

Hail and Well Met Campaign

2024 Downtime Rules

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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. These rules serve as the building blocks for players who want to flesh out their characters. 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 2024 Hail and Well Met D&D 5e campaign. Be aware that this is a living document, and elements may be changed and updated. Entries may have the following elements:

- Name - The name of the downtime activity
- Description - A brief description of the activity
- Gold - The amount of gold pieces one must spend to achieve the activity. Player characters acquire gold through play
- Effort - The amount of abstract time and energy one must spend to achieve the activity. Player characters typically acquire ten (10) effort points for each game session played.
- Notes - Any notes on the effect or the product of a downtime choice

Training and Study

One might spend effort and gold improving themselves. This section describes ways to do that.

- Performance 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.
 - 2000 gold
 - 10 effort
 - The performance proficiency and how you document it is up to you.
- Language 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.

- 2000 gold
- 10 effort
- Proficiency Training
 - 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.
 - 2000 gold
 - 10 effort

Martial Downtimes

Nearly all of these features will only last for the next session.

These two downtimes will only last for the next session, but may be chosen by any character.

- Maximum Effort
 - 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.
 - 100 gold
 - 10 effort
- Catch Your Breath
 - 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.
 - 100 gold
 - 10 effort

Downtimes Requiring a Drill Yard

This allows the owner to choose from a number of drill downtimes focused on becoming a physically superior fighter including the ability to become proficient in the Athletics skill.

- Exertion Drills

- By taking the time and money to improve your focus and fitness at your Drill Yard, you temporarily train yourself to endure the worst. One time during the next game session, you may heal a number of hit points equal to your level plus your proficiency bonus as a bonus action. The effect of this downtime lasts until the character uses it or the game session ends whichever comes first.
- 100 gold
- 1 effort

- Reaction Drills
 - By taking the time and money to improve your reaction time at your Drill Yard, you may improve your Initiative bonus by +1 for the next game session. The effects of this drill are lost and must be re-trained in later downtimes to be used in subsequent game sessions. This downtime may be taken multiple times to improve your initiative score for the next game session.
 - 200 gold
 - 2 effort

- Aggression Drills
 - By perfecting your striking technique at your Drill Yard, you may gain the ability to deal an additional point of damage in all your melee attacks. The effects of this drill are lost and must be re-trained in later downtimes to be used in subsequent game sessions. This downtime may be taken multiple times to improve melee attack damage for the next game session.
 - 200 gold
 - 2 effort

- Heavy Weapon Training
 - By taking the time to practice charging at a target and making an attack at your Drill Yard, you may gain the ability to use your action to give up your regular attacks and instead make one melee attack against each opponent within reach of your melee weapon. The effects of this drill are lost and must be re-trained in later downtimes to be used in subsequent game sessions.
 - 500 gold
 - 2 effort

- Shock Attack Drills
 - By taking the time to practice charging at a target and making an attack at your Drill Yard, you may gain the ability to use your bonus action to make one melee weapon attack when you use your action to Dash. The effects of this drill are lost and must be re-trained in later downtimes to be used in subsequent game sessions.
 - 500 gold
 - 2 effort

- Athletics Training
 - Once you have procured your own Drill Yard, you may spend time learning the Athletics skill from it. Once you gain the Athletics skill you may add your proficiency bonus to the use of that skill. You may document your new skill in any way you see fit.
 - 3000 gold
 - 10 effort
- Extended Athletics Drills
 - By taking the time and money to practice your athletic ability at your Drill Yard, you may spend time gaining expertise in your Athletics skill. For the next game session your proficiency bonus is doubled for any Athletics check you make. The effects of this drill are lost and must be re-trained in later downtimes to be used in subsequent game sessions.
 - 100 gold
 - 1 effort

Downtimes Requiring an Armory

This allows the owner to craft a number of non-magical heavy armor choices as well as practice moving and fighting in a bulky suit of metal.

- Forge Mithril Plate Armor
 - If you have proficiency with Smith's Tools and you have purchased an Armory, you may forge a suit of Mithril Full Plate Armor or Mithril Half Plate Armor. This suit of armor acts as normal plate armor, but does not pose Disadvantage on Dexterity (Stealth) checks and has no Strength requirement.
 - Cost: 2000
 - 10 effort
- Forge Grounded Adamantine Plate Armor
 - If you have proficiency with Smith's Tools and own an Armory, you may forge a suit of Grounded Adamantine Full Plate Armor or Grounded Adamantine Half Plate Armor. This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit. Additionally, this suit of armor gives the wearer Resistance to Lightning damage.
 - Cost: 3000
 - 10 effort
- Heavy Armor Practice
 - By working on your maneuvering and footwork, you may get better at dealing at absorbing attacks while armored. For the next game session only, reduce all non-magical bludgeoning, slashing, and piercing damage by three if you are

heavily armored. The effects of this practice are lost and must be re-trained in later downtimes to be used in subsequent game sessions.

- 600 gold
- 3 effort
- Bodyguard Practice
 - By taking the time to rehearse protecting an ally with your shield, you learn how to fight in a way that offers maximum support to those you want to protect. For the next game session only, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield. The effects of this practice are lost and must be re-trained in later downtimes to be used in subsequent game sessions.
 - 200 gold
 - 2 effort

Downtimes Requiring a Skirmishing Academy

This allows the owner to hone their melee fighting techniques allowing them to fight smarter by sparring with trainers.

- Swift Technique
 - By sparring with a variety of trainers at your Skirmishing Academy, you learn to get swift enough to make attacks faster in your next adventure. One time during the next game session, you may make a single melee attack as a bonus action. The effect of this downtime lasts until the character uses it or the game session ends whichever comes first.
- 100 gold
- 3 effort
- Insight Technique
 - By sparring with a variety of trainers at your Skirmishing Academy, you learn to expect the unexpected in your travels. For the next game session only, you may reroll any failed attack roll, ability check, or a saving throw one single time during the session. The effect of this technique lasts until the character uses it or the game session ends whichever comes first. This downtime may be taken multiple times to accumulate several of these insight rerolls, but by the end of the session all of them are lost.
 - 1000 gold
 - 1 effort
- Feinting Technique
 - By sparring with a variety of trainers at your Skirmishing Academy, you learn to disguise your attacks to gain the upper hand in a fight. For the next game session

only, you may spend your bonus action to gain Advantage on one melee attack before it is rolled. The effect of this technique lasts until the character uses it or the game session ends whichever comes first. This downtime may be taken multiple times to accumulate several of these insight rerolls, but by the end of the session all of them are lost even if they are not used.

- 500 gold
- 1 effort
- Evasion Technique
 - By sparring with a variety of trainers at your Skirmishing Academy, you learn to dodge blows as you duck in and out of combat. For the next game session only, on one turn you may choose to add your proficiency bonus to your armor class until you stop moving.
 - 100 gold
 - 1 effort
- Cleave Technique
 - By sparring with a variety of trainers at your Skirmishing Academy, you work on economy of movements enough to continue your attack even after your opponent has fallen. For the next game session only, if you deal enough damage to a creature to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), you may make an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.
 - 350 gold
 - 2 effort

Downtimes Requiring a Shooting Club

This allows the owner to hone their missile fighting through rigor and repetition to improve their aim.

- Swift Aim
 - By spending time on the range of your Shooting Club, you manage to get swift enough to take shots faster in your next adventure. One time during the next game session, you may make a single 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.
 - 100 gold
 - 3 effort
- Steady Aim

- By spending time on the range of your Shooting Club, you steady yourself for a single shot you'll take in your next adventure. For the next game session only, as a bonus action you may choose to give yourself Advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn. This downtime may be taken multiple times to accumulate several of these bonus actions, but by the end of the session all of them are lost even if they are not used.
- 250 gold
- 1 effort
- Critical Aim
 - By spending time on the range of your Shooting Club, you steady yourself for a single shot you'll take in your next adventure. For the next game session only, as a bonus action you may choose to give your next shot the ability to be a critical hit on an 18, 19, or 20 on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn. This downtime may be taken multiple times to accumulate several of these bonus actions, but by the end of the session all of them are lost even if they are not used.
 - 350 gold
 - 4 effort

Faithful Downtimes

- Faithful Service
 - 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.
 - 100 gold
 - 5 effort
- Faithful Sacrifice
 - By donating gold and effort 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 greater favors in exchange. A cleric, paladin or warlock character who completes this downtime may start their next game session with an additional second level spell slot. This slot remains until the character uses it, takes a long rest, or the game session ends whichever comes first.
 - 500 gold
 - 5 effort

Downtimes Requiring a Shrine

- Perform Investiture Ritual
 - Any character of faith such as a cleric, paladin, or warlock who owns a shrine and can cast 1st level spells may perform a ritual at it as a downtime activity to invest the powers of their faith in a willing supplicant. Choose one first spell you can cast. For the duration of their next game session another player character you choose can cast this spell once without having to expend a spell slot or use material components. This invested spell remains until the target player character uses it, takes a long rest, or the game session ends whichever comes first.
 - 500 gold
 - 5 effort
- Perform Dedication Ritual
 - Any character of faith such as a cleric, paladin, or warlock who owns a shrine may perform a ritual at it as a downtime activity to dedicate the powers of their faith to the use of a particular weapon. A character who completes this downtime may imbue a weapon with the power to deal an additional d4 of their choice of Radiant or Necrotic damage. The powers of this ritual last only for the duration of a single game session, and only one such ritual may be active on a weapon at any time.
 - 1000 gold
 - 5 effort
- Perform Sanctification Ritual
 - Any character of faith such as a cleric, paladin, or warlock who owns a shrine may perform a sanctification ritual on themselves as a downtime activity. By completing the ritual, the player character gains advantage on Wisdom saving throws and death saving throws for the duration of their next game.
 - 500 gold
 - 5 effort

Downtimes Requiring a Temple

- Perform Warding Ceremony
 - Any character of faith such as a cleric, paladin, or warlock owns a temple may perform a ceremony at it as a downtime activity to grant themselves a measure of protection from death. In the next game session, the first time you would drop to 0 hit points as a result of taking damage, they instead drop to 1 hit point. The powers of this ceremony lasts until the character uses it, takes a long rest, or the game session ends whichever comes first.
 - 1000 gold
 - 5 effort

- Perform Protection Ceremony
 - Any character of faith such as a cleric, paladin, or warlock owns a temple may perform a ceremony at it as a downtime activity to grant themselves an additional ability to survive peril. In the next game session, you may choose to succeed on one saving throw that you fail. The powers of this ceremony lasts until the character uses it, takes a long rest, or the game session ends whichever comes first.
 - 1000 gold
 - 5 effort

- Perform Empowering Ceremony
 - Any character of faith such as a cleric, paladin, or warlock owns a temple may perform a ceremony at it as a downtime activity to imbue a weapon with holy power. In the next game session, a weapon you choose emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of the weapon must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success. The powers of this ceremony lasts until the character uses it, takes a long rest, or the game session ends whichever comes first.
 - 2000 gold
 - 5 effort

Item Creation Downtimes

One could make an effort to create something of value for use on future adventures. This section describes such creations. These items at the beginning do not require a specialized real estate to activate those downtimes.

- Brew Healing Potion
 - If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of healing. This task takes one point of effort and 100gp to take the time and money to gather materials and complete the brewing process.
 - 100 gold
 - 1 effort

- Forge Magic Weapon

- Now that the abandoned stronghold of Quasqueton is cleared, and the arcane forge has been restored to working order, you may travel there to create +1 metallic magic weapons or twenty pieces of +1 ammunition if you have both the Arcana skill and proficiency with Smith's tools.
 - 2,000 gold
 - 10 effort
- Enchant Advanced Magic Weapon
 - Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to help enchant an existing weapon to be a +2 magic weapon. No skills or proficiencies are required to lead the acolytes in their enchantments.
 - 5,000 gold
 - 5 effort
- Enchant Advanced Spell Foci
 - Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to help enchant an existing spell foci to be a +2 foci. No skills or proficiencies are required to lead the acolytes in their enchantments.
 - 5,000 gold
 - 5 effort
- Enchant Magic Armor
 - Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to enchant an existing suit of armor with a +1 enchantment. No skills or proficiencies are required to lead the acolytes in their enchantments.
 - 8,000 gold
 - 5 effort
- Enchant Shield
 - Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to enchant an existing shield with a +1 enchantment. No skills or proficiencies are required to lead the acolytes in their enchantments.
 - 8,000 gold
 - 5 effort
- Forge Ring of Protection
 - Now that the Heartforge of Ornn has been secured, you may travel there to forge a Ring of Protection +1 if you have both the Arcana skill and proficiency with Jeweler's tools.
 - 12,000 gold

- 10 effort
- Forge Infernum Weapon
 - Now that the Infernum Mine has been opened, you may travel there to purchase a mote of Infernum and work with the acolytes of the Great Creator to make you a flaming metal weapon. This weapon must be a metal weapon. You may use a bonus action to cause flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to quench the fire.
 - 3,000 gold
 - 10 effort
- Forge Infernum Armor
 - Now that the Infernum Mine has been opened, you may travel there to purchase a mote of Infernum and work with the acolytes of the Great Creator to make you a suit of fire-resistant half-plate or full plate armor. This armor gives you Resistance from Fire.
 - 3,000 gold
 - 10 effort
- Forge Spell Foci
 - Now that the abandoned stronghold of Quasqueton is cleared, and the arcane forge has been restored to working order, you may travel there to create a spell foci if you have both the Arcana skill and proficiency with Smith's tools. You gain a +1 bonus to spell attack rolls when wielding this spell foci. You can craft the foci to be of any metallic form you desire.
 - 2,000 gold
 - 10 effort
- Brew Potion of Climbing
 - If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of climbing. This task represents the time and gold to gather materials and complete the brewing process.
 - 180 gold
 - 2 effort
 - When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb.
- Brew Potion of Water Breathing
 - If you have proficiency with the Herbalism Kit or Alchemist's Supplies you may brew potions of water breathing. This task represents the time and gold to gather materials and complete the brewing process.

- 180 gold
- 2 effort
- You can breathe underwater for 1 hour after drinking this potion.

- Brew Potion of Speak with Animals
 - 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.
 - 100 gold
 - 2 effort

- Brew Potion of Fire Breath
 - 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.
 - 150 gold
 - 3 effort
 - After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

- Brew Potion of Fire Resistance
 - 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.
 - 750 gold
 - 3 effort
 - When you drink this potion, you gain resistance to fire damage for 1 hour.

- Bless Holy Water
 - 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.
 - 25 gold
 - 1 effort
 - As an action, you can splash holy water onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

- Brew Blade Venom

- 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.
- 10 gold
- 3 effort
- Refine Serpent Venom
 - 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.
 - 20 gold
 - 3 effort
- Distill Drow Venom
 - 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.
 - 100 gold
 - 3 effort
- [Craft Truth Serum](#)
 - 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.
 - 75 gold
 - 2 effort
 - A creature subjected to 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.
- [Brew Antitoxin](#)
 - If you have proficiency with the Poisoner's Kit or Herbalism Kit you may create doses of a basic antitoxin.
 - 25 gold

- 2 effort
- A creature that drinks a dose gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.
- Brew Elixir of Health
 - 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.
 - 200 gold
 - 1 effort
- Scribe Scroll - Cantrip
 - 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. Scribing a cantrip spell takes 5 effort and costs 60 gold
 - 60 gold
 - 5 effort
- Scribe Scroll - First Level Spell
 - A character with spell-casting ability and proficiency in the Arcana skill can scribe first level scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be among the spells known. Scribing a first level spell takes 5 effort and costs 100 gold
 - 100 gold
 - 5 effort
- Scribe Scroll - Second Level Spell
 - A character with spell-casting ability and proficiency in the Arcana skill can scribe second level scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be among the spells known. Scribing a second level spell takes 5 effort and costs 500 gold
 - 500 gold
 - 5 effort
- Craft Smoke Bomb
 - 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.

- 30 gold
- 2 effort

Item Creation Requires Herbalist's Kit / Greenhouse

- Brew Potion of Greater Healing
 - If you have proficiency with the Herbalism Kit and own a Greenhouse, you may brew potions of Greater Healing. These potions may heal 4d4+4 hit points if consumed as a bonus action, or 20 hit points if consumed as an action. This task takes one point of effort and 300gp to take the time and money to gather materials and complete the brewing process.
 - 300 gold
 - 1 effort
- Mix Keoghtom's Ointment
 - If you have proficiency with the Herbalism Kit and own a Greenhouse you may grow the ingredients to mix up a dose of Keoghtom's Ointment. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.
 - 300 gold
 - 3 effort
- Brew Potion of Acid Resistance
 - If you have proficiency with the Herbalism Kit and own a Greenhouse you may grow the ingredients to brew potions of Acid Resistance. This task represents the time and gold to gather materials and complete the brewing process. When you drink this potion, you gain resistance to acid damage for 1 hour.
 - 750 gold
 - 3 effort
- Brew Potion of Cold Resistance
 - If you have proficiency with the Herbalism Kit and own a Greenhouse you may grow the ingredients to brew potions of Cold Resistance. This task represents the time and gold to gather materials and complete the brewing process. When you drink this potion, you gain resistance to cold damage for 1 hour.
 - 750 gold
 - 3 effort
- Brew Potion of Speak with Plants

- If you have proficiency with the Herbalism Kit and access to a Greenhouse you may grow the reagents and create potions of Speak with Plants. When this potion is consumed, a creature can perform the Speak with Plants spell (save DC 13) for 10 minutes at will.
- 400 gold
- 5 effort
- Requires a Greenhouse
- Brew Potion of Animal Friendship
 - If you have proficiency with the Herbalism Kit and access to a Greenhouse you may create potions of Animal Friendship. When this potion is consumed, a creature can perform the Animal Friendship spell (save DC 13) for 1 hour at will.
 - 200 gold
 - 2 effort
 - Requires a Greenhouse
- Brew Potion of Hill Giant Strength
 - If you have proficiency with the Herbalism Kit and access to a Greenhouse you may grow the reagents and create potions of Hill Giant Strength. When this potion is consumed, a creature's Strength score is increased to 21 for 1 hour.
 - 400 gold
 - 8 effort

Item Creation Requires Herbalist's Kit / Herbalist's Cottage

- Brew Potion of Restoration
 - If you have proficiency with the Herbalism Kit and own an Herbalist's Cottage you may grow the reagents and create potions of Restoration. Consuming this potion as an action reduces the target's exhaustion level by one and ends any effect reducing the target's hit point maximum.
 - 2000 gold
 - 5 effort
- Brew Potion of Superior Healing
 - If you have proficiency with the Herbalism Kit and own an Herbalist's Cottage you may grow the reagents and create potions of Superior Healing. These potions may heal 8d4+8 hit points if consumed as a bonus action, or 40 hit points if consumed as an action. This task takes one point of effort and 1000gp to take the time and money to grow the materials and complete the brewing process.
 - 1000 gold
 - 1 effort

- Brew Potion of Fire Giant Strength
 - If you have proficiency with the Herbalism Kit and own an Herbalist's Cottage you may grow the reagents and create potions of Hill Giant Strength. When this potion is consumed, a creature's Strength score is increased to 25 for 1 hour.
 - 1600 gold
 - 8 effort
- Potion of Vitality
 - If you have proficiency with the Herbalism Kit and own an Herbalist's Cottage you may grow the reagents and create potions of Vitality. When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.
 - 2000 gold
 - 5 effort

Item Creation Requires Alchemist's Supplies / Alchemist's Shack

- [Create Acid](#)
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Shack or Alchemist's Lab, you may create vials of Acid. This task represents the time and gold to gather materials and complete the creation process.
 - 10 gold
 - 2 effort
 - As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.
- [Create Alchemist's Fire](#)
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Shack or Alchemist's Lab, you may create applications of Alchemist's Fire. This task represents the time and gold to gather materials and complete the creation process.
 - 25 gold
 - 2 effort
 - This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged Attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its

turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

- Create Bomb
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Shack or Alchemist's Lab, you may create a small explosive. This task represents the time and gold to gather materials and complete the creation process. As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.
 - 75 gold
 - 5 effort

- Craft Devil Grease
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Shack or Alchemist's Lab, you may create applications of Devil Grease. As an action, you can throw the vial of Devil Grease up to 20 feet, shattering it on impact. Slick grease covers the ground in a 10 foot radius centered on a point within range and turns it into difficult terrain for one minute. Each creature standing in the affected area must succeed on a DC 12 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 12 Dexterity saving throw or fall prone.
 - 10 gold
 - 2 effort

- Create Tanglefoot Bag
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Shack or Alchemist's Lab, you may create Tanglefoot Bags. This task represents the time and gold to gather materials and complete the creation process. A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. A tanglefoot bag can be thrown at a single visible target up to 30 feet away. The targeted creature must succeed on a DC 12 Strength saving throw or be restrained by the goo. A restrained creature can use its action to make a DC 12 Strength check, freeing itself on a success.
 - 20 gold
 - 2 effort

Item Creation Requires Alchemist's Supplies / Alchemist's Lab

- Brew Potion of Growth
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Lab, you may create a Potion of Growth. When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.
 - 300 gold
 - 3 effort
- Brew Potion of Gaseous Form
 - If you have proficiency with Alchemist's Supplies and access to an Alchemist's Lab, you may create a Potion of Gaseous Form. When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.
 - 500 gold
 - 3 effort
- Brew Potion of Speed
 - If you have proficiency with Alchemist's Supplies and access to an alchemist's lab, you may create a Potion of Speed. When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.
 - 500 gp
 - 3 effort
- Create Thunderstone
 - If you have proficiency with Alchemist's Supplies and access to an alchemist's lab, you may press a Thunderstone. This small, sparkling stone emits a loud bang when shattered. As an action, you can throw this stone to a point you choose up to 20 feet, shattering it on impact. Each creature within a 15-foot radius of the target point must make a DC 14 Strength saving throw. On a failed save, a creature takes 2d6 thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.
 - 45 gold
 - 2 effort
- Distill Bottled Lightning
 - If you have proficiency with Alchemist's Supplies and access to an alchemist's lab, you may distill Bottled Lightning. Electricity crackles along a metal filament inside this small glass bottle. As an action, you can throw a vial of Bottled Lightning to a point you choose up to 20 feet away, shattering it on impact. Each

creature within a 10-foot radius of the target must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 2d6 lightning damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- 65 gold
- 2 effort
- Distill Liquid Ice
 - If you have proficiency with Alchemist's Supplies and access to an alchemist's lab, you may distill Liquid Ice. Also known as "alchemist's ice," this sealed jar contains crystalline blue fluid that immediately starts to hiss and evaporate once opened. During the round after it is opened but before it evaporates completely, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. Make a ranged weapon attack with the vial, treating it as an improvised weapon. On a hit, the target takes 2d8 points of cold damage.
 - 65 gold
 - 2 effort
- Craft Big-Ass Bomb
 - If you have proficiency with Alchemist's Supplies and access to an alchemist's lab, you may pack a disturbingly large explosive device known colloquially as a "big ass bomb." This hollow clay container holds sharp metal fragments packed around a thick charge of black powder and a slow-burning fuse. Throwing the bomb could break the container, ruining the device. Lighting the fuse is a bonus action; 1d3 rounds later the big-ass bomb explodes at the end of the turn of the character who set it dealing 4d6 points of bludgeoning damage and 4d6 points of fire damage in a 20-foot-radius burst. Creatures caught in the burst may make a DC 14 Dexterity save to take half damage from the blast. This device is designed to damage structures. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.
 - 100 gold
 - 5 effort

Item Creation Requires Poisoner's Kit / Poisoner's Den

- Craft Oil of Sharpness
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single vial of Oil of Sharpness. This watery, rust-colored liquid is light and flows quickly when

poured. When an action is used to coat a piercing weapon with this mixture, for one minute that weapon gains a +2 “to hit” its target.

- 300 gold
- 3 effort
- **Craft Searing Murder Fumes**
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single vial of Searing Murder Fumes. As an action, this vial may be thrown to create a 20-foot-radius sphere of green-gray poisonous gas centered on a point within 30' of the thrower. This cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for one minute. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison DC 14. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a failed save, the creature loses its Move action and takes 2D6 poison damage. A moderate wind (at least 10 miles per hour) disperses the cloud immediately.
 - 350 gold
 - 4 effort
- **Brew Inferno Blood**
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single dose of Inferno Blood. This mixture burns in the blood and tissues of living beings. When an action is used to coat a piercing or slashing weapon with this mixture, for one minute any target struck by the weapon takes an additional (2d6) fire damage. Constructs and similar creatures that are not made of flesh and blood are immune to this type of poison.
 - 250 gold
 - 4 effort
- **Mould Wolf's Sense**
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to mould a single bolus of Wolf's Sense. This plain, russet red pill gives whomever consumes it advantage on Wisdom (Perception) checks that rely on hearing or smell for one hour. After that hour, the drug weakens the senses and all Wisdom (Perception) checks are made at disadvantage for the next 24 hours.
 - 150 gold
 - 2 effort

- Craft Wolfsbane
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single dose of Wolfsbane. This mixture is particularly toxic to lycanthropes. When an action is used to coat a piercing or slashing weapon with this mixture, for one minute any target struck by the weapon takes an additional (2d6) poison damage, and must make a DC 14 Constitution saving throw. On a failed save, they become poisoned. Werecreatures have disadvantage on this saving throw and take an additional 4d6 poison damage on a failed save.
 - 250 gold
 - 4 effort

- Craft Dust of Dryness
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single pinch of Dust of Dryness. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic. An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 14 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.
 - 150 gp
 - 4 effort

- Craft Arrow of Vampire Slaying
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single shot of special vampire slaying ammunition, be it an arrow, crossbow bolt, or sling bullet. If a vampire takes damage by being shot with the ammunition, the creature must make a DC 14 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once the ammunition has been shot, it becomes non-magical.
 - 550 gold
 - 2 effort

- Squeeze Oil of Slipperiness
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency

with a Poisoner's Kit and access to a Poisoner's Den to produce a single vial of Oil of Slipperiness. This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

- 500 gp
- 3 effort

- Craft Dust of Appearance

- By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single pinch of Dust of Appearance. When you use an action to throw the dust into the air, any invisible or ethereal creature in a 10-foot-cube adjacent to you becomes visible. A normally invisible creature remains visible for 1 minute while a creature that used an action, spell, or similar means of becoming so must do so again before becoming invisible again. The dust is consumed when its magic takes effect.
- 200 gp
- 2 effort

- Craft Dust of Disappearance

- By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single pinch of Dust of Disappearance. This powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.
- 300 gp
- 3 effort

- Craft Cold Iron Powder

- By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single vial of Cold Iron Powder. This vial of iron filings, glows dimly with an eerie gold light. When you use an action to throw the contents of the vial into the air, any creature with a fey type in a 10-foot-cube adjacent to you must make a DC 14 Constitution

saving throw. These fey creatures take 5d6 poison damage on a failed save and half as much on a successful one. This powder is consumed after it is used.

- 250 gold
- 4 effort

Item Creation Requires Poisoner's Kit / Poisoner's Labyrinth

- Craft Ammunition of Dragon Slaying
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single shot of special dragon slaying ammunition, be it an arrow, crossbow bolt, or sling bullet. If a creature belonging to the dragon type takes damage by being shot with the ammunition, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once the ammunition has been shot, it becomes non-magical.
 - 850 gold
 - 2 effort
- Craft Dust of Sneezing and Choking
 - By spending some time and gold gathering materials and combining the appropriate ingredients, this downtime activity will allow anyone with proficiency with a Poisoner's Kit and access to a Poisoner's Den to produce a single application of Dust of Sneezing and Choking. When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 14 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.
 - 500 gp
 - 4 effort
- Craft Potion of Poison Resistance
 - If you have proficiency with the Poisoner's Kit and you own the Poisoner's Labyrinth you may brew potions of poison resistance. This task represents the time and gold to gather materials and complete the brewing process.
 - 750 gold
 - 2 effort
 - When you drink this potion, you gain resistance to poison damage for 1 hour.

- **Craft Fireball Bead**
 - If you have proficiency with the Poisoner's Kit and you own the Poisoner's Labyrinth you may create Fireball Beads given the appropriate amount of gold and effort. You can use an action to throw a fireball bead up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level fireball spell (save DC 15).
 - 1000 gold
 - 3 effort

- **Porphyrous Tincture**
 - If you have proficiency with the Poisoner's Kit and you own the Poisoner's Labyrinth you may spend time and gold gathering materials and brewing a single dose of this special venom. This particular recipe is made from the substance covering the stinger of a Purple Worm. 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 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.
 - 1800 gold
 - 1 effort

- **Green Dragon's Breath**
 - If you have proficiency with the Poisoner's Kit and you own the Poisoner's Labyrinth you may spend time and gold gathering materials to produce a single vial of Green Dragon's Breath. As an action, this vial may be thrown to create a 20-foot-radius sphere of emerald poisonous gas centered on a point within 30' of the thrower. This cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for one minute. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison DC 19. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a failed save, the creature loses its Move action and takes (6d6) poison damage. A moderate wind (at least 10 miles per hour) disperses the cloud immediately.
 - 1000 gold
 - 3 effort

Item Creation Requires Arcane Study

- **Scribe Scroll - Third Level Spell**
 - A character with spell-casting ability and proficiency in the Arcana skill who owns an Arcane Study or Arcane Library can scribe third level scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be

among the spells known. Scribing a third level spell takes 5 effort and costs 1000 gold

- 1000 gold
- 5 effort

Item Creation Requires Arcane Library

- Scribe Scroll - Fourth Level Spell
 - A character with spell-casting ability and proficiency in the Arcana skill who owns an Arcane Library can scribe fourth level scrolls. Creating a spell scroll requires that the spell could be prepared by the spellcaster, and it must be among the spells known. Scribing a fourth level spell takes 5 effort and costs 5000 gold
 - 5000 gold
 - 5 effort
- Research Spells
 - By spending a little bit of gold and some time researching, a wizard who owns an Arcane Library can acquire an additional spell of no greater than third level of their choice and add it to their spellbook.
 - 500 gold
 - 5 effort

Item Creation Requires Arcane Workshop

- Commission Magic Weapon
 - If you own an Arcane Workshop, you can guide your workers to create a +1 magic weapon of any type or twenty pieces of +1 ammunition.
 - 4000 gold
 - 1 effort
- Commission Magic Focus
 - If you own an Arcane Workshop, you can guide your workers to create either a +1 Wand of the War Mage, a +1 Rod of the Pact Keeper, or a +1 Bloodwell Vial.
 - 5000 gold
 - 1 effort
- Commission Driftglobe
 - If you own an Arcane Workshop, you can guide your workers to create a Driftglobe. This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the light or daylight spell. Once used, the daylight effect can't be used again until the next dawn. You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground.

The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

- 500 gold
- 1 effort
- Commission Helm of Comprehending Languages
 - If you own an Arcane Workshop, you can guide your workers to create a Helm of Comprehending Languages. While wearing this helm, you can use an action to cast the comprehend languages spell from it at will.
 - 2000 gold
 - 1 effort
- Commission Cap of Water Breathing
 - If you own an Arcane Workshop, you can guide your workers to create a Cap of Water Breathing. While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.
 - 1000 gold
 - 1 effort
- Commission Goggles of Night
 - If you own an Arcane Workshop, you can guide your workers to create some Goggles of Night. While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.
 - 1500 gold
 - 1 effort
- Commission Wand of Magic Detection
 - If you own an Arcane Workshop, you can guide your workers to create a Wand of Magic Detection. This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect magic spell from it. The wand regains 1d3 expended charges daily at dawn.
 - 2000 gold
 - 1 effort

Maintenance Downtimes

One may decide to spend downtime seeing to basic tasks to keep the adventurer in the best shape to go on their next foray into the unknown. This section describes these activities.

- Copy Spells
 - Wizarding is a lot of work. You may take this action to copy one spell into your spellbook without having to worry about additional costs.
 - 0 gold
 - 1 effort
- Side Hustle (Mundane)
 - You may spend your downtime doing part time gigs to make ends meet. Each gig costs one effort and grants 10 gold.
 - -10 gold (negative because the gold is gained)
 - 1 effort
- Relaxing
 - 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.
 - 0 gold
 - 10 effort

Real Estate Downtime Purchases

Between adventures, player characters may want to spend their hard-won loot purchasing properties for leisure, work, or investment. This section represents places or benefits that may be purchased to open up new downtime activities or provide unique benefits “in game” to adventurers.

Common Real Estate

Between adventures, player characters may want to spend their hard-won loot purchasing properties for leisure, work, or investment. These choices can be purchased repeatedly, and by many different player characters.

Residences

These real estate choices are meant to give players a stake in the game for role playing purposes. Please feel free to locate and design these homes as you wish. The residences do not provide any mechanical benefits in game.

- Small Townhouse
 - A small modestly furnished three room townhouse set within the city walls of Wellmet in the Adventurer’s Quarter. This townhouse will probably be a two-level affair, with a small staircase leading from the main ground floor to two separate

rooms above. Please feel free to design the location and layout of your townhouse as you please.

- 2,000 gold
- Farmstead
 - A rustic two-acre farm out in the wilderness nearby Welmet with enough cultivated land to raise livestock and crops if one wished. A simple dirt floor one-room farmhouse and a barn are included. This farm will be a simple dirt-poor affair. Please feel free to design the location and layout of your small farm as you please.
 - 2,000 gold
- KoGnombia run-down flat
 - Tired of staying in the guild barracks? This somewhat-habitable apartment just outside of the trendy Lower Downtown Kognombia (LoDoToKoGno) district is the perfect place to put a mattress, and maybe a spoil of war or two. This is just a place to stay in Kognombia, maybe even bring a guest? How it's furnished is entirely up to you!
 - 2,000 gold
- Small Houseboat
 - This well-worn, single-bedroom houseboat floats as part of an oceanic village, circling a seaportal at the center that can take you anywhere you need to go and back again! It's small and homey, but there's enough room for a treasure pile or two... An appropriately thematic home of your own, at the center of the Windless Sea!
 - 2,000 gold

Basic Level Real Estate

- Cookhouse
 - Decent food for everybody! By using the cookhouse, a character proficient with Cook's Utensils may treat their whole party to a tasty meal, providing the benefit of the Aid spell to all members of your party at the beginning of the session. This does not stack with the original spell or other catering, and only lasts for the duration of a normal aid spell.
 - 5,000 gold
- Arcane Study
 - A quaint study dedicated to the magic of the written word and rune. The Arcane Study allows the Copy Spell downtime activity to be done without spending any effort, and allows for the creation of third level spell scrolls from the spells already in your spell book or on the list of your known spells.

- 4,000 gp
- Sacred Shrine
 - Whether it is a monument, a cairn, or an effigy made of bubblegum and hair this real estate is a sacred space dedicated to a certain deity, patron, or ideal. The shrine allows a character of faith such as a cleric, paladin, or warlock to perform certain rituals, and lowers the cost of Faithful Service and Bless Holy Water.
 - 6,000 gold
- Poisoner's Den
 - This darkened, hidden chamber perhaps lurks behind a secret door or under a series of loose floorboards, defended by a dangerous poisoned needle or tripwire trap. In it are an array of small vials filled with various mordant and hazardous ingredients harvested from all manners of exotic sources. Here, amongst a large mortar and pestle, copper tubing, and glass beakers, dark mixtures are created. This den could be a separate place, or an additional construction added to an existing real estate. This real estate option gives those with proficiency with a Poisoner's Kit the ability to produce several creations including Dust of Disappearance, Searing Murder Fumes, and Ammunition of Vampire Slaying.
 - Cost 3,000
- Herbalist's Greenhouse
 - A cozy, private spot where adventurers can grow all sorts of rare, magical ingredients that could be used for reagents. It could be a separate place, or an additional construction added to an existing real estate. This real estate option gives those with proficiency with an Herbalist's Kit the ability to create items such as Potions of Greater Healing, Animal Friendship, and Keoghum's Ointment.
 - 4,000gp
- Alchemical Shed
 - The perfect hobbyist starter lab, this repurposed tool shed offers only one real safety feature: It's built far away from other buildings in case of accidents. It is a place to craft all manner of brews, with a well stocked pantry of recipes, reagents, and special ingredients. Efforts for many alchemical downtime activities cost one less effort. This allows an owner with proficiency with Alchemist's Supplies to create an array of alchemical wonders including acid and Alchemist's Fire.
 - 5,000 gp

Advanced Level Real Estate

- Arcane Library

- An advanced library that includes many rare tomes. This property allows the Copy Spell downtime activity to be done without spending any effort, and allows for the creation of fourth level spell scrolls from the spells already in your spell book or on the list of your known spells. Those who own an Arcane Library may choose to make a small investment to learn the Arcana skill. This real estate also gives arcane spellcasters the ability to add new spells to their spellbook, or shift spells in their repertoire.
- 12,000 gp
- Grows from the Arcane Study

- Alchemical Laboratory
 - A cloistered room specifically meant to allow those with proficiency with Alchemist's Supplies to create advanced alchemical tools and potions of magical potential. A regular supply of reagents and special ingredients are delivered to this room or separate building located within Wellmet or KoGnomia. Replete with beakers, burners, and a stockpile of rare ingredients this state of the art facility allows the owner to create Potions of Growth, Gaseous Form, Speed, or alchemical weapons like a Thunderstone, Bottled Lightning, Liquid Ice, or the Big Ass Bomb.
 - 12,000 gp
 - Grows from the Alchemical Shed

- Arcane Workshop
 - A small workshop stuffed with mismatched glass jars and beakers brimming with iridescent powders, shimmering crystals, and exotic reagents. Tools litter the place dominated by a small furnace, a heavy forge, and a woodworking lathe. Amidst the chaos two or three artisans with arcane knowledge staff the workshop crafting arcane wonders destined to ignite imaginations and shape destinies.
 - 12,000 gp
 - This real estate allows players to commission their own magic items

- Poisoner's Labyrinth
 - The poisoner's labyrinth is a shadowy, trap-filled network of hidden chambers, lit by flickering arcane torches casting ominous shadows on greasy stone walls. Shelves and cabinets line the rooms, crammed with mysterious vials, mortar and pestle, glassware, and rare, toxic ingredients sourced from the darkest corners of the world. Intricate, deadly apparatuses and grim, handwritten tomes detailing lethal concoctions dominate the central workspaces, evoking a sense of perilous knowledge of death.
 - 10,000 gp
 - Grows from the Poisoner's Den

- Herbalist's Cottage

- The herbalist's cottage is a quaint, ivy-covered stone dwelling nestled at the edge of an ancient forest, with smoke curling lazily from its crooked chimney. Shelves crammed with jars of dried herbs, roots, and mysterious potions line the walls inside, while the air is thick with the sweet and earthy scents of chamomile, lavender, and something more arcane. A small window lets in dappled sunlight that dances over the workbench, cluttered with mortar and pestles, bundled herbs, and an open grimoire filled with handwritten notes and arcane sigils.
- 10,000 gp
- Grows from the Herbalist's Greenhouse
- Sacred Temple
 - The sacred temple is a majestic structure of smooth stone, adorned with towering pillars carved with intricate depictions of celestial symbols appropriate for the deity it is meant to serve. Inside, the air hums with quiet reverence, where flickering candlelight casts shifting shadows on mosaic floors and a grand altar draped in fine cloth, strewn with offerings of flowers, coins, and enchanted relics appropriate for elaborate ceremonies.
 - 10,000 gold
 - Grows from the Sacred Shrine

Martial Real Estate

- Armory
 - The Armory is a small but well-stocked fortified hall where heavily armed adventurers can craft custom suits of steel, adamantine, and Mithral armor. The workbenches and forge allow those with a proficiency with Smith's Tools to temper each piece to perfection. Adjacent to the crafting area, a spacious training ground allows warriors to practice their skills to master the full potential of their expertly forged armor.
 - Cost: 4,000gp
 - This allows the owner to craft a number of non-magical heavy armor choices as well as practice moving and fighting in a bulky suit of metal.
- Drill Yard
 - The Drill Yard is a utilitarian space enclosed by weathered stone walls, echoing with the clang of metal against metal and the grunts of exertion. Rows of wooden training dummies stand sentinel, awaiting strikes from aspiring warriors honing their agility and strength. Dust kicks up from the packed earth as sweat-drenched trainees push themselves to their limits under the watchful eye of seasoned instructors, striving to improve with each repetitive drill.
 - Cost: 6,500gp
 - This allows the owner to choose from a number of drill downtimes focused on becoming a physically superior fighter including the ability to become proficient in the Athletics skill.

- Skirmishing Academy
 - The Skirmishing Academy is a specialized training hall of darkened wood and stone. Mementos and heraldry commemorate great warriors and battles. Journeyman instructors teach advanced techniques in ambushes, feints, terrain utilization, and teamwork to outmaneuver and outthink opponents. Members engage in rigorous drills and simulated battles, refining their ability to adapt and thrive in diverse and unpredictable combat scenarios.
 - Cost: 5,000gp
 - This allows the owner to hone their melee fighting techniques allowing them to fight smarter by sparring with trainers.
- Shooting Club
 - The Shooting Club is an open-air range with meticulously maintained targets, varying terrains, and multiple shooting lanes, surrounded by a small pavilion that provides a natural space for socialization. The club's advanced ranges and diverse shooting courses simulate real-world scenarios, ensuring members are adept at handling any non-magical ranged combat situation.
 - Cost: 3,000gp
 - This allows the owner to hone their missile fighting through rigor and repetition to improve their aim.

Guild Memberships

- Necromancer's Guild Membership
 - Only those with an in-game recommendation from another member of the guild may join without going through an extensive and humbling interview process. A barely visible magical sigil tattooed somewhere on the member's body gives them the permission to practice necromancy in polite society without raising the ire of any "officials." That includes any factions of KoGnombia or the powers that be within the Sanguine Order. A guild member in good standing may start every game session with one ¼ CR zombie under their command with the statistics outlined by the D&D 5e System Reference Document.
 - Cost 1000gp

Unique Real Estate

Some properties are one of a kind. Once they have been purchased, they are no longer available to the common market. These choices may only be purchased once and belong to a particular player character owner.

- Quasqueton Wing

- Once the abandoned stronghold of Quasqueton was recovered by the Well Met Heroes, the three wings of the complex were auctioned off to pay for back taxes. This unique real estate option gives the purchaser about five rooms of various sizes in the complex that lead back to the atrium with the now-sealed off magic mouths. It also gives common access to the half-burnt throne room and the massive crystal ball. In exchange, these real estate owners must defend the complex and care for the Orichalcum forge that allows the Well Met heroes to create magical weapons. Each one of the three wings of the complex costs 2000gp to refurbish.
- Restwell Keep Tower
 - In order to fund the defense of Restwell Keep, Lord Drysdale has rented out one of the towers in a hundred-year lease. The lease costs 2000gp.
- Ruined Temple Pyramid
 - At the edge of the Sovereign Desert, this pyramid was once a mighty temple to the deities of the moon and the underworld. Now recovered by the Well Met Heroes from the Moonlit Mafia, there are three levels of the complex that are available for improvements as residences. The unique real estate option features a top level that features an Orrery that could be repaired as well as two other rooms with a view of the surrounding desert. The lower level features a large room and three adjoining rooms, but one of them was once the crypt of an ancient hero. The main level features a defensible atrium and a main room with a ruined shrine as well as four large but unconnected rooms. Each level of the complex costs 2000gp to refurbish and maintain.