Though this chapter assumes the party will share one Patron, you can, of course, use it to create individual Patrons for each party member.

How do multiple Patrons influence the dynamic of the group? Will the goal of the Fighter's Patron, who wishes for quick resolutions, impede the Bard's Patron's desire for discretion? Will the petty rivalries between each of the Patrons affect the party's alliances? What happens when everyone's Patron seeks control of the same artefact?

GMs should be advised to balance the benefits and downsides of Patrons that affect the whole group. Perhaps a Patron's wealth only extends to a single kingdom where their credit is recognised, or a Patron's informants are too spread out to notice whether those under their patronage are wearing their mandated uniforms.

## SALARY

Patrons come in many forms: leaders of an organisation, wise allies, or tutors who take you under their wing. Some Patrons, however, are not only the managers and overseers of your adventures but also your employers.

As such, those under their patronage receive a salary, an amount of gold earned during a period of Downtime to prepare them for their next adventure. Each character earns an amount of gold as outlined in the **Salary** table. GMs may adjust this rate depending on the party's expectations of wealth. Patrons must have access to those under their patronage to pay them, either by meeting them personally or by sending gold through their network of contacts and employees.

If the party receives a salary from their Patron, they may be expected to perform tasks, carry out services, or report to their Patron frequently. Your Patron may hold back your salary until you've appeased them.

## WHO ARE THEY?

Deciding who your Patron is and what they do provides a framework that guides the types of missions they send you on and their style of patronage.

Think about how you found them, and build that connection into your group's story. You could lean into an obvious trope, meeting them in their usual haunts, or create a reason why they might be somewhere unusual: a Monster Hunter out in the wilds or at a fancy dinner, a Magical Experimenter in a wizardly academy or deep in the sewers finding ingredients.

Each Patron type has suggested Boons, which are further detailed in **How Do They Help?** on page 114. These Boons are the most obvious choices for that type of Patron, but are by no means a limit on which Boon the patron can give to the party.

### WHO ARE THEY?

1d12	YOUR PATRON IS A...
1	Academic
2	Baron
3	Crime Boss
4	Entrepreneur
5	Extraplanar Being
6	Freedom Fighter
7	Guild Leader
8	High Priest
9	Magical Experimenter
10	Military General
11	Monster Hunter
12	Noble

### SALARY

CURRENT LEVEL	YOU EARN...
1-5	50 gp
6-10	75 gp
11-15	100 gp
16-20	150 gp

## ACADEMIC

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**Suggested Boons:** Esoteric Archives, Privileged Access, Reputation

Your Patron is an established academic at a prestigious magical academy, university of historical studies, or an independent researcher. Academic Patrons may seek to increase their knowledge to improve their institution, divert funds to further their experiments, or oversee the party's field assignments. Their reputation is always a concern, and their missions serve to bolster their academic standing or unlock the mysteries of the world.

## BARON

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**Suggested Boons:** Accommodation, Reputation, Safe Passage

Your Patron is the ruler of a large town or vast region of land. They may be a ruthless dictator using their authority to squeeze wealth and luxury out of those living beneath them or a just and fair protector who uses their power to maintain the region's independence from the greed of invading neighbours. Whatever their practices, a Baron Patron's position means they are unlikely to get their hands dirty. With their forces concentrated on internal affairs, they seek the paid labour of a party of adventurers to fulfil their requests.

## CRIME BOSS

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**Suggested Boons:** Backup, Cover Story, Weapons Dealer

Your Patron is a boss in the criminal underworld. Whether they are the leader of a group of petty thugs or the head honcho of a wide-reaching criminal organisation, they hold some power within a seedy syndicate. From the down-and-dirty mob boss to the infiltrator of a royal house, their tasks are likely to be morally grey. Not all are evil; some might also have a strong sense of honour, stealing from the rich to give to the poor or taking the law into their own hands. They are most likely to have a base in a city but could also manage a smuggling network further afield.

## ENTREPRENEUR

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**Suggested Boons:** Funding, Serendipity, Well Connected

Your Patron has a drive to forge new inventions, a vision to revolutionise an industry, or just a simple goal to make a profit. These individuals are often grandiose and egotistical, sometimes warranted in their boasting, though frequently arrogant. With plans too large for themselves to handle, they often seek the assistance of others to enact their grand plans. An Entrepreneur Patron can hire the party to field test their latest creations, sabotage competitors, or seek protection as they delve into the depths of a hostile new land to find inspiration from the unknown.

## EXTRAPLANAR BEING

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**Suggested Boons:** Esoteric Archives, Reputation, Serendipity

Hailing from another plane of existence, your Patron is an otherworldly being, be they Celestial, Infernal, an Aberration, or even a god. Whether serving a higher power, acting as a rogue agent, or trapped in our realm, they need native inhabitants familiar with the land to enact their goals. Some may hide their true nature, though their odd requests can lead to suspicion.

## FREEDOM FIGHTER

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**Suggested Boons:** Backup, Cover Story, Safe Passage

Your Patron is someone of solid ideologies, dauntless action, or perhaps questionable ethics. Be they an individual or an organisation, they inhabit the moral grey zones of politics and wider society, pursuing a goal that can often put them at odds with other authority figures. Freedom Fighter Patrons may be the rival of a corrupt politician, a smuggler of goods for a worthy cause, or even the leader of a rebellion. Incredibly driven, they can be unshakeable in their principles, for better or worse. Your Patron may hire the party to rescue comrades, conduct espionage, or acquire vital resources for their cause without arousing suspicion.

## GUILD LEADER

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**Suggested Boons:** Accommodation, Funding, Well Connected

Your Patron sits at the head of a guild of merchants, labourers, or practitioners. They manage the guild's orders, acquisitions, and finances, keeping the complex machine of personnel running like clockwork. A miner's guild may require the party's assistance in acquiring precious materials from a dangerous landscape, while a guild of merchants seeks the party's aid to solve a territorial dispute on their trade routes. The party may even find themselves on the payroll of an adventurer's guild that sends many groups like themselves to complete various jobs across the kingdom – another group of muscle for hire.

## HIGH PRIEST

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**Suggested Boons:** Privileged Access, Safe Passage, Serendipity

Your Patron is a religious leader, whether they manage a state religion with thousands of worshippers, a secret cult with insidious tendrils in every town, or ancient nature worshippers who preserve an area of the land. High Priest Patrons are charismatic enough to have maintained their position in the face of ambitious rivals. They can have the power of their deity or their loyal worshippers at their fingertips. They debate religious topics with the best of them and are likely to hold a strong moral stance, influencing the missions they send you on.

## MAGICAL EXPERIMENTER

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**Suggested Boons:** Esoteric Archives, Maps, Well Connected

Your Patron is fascinated by arcane experimentation, whether it is magic, alchemy, enchantment, or more. They not only wish to master this art but wish to push its boundaries. A Magical Experimenter Patron could come from a scholarly background or be employed by a noble to seek the elixir of eternal life. They could live in a hermitage or wander the world searching for new spell components. Unlikely to have the time and strength to fetch ancient scrolls or magical ingredients themselves, their missions might involve procuring such components.

## MILITARY GENERAL

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**Suggested Boons:** Backup, Maps, Weapons Dealer

Your Patron is a high-ranking member of a country's military or the leader of an independent militia or company of mercenaries. Likely to be a grand tactician in charge of organising many moving bands of battle-ready bodies, they typically seek the assistance of an adventuring party out of necessity or desperation. Perhaps the troops they command are all preoccupied with other tasks, or a tactical team with more flexibility or anonymity is required. Military General Patrons are likely to expect strict obedience and dedication to the cause and don't take lightly to layabouts and deserters.

## MONSTER HUNTER

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**Suggested Boons:** Cover Story, Maps, Weapons Dealer

Your Patron is a collector and killer of the world's most dangerous monsters. In a field where very few survive their first hunt, your Patron has fought tooth and nail and emerged with a thirst for blood, knowledge, and rare game. A Monster Hunter Patron may run the town guard, roam the wilds slaying fiends and devils, or they could be a wealthy noble with a penchant for trophy hunting. Whatever their methods, they are now employing others to join the hunt and will send you to investigate monstrous threats, slay foul beasts, or discover new fauna.

## NOBLE

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**Suggested Boons:** Accommodation, Funding, Privileged Access

Your Patron comes from a high-standing noble family or is a member of a royal lineage. Extremely wealthy aristocrats or politicians, they live a life of luxury, mingling amongst high society and the rulers of kingdoms. While these individuals have wealth and diplomatic power, they often lack the physical strength or experience to explore the outer world that an adventurer will be well acquainted with. They hire you to fulfil these errands by collecting precious cargo across the sea, rescuing their family from the clutches of a ransoming Lich, or putting pressure onto a debted rival with an intimidating show of muscle.

## WHAT DO THEY WANT?

Though an ally, your Patron isn't always helping you out of the kindness of their heart. They often want something in return, and you won't always know how your adventures further their agenda. These desires are broad and interpretive, as they could change significantly based on the kind of Patron you have. For instance, a Crime Boss who wants the truth could be trying to find out who their shadowy rival is in the criminal underworld, whereas a High Priest who desires vengeance might be part of a sect whose sacred place was destroyed by traitors.

### WHAT DO THEY WANT?

1D12	YOUR PATRON WANTS...
1	Anarchy
2	Control
3	Entertainment
4	Help
5	Knowledge
6	Protection
7	Publicity
8	Quick Results
9	Secrecy
10	Truth
11	Vengeance
12	Wealth

### ANARCHY

Your Patron seeks to disrupt the current powers that be, to dismantle the status quo — and they want your party's assistance in doing so. They may ask you to aid them in sowing the seeds of chaos or provide cover for a criminal operation. Perhaps they demand sabotaging a rival merchant or a noble's ball, undoing their long-laid plans for good or ill. Your Patron's aims may even be righteous, only seeking to destroy or create confusion to make way for something new. Your party may find themselves fighting for justice or simply starting fires.

## A JOB WELL DONE

A Patron relies upon the party to aid them with a specific problem or task. While this task may be an ongoing arrangement, such as a Patron seeking to keep peace and control over a district, some missions have a definite end goal. What happens if the party fulfils their role and completes their assigned task?

Two suggestions are presented below, but ultimately, it is up to the GM to decide what to do with this character and storyline.

- **Choose a new desire:** Satisfied with the party's work so far, the Patron decides to keep them around to deal with a new task. Roll on the What Do They Want? table or decide on a new quest or purpose
- **Make them an Ally:** With their mission completed, the Patron no longer needs to manage the party's actions and loosens up a little. They are now an Ally to the party (see page 86) and willing to lend a hand to their reliable associates to show their appreciation.

### CONTROL

Your Patron seeks to secure control of a particular resource, group, or area of influence. They might wish to preserve their existing power, such as a High Priest who sees a threat to their position within their sect on the horizon, or they could need your help taking control of something new. A Patron motivated by control is likely to have particular obstacles or rivals in mind, and the jobs they send you on might gather information, improve their standing by finding ways to strengthen their position, weaken their opponents, or bypass obstacles to their dominion.

### ENTERTAINMENT

The life of your Patron has become increasingly mundane, from their excessive consumption of opulence reaching a critical mass to a lull in the activity of their position, leaving them bored. They turn to the party for entertainment, finding amusement in the tasks

they provide or the tales you tell of your adventures upon your return. They may purposefully put you into situations that lead to the misfortune of others, or even yourselves, just to get a kick out of the results. They may send you to the far frontiers of unknown lands to find something they've never seen before. Whatever the mission, they relish the exciting details.

## HELP

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Your Patron asks for your assistance out of desperation, having nobody else to turn to for help. Perhaps they are being pressured by another group to deliver things out of their control, so they seek your aid to do what they cannot. They might be trapped in a binding contract, threatened by blackmail and looking to clear their name, or searching for assistance in leading a revolution against an authority. They may even be a caring leader, looking for a team to do what one person alone cannot.

## KNOWLEDGE

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To your Patron, information is worth more than gold. They seek to uncover clues about a loved one's murder, dig up evidence of an ancient civilisation, document the vast cultures around the world, research what kept old dynasties unchallenged in their rule for so long, or catalogue the entire population of a city slum. You may bring them peace of mind with this information or simply a resolution to a long-term woe. This knowledge can also bring them power — an advantage over the unknown, through which they can solve problems that befall the kingdom, assert dominance over a rival, or unlock the secrets of forbidden texts kept hidden for aeons.

## PROTECTION

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Your employment revolves around protecting your Patron or something they care about, keeping them out of harm's way. They may seek armed escorts as they journey through a dangerous and hostile land or you may serve as private guards to keep them safe in their own home after an assassination attempt was made against their family. They may have hired you to keep their lover safe, and smuggle them out of a city under siege, or to protect an item or settlement of importance to them. The jobs they ask you to perform will ultimately lead to their safety, the safety of someone they care about, or remove a threat to something or somewhere they hold dear.

## PUBLICITY

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Though your party will do all the hard work, your Patron will claim all the glory for your actions. Everything they request of you is to improve their standing among peers, reinforce their position as a celebrity figure, or advertise their creation through its use in your hands. They want everyone to know the reason you completed your goals, defeated your enemies, and found that lost treasure of legend is because of them and them alone.

## QUICK RESULTS

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If your Patron were to have their requests fulfilled through official networks, the results would be far too slow for their satisfaction. They turn to you for alternative methods to achieve quick results. More often than not, you will be operating through non-traditional channels. It's faster for them to pay a band of adventurers to deliver a package instead of requesting the expenses paid for a courier service. They might have to file paperwork to reallocate their soldiers to protect a village, but they can guarantee quick results with their own personal party. Whatever the job, there will be no dilly-dallying.



## SECRECY

Your Patron wishes to cover something up, conceal something, or maintain their secrecy. This could be a desire to keep their identity or methods secret: for instance, a masked Crime Boss who fears that if their enemies knew their true identity, their family would be in danger. It could also relate to hiding a dangerous magical item somewhere nobody could find it or finding something first so they can hide it again more securely. An Extraplanar Being might want portals to their plane closed and the keys hidden, while a Baron might want to hide the king's secret twin brother.

## TRUTH

Your Patron is focused on uncovering lies and injustices, whether for the good of the people or their personal mission. A Monster Hunter might be determined to unveil the secret face of a shapeshifting monster clan impersonating the royal family, an Extraplanar devil might want to discover a rival devil's cult, and an Academic could work to reveal a fundamental truth about the universe. Their tasks could involve uncovering evidence, extracting confessions, visiting crime scenes, or securing magical revelations. Another matter is whether they trust you enough to tell you what they are looking for.

## VENGEANCE

Vengeance is a powerful motivation and can lead down some dark paths. Someone has wronged your Patron or someone they care about, and it is your job to ensure they have their revenge. The crime committed here is an integral part of this Patron's motivation: if someone murdered their loved one, your Patron's story could end in forgiveness or justice as much as it could involve further killing. An eye for an eye might be a satisfying way of taking this story, especially if the perpetrator will hurt others, but the vengeance could equally be petty, such as ruining the reputation of a two-faced socialite.

## WEALTH

Your Patron has something that they want, and they will stop at nothing to get it. This can be gold and luxuries, or it could be a rare object. A single adventure should

not solve this: they might want to find hidden pieces of a shattered weapon or seek out unique species to add to their zoological collection. Greed does not drive all Patrons: perhaps the lost potion recipe they need is the only thing that can heal a loved one, or they need you to retrieve ancient necromantic tomes from evildoers.

## HOW DO THEY HELP?

A Patron is always backed by resources that can greatly assist your party. They may have a vast fortune to divert to your cause, an armoury of weapons gathering dust, or a fleet of ships at their disposal. Not all of these benefits are suitable for every Patron, and the GM should consider the appropriate resources for who they are. The GM can even conceal their Boon from the party until an opportunity arises for them to present them through the narrative.

### HOW DO THEY HELP?

1d12	BOONS	1d12	BOONS
1	Accommodation	7	Privileged Access
2	Backup	8	Reputation
3	Cover Story	9	Safe Passage
4	Esoteric Archives	10	Serendipity
5	Funding	11	Weapons Dealer
6	Maps	12	Well Connected

### IS THAT ALL?

The benefits listed in this section are not an exhaustive list of supports a Patron offers the party. These represent the unique Boons that a Patron provides in addition to any financial support as detailed in **Salary** on page 109.

Patrons also offer solutions, resources, aid, and a measure of protection above what most allied characters would give to the party. Treat Patrons as resourceful allies to the characters, and ensure they are useful enough to justify their inclusion in the story!

## ACCOMMODATION

Your Patron understands that a rested worker is a productive worker, so they provide you with comfortable accommodation in a location of your choice. When building a Base (page 94), you halve the costs of purchasing a Base and building rooms. Beyond this, whenever you travel while on a mission for your Patron, they provide suitable accommodation in any settlement you visit that they can feasibly influence.

## BACKUP

Your Patron can always find someone to help you when the chips are down. They have contacts everywhere, and many people owe them favours. If you need extra people, they can either drum up a crowd of passersby to stand in useful places and get in the way of guards, heckle public speakers, or provide moving cover to blend in with. They could also supply more skilled hirelings than you would typically be able to find and get a better rate for them.

## COVER STORY

Your Patron is skilled in the art of forgery or knows those who are and can provide false identity papers and forged documents that say exactly what you need them to. They can also use their influence to create a watertight alibi that puts you in a different place, such as a soiree where complicit guests swear on your attendance while you are away doing much more illicit activities. With their deceptive resources, you also have Advantage when using Disguise Kits or Forgery Kits.

## ESOTERIC ARCHIVES

Your Patron has access to extremely rare or unusual knowledge. It could be obscure magical tomes, rune-carved menhirs that reveal lost elemental truths, the reanimated skulls of long-dead scholars, or the collected peerage archives of kingdoms showing the ancient lines of succession. If you seek information within the scope of your Patron's archives, you have Advantage on Intelligence (Investigation) Tests to find that information. You may also be able to find resources such as unusual spells or magic items to borrow in their collection.

## FUNDING

The deep pockets of your Patron allow them to fund your adventures and cover the bill for some of the more expensive requirements. They might not give you gold directly, instead providing you with bonds or sigils that you can use to forward your debt to your Patron for supplies purchased and services rendered. Sometimes, just the illusion of wealth is enough, as your Patron collects debts and charges bills to a company account, intending to pay them back one day or use some clever loophole to avoid them altogether.

### FLUSH WITH CASH

Patrons who provide funding allow players to purchase items with the promise of reimbursement or by putting the cost on their Patron's tab. While this may work when the Patron is easily accessible or well-known and trusted, adventurers visiting far-flung lands may ask for their funding up front.

GMs should consider the impacts of handing their players big bags of gold and the value gold has as the party grows in level. A good rule of thumb is to give the party double the amount of gold they would usually receive as part of their salary when they set out on a new adventure (see page 109).

## MAPS

Your Patron has access to a wide range of maps and connections in geographical fields or may even be skilled in cartography themselves. They can provide detailed maps of the environments of your missions, from town maps with every street labelled, to widespread continent maps with the latest kingdom border lines. They may even possess maps of dungeons already ventured into by previous expeditions, with traps and dangers already outlined. The GM may wish to present detailed maps to the party in advance, perhaps with secrets already displayed or foreshadowing notes scrawled onto them. In addition, any Test made with Cartographer's Tools is made with Advantage.

## PRIVILEGED ACCESS

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Your Patron provides a route to a particular place, person, or thing that is not usually accessible to you. Perhaps they have the keys to arcane portals, are a beloved friend of the royal family, or manage the holy sites of a particular city. When taking advantage of this access, you have Advantage on Persuasion or Investigation Tests as you are unimpeded in your mission.

## REPUTATION

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Your Patron's reputation precedes them, and their name is instantly recognisable to many folk. When you show evidence of your patronage, certain groups provide you with benefits, should they hold respect for your Patron.

These groups offer food and lodging, impart helpful advice or directions, and provide access to any of their properties. Who these people, businesses, or communities are depends on your Patron, as decided upon in Who Are They (see page 109). For example, if your Patron is a Monster Hunter, hunting lodges and big game hunters may recognise their fame and allow access to their hunting grounds, lodges, and weapons.

## SAFE PASSAGE

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Your Patron has the keys to the city, figuratively or literally. With a note containing their signature, the coin they provide for bribes, or their knowledge of secret paths, you can move through settlements or otherwise restrictive countryside without interference. A Crime Boss might have a pre-arranged time when a corrupt guard lets their allies through the security check at a city gate, whereas a Magical Experimenter might provide a key that adjusts to any lock it meets, or guards waive tolls out of piety when they see the High Priest's religious symbol.

## SERENDIPITY

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The powers of your Patron work in mysterious and often intangible ways that you might not even notice. The weather is always sunny on your travels, the wind favouring the sails of your boat. Shadows align with the doors and windows your party is trying to sneak their way into. Luck seems to be on your side while you seek to achieve your Patron's goals. Accidents happen to your foes that land in your favour, and chance occurrences happen at just the right time for you to reach your target with the least resistance.

## WEAPONS DEALER

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Your Patron has a stock of weapons, access to a requisition store, or a chain of dealers who can get them what they need. If you visit their armoury, they unveil their wares with a flourish, and you can access the whole range of simple and martial non-magical weapons and supplies of ammunition, fuses, and traps. They might even be able to offer weapons with the banes of specific enemies, coated with silver or dipped in holy water. If you cannot visit their armoury yourself, they can dispatch a dealer to find you with a bit of notice.



## WELL CONNECTED

Your Patron has a vast network of informants at their fingertips, an inside person for every occasion, and is happy to connect you with these invaluable individuals. These connections mean you will always have at least one ally your Patron could reasonably influence at a settlement who will be open to helping you in your mission. A merchant may hear whisperings at the local docks of a wanted criminal or owes your Patron a favour and can point you towards specialist equipment. A duplicitous noble can assist in hunting a mythical artefact or dish out helpful gossip of political infighting.

### SO OVER IT

Some Liabilities stick with a Patron forever; it's just their nature. However, sometimes a Liability is caused by a problem that the party can alleviate during the course of a campaign.

If a party puts an end to the blackmailing, earns the trust of their Patron, or removes the Liability of their Patron in any way, what should the GM do now?

Two suggestions are presented below, but ultimately, it is up to the GM to decide what to do with this character and storyline.

- Create another Liability: Patrons are as multifaceted as ourselves, and the end of one problem does not mean the end of them all. After a period of calm, the Patron might reveal another issue brought on by their new relationship with the party. After their unflattering actions due to blackmail, perhaps the Patron becomes extremely secretive to avoid further shame or even pompously overt to try and regain their reputation.
- Reward the party: If the party had a hand in overcoming a Patron's hardships, they may have earned a break from the burdens of their Patron. Consider what this new relationship between a more agreeable Patron and the party might lead to.

## HOW DO THEY HINDER?

While the benefits of having a Patron may be helpful in your quest, being under the thumb of another can also be restrictive, and their methods may impede the free lifestyle of adventurers. No matter how resourceful your Patron may be, their personality, procedures, or situation might impose annoying restrictions on your line of work.

GMs may determine these Liabilities secretly, exposing this interference at a suitably inopportune time for the party. When GMs reveal their Liabilities, they should use them in ways that provide an exciting challenge and further drive engagement through drama and suspense.

### HOW DO THEY HINDER?

1D12	LIABILITY	1D12	LIABILITY
1	Blackmailed	7	Unresponsive
2	Secretive	8	Forgetful
3	Bureaucratic	9	Distrusting
4	Utilitarian	10	Frugal
5	Infamous	11	Unforgiving
6	Vain	12	Overt

## BLACKMAILED

Someone is blackmailing your Patron, and your Patron needs you to do tasks that may seem illogical or counterproductive — for instance, a city guard captain who employs you to rob a bank or a Monster Hunter who has you supply dangerous materials to a cult. They may also ask you to cover up their involvement or dispose of people who might know their dirty secrets. Such arrangements rarely last, so you may find that at some point, your Patron decides their blackmailer has asked for too much, and you must take steps to remove their influence by whatever means necessary.

## BUREAUCRATIC

Bureaucracy and law matter deeply to your Patron, who insists you do their tasks by the book. If they send you into a restricted area, it is up to you to go through the lengthy process of applying to take a research team out. If you break the laws in pursuit of your duties, they expect you to pay whatever fines you incur or make up for any property damage. After each job, you must fill out paperwork in triplicate about every minute aspect of your adventures and justify any expenses you charge to your Patron in detail.

## DISTRUSTING

Your Patron does not trust you, your party, or your capabilities. It's not necessarily personal; they may just be inherently distrusting of people due to a series of past traumas, or the business they find themselves in requires distrust as a method of protection. They may have even hired multiple parties to do the same jobs as you, meaning you may cross paths with another group hired by the same Patron to collect the same artefact. This may lead to conflict, jealousy, or a race to reach your shared goal before they do.

## FORGETFUL

Your Patron may have a lot on their plate, juggling multiple commitments and responsibilities simultaneously while your party falls to the wayside. Or they just have trouble with their memory due to fatigue or age. As such, they can forget some of the things they have asked you to do or ask you to repeat tasks you've already done. In extreme scenarios, they can even forget their own assets or that they hired you in the first place. They may meet evidence of things they forgot with hostility, becoming overly defensive about their perceived reality.

## FRUGAL

Despite their lofty position or excess of wealth, your Patron is particularly stingy and controlling with the support they provide. They may pay your promised funds through a slow trickle of allowances, or they ask for receipts of every transaction you made in their name, challenging their legitimacy and attempting to charge you for them instead. They can withhold equipment from you until the need for them becomes desperately final or dissuade their allies from assisting you until it's almost too late.



## INFAMOUS

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Your Patron's reputation that leads others to make assumptions about the people who work for them and the nature of that work. Whether they were a (literal or figurative) monster, someone with a widely-publicised scandal, or rumoured to be a spymaster, cult leader, or organised crime boss, being associated with them makes you look bad and might make people think twice about helping you. Legal or religious authorities may pay more attention to your actions, and you may have to justify yourselves more than you would like.

## OVERT

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Be it vanity, reputation, or power, your Patron has decided that recognition is of the utmost importance. Whether they crave fame or infamy, their patronage comes with the agreement that you must use every opportunity to let others know who you work for. They may expect you to frequently state their entire lengthy title in conversation or wear a sash that bears their house sigil. Failure to spread their name sufficiently or refusal to follow these overt rules can result in your Patron increasing on their outlandish requirements — a gaudy cape could turn into a complete, ostentatious uniform.

## SECRETIVE

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Your Patron demands discretion and wants no mention of their involvement unless absolutely necessary. Your missions are under no official authority, and if you use your Patron's name to press people into helping you or gaining access to places without their explicit permission, they may become agitated and insist that you cover up your mistake. They keep their goals secret even from you, and you often do not know the full implications of your actions, which can lead to unexpected consequences. You find it particularly challenging to discover more about them, their other assets, and their aims.

## UNFORGIVING

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Your Patron is exceptionally harsh with anyone who opposes their beliefs or ideologies. They may have a particular hatred for lawbreakers, seeing no redemption available for them, or a devout loathing for followers of a rival religion or faction.

They also expect you to share and act upon their same views. If they discover you have strayed from your path, their inevitable punishment can take a physical form, or they might cut access to their resources. They may even take it further by shaming you among their contacts and going out of their way to sabotage your future endeavours.

## UNRESPONSIVE

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For whatever reason, your Patron seems to disappear quite often. Their absence is caused by superiors they cannot refuse dragging them to other arrangements, frequent travel making them hard to pin down in one spot for long, or having some other private life that they attend to in secret. As such, they sometimes do not respond to requests soon enough or at all, leaving you waiting for their eventual return before they give you your next directions. In the worst cases, they may even ignore you out of spite or because of something you have recently said or done.

## UTILITARIAN

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This Patron is a strategist through and through, caring only about the end goal and not who gets hurt along the way. You are likely to find that appeals to compassion are met with derision, and they treat the people who work for them as assets they keep only as long as they are useful. They will not hesitate to throw you into the fire if you endanger their aims. They may also send other agents to achieve different goals in the same location without warning, such as assassinating a public figure right after you have rigged the election or stealing something at a party where your job is to protect a particular noble.

## VAIN

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Your Patron is preoccupied with appearance and reputation — everything you do must make them look good. You risk their disfavour if you associate their name with anything they do not like. Your actions may bring their mission under oppressive scrutiny or tarnish their reputation amongst their peers. Working for this Patron requires carefully navigating their current priorities and social connections and considering the implications of everything you do in their name.

## DEMEANOUR

At this stage, you might have a strong sense of who your Patron is, and the GM might know how they will roleplay them. To tie up all of the ideas you've created so far, choose a Demeanour for your Patron, their defining personality trait. The **Patron Demeanour** table provides example demeanours, one or two sentences or defining words that shapes the roleplaying personality of your Patron.

### PATRON DEMEANOUR

#### 1d10 YOUR PATRON IS...

- 1 **Devoted:** Your Patron is a steadfast ally and friend. They have a personal stake in your party, wishing for your success and fearing for your safety. They take pride in their patronage and revel in their involvement with you.
- 2 **Eccentric:** Your Patron is an oddball. They may be outlandish and goofy, peculiar yet harmless, or they might be truly unhinged and unpredictable, dangerous if not treated properly.
- 3 **Inscrutable:** Your Patron is hard to judge. They may prefer to keep a professional distance in your relationship, or they may be hiding their feelings behind a mask to conceal their intentions.
- 4 **Intimidating:** Your Patron is not one to be trifled with, as their very presence strikes unease in those who interact with them. This may be their impressive physique, an intense personality, or an otherworldly aura.
- 5 **Overwhelmed:** Your Patron struggles with their workload or the pressure that rests upon their shoulders. They are constantly busy and in a perpetual state of stress, which can make them quite scatterbrained.
- 6 **Passionate:** Your Patron is obsessive. They may be invested in your journey, eager to see you succeed, or they may have other subjects of enthusiasm that get in the way of their duties as a Patron.
- 7 **Pragmatic:** Your Patron is hardworking and dedicated to their cause and sees your group as a pawn in their grand plans. They respect those who strive for perfection and expect nothing less from those in their employ.
- 8 **Professional:** Your Patron views your arrangement as strictly business. They treat missions as necessary expenses and expect clear, uncomplicated results.
- 9 **Sombre:** Your Patron holds hurt in their heart, which blackens their mood or sways their decisions. They may succumb to their emotions or use it to fuel their resolve.
- 10 **Wrathful:** Your Patron is cutthroat and prone to anger. They may hide this aspect behind a usually composed mask, or it may drive their ambition, prompting rash decisions and shifting loyalties.

## PATRON EVENTS

Though they may seem in a league of their own, Patrons are as subject to the twists of fate as anyone else. At the beginning of a period of Downtime, the GM will roll on the **Patron Events** table and update the players on the changes occurring in their Patron's life. Unless otherwise stated, any effects last until your next period of Downtime.

### PATRON EVENTS

#### 1d100 EVENT

- 1 – 15 Your Patron introduces you to someone important; a professional or personal contact of theirs.
- 16 – 30 You overhear a conversation, uncover documents or witness an event concerning your Patron that sheds new light on their situation. Your Patron is unaware of your newfound knowledge.
- 31 – 41 Your Patron has allocated extra funds or provides a bonus for a job well done. Each character earns an amount of gold equal to their level, as listed in the **Salary** table on page 109.
- 42 – 51 Your Patron has secured additional resources, discovered hidden knowledge, or forged favourable connections. They provide an extra Boon from the **How Do They Help?** table on page 114.
- 52 – 61 Your Patron bestows the party with a magic item on the condition that they return it during their next period of Downtime undamaged.
- 62 – 71 Your Patron's priorities have shifted, and their next mission centres around this new desire. The GM will roll on the **What Do They Want?** table to determine their new agenda.
- 72 – 79 Your Patron requires your presence, or wishes to keep a closer eye on your activities. They will accompany you for a portion of your next adventure, or send someone to do so in their stead if they are unable to join.
- 80 – 87 Your Patron is unreachable. They may be laying low, away on business, imprisoned, or extremely busy. They will not provide any Boons or impose Liabilities, though they will expect a report of your actions upon their return.
- 88 – 94 Your Patron faces challenges that impede their work, and this makes your life more difficult. Your Patron imposes an extra Liability from the **How Do They Hinder?** table on page 117.
- 95 – 99 Someone greater in status, power, or position than your Patron interferes in their work. Your Patron acts uncharacteristically around them.
- 100 Your Patron ceases to work with you. They may have changed direction, lost their trust in you, achieved a secret goal, or passed away.

# SAMPLE PATRON

The following is a sample Patron created using the steps outlined in this chapter. Feel free to use Lord Kustap directly in your games, or as an example to see how each step is fleshed out to create a compelling Patron.

## LORD KUSTAP VAN ROUQUE

Lord Kustap van Rouque is a thoroughly educated and extremely wealthy man who acts as the Head of Information Procurement at the Guild of Librarians and Lorekeepers.

### WHO IS HE?

‘Your Patron Is An... Academic’

Lord Kustap values information more than currency, and his position as Head of Information Procurement is more than just a job — it is a vocation. He maintains his reputation within the Guild of Librarians and Lorekeepers through his intense work ethic and consistent results.

### WHAT DOES HE WANT?

‘Your Patron Wants... Control’

Lord Kustap has learned of the League of Archivists, an organisation that rivals his own. He is outraged by their uncritical acquisition of dubious information, believing their outlandish and wildly popular accounts of news stories will paint a false history for generations to come. As such, he hires the party to be at the forefront of important events to transcribe first-hand accounts of major matters in the world. Whenever trouble is brewing, he alerts the party and sends them on their way, determined to maintain the Guild’s position as the only reliable source of information.

### HOW DOES HE HELP?

‘Boon: Esoteric Archives’

As a high-ranking member of the Guild of Librarians and Lorekeepers, Lord Kustap has unrivalled access to accumulated knowledge from around the world. Meticulously organised, the party may request information from the chief librarian if they wish to learn about any particular topic. However, they must pore through the reams of records themselves to learn anything useful.



### HOW DOES HE HINDER?

‘Liability: Bureaucratic’

A fastidious man, Lord Kustap values organisation and accuracy immensely. When the party returns from the forefront of significant events, he expects them to hand over detailed accounts of their journeys, sparing no detail. If Lord Kustap notices discrepancies between their statements, he becomes furious and threatens to hold back their salary. The party must take care to write a detailed journal each night, or at least agree on a collective reimagining when writing their reports the night before they’re due!

### DEMEANOUR

‘Your Patron Is... Pragmatic’

Lord Kustap views the Guild’s work as integral to the future of civilisation, convinced that his meticulous procurement of information will position him as a hero to future academics. He treats any party member who shares this vision with great respect, but those who underappreciate the Guild’s efforts are viewed as shortsighted fools.



# 6. HANGING UP YOUR SWORD

Before the bloodshed, death, and danger catch up to you, you quit while you're ahead and retire from the adventuring life. This is not the end of your story, but instead, the beginning of a new chapter.

## RETIRING

There are so many reasons that your character might choose to hang up their sword. Reflect on their journey so far, from their humble beginnings, the inciting moment that drove them towards adventure, the perilous quests and deadly fights, and the moments of calm with party members, allies, and loved ones.

The road to retirement may have been a slow burn, but for others, the path away from adventure becomes evident after an important moment. Whatever the case may be, it is important to articulate to the other players and the GM why you are deciding to retire your character from the party. You can find common reasons to hang up your sword in **What Made You Retire?** Whatever the case may be, you should always inform the players and GM about this meaningful decision and prepare them for this change of dynamics.

### WHAT MADE YOU RETIRE?

#### 1D12 REASON

- 1 A severe or long-term injury forces you to rest for an extended period of time.
- 2 The desire to see your family and friends becomes too powerful to resist any longer.
- 3 You no longer need to adventure because you've completed what you set out to do.
- 4 You begin to want more out of life than the open road and constant danger.
- 5 You see one too many friends killed and can't carry the weight of their deaths.
- 6 You want to teach others what you know so they don't make the same mistakes.
- 7 You are getting older and questioning the legacy you are leaving the world.
- 8 You had a job before all of this and want to get back to it.
- 9 You take one life too many and decide to rededicate yourself to something more peaceful.
- 10 You decide to improve the world by settling down in one small part.
- 11 It hadn't occurred to you that you could give up this lifestyle until you saw an ally do it.
- 12 You want the safety and security of your own warm home and a welcoming community.

Work with your GM to tie their decision to leave into the ongoing story. Perhaps they undertake one last quest that allows them to shine, setting them up for the rest of their life with the rewards, or they carve out the time to share a farewell with each party member. This allows you to explore the emotional consequences of their decision and reinforces their connections to the party.

## FATEFUL GOODBYES

Farewells are never easy. When retiring from a life of adventure, you must think about how your departure will affect the party.

How do you divide your loot? This is a worthwhile discussion to have with other players, as the party likely earned some of your money, tools, treasures, and magic items during an adventure. A good rule of thumb is to consider what your character will need in their new life away from danger. Gold goes a long way when they don't need to spend it on potions and weapons, and there won't be much need for weapons or magic items that are combat-oriented when retiring to a life of relative peace and quiet.

Choose what items you think are important for your character to keep when they retire. Treasures, weapons, and magic items of sentimental value are perfect memorabilia for your character to take into their new life and could be helpful if danger finds them again...

How will the party fare without your character's expertise? Will their departure result in any skill gaps within the group? Do they prepare for this loss in advance, preparing their replacement through the *Train an Apprentice* Downtime Activity (see page 85) or imparting their knowledge through the *Teach a Class* Downtime Activity (see page 83)?

## STARTING ANEW

When a character retires or dies, their player might decide to introduce a new character. Other times, the departure of their character aligns with the player's departure from the table. Regardless of who is starting a new character – the same player or a newcomer – there are some aspects to consider when bringing a new party member into the fold.

The first thing to consider is how they will fit into the party. Do they fill a skill gap? Are they someone whose goals align with the party's? Do they have a pre-existing connection with one or more party members? Creating characters using the rules presented in **Lifepath** on page 4 is a great way to build your backstory with the lore of your campaign, and using the **Connections** table on page 31 can build a pre-established relationship with the party, avoiding any awkward integrations. Alternatively, consider using an Ally, Contact, or Rival (page 86) as a base to build on, as they will already have a relationship with the party.

It's important to remember that things change, and choices made in isolation during character creation may not feel like they were the right ones to make during play. It's always okay to ask your GM if you can make adjustments on the fly or use the *Forge a New Path* Downtime Activity (page 70) if things don't work out how you thought they would.

### A LEVEL PLAYING FIELD?

When inviting a new character to your party, it's worth thinking about the newcomer's prior experience swinging swords, slinging spells, and dodging dangers. Are they new to the life of perilous adventure and in need of a tutor or protection as they get to grips with the rough and tumble life of an adventurer?

Consider starting a new character at a lower level than the party, gaining levels quickly as they learn from more experienced party members. It can create some refreshing encounters when the party must protect the fragile newcomer while giving them opportunities to get to grips with their abilities!

Alternatively, a player may bring a higher-level character to the table, acting as an expert in their field, with the understanding they will level slower than the party. How will the party react to a talented addition to the team? Will they look admirably upon their latest member, or will jealousy and healthy rivalry spring forth from the newest arrival?

## UPGRADED TO PROTAGONIST

Two central problems when introducing a new character are how they meet the party and establishing why the party can trust this newcomer. You can overcome both by drawing upon the party's supporting cast for an organic transition: Allies, Contacts, and Rivals (page 86) the party already have can be the basis of a new player character who is already familiar with the party.

If you don't want to convert a pre-existing NPC into a player character, Allies, Contacts, and even Rivals can introduce the party to your new character. Perhaps they have fallen afoul of the same Sage as the party, or they have helped the party's Witch ally in the past and come with a glowing recommendation.

## SUPPORTING FROM THE SIDELINES

You've left the open road behind, and your path now ends with the comforts of home most days. The world has become less dangerous, and you find the time to relax... Though you know your old party is still out there, risking their lives, and you want to help in any way you can.

Roll on the **Showing Support** table to see what aid your character provides in their new role, choose one that fits best, or use these prompts as inspiration when devising your new role in the campaign.

As your character is now no longer an active party member, it's a good idea to work closely with your GM about their place in the world. Your GM might have plans for world events that will change your character's lifestyle, narrative beats they wish to use your character to hit, and ideas to integrate you into the wider plot. Your character now fills the same role as a cherished NPC, so enjoy seeing how the GM will use them within their campaign.

## SHOWING SUPPORT

### 1d20 SUPPORT

- 1 With your nose in a book, you are always willing to research any subject your old party asks of you.
- 2 You are willing to listen to those who need to vent, as you can relate to their experiences.
- 3 Your residence is always open if your old party wish to visit, providing shelter and safety.
- 4 Your contacts in the local community can offer help with various mundane problems in return for small favours.
- 5 Your knowledge of the surrounding area is second to none, and you can find most natural resources in the locality.
- 6 No matter how much you have, you're more than willing to share what you can with your old party.
- 7 You keep your ear firmly to the ground and send any useful rumours and news to your old party.
- 8 You're known as a figure of authority in the local community and can ask them to do most things for you.
- 9 You have a network of new allies all your own that you can call upon to help your old party.
- 10 You know where to find other ex-adventurers who might have the item, knowledge, or skills your old party needs.
- 11 You can't help your old party on the road any more, but you know a few trusted people who can.
- 12 Your old party knows they can trust you to keep working on long-term projects while they are adventuring.
- 13 You know exactly the right person to send a member of your old party to if they need specialised training.
- 14 If your old party needs someone to look after something or someone for them, you have the space and time to do so.
- 15 You've used your time to pay off the party's outstanding debts or to improve their relationships with rivals.
- 16 You keep track of local monsters and troubles and know who will pay for help dealing with them.
- 17 Your professional skills mean you can repair broken weapons, brew potions, or point your old party to those who can.
- 18 The local villagers don't trust outsiders, so your old party relies on you to facilitate their conversations and financial negotiations.
- 19 You know a language or languages no one in your old party does and can swiftly translate texts and conversations fluently.
- 20 Your job regularly brings you into contact with potential allies for your old party, and you always make the introductions.

## A STAUNCH ALLY

Retiring your character while on good terms with the party automatically makes them an Ally to every member. Look through the list of Allies, Contacts, and Rivals on page 86 and choose a type of Contact that aligns with your new life. Alternatively, leaving the group with bad blood allows your character to become a bothersome Rival to the group!

Retiring characters is a great way to build up a large and dedicated group of Allies, Contacts, and Rivals, populating the world with familiar faces always ready to lend a hand or throw a spanner in the works.

## A NEW POSITION

Retiring from adventure doesn't necessarily mean you've given up your passion for the mission. Becoming a Patron to the party is a great way to stay actively involved in their quest, without having to spend long days on the road or get into mortal danger.

As a Patron, you can maintain a connection with the party by working on a managerial level, organising missions, gathering intel, funding their adventures, and providing aid. See **Who Pulls the Strings** on page 108 for more information, and choose the type of Patron that best fits your characters personality and abilities.

## AS THE YEARS GO BY

Your character may have stepped away from the adventuring life, but that doesn't mean they're no longer a part of the world. Their story does not end here, though their trials and tribulations may feel mundane compared to their old life.

If you wish to see what path their life takes, the **Quiet Years** table provides interesting events that may occur in their life outside adventuring. You should roll on this table once whenever your party has a significant period of Downtime lasting a year or more.

You should also consider how your retired character might react if the party's current threat affects their life or community. Do they shy away from conflict, no longer interested in fighting back? Or do they become a local community hero, defending them with skills not forgotten? Work with your GM to discover how the events of the world might affect your retired character.

If you wish to see your character through to their end, living out their life in one great montage, roll on the **Quiet Years** table once for every decade of their life you're interested in exploring. Consider how their outlook and abilities might change as the decades pass, and weave these into the life story you create for them.



## QUIET YEARS

1d20	EVENTS
1	Death
2-16	Peace
17	Arrival
18	New Purpose
19	Past Deeds
20	Happy Ending

## DEATH

Someone in your life passed from this world, bringing with it pain, suffering, and grief. Who was it? How close were you? How did you react to the news of their death?

How did this person die? Was it through natural causes, a terrible accident, or something more sinister? Who is left to pick up the pieces, and how do you continue without their presence?

Alternatively, was it you who died? What cut your life short? Did you anticipate it, giving you time to say your goodbyes and put your affairs in order? Or was it sudden and tragic? What memories flash before your eyes as you embrace death and pass from this world onto the next?

## PEACE

You gave up the adventuring life, putting the excitement and danger behind you, and you got precisely what you bargained for. You spend this time in peace, whiling away the days with quiet contentment and delightful mundanity. Though you experience some ups and downs, no great tragedy befalls you, and no exhilarating event spices up your life.

What do you do during this time of peace and normality? Where do you settle down? How do you carve out a living when not plundering treasures from dungeons? Consider some aspects from your **Lifepath** that influence this period of your life (see page 8). Do you return to your hometown to live amongst family and friends? Do you resume your old job, making a humble living with skills never forgotten?

## ARRIVAL

Someone new has entered your life that has changed everything. Who is this person? How have they impacted your life?

Is it a new friend whose bond you hold close for years to come? Is it an enemy: a petty rival or a dastardly thorn in your side who disrupts your way of life?

Has romance found you, wrapping you up in its binding embrace, making you feel desired and whole? Does their love change the way you view the world and yourself?

Has a child come into your life, through birth, obligation, or circumstance, placing their wellbeing in your hands and looking up to you for guidance?

## NEW PURPOSE

You have found a new purpose in life, something that guides or consumes you, sending you down a different path than you set out on. This can be a new hobby or job, information that changed your perspective, an event that shifted your focus, or a movement that called out to you.

What was the inciting event that changed your life? Did you realise the impact it would have at the time? How have you changed since? How does that compare to the life you had envisioned when you first retired?

## PAST DEEDS

Something from your days of adventuring has caught up to you, for good or ill. Was it an ally from days past or an enemy holding a grudge? Do memories of your actions haunt you, forcing you to confront your demons, or has new evidence come to light about past events?

What do the people in your life know about your past? Are they shocked at your adventurous exploits, or did they always know that your history would rear its head once again?



## HAPPY ENDING

---

Happiness has found you in your retirement, and things have worked out for the best. Your life is full of love, contentment, or fortune, and you bask in the positivity, knowing that such prosperity is a rare find.

How has this period of prosperity come about? Was it the result of hard work or a stroke of luck? Do you appreciate the good times, or are you fearful it will end at any second? Do you allow yourself to enjoy the moment, or do you work to ensure this feeling of bliss will never leave?

Finding a Happy Ending for your character is an excellent opportunity to end their story on a high note. Consider saying goodbye to this character and allowing them to live the rest of their life in happiness and obscurity... at least until trouble comes knocking.

## ONE LAST ADVENTURE

Life can interrupt even the best-laid plans. When trouble comes knocking at your door, beckoning you back into a life of action and adventure, will your character return from their peaceful retirement and join the fray once more?

Returning to an adventure can be an even more impactful decision than retiring your character in the first place, giving you the chance to take their story in a different direction and address different themes.

You must take several considerations into account before making this decision.

- Are they the same person they were when they last travelled with the party? Are they still physically able to embark on a journey, or have the years of peace taken a toll on their body?
- Are they leaving anyone behind? How do those people feel about your character departing?
- Are they leaving a profession or community that depends on them?
- Have they kept in touch with the party? How much do they know of the party's current quest?
- Will they only embark on one last adventure, or are they fully coming out of retirement to rejoin the party?

If your character agrees to rejoin their old companions and embark on a final mission, think about their core motivation for coming out of retirement. This statement will influence their attitude and goals while on their last adventure. Define why your character would return to the fray, rolling on or taking inspiration from **What Brought You Back?** table on the following page.

## WHAT BROUGHT YOU BACK?

1d20	REASON	1d20	REASON
1	When trouble came calling, you realised you had been complacent for far too long and wanted to end the threat to your community forever.	11	Your community comes to you, scared, and asks you to rejoin your old party to deal with a force growing nearby that threatens them all.
2	Your loved ones encourage you to go, trusting you to return, because they know that in your heart, you will forever regret forgoing this opportunity.	12	You hold a particular place, person, or item sacred, and something has profaned it. You can't let this stand and vow vengeance on the perpetrator.
3	The job requires a specific set of skills, and, unfortunately for you and your loved ones, you have those skills — however rusty they may be.	13	You can't sit idly by and watch as the world burns. Your loved ones will miss you, but you hope they understand as you leave.
4	You left something unfinished before you retired, and it has been eating away at you. This is the perfect opportunity to end it for good.	14	When someone you swore an oath to comes calling, you can't refuse them. You've given up a lot to be here, but never your honour.
5	A rival from your past is back and worse than ever. You know they will likely only stop once you personally intervene, willingly or not.	15	The dreams started again. They've never let you down, and you know that this time, they're leading to something important that will change the world.
6	It's not that you want to return to that life, but deep down, you believe that the open road is what you were born for.	16	Too many people die in obscurity. You've always dreamed of dying a glorious death immortalised in song, and this is the perfect opportunity for it.
7	The memories of the dead haunt you at night, and you believe rejoining your old party will help you—perhaps for good.	17	You've trained someone and want to accompany them to see if they fully understood your lessons. If that means walking the wilds, so be it.
8	Having built a life for yourself after all this time, you must fight to protect it.	18	You will die, whether tomorrow or in a few years. Returning to the fray is how you make a difference before then.
9	Some things never die; their evil simply lingers. You might not be able to stop it, but delaying it is the right thing to do.	19	Your old party was closer than family; you can't refuse them when they need your help. They wouldn't ask if they didn't need you.
10	The sentient item you own has begun talking to you again, urging you to use it before a great calamity befalls you and those around you.	20	Try as you might, you can't settle. You tried to make retirement work, but the call of battle and danger sings loudly in your ears.

## GETTING THE GANG BACK TOGETHER

When is it appropriate to call upon an old friend and return the party to its former glory? This decision certainly shouldn't be taken lightly, and it will require a discussion between the GM and the players, especially the player whose character has retired.

Here are some examples of why you might want the help of an old ally:

- An old foe has reared their head again, and the retired character wants to put an end to their threat once and for all.

- A situation personal to the retired character has arisen, such as their hometown or current community being threatened or a consequence from the party's past actions coming to light.
- The party need the help of an expert, and they no longer have anyone with the right skills on the team.
- A dangerous threat has arisen, and the party need all the help they can get to combat it.
- The retired character still possesses an item or knowledge the party needs on their mission.

## YOU'VE CHANGED

Returning to the adventuring life might be the right thing to do, but it certainly won't be easy. Retirement and life away from swords and sorcery have changed your perspective, skills, and values. If you have been using the **Quiet Years** table, consider how these events have changed your character and how they would affect their return to the fray (see page 126).

With this in mind, you may wish to think about how your character's abilities have transformed over time. Discuss what aspects of your character you think would change alongside your GM. Think about their Class — was it a tactical technique they employed only for adventuring, or was it something that encompassed everything about them? If they followed a new religion, swore a new oath, or joined a different college, did that change the abilities they had access to? What about their equipment? Do they still have their old gear, or was that given away over time? Do their Skill and Tool Proficiencies reflect the life that they lead now?

Rolling on the **How Have You Changed?** table can also bring insight into how a character's time away from adventuring has altered their abilities. Roll on the table, or choose an entry that suits your character to see what new ways they approach life back on the road.

## BRAINS OVER BRAWN

Years away from adventuring will make your sword arm rusty and your joints creaky. When bringing a character out of retirement, it is worthwhile adjusting their Attributes to reflect the passage of time and the new lifestyle they have led since leaving the party.

To do this, remove a number of points from your Strength, Dexterity, and Constitution scores. You may then add that number to your Intelligence, Wisdom, and Charisma scores. This restructure reflects your physical capabilities weakening as you fall out of practice, but your mental capabilities becoming honed with years of experience under your belt.

Additionally, consider how their outlook on dangerous fights and daring escapades might have changed, particularly if a significant amount of time has passed since they've been on an adventure. Are they less sure of their abilities, unwilling to rush headlong into combat or make perilous acts of acrobatics?

## HOW HAVE YOU CHANGED?

1d12	CHANGES	1d12	CHANGES
1	You annoyingly interrupt with cautionary words. If you are within 5 feet of a party member when they make an Attribute Test, you can use an action to add 1d4 to their total.	7	Your ability to defend your friends is all that matters. When a creature you can see Melee Attacks a party member within 5 feet of you, you can take the damage dealt onto yourself, reducing it by 1d6.
2	You've had plenty of time to practise your trade. You double your Proficiency Bonus with one Skill or Tool or gain a new Skill or Tool proficiency.	8	You've learned much since you retired, and your brain is as sharp as ever. You have Advantage on Intelligence Saving Throws.
3	Nightmares of horrors you've witnessed, dead friends, and forgotten memories keep you awake. You have Advantage on Saving Throws to resist being put to sleep.	9	Age has weakened you but strengthened your identity. You have a -2 penalty on Strength Saving Throws and a +2 bonus on Charisma Saving Throws.
4	Walks at night have honed your night vision. You can see in dim light within 30 feet of you as if it were bright light.	10	Experience has taught you what to look for. You have Advantage on Wisdom (Perception) checks related to sight and Disadvantage related to sound.
5	You've trained exclusively with your favourite weapon. Your attack rolls with it gain a nonmagical +2 bonus, but using other weapons has a -2 penalty.	11	Time is precious, and you seize the moment. You gain a +2 bonus to Initiative checks and a -2 penalty to Charisma (Persuasion) checks.
6	You are determined not to see another ally die. As an action, you may stabilise a party member within 5 feet who has 0 hit points.	12	You've lost your social filter. Whenever you insult or pester a creature that can hear and understand you, they have Disadvantage on their next Attribute Test.

## RELATIONSHIPS

After all that has happened, how does it feel to be back alongside old allies and meet new faces?

Work with the other players to explore these relationships, taking inspiration from the **Old Friends** table if their characters once journeyed together or the **New Faces** table if this is their first time working closely with one another.

Keep in mind the life you have built up for your character since retirement and how that affects their outlook on other people. Has their patience for their comrades' practical jokes worn thin over the years? How do they feel about an ally's bloodthirsty violence? Do they feel like the new party members are their replacement, feeling jealousy or abandonment? Or do they see a part of themselves within these rookies?

### OLD FRIENDS

#### 1d8 HOW DOES IT FEEL?

- 1 You haven't realised until now how often the two of you disagree through fists or words.
- 2 They're always happy to hear about past adventures and your life away from the party.
- 3 You share a sense of humour, and it's nice to know someone gets your jokes.
- 4 You missed their confidence and unshakeable belief in others. It drives you to better yourself.
- 5 They've always seemed like an apprentice to you, but now they've grown into their own.
- 6 Once, you enjoyed that they agreed with everything you say. Now, you find it grating.
- 7 Hopefully, your time apart has smoothed some of their rough edges and made them tolerable.
- 8 You may occasionally disagree, but you know you'll always have each other's backs.

### DUEL ROLES

If you played a new character once your old character retired, you must think about what happens when your old character rejoins the party. Work with your GM and establish whether you regain complete control over them or whether they will act as an NPC controlled by the GM.

Alternatively, consider how your new character can leave the party by helping out 'off-screen'. Do they leave the party to protect a vulnerable outpost or seclude themselves in a forge to make the ultimate weapon?

### NEW FACES

#### 1d8 HOW DOES IT FEEL?

- 1 You feel replaced by this person and are unsure of your own role.
- 2 You think they need to learn from your experience, whether they know it or not.
- 3 You feel outdone by them and need to prove that you are better.
- 4 Their innocence is refreshing after a hard life on the road fighting for your life.
- 5 Something about the two of you is just incompatible, but the party comes first, regardless.
- 6 Their personality is irritating, but you respect their commitment to their cause and the party.
- 7 They have a spark of life that helps you see the wonder in the world.
- 8 You don't yet know what to make of them. Your lived experiences are wildly different.

### NEVER AGAIN

If, after considering the questions in **Hanging Up Your Sword**, you decide the character has retired and won't pick up their sword again, that's okay. Sometimes, people don't want to throw themselves headfirst into danger, particularly when they have dependents to think about or a job to do that they value.

**Supporting From The Sidelines** on page 124 contains some ideas of what they can contribute to the party's journey without joining them on their quest. Equally, if the party reminds them too much of the painful ordeals they've been through, your character might give them nothing more than a hot meal and their apologies.

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## CAMPCRAFT ACTIVITY INDEX

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Care for Animals	Tend to animal companions and prepare them for the trials ahead.	46
Chronicle Adventures	Write a journal, compose a poem, or add to a ballad to detail important events in your journeys.	47
Construct Gear	Create protective accessories for harsh journeys.	47
Cook	Prepare a hearty meal, giving strength to the hungry party.	48
Craft Ammunition	Refill ammunition or imbue ammunition with extra effects.	48
Crash Course	Teach an ally a Skill you are proficient in.	48
Forage	Search for edible food or medicinal herbs in the wild.	48
Gather Ingredients	Forage for alchemical ingredients.	48
Go Shopping	Hunt for deals while in a settlement.	49
Hone Tools	Practise with a Tool to refresh your knowledge.	49
Hunt	Hunt wild game in preparation for cooking.	49
Jury-Rig	Cobble together a piece of gear.	49
Maintenance Rituals	Scrub up nicely to impress anyone you talk to.	50
A Moment's Meditation	Take a deep breath to find an inner sense of calm.	50
Morning Brew	Brew an invigorating beverage for a variety of effects.	50
Mourn the Lost	Respect the recently departed with a funeral ceremony.	50
Patch Up	Help an ailing ally recover.	51
Perform	Entertain the party and bolster their resolve.	51
Play Games	Have fun and bond over an exciting game.	51
Pray For a Sign	Seek guidance from your deity, however subtle the sign.	51
Purchase Ingredients	Search for sellers of alchemical ingredients.	52
Put on a Show	Perform in front of a crowd, distracting and entertaining them.	52
Repair Vehicle	Patch up a vehicle or reinforce it in advance of trouble.	53
Research the Area	Learn facts about the area you are travelling through.	53
Scope the Battlefield	Assess upcoming threats to gain the upper hand in battle.	53
Seek Assistance	Find a local who can help you with a problem.	53
Send For Aid	Communicate with Contacts and request assistance during a journey.	54
Write Home	Write letters to loved ones about your adventures.	54

## DOWNTIME ACTIVITY INDEX

Adopt a Pet	Pay a handler or hunter to obtain a creature companion for you.	56
Adventure	Undertake a smaller quest to bridge the gap between adventures.	57
Aid an Ally	Help out a friend and earn some rewards for your troubles.	57
Alchemical Studies	Practise your alchemy skills.	58
Arcane Experimentation	Alter spells to suit your preferred arcane playstyle.	58
Appease Patron	Get into your Patrons' good graces.	59
Assassination	Pick off a target and make a daring escape to avoid capture.	60
Bond with a Companion	Become closer with a pet or mount, earning their trust and respect.	61
Build a Reputation	Display your skills and prove your worth.	62
Build Defences	Prepare a settlement for danger.	62
Cause Trouble	Cause a scene and stir up some excitement.	63
Clean Up The Streets	Take down criminals and make the world a safer place.	63
Construction	Build a room to add to your Base.	64

## DOWNTIME ACTIVITY INDEX

Consult an Expert	Find an expert and prove your worth to earn their trust.	64
Create an Identity	Create a whole new persona and learn to embody them accurately.	64
Cultural Immersion	Return to your roots and spend time with your people.	65
Dark Bargain	Become something dark and powerful at a steep price.	65
Defend an Artefact	Install defences to secure something precious to you.	66
Enterprise	Create a business and grow your brand.	66
Establish a Trade Route	Enter an agreement to expand a business to other settlements.	67
Establish Contacts	Mingle with the locals and secure alliances.	67
Excavate	Dig for treasure or prepare land for construction.	68
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Farming	Grow crops or raise animals on a farm of your own.	68
Find Companionship	Deepen your relationship with a close friend or love interest.	69
Forge a New Path	Find your true self and make important changes to your character.	70
Gamble	Risk it all for fame and fortune.	70
Invent	Combine pieces of gear to create new and useful equipment.	71
Invest	Invest your gold and earn interest as your funds are put to good use.	71
Know Thy Enemy	Research an enemy's strengths and weaknesses.	72
Learn a Language	Immerse yourself in a new language and improve your fluency.	72
Learn a New Spell	Delve into the arcane and add a new spell to your repertoire.	73
Learn a Trade	Take up a trade and become proficient in a new craft.	73
Learn an Instrument	Practise with an instrument and learn some new tunes.	73
Let Loose	Let your hair down, and have some fun!	74
Master a Spell	Perfect the casting of your favourite spell.	74
Meditate	Clear your mind and find inner peace.	75
Mercenary Work	Put your adventuring skills to good use as a sword for hire.	75
Perform a Heist	Plan and execute a daring heist.	75
Pest Control	Eradicate meddlesome pests from a community or location.	76
Plan and Prepare	Spend extra time preparing for another Downtime Activity to ensure success.	77
Practise Faith	Show your devotion to your deity.	77
Prepare Concoctions	Create a stockpile of potions for your next adventure.	77
Procure an Item	Track down the only seller of an unusual item.	77
Prospect	Delve beneath the earth for precious gems and metals	78
Purge Curse	Seek out a cure to a magical curse.	78
A Quiet Moment	Take some time away from the overwhelming life of an adventurer.	79
Reconnect	Spend time with friends and loved ones, or raise a family of your own.	79
Relief Efforts	Lend your aid to a settlement devastated by natural or intentional destruction.	80
Rest and Recovery	Nurse yourself or others and alleviate injuries and pain.	81
Retire	Say goodbye to the adventuring life while you have the chance.	81
Return to Nature	Spend time in a natural place and reconnect with the land.	82
Rock Bottom	Succumb to the worst part of yourself.	82
Teach a Class	Pass on your skills to those willing to learn.	83
Thwart a Rival	Throw a spanner in the works of your Rivals.	83
Track a Target	Follow a lead and watch their every movement.	84
Train a Companion	Work with your pet to hone their skills.	84
Train an Apprentice	Take an apprentice under your wing and teach them your ways.	85
Volunteer in the Community	Give back to the community and elevate yourself in their eyes.	85
Watch and Learn	Stake out a location or follow a person or item.	85

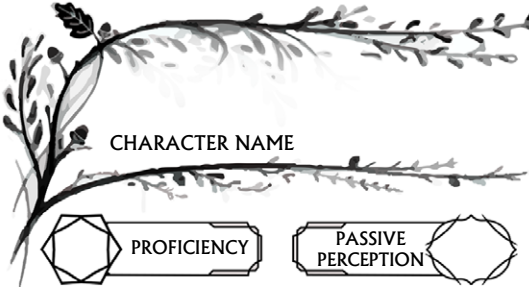
# SPECIAL THANKS

Otrygger, 7galex, Aaron, Aaron, Aaron, Aaron Challis, Aaron Emerson, Aaron F Stanton, Aaron Good, Aaron Hamilton, Aaron S. Moffett, Aaron Smith, Ab, Abby Gipe, Abby Mcnaron, Abigail, Abigail Hibbert, Abigail Mercer, Acampbellunm, Ace Evadamal, Adam, Adam Alexander, Adam Bomb, Adam Bradshaw, Adam Crossingham, Adam Di Filippo, Adam Di Filippo, Adam Istre, Adam Johnson, Adam Jung, Adam Kelly, Ádám Kun, Adam Locy, Adam Zoch, Adara Bartholome, Adrian Vollbracht, Adrian-Paul Carrières, Aesith, Afharrold, Aine M., Aj Brooks, Aj Taflan, Ajali, Alain Veilleux, Alan Douglas, Alan Faber, Alan Madison, Alan Zakrzewski, Albert, Albert Perrien Ii, Alberto Valdes, Alby2099, Aleksander Piechaczek, Alekumos, Alessandro Pelizzon, Alex, Alex Dalecki, Alex Daniel, Alex G, Alex G., Alex Hunter, Alex Larrabee, Alex Mason, Alex Renquist, Alex Shideler, Alex Ward, Alex Zalud, Alexander Demorris, Alexander Eriksen, Alexander La Manna, Alexander Oliver, Alexander Persson, Alexander Reynolds, Alexander Shtefan, Alexander Thissen, Alexis Richter, Algie, Alicja, Alisa Chan, Alisha, Alistair Warmington, Aljoscha, Allen, Allen, Allen White, Allison, Aloys Oberthuer, Alpharius Omegon, Alphastream, Alun, Amanda Hamlin, Amanda Lawton, Amanda Morris, Amanda Nelson, Amanda W, Amanda Zimmerman, Amblingaaron, Ambra Scarlett, Amelia A, Anders Fogelberg, Andre Ball, Andrea Barajas, Andrea Chandler, Andrea Di Meo, Andreas Ettengruber, Andreas Graef, Andres, Andres Rosado, Andrew, Andrew, Andrew, Andrew, Andrew “Baron Fortnightly” James, Andrew Collins, Andrew Ferrell, Andrew Fritz, Andrew Gregg, Andrew H., Andrew Harrison, Andrew Helbert, Andrew Jensen, Andrew John Martin, Andrew Johnston, Andrew Kloiber, Andrew Kopacz, Andrew Lorenz, Andrew Mills, Andrew Mills, Andrew Moreton, Andrew Rawlings, Andrew Springer, Andrew Steven, Andy Dulson, Andy51, Angela, Ania Slowinski, Anihilator01, Annakie, Anne M. Campbell, Anne Skinner, Annie Craton, Anthony Baumayr, Anthony Derosso, Anthony Helferich, Anthony Pryor, Anthony Tormenti, Anthony1973, Antlers6109, Antonio Speranza, Antonius, Aoifa Gaffney, Archaeron, Arety Jameson, Arknsanktuary, Armand Dulin, Armen, Arne Jamtgaard, Arnold Triplett, Arrakis, Arthur Mcmahon, Artur Plociennik, Ash Christians, Ashley Ludlum, Ashley Nelmes, Asrath, August, Aulston Moore Adams, Austin, Autarchus, Balcorwin, Bart Vissers, Basil Shepherd, Bastienc, Batzilla, Baylee, Beardedwyzard, Becky, Belgorn, Belinda Chen, Ben, Ben Guiden, Ben Johnson, Ben Lyberger, Ben Madden, Ben Nguyen, Ben Norman, Ben Peters, Ben.M, Benedikt Simon, Benet Coulber, Benjamin Birkenhake, Benjamin Charlet, Benjamin Messer, Benjamin Staples, Bev Nelson, Bhan, Bill, Bill Patino, Bill Williams, Bladro, Blaise, Blake Cefoldo, Blake Cole, Blake Howell, Blake Taylor, Bloodystone2, Bluebird, Bo Thomsen, Bob H, Bob Mosdal, Bob Nelson, Bobby Dee, Bon, Bpoole110, Brad Elledge, Brad Lentz, Brady Fish, Brande Ledford, Branden Pericon, Brandon Dwyer, Brandon Johnson, Brandon Lawrence, Brandon Munkers, Brandon Pless, Brayden, Breanna Danta, Brennan, Brent Sieling, Breon Halling, Brett Gonta, Brian Aslin, Brian C. Martinez, Brian Caball, Brian David Hungerford, Brian Delaney, Brian Essex, Brian Frisco, Brian Guerrero, Brian Lindow, Brian Mckenzie, Brian Mcneilly, Brian Murphy, Brian N, Brian Nichol, Brian Roessler, Brian Serafine, Brian Sledd, Brian Summers, Brian Tanner, Brian Zuber, Brianna Chew, Brienprime, Brigandier747, Broschacks, Bruce, Bruce Gray, Bruce Paris, Bruneau, Bruno Baère Pedrazzi Lomba De Araujo, Bryan Blumklotz, Bryan Botz, Bryan Pravel, Bryce Lanighan, Bryce Muramoto, Bryon Casebolt / Hessian Yongdi, Buddi Buxbaum, Buttface12, C.D. 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Mcgee, Dave Munger, David, David, David & Evie Hergenrather, David A. Nolan, David Aldrich, David Black, David Bonderoff, David Bowie, David Buswell-Wible, David Canela, David Fair, David Finn, David Fiorito, David Hadden, David King, David L. 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Cohen, Jonathan Beeler, Jonathan Chiaravalle, Jonathan Goodwins, Jonathan Herrmann, Jonathan Nimick, Jonathan Reichman, Jonathan Santerre, Jonathan Santiago, Jonathan Watson, Jonathan West, Jonie Sheldon, Jonny, Jordan, Jordan, Jordan, Jordan Millward, Jorge González, Jose Urbina, Joseph Bell, Joseph Montoya, Joseph Provenzano, Joseph Roberts, Joseph Russell, Joseph Stivala, Joseph Strunk, Joseph Taylor, Josh David, Josh Garvais, Josh Scheele, Josh Sellmeyer, Joshdread, Joshua, Joshua Clanton, Joshua Done,

Joshua Hancock, Joshua Leake, Joshua Ramini, Joshua S., Joshua Ward, Joshua Willis, Joshua Wulf, Josie, Juan P Vargas (Jelerang), Jude Nelson, Julia Augusta, Julian, Just Erik, Justin, Justin, Justin, Justin, Justin Falston, Justin Gibbs, Justin Lafser, Justin Mcfarland, Justin Offermann, Justin Owen, K\_, K., Kaelin, Kagenoyama, Kagesenshi, Kagomi, Kai Mangrum, Kaia, Kara, Kara Koontz, Karl Arrenon, Karl Cronberger, Karl Fordham, Karl Robinson, Karpfador, Kasper Kenth Petersen, Kat The Lore Mistress, Kate, Kate Mcnamara, Katelan Tanner, Katherine Drewry, Katherine Rue Bollinger, Katie Dee, Kayla, Kayla M. Bommer, Kc4711, Keino, Keith Ammann, Keith E. Clendenen, Keith E. 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Trout, Macenkrace, Maczek, Mad, Maddy Hop, Madeline Swam, Madman Chris, Magno Costa, Maire O'brien, Maisie Mary Anne Snowdon, Makayla, Mamba, Mandamanatee, Mandy Mooney, Mandyh, Måns Tyrland, Manuel Mendez, Marc Robert Aquino, Marcel Janse Van Vuuren, Marcied, Marco Palermo, Marco Placidi, Marco Stricker, Marcus Anderson, Marcus Baseler, Marcus Elmer, Marcus Horne, Marcus Shepherd, Marcus Sollmann, Margaret Kirchner, Marie Altobelli, Mario P., Mario Sponga, Marissa Intrieri, Mark, Mark Bordenick, Mark Flory, Mark Peyton, Mark Prentice-Whitney, Mark S, Mark Turton, Mark Van Orden, Mark Watson, Marko Niskanen, Marky Mark, Marshall Watson, Martin, Martin Glöckner, Martin Greening, Martin Hills, Martin Hvidsteen, Martin Legg, Martin M., Marty Chodorek, Mary Clark, Mason, Mason Hooker, Mastermax2, Mat Jones, Mathieu Larose, Mathieu Lefebvre, Mathijs Van Dijck, Matt, Matt Anderson, Matt Byrne, Matt Dean, Matt Eastman, Matt Gordon, Matt Hodge, Matt Marro, Matt Oliver, Matt Powers, Matt Renfro, Matt Rice-Evans, Matt Roy, Matt Waskett, Matthew, Matthew, Matthew Driver, Matthew Duda, Matthew Freebairn, Matthew Gushta, Matthew Hancock, Matthew I, Matthew Jacob Scheffer, Matthew Jenison, Matthew Lambert, Matthew Luellen, Matthew Murry, Matthew Penney, Matthew Pierce, Matthew Tucker, Matthew Watkinson, Matthieu Triay, Max, Max Angleraud, Maxime Bombardier, Maxime Collignon, Maximiliano Martinez, Maya Sengupta-Murray, Mb Hackney, Meagan, Meason Kolkhorst, Meghan Schmidt, Mel Follmer, Melissa Henley, Mellekai, Melon Lord, Mensan98th, Meowsisaur, Merric Blackman, Micah Leach, Micah R. Maloney, Micah Rahn, Michael, Michael, Michael, Michael, Michael, Michael, Michael, Michael Alfieri, Michael Bailey, Michael Boschet, Jr, Michael Burkhart, Michael Davenport, Michael Dean, Michael Demeritt, Michael Doney, Michael Dubost, Michael Duran, Michael Fry, Michael G. Palmer, Michael Gionfriddo, Michael Gloden, Michael Guimaraes, Michael Hansen, Michael Henderson, Michael Hollier, Michael J Winegar, Michael J. Raymond, Michael Judge Brislin, Michael Link, Michael Mayer, Michael Merrell, Michael Murphy, Michael Paulini, Michael Richards, Michael Richardson, Michael S. 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Demo Jr., Patrick Ogenstad, Patrick P., Patrick Rael, Patrick Tullis, Patryk Socha, Paul, Paul Christie, Paul Glendenning, Paul Klusmeier, Paul M, Paul M. Lambert, Paul Nemeth, Paul Penfold, Paul Pennington, Paul Roest, Paul Ryan, Paula, Pownedprawn, Peanut, Pedro Alberto Goncalves-Symons, Pedro Puig, Pete, Pete Appelqvist, Peter Barron, Peter Blake, Peter Garnett, Peter Griffith, Peter Nelson, Petr, Petri Matilainen, Petronius Jackson, Petru-Daniel Tudosiu, Petzi, Pheargrimm,

Pheoxin, Phil, Phil, Phil Mccauley, Phil Stepp, Philip, Philipp, Philippe Brynart, Philippe Daigneault, Phillip Bailey, Phillip Mcgregor, Pietro, Piotr Kasproicz, Plateoflasagna, Polaryak, Polina Bazlova, Polynerdic, Praxis Axis, Prenzie, Preston Panter, Puppeteer Of Many, Quantum Ogre, Quietgal, Quinn Parrott, Quire, R, Rabulias, Rachel Maher, Rachel Of The Silver City, Raf Bressel, Rafael Ishikawa Dos Santos, Rafael Padilha, Rafe Ruegg, Ralph Holland, Rama Toulon, Raman, Rand, Randy Befumo, Randy Miller, Randy Smith, Raptorus77, Ratchit\_unicorn, Raud, Ray Brooks, Ray Chapel, Raymond Dumas, Reagan Coleman Iii, Realm Master K, Rebekah Conley-Hunter, Rebrec, Red Murdzek, Reg, Remoteryan, Rene Gutierrez, Renee Zoota-Lucero, Replikish, Revj0417, Rezhart, Rhett Kennedy, Ricardo Fuente, Ricardo Martinez, Richard Bennett, Richard Bo Blick, Richard Bruton, Richard G Thompson, Richard Gist, Richard Gruschka, Richard Guidorizzi, Richard Hanton-Rutherford, Richard Lynch, Richard Morley, Richard Nettle, Richard Sabino, Richard Thompson, Rick, Rick Larue, Rick Nijse, Rick Parker, Ricky Kaiser, Riemumieli, Riley Gibbs, Ripgangstar, River Mori, Rob H., Rob Medley, Rob Van Gilder, Rob Wynne, Robert, Robert “Frostrazor”, Robert “The Goblin Druid” Hubert, Robert Barbour, Robert Barnes, Robert Hirst, Robert Holman, Robert Huss, Robert Lewis, Robert Loper, Robert Mcneal, Robert Miklos, Robert Reynolds, Robert V, Robert V., Robin, Roctar, Rodney Scott, Rodric C Wildman, Román Emin, Ron, Ron Vutpakdi, Ronclark73, Ronnie Short, Roosevelt Cooper, Rorschachsface, Rose, Roseanna Young, Ross Ramsay, Ross Richards, Rostow, Ruben Brandt, Rusorth, Russel Hiatt, Russell Redjack Petree, Russell Ventimeglia, Ryan, Ryan Baker, Ryan Burbridge, Ryan E, Ryan Green, Ryan Hughes, Ryan Knapik, Ryan Morton, Ryan Palfreyman, Ryan Robertson, Ryan Seaman, Ryder, Rylie Savage, Saberator, Sagas Of Rhonurskar, Saku Tiihonen, Salem Søren Alder, Salvador Martinez, Sam, Sam Bieler, Sam Burcham, Sam Fuller, Sam Mccarthy, Sam Melisi, Sam Richards, Sam Santos, Sam Underwood, Sam Wright, Sami Uusitalo, Sandro Camastral, Sandstone, Sanne Wollin, Sapphire Huang, Sara Hohmann, Sara Neto, Sarah Byrne, Sarah Filkorn, Sarah Kruhm, Sarah Pederson, Sarah V, Sarah Ziemer, Sargen, Sarina, Sascha Kahles, Sashawood, Scotia Baker, Scott, Scott Baker, Scott Bradley, Scott Danger Kelly, Scott Graham, Scott Hanwright, Scott Isensee, Scott Lucas, Scott Mathis, Scott Nickell, Scott Payne, Scott Reeves, Scott Willan, Seamus O’hara, Sean, Sean, Sean, Sean Brady, Sean Brannigan, Sean Donnelly, Sean Edmison, Sean Frackowiak, Sean Haresnape, Sean Holland, Sean Jack, Sean Mcguirl, Sean Morris, Sean Veira, Sean White, Seb, Sébastien Louvet, Sebastien Louvion, Seraphic, Sergio A Martinez Jr, Shadow Darkpaw, Shaelynn Bingham, Shaenon Langeneckert, Shane Hirt, Shane Lazarus, Shane Simmons, Shatteredzden, Shaun, Shaun Beckett, Shaun Hately, Shaun Ray, Shaun Russell, Shawn P, Shawn Rose, Shelby, Sherbertsheep, Shiru, Silver Griffon, Simon, Simon, Simon Baker, Simon Whalley, Simonas Bužas, Simone Maccapani, Sinan Eczacibasi, Skeeter Arvizu, Skullthronel, Skyler Stebing, Sleazebaggins, Sleepless\_knight, Small Cog Creative, Smule, Sn00ze, Snarkayde (Philip), Sneaky Git, Solkaris, Solredluna, Somanyrats, Sommer, Sophie Grow, Soren Parbaek, Sozin, Spacemansteve, Spades, Spasticjaxx, Spectral, Spencer Drake, Spencer Pasero, Spencer S., Spiritsavant, Spl3rge, Spriggan51, Starglyte, Stef Lahr, Stefan B, Stefan F, Stefan Kraut, Stefan Wall, Stephan, Stephane, Stephanie Mcalea, Stéphanie Silvano-Tellas, Stephen Bowyer, Stephen Clay Baxter, Stephen D. Bill, Stephen Diamond, Stephen Hardy, Stephen Klopstein, Stephen Morrey, Stephen Mullin, Stephen O’Brien, Stephen Santucci, Stephen Schiber, Sterling, Steve, Steve, Steve Arensberg, Steve Fletcher, Steve K, Steve Martin, Steve Orpin, Steve Slater-Brown, Steve Snow, Steven Byrd, Steven Clark, Steven Gunther, Steven Kenobi, Steven Nelson, Steven Rauch, Steven Sobotta, Steveon, Stewart Horne, Stewart White, Stormer Aurion, Stu True, Stuart, Sukka, Sumit Sarkar, Sundervine, Surfal, Sylas Gonzalez, T. Stephens, Taiga Brenerman, Takashi Sato, Talenx, Talesofarcarnarpg, Talyana, Tamás Barkóczy, Tango, Tanya Bowers-Dean, Tarrance Hannaford, Taryn, Taylor, Tcaustin, Ted Martin, Tess Nicole Opincarne, Thaddeus Crow, Thalji, Thalles De Mello, Than Gibson, Thatrickguy, The Great Grr, The Pr0phet, Thecmikepro, Theloman, Theoldduke, Thephantomx64, Theresa Bailey, Thomas Eibl, Thomas Gibson, Thomas Hendrich, Thomas Krømke, Thomas Milazzo, Thomas Schmidt, Thomas Wright, Thor Biafore, Thorkell Olafur Arnason, Tillerz, Tim, Tim, Tim Daigle, Tim Griffin, Tim Reiter, Timothy, Timothy Doyle, Timothy Driscoll, Timothy Janick, Timothy W. 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K. Lee, Yannick Meyer, Yannick Mohr, Yannick Rivard, Yannick Tétreault, Yeeshue, Yeoman, Yulun Wei, Zach Chin, Zach Lippert, Zach Norton, Zach Thomason, Zacharie Steele, Zachary Kahn, Zachary Morton, Zenodotos, Zhulchenn, Zin, Zoe M, Zongyuan Yue, and 雾越真秀.



CHARACTER NAME

CLASS & LEVEL

EXPERIENCE POINTS

LINEAGE

TEMPERAMENT

TRAITS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

- ✦ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ✦ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

CONSTITUTION

- ✦ — SAVING THROWS

INTELLIGENCE

- ✦ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ✦ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ✦ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

AC

INITIATIVE

SPEED

HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED TOTAL

DEATH SAVES

SUCCESSES FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

USED TOTAL

SPELL SLOTS

CANTRIPS KNOWN

ADDITIONAL COMBAT FEATURES

LINEAGE TRAITS

PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

ALLIES, CONTACTS, AND RIVALS

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL



CHARACTER NAME

AGE HEIGHT WEIGHT DISTINGUISHING FEATURES

EYES SKIN HAIR SCARS

CHARACTER APPEARANCE

FAMILY

LIFE LESSON

EARLY CHILDHOOD ENVIRONMENT

PIVOTAL MOMENT

ADOLESCENT EXPERIENCES

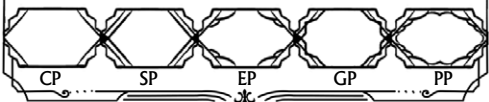
OCCUPATION

BACKPACK/STORAGE

EQUIPMENT

ADDITIONAL FEATURES AND TRAITS

- HEAD \_\_\_\_\_
- AMULET \_\_\_\_\_
- CLOAK \_\_\_\_\_
- ARMOUR \_\_\_\_\_
- HANDS/ARMS \_\_\_\_\_
- RING \_\_\_\_\_
- RING \_\_\_\_\_
- BELT \_\_\_\_\_
- BOOTS \_\_\_\_\_



CP SP EP GP PP

LIES

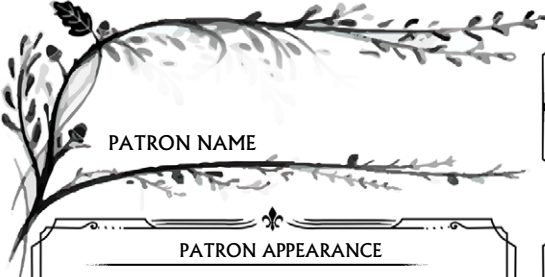
SHORT TERM GOALS

SECRETS

LONG TERM GOALS

CONNECTIONS

PARTY GOALS



PATRON NAME

AGE      HEIGHT      WEIGHT      DISTINGUISHING FEATURES

EYES      SKIN      HAIR      STYLE

PATRON APPEARANCE

ORGANISATION

SYMBOL

WHO ARE THEY?

WHAT DO THEY WANT?

HOW DO THEY HELP?

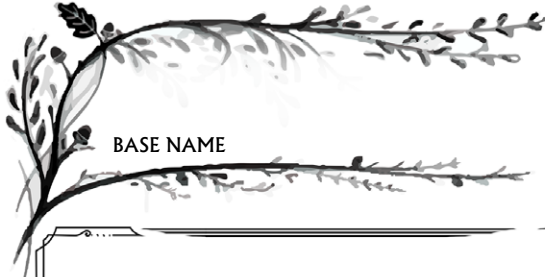
HOW DO THEY HINDER?

QUESTS

ALLIES

ENEMIES

REWARDS



BASE NAME

LOCATION	FLOORS	ROOMS	UPKEEP COST
DESCRIPTION			

FLOOR PLAN

ROOMS AND BUILDINGS	EFFECTS
---------------------	---------

FEATURES	EFFECTS
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RESIDENTS & STAFF

FURNISHINGS

NEIGHBOURS

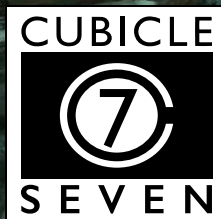


# UNCHARTED JOURNEYS

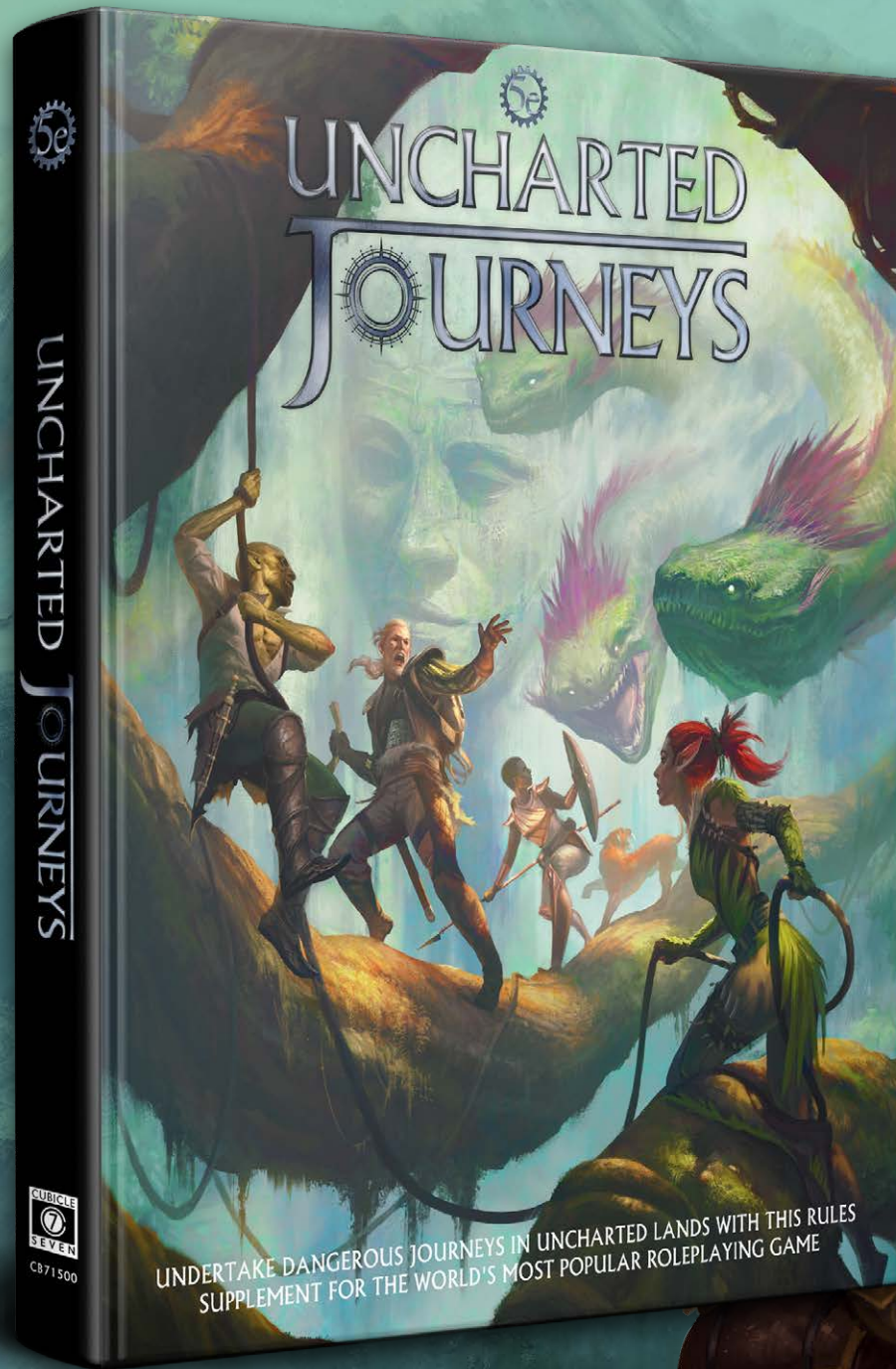
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IT'S THE JOURNEY"



UNCHARTED JOURNEYS

UNCHARTED JOURNEYS

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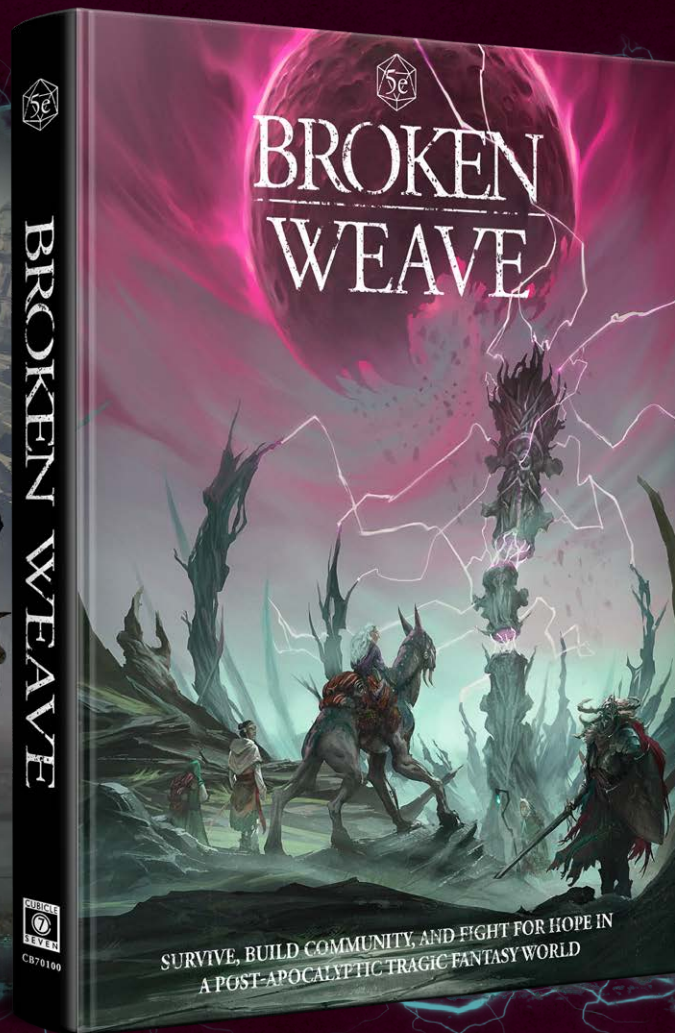
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