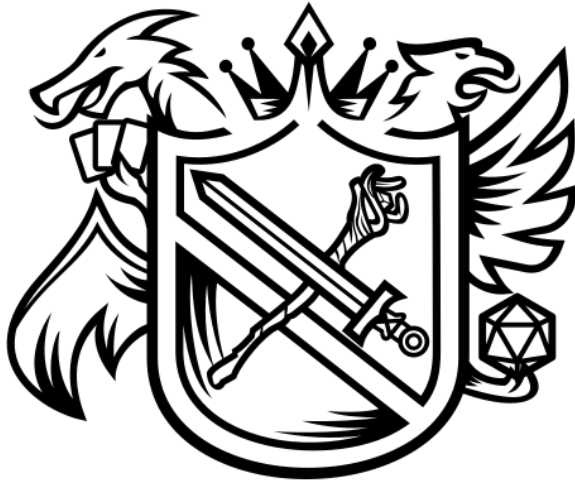




Anthology Downtime Rules

In Dungeons and Dragons, there is typically a phase of the game played away from the game table wherein players may spend their hard-earned gold, and engage in some activities that are not life-threatening adventures. This phase of the game is called “downtime” and it gives player characters options for things to do outside of regular adventures.

This document holds a menu of possible downtime activities for the 2025 - 2026 **Academy Anthology: Tales of Home 5e** D&D campaign. These rules adjudicate how players can use downtime as the building blocks to flesh out their characters. Players may choose an activity for their character once a week of the fifty-two (52) week campaign.

Be aware that this is a living document. Elements may be changed without warning in the future as necessary.

Free Downtime Activities

Player characters may do a few things without having to notify a GM. This list includes, but is not limited to:

- Buying mundane items found in the Player's Handbook.
- Traveling to adventure hubs through Voidspan gates.
- Trading between players.

Weekly Choices

Each real-world Monday, the campaign will consider the downtime choices of the players and provide some feedback in either a manual or automated manner. Entries may have the following elements:

- **Name** - The name of the downtime activity
- **Cost** - The amount of gold pieces one must spend to achieve the activity. Player characters acquire gold through play. Please note that choices with negative gold reflect that the downtime action actually earns gold rather than spending it!
- **Category** - The general category and specific subcategory of the downtime action.
- **Requirements** - Some downtime actions have a requirement that must be fulfilled in order to choose it. Whether it is a skill or tool proficiency, a particular material component, or a piece of real estate, you can find the necessary requirements for the downtime action here.
- **Description** - A brief description of the downtime activity.

How to Submit Choices

The form for weekly downtime submissions can be found at:

<https://theadventurers.academy/anthology/downtimes/submit>.



Please note that one cannot submit downtimes for previous weeks if one has missed, nor can they submit in the future. If several downtimes are submitted for the same week, only the last one will be processed and recorded.

The document was last updated on 2025.04.12.

Downtimes by Cost

This is a list of weekly Downtime activities by cost in gold pieces. Note that Downtimes with a negative cost actually give the player character gold rather than costing gold.

Choice	Cost
Adventure	-240
Side Hustle (Mundane)	-30
Copy Spells	0
Relaxation	0
Titrate Blade Venom	10
Scribe Scroll - Cantrip	15
Bless Holy Water	25
Brew Antitoxin	25
Brew Healing Potion	25
Craft Smoke Bomb	25
Scribe Scroll - First Level Spell	25
Refine Serpent Venom	35
Brew Potion of Climbing	40
Brew Potion of Water Breathing	40
Brew Potion of the Aether	50
Find Common Rumors	50
Craft Truth Serum	75
Spread Common Rumors	75
Brew Potion of Speak with Animals	100
Distill Drow Venom	100
Scribe Scroll - Second Level Spell	100
Basic Research	120
Brew Elixir of Health	200
Faithful Service	200
Brew Potion of Fire Breath	263
Brew Potion of Fire Resistance	450
Catch Your Breath	600

Downtime by Category

This is a list of weekly Downtime activities by the category.

Choice	Category
Adventure	Adventure
Faithful Service	Faithful
Bless Holy Water	Item Creation
Brew Antitoxin	Item Creation
Brew Elixir of Health	Item Creation
Brew Healing Potion	Item Creation
Brew Potion of Climbing	Item Creation
Brew Potion of Fire Breath	Item Creation
Brew Potion of Fire Resistance	Item Creation
Brew Potion of Speak with Animals	Item Creation
Brew Potion of the Aether	Item Creation
Brew Potion of Water Breathing	Item Creation
Craft Smoke Bomb	Item Creation
Craft Truth Serum	Item Creation
Distill Drow Venom	Item Creation
Refine Serpent Venom	Item Creation
Scribe Scroll - Cantrip	Item Creation
Scribe Scroll - First Level Spell	Item Creation
Scribe Scroll - Second Level Spell	Item Creation
Titrate Blade Venom	Item Creation
Catch Your Breath	Martial
Copy Spells	Mundane
Relaxation	Mundane
Side Hustle (Mundane)	Mundane
Basic Research	Social
Find Common Rumors	Social
Spread Common Rumors	Social

Downtimes

This is a detailed alphabetical list of the downtimes and their full descriptions.

Adventure

Cost: -240

Category: Adventure

You were involved in an adventure this week, so you may not choose any downtime activity. Selecting this downtime choice will give you your adventuring reward. For 3rd level, that is 240 gp per game session.

Basic Research

Cost: 120

Category: Social Research

You may spend some time and money researching a particular topic. Include a sentence describing what sorts of things you would like your character to research in the notes of this downtime action. Please send Rew a quick Discord private message to get a result.

Bless Holy Water

Cost: 25

Category: Item Creation

Proficiency Requirements: Religion proficiency or ability to cast divine spells

A cleric or paladin may create holy water by performing a special ritual in a shrine, temple, or holy place that they revere. This task represents the time and gold to gather materials and complete the rituals to create this item.

Brew Antitoxin

Cost: 25

Category: Item Creation

Proficiency Requirements: Proficiency with Herbalism Kit or Poisoner's Kit

If you have proficiency with the Poisoner's Kit or Herbalism Kit you may create doses of a basic antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Brew Elixir of Health

Cost: 200

Category: Item Creation

Proficiency Requirements: Proficiency in Medicine or with Herbalism Kit

If you have proficiency with the Herbalism Kit you may grow or collect the ingredients to brew an Elixir of Health. When you drink this concoction, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear orange liquid has tiny bubbles of light in it.

Brew Healing Potion

Cost: 25

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Alchemist's Supplies

If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of healing.

Brew Potion of Climbing

Cost: 40

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Alchemist's Supplies

If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of climbing.

Brew Potion of Fire Breath

Cost: 263

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Poisoner's Kit

If you have proficiency with the Poisoners Kit or Alchemist's Supplies you may brew potions of fire breath. This task represents the time and gold to gather materials and complete the brewing process.

Brew Potion of Fire Resistance

Cost: 450

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Poisoner's Kit

If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of fire resistance. This task represents the time and gold to gather materials and complete the brewing process.

Brew Potion of Speak with Animals

Cost: 100

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Alchemist's Supplies

If you have proficiency with the Herbalism Kit you may create potions of Speak with Animals. When this potion is consumed, a creature can perform the Speak with Animals spell (save DC 13) for 1 hour at will.

Brew Potion of the Aether

Cost: 50

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Alchemist's Supplies

Consuming this potion gives the drinker immunity to the dangers of the Aether for one hour. If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew a potion of the Aether.

Brew Potion of Water Breathing

Cost: 40

Category: Item Creation Brewing

Proficiency Requirements: Proficiency with Herbalism Kit or Alchemist's Supplies

You can breathe underwater for 1 hour after drinking this potion. If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of water breathing.

Buy Basic Voidship

Cost: 3000

Category: Shopping

Choose from one of the three voidships on the lot at ...

Buy Trained Dinosaur

Cost: 2000

Category: Shopping

Adopt one of the three adorable, barely trained, flesh-tearing thunder lizards in the kennel at ...

Catch Your Breath

Cost: 600

Category: Martial

By focusing your attention inward, you temporarily train yourself to endure the worst that the world can dish out. One time during the next game session, you may heal a number of hit points equal to your level plus a d6 as a bonus action. The effect of this downtime lasts until the character uses

it or the game session ends whichever comes first.

Copy Spells

Cost: 0

Category: Mundane

Wizarding is a lot of work. You may take this action to copy any number of spells you've found during your adventures into your spellbook without having to worry about additional costs.

Craft Smoke Bomb

Cost: 25

Category: Item Creation

Proficiency Requirements: Proficiency with Poisoner's Kit or Alchemist Supplies

By spending some time and gold gathering materials crafting an egg-shaped pellet, this downtime activity will allow anyone proficient with a Poisoner's Kit or Alchemist's Supplies to produce a single Smoke Bomb. This mildly explosive device may be dropped at one's feet as a free action or thrown up to 30 feet to a point you can see as a bonus action. When deployed, it erupts in a cloud of smoke filling a sphere with a 5 foot radius with a thick fog cloud.

The sphere spreads around corners, and its area is heavily obscured. It lasts for one minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. In order to hide using Stealth, you are required to be at least heavily obscured from those trying to detect you.

This item may be used to provide that cover when no other method is available.

Craft Truth Serum

Cost: 75

Category: Item Creation

Proficiency Requirements: Proficiency with Poisoner's Kit

If you have proficiency with the Poisoner's Kit, you may make a dose of Truth Serum. A creature that ingests this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a Zone of Truth spell.

Distill Drow Venom

Cost: 100

Category: Item Creation

Proficiency Requirements: Proficiency with Poisoner's Kit

By spending some time and gold gathering materials and brewing a caustic stew, this downtime activity will allow anyone with proficiency with a Poisoner's Kit to produce a single dose of this special venom. This particular recipe is made famous by the dark elves who use it to capture their victims alive. When an action is used to coat a piercing or slashing weapon with this mixture, for one minute any target struck by the weapon must make a DC 12 CON save or suffer the Poisoned condition for one hour.

Faithful Service

Cost: 200

Category: Faithful

Proficiency Requirements: Religion Skill

By donating your time and energy to the cause of your deity, code, or patron, a cleric, paladin or warlock can make a difference in the lives of those in their community and win favors in exchange. A cleric, paladin or warlock character who completes this downtime may start their next game session with an additional first level spell slot. This

slot remains until the character uses it, takes a long rest, or the game session ends whichever comes first.

Find Common Rumors

Cost: 50

Category: Social

By taking the time and money to socialize with others, you can do your best to pick up on recent rumors that may be floating around amongst the common folks in the tea rooms, taverns, and dance halls. These rumors may hint at opportunities for adventure, half-forgotten lore about the campaign world, or even potential secrets about other player characters. Be warned that the veracity and utility of rumors learned through this process are suspect. You may even get a rumor that you've already heard! Please send Rew a quick Discord private message to get your rumor.

Language Study

Cost: 2000

Category: Training and Study

You make an effort to find appropriate teachers and work with them to acquire a new language. Player characters may choose from Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, or Orc without consulting a Game Master. Other language choices will require a discussion about finding an appropriate teacher. The proficiency you choose and how you document it is entirely up to you.

Maximum Effort

Cost: 1000

Category: Martial

By pushing yourself to the maximum, you are temporarily able to do the impossible.

One time during the next game session, you may make a single melee or missile attack as a bonus action. The effect of this downtime lasts until the character uses it or the game session ends whichever comes first.

Performance Study

Cost: 2000

Category: Training and Study

You may spend time studying with teachers to add additional proficiencies with performance types of musical instruments. Once you gain proficiency with an artistic medium or instrument, you may add your proficiency bonus to uses of the Performance skill. The proficiency you choose and how you document it is entirely up to you.

Proficiency Training

Cost: 2000

Category: Training and Study

You may spend time training with teachers to add additional weapon or tool proficiencies. This downtime may not be used to add armor proficiencies. Once you gain this proficiency, you may add your proficiency bonus to attacks with that weapon or uses of that tool. The proficiency you choose and how you document it is entirely up to you.

Refine Serpent Venom

Cost: 35

Category: Item Creation

Proficiency Requirements: Proficiency with Survival Skill or Poisoner's Kit

Material Requirements: Dram of venom of a serpent

By spending some time and gold gathering

materials and brewing a caustic stew, this downtime activity will allow anyone with proficiency with a Poisoner's Kit to produce a single dose of blade venom. When an action is used to coat a piercing or slashing weapon with this mixture, for one minute that weapon will inflict an additional 3d6 poison damage on a hit if the target fails a DC 12 CON save. There is no extra damage on a successful save.

Relaxation

Cost: 0

Category: Mundane

Adventuring is hard work. You may spend all your Downtime Period getting healthy and relaxing. Relaxing clears all non-curse status effects and increases maximum hit points by your level for the duration of the next game session.

Scribe Scroll - Cantrip

Cost: 15

Category: Item Creation Scribe

Proficiency Requirements: Arcana Skill or Scribner's Tools

A character with spell-casting ability and proficiency in the Arcana skill can scribe cantrip scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be among the spells known.

Scribe Scroll - First Level Spell

Cost: 25

Category: Item Creation Scribe

Proficiency Requirements: Arcana Skill or Scribner's Tools

A character with spell-casting ability and proficiency in the Arcana skill can scribe cantrip scrolls. Creating a spell scroll

requires that the spell could be prepared by the spellcaster, and it must be among the spells known.

Scribe Scroll - Second Level Spell

Cost: 100

Category: Item Creation Scribe

Proficiency Requirements: Arcana Skill or Scribner's Tools

A character with spell-casting ability and proficiency in the Arcana skill can scribe cantrip scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be among the spells known.

Side Hustle (Mundane)

Cost: -30

Category: Mundane

You may spend your downtime doing part time gigs to make ends meet.

Spread Common Rumors

Cost: 75

Category: Social

By taking the time and money to socialize with others, you can do your best to spread a rumor of your own floating around amongst the common folks in the tea rooms, taverns, and dance halls. Please send Rew a quick Discord private message to share your rumor.

Titrate Blade Venom

Cost: 10

Category: Item Creation

Proficiency Requirements: Herbalism Kit or Poisoner's Kit

By spending some time and gold gathering materials and brewing a caustic stew, this

downtime activity will allow anyone with proficiency with a Poisoner's Kit to produce a single dose of blade venom. When an action is used to coat a piercing or slashing weapon with this mixture, that weapon will inflict an additional 1d6 poison damage for one minute.