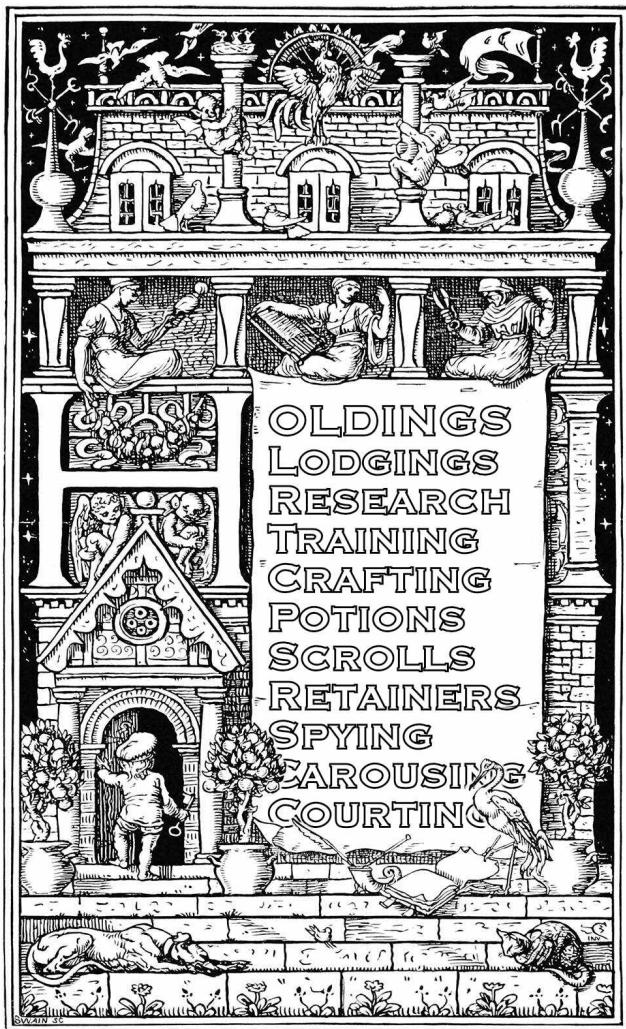


THE RED HACK

FANTASY ROLE-PLAYING GAME

A version of D&D based on The Black Hack & the 1980 B/X edition.



4: DOWNTIME ACTIVITIES

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THE DOWNTIME SYSTEM

INTRODUCTION

‘Downtime’ refers to the time between sessions of play and, specifically, to those times when the player characters have returned to a home base and are spending a period of days, weeks or even longer without venturing out to dungeons or the wilderness.

During these times the party can engage in activities such as learning a new skill, building on a burgeoning friendship, or running a business. Every Monday (or equivalent day of the local calendar) each PC gains one ‘DT’ – a token, if you will, representing a week or so of the character’s life back in town.

In principle these tokens should be spent in the order they are gained and before the next adventure, but if players are having a hard time deciding it’s fine to say “we’ll figure it out later” and play a little loose with the timing of events.

To spend a DT, the player selects a downtime action from the list and specifies what they intend to do with it. If they want to do something that isn’t covered by the list, (as with any other action not covered by the rules!) they can simply describe what they attempt to do and the DM will adjudicate it.

Then the player rolls a d12 and reports the result to the DM, who will duly note it down. After the session, the DM will sit down with this book (for this book is mostly for the DM) and process the downtime results for each player, writing them up in a summary for the players before the next session.

The downtime results can be presented as a simple list of costs and outcomes, but downtimes are also a wonderful opportunity for creative

writing; with a good rapport between players and DM downtime reports can become little works of short-form fiction starring the PCs, and allow for types of storytelling that don't translate well to the tabletop.

HOW TO USE THIS BOOK

In writing this game I've aimed to streamline play, but that can mean different things. For the initiative rules, for example, it means speed and not having to remember the turn order.

For downtime rules, which are used during quiet moments away from the table, streamlining for me means answering as many questions as possible that I might have about actions the players attempt between sessions. Rather than stop and try to think about the question of how they go about opening a theatre, crafting a sword or brewing a potion, I want to have extensive guidelines at my fingertips.

As a result this book is a lot more fussy and complicated than the main rulebook, and more dependent on tables. I've made an effort to make every action interesting, coherent, and to tie them into other adjacent systems. (I also have to acknowledge yet another debt to Ben Laurence and the systems laid out in his blog.)

So this book exists to aid the DM in answering the questions raised by the players ambitions, and to provide a menu for the players and give them a sense of what kind of activities they have to choose from in a D&D town.

DOWNTIME ACTIVITIES

A summary of available actions; all of these are covered in more detail in their respective chapters.

ECONOMIC VENTURES

Rent, buy, sell.

- **Invest in a Holding** – *You want to build something in the world – a secret society, a library of arcane tomes, or the finest opera house in the empire.*
- **Obtain Lodgings** – *You want to find a new place to live – relocating, or moving up in the world?*
- **Find a Buyer (or Seller)** – *You have (or need!) something unusual in trade. Perhaps that weird octopus statue would be valuable to the right collector?*

INFORMATION GATHERING

Doing some digging.

- **Research Information** – *You have a question about the world, and hit the books to answer it.*
- **Gather Intelligence** – *You have a question about the world, and hit the streets to answer it.*
- **Spying** – *You want to know what a group or individual is up to, so you inveigle your way into their company – just don't get caught!*

MAGICAL CREATION

But what's the stuffed crocodile for?

- **Brew Potions / Bless Holy Water** – *You've got some strange glowing moss, and the tongue of a cockatrice – why not mix them together and get the fighter to drink the resulting brew?*

- **Scribe Scrolls** – *Grind up gems for sparkly ink capable of holding spells at your fingertips.*
- **Research New Spell** – “[Your name here’s] Fabulous Recombinator”

PERSONAL DEVELOPMENT

Your skills, your stuff.

- **Martial & Skill Training** – *Better yourself! Learn a special combat move, a new language, or how to paint!*
- **Spiritual Journey** – *The world is full of numinous and wonderful things, and with patience you can reach out to them, and be changed forever.*
- **Commission/Create Splendid Item** – *You’ve found some dragonskin or mithril – don’t you think that would look good on you?*

SOCIAL ACTIVITIES

Keep your friends close, and the Chatelaine closer.

- **Develop Relationship** – *You like that NPC (or they have something you want?) let them know how you feel!*
- **Seek / Train Retainers** – *When you’re fighting a horde of goblins in a dungeon, you need all the friends you can get.*
- **Carouse** – *Abandon yourself to a wild celebration, burn through the gold you brought back from the dungeon, and see what fate has in store.*

THE DOWNTIME ROLL

Before each downtime is processed, each PC selects an action and then rolls a d12. The result of this roll, once modifiers are applied, determines the whether the result of the downtime action is *Good*, *Mixed* or *Poor*; see the table below.

Once the DM has all of the players' rolls written down, she also rolls one or more *event dice*.

These dice represent the chance of certain events occurring during a particular downtime. To begin with, the only event die in play is a d4 to determine whether a PC is due to pay the innkeeper for his room and board that week.

Other event dice might represent the chance of a PC's home being burgled, another gang muscling in on the territory of the PC's thieves' guild, and either progress or disaster resulting from a research project being carried out by the PC wizard's apprentices.

Events can involve the PC's lodgings, their holdings, the machinations of rival factions, the progress of a disease, or anything else the DM finds convenient to track in this way.

For dice from d12-d100, an event occurs for the PC if the number on the die simply matches that PC's d12. For dice in the range of d2-d10, determine if an event occurs by looking up the die roll on the downtime table.

As PCs become more embedded in the world, with more complicated holdings and their fingers in more pies, the DM will roll more dice to determine when these events come up. Whatever the nature of the event, the rule is the same: If the number on the die lines up with the player's d12 roll, the event occurs!

The DM can limit the number of dice rolled by sharing dice between PCs. For example, all PCs share a single D4 for determining whether

they have to pay for their lodgings that week. If the wizard's apprentices and the thief's mooks get into trouble on a d6, the DM can use the same d6 for both events. Since the target number depends on the individual PC's rolls, the two events won't go off simultaneously despite being rolled on the same event die.

Some downtime actions have an ability associated with them, such as INT or CHA. When resolving these the DM will add or subtract one from the d12 roll if the PC has a High or Low score, respectively. Some have specific modifiers, noted under the individual action.

THE DOWNTIME TABLE

D12	Result	d10	d8	d6	d4	d3	d2
1	Poor	1	1	1	1	1	1
2	Poor	2	2	2	2	2	2
3	Poor	3	3	3	3	3	1
4	Poor	4	4	4	4	1	2
5	Poor	5	5	5	1	2	1
6	Mixed	6	6	6	2	3	2
7	Mixed	7	7	1	3	1	1
8	Mixed	8	8	2	4	2	2
9	Mixed	9	1	3	1	3	1
10	Mixed	10	2	4	2	1	2
11	Good	1	3	5	3	2	1
12	Good	2	4	6	4	3	2

DOWNTIME EVENTS

When designing downtime events the DM can determine which die to use based on how frequently she wants the event to occur – the probability is one in whatever the die size is, so:

EVENT DIE	PROBABILITY	AVERAGE FREQUENCY
d100	1.00%	Every 100 weeks
d20	5.00%	Every 20 weeks
d12	8.33%	Every 12 weeks
d10	10.00%	Every 10 weeks
d8	12.50%	Every 8 weeks
d6	16.67%	Every 6 weeks
d4	25.00%	Every 4 weeks
d3	33.33%	Every 3 weeks
d2	50.00%	Every 2 weeks

A NOTE ON CURRENCY

The Red Hack uses a silver standard for currency, while most versions of D&D use gold. Prices are noted in silver throughout this book, but are equivalent to AD&D gold.

DOWNTIME ACTIONS

This chapter details the different actions available, organised by type.

ECONOMIC VENTURES

Actions dealing with the PC's home and holdings, or buying and selling obscure items.

ACTION: INVEST IN A HOLDING

Requires: Upgrade Cost (See table) **Attribute:** None

- **Good:** The holding advances to the next tier without incident.
- **Mixed:** A complication occurs. If the complication is resolved, the holding advances to the next tier.
- **Poor:** The holding does not advance, and 1d6x10% of the upgrade cost is lost.

A holding is any facility, amenity or institutions into which the PC can invest gold in order to obtain benefits. Some of these benefits are narrative – if you own a tavern you can get a drink there. Others are mechanical, such as enabling or enhancing other DT actions, producing income, or generating beneficial events. See the chapter on Holdings & Their Effects (p.13) for more details.

Holdings are divided into tiers, with the highest tiers having received the most investment. The Holdings Table shows the amount of silver required to upgrade at each level. The Holding Complication table provides complications the roll of a d8.

HOLDING COMPLICATIONS

Roll 1d8:

1. **Rumours:** Vendors won't sell the wizard books for his library because they've heard he's involved in a sinister cult; customers are led to believe the PC's restaurant secretly serves osquip meat; false reports circulate about the mercenary company's mortality rate, drying up the supply of new recruits; the cleric's shrine is said to be a front for demon-worship; word on the street is, the thief's gang has gone soft.
2. **Competition:** Another wizard is buying up all the rarest tomes; a new restaurant has opened across the street; sleek, black-armoured mercenaries are picking up every contract; a travelling priest holds an exciting revival on the edge of town, drawing away the faithful; a neighbouring gang is muscling in on the thief's turf.
3. **Sabotage:** Cursed tomes smuggled into the library, rats released into the restaurant, a rust monster in the armoury, someone peed in the font, the watch have set up a sting operation.
4. **Shortage:** That one vital series of volumes can't be found for love or money; local merchants can no longer keep up with the restaurant's demand for its signature spice; there aren't enough armourers to equip the troops; the trade route that delivered incense to the shrine has been cut off by bandit activity; customs officers have seized so much contraband the black market is floundering.
5. **Blackmail:** Roll again, but the problem can be made to go away by doing a favour for the NPC behind it. If you roll blackmail twice, two blackmailers with competing agendas know of a weakness the holding has and seek to exploit it at cross purposes.

6. **Red Tape:** The authorities want a piece of the action, and seek to levy taxes or assess fees equal to 300 sp per tier.
7. **Shakedown:** Criminals seek protection money equal to 100 sp per tier every downtime until dissuaded.
8. **Alliance:** An NPC or organisation with a similar holding of higher tier seeks to pool resources. If the PC accepts, the next upgrade attempt is half price due to the assistance, but automatically rolls on the complication table due to attention from the NPC's rivals. An 8 on this second roll indicates a counteroffer from the new ally's foes.

HOLDINGS TABLE

Tier	Upgrade Cost
0 -	100
1 Trivial	500
2 Minor	1000
3 Notable	2500
4 Major	5000
5 Influential	10000
6 Famous	25000
7 Legendary	-

- **Tier 0:** Starting from scratch.
- **Tier 1:** It's not nothing, but it's nearly nothing.
 - A food cart.
 - A handful of street urchins.
 - A busking corner.
 - A rickety shelf of mouldering tomes.

- **Tier 2:** Insignificant and unmemorable.
 - A small shop.
 - A local gang.
 - A regular gig at a dingy tavern.
 - A small study library.
- **Tier 3:** Small but with a distinct niche.
 - A cozy but thriving cafe.
 - A neighbourhood criminal operation.
 - Regular shows and a small but devoted fanbase.
 - An exceptional collection of botanical books.
- **Tier 4:** A significant local example of its type.
 - A large, busy restaurant.
 - Racketeers cornering the city's gambling operations.
 - Nightly shows to a full house.
 - A library other wizards seek to consult.
- **Tier 5:** A defining local example of its type.
 - A restaurant booked up weeks in advance.
 - Perhaps the most feared underworld syndicate in the city.
 - A star troupe playing their own venue to avid fans.
 - The most complete library in the city.
- **Tier 6:** Far-reaching influence both geographical and thematic.
 - People travel for afar to sample this restaurant's cuisine.
 - The cartel receives tribute from underworlds of other cities.
 - This troupe's music influences the very mood of the city.
 - This library is widely known as a trove of arcane lore.
- **Tier 7:** Fabulous & unique, known throughout the land.

HOLDINGS AND THEIR EFFECTS

Each holding has a primary effect, which can be broadly divided into three types:

ENABLE/AID DT

Some actions require a holding to attempt (brewing potions in your own lab.) Others can be attempted with access to a public holding (research at a city library.) Others don't normally require a holding, except in special circumstances – for example, a holding is not required to **develop relationship**, but perhaps you are seeking to forge ties with haughty aristocrats who wouldn't give you the time of day if you weren't managing the finest theatre in town.

Holding	Downtime Action
Alchemical Laboratory	Brew Potions
Holy Font	Bless Holy Water
Wizard's Library	Research New Spell
Site of Excess	Carouse
Archive or Library	Research Information
Craft Workshop	Craft Splendid Item

Even actions which don't require a holding may receive a bonus from an appropriate one – if your mansion contains an elegant salon to entertain guests you may receive a bonus to attempts to **develop relationship** or **gather information**.

GENERATE EVENTS

Some holdings simply make good things happen for you – you might receive gifts, or interesting guests, or rumours, or research breakthroughs. These perks can be represented by event dice.

GENERATE INCOME

Holdings can be used to represent investments. A straightforward investment provides a base return as follows:

Tier	Rounded Value	Return / d4	Return / d6	Return / d12
1	100	4	7	15
2	500	20	30	75
3	2000	80	120	300
4	5000	200	330	750
5	10000	400	650	1500
6	20000	850	1300	3000
7	50000	2000	3300	7500

Many factors can affect the rate of return, however – risk of negative events, having to physically protect the investment in uptime, and access to unique resources can all multiply income beyond the base.

NEGATIVE EVENTS & UPKEEP

Some holdings come with downsides – negative events, additional running costs and so on. These flaws should be mitigated by greater positive effects at the DM’s discretion.

SECONDARY EFFECTS

In addition a holding will have as many secondary effects as make naturalistic sense – if you have a library you can sit and read a book in it, entertain a guest there, or build a fort out of books to amuse a child. The ‘one mechanical benefit’ guideline is not meant to override common sense!

ACTION: OBTAIN LODGINGS

Requires: Access to housing

Attribute: CHA/WIS

- **Good:** Bargain! Ignore the first upkeep result in the new lodgings, or reduce any initial payment required.
- **Mixed:** No additional effect.
- **Poor:** Complication. There's either nothing on the market that meets the PC's criteria, or there's a problem with whichever lodging they pick – maybe it's haunted, in poor repair, or has troublesome neighbours.

PCs need a place to stay, rest and recover from adventures, and keep any possessions they don't have on them. They are assumed to begin the game with Tier I lodgings. They can move up to another tier at any time by spending the upkeep cost of the new place. A downtime roll will allow them to look for distinct or flavourful lodgings, which may have special abilities, advantages, extra costs, risks or criteria over those on the table.

The DM will create one or more Lodgings of the general type the PC is looking for, into which the PC can move as soon as they meet the criteria.

Use CHA for the roll if looking to buy or rent, or WIS if seeking an abandoned or wild place to make your home.

LODGINGS TABLE

Tier	Type	Residents	Upkeep	Storage	Recovery
I	Hovel, Inn Room	1	100	1000	2d4
II	Cottage, Apartment	4	500	5000	2d6
III	House	9	1000	10000	2d8
IV	Villa	16	1500	15000	2d10
V	Mansion	25	2500	25000	2d12
VI	Manor	36	4000	40000	2d12+2

Upkeep: The cost of maintaining the lodgings, paid on a d4 event die.

Residents: Up to this many people can comfortably reside at the lodgings; PCs may share with one another or with retainers. If this is exceeded the other benefits become unreliable.

Storage: The total value of treasure in SP that can be stored there without attracting unwelcome attention.

Recovery: How much CON the PC recovers for each downtime of normal activity at the lodging. If they undertake full bed rest instead of a DT action, they gain +6 to the roll. Excess CON gained in this way can be spent to remove injuries.

ACTION: FIND A BUYER

Requires: Access to markets

Attribute: WIS

- **Good:** Roll 1d6 on the boon table.
- **Mixed:** The items sells for full price.
- **Poor:** Roll 1d6 on the complication table.

Some treasures, such as gems and jewelry, are easy to sell and find a ready market everywhere. This action is for selling obscure or special-interest items – fabrics, rare books, furniture and so on. Any number of similar items can be sold with a single action.

You can also use the same mechanics for finding a seller when the PCs want to buy something unusual, or for fencing stolen goods.

SALE BOONS & COMPLICATIONS

1D6	Boons	Complications
1-3	Sells for 1d6x10% over the listed price.	Will only sell at 1d6x10% discount.
4	Grateful buyer gives small gift or useful information.	No sale.
5	Gain a contact who will buy similar items automatically in future.	Swindler attempts to obtain item without paying.
6	As above, but contact likes the PCs and will pay +10% per relationship level.	Sells at full price, but causes a problem – NPC or faction is angered, item turns out to be dangerous, stolen, etc.

INFORMATION GATHERING

Actions dealing with obtaining knowledge from books, asking around, or infiltration and observation.

ACTION: RESEARCH INFORMATION

Requires: Access to archive or library **Attribute:** INT

- **Good:** Serendipity: Gain one tick, and advance a second clock one tick (the PC may propose and advance a new question if there are no other open clocks to advance.)
- **Mixed:** Gain one tick.
- **Poor:** Gain one tick, but a complication arises.

This action entails poring over old tomes and archives for hidden lore. The player must specify what question they are attempting to answer, and which sources of information they are consulting.

The DM provides a clock. Each tick of the clock reveals more information about the topic, with the final tick answering the question asked if such information is available. The clock may be designed with branches, where some steps unlock further questions and new clocks to answer them, or walls, where a new source of information must be found before proceeding.

If a complication occurs, the DM will determine the nature of the complication. If the research is sensitive, enemies may learn of it. An additional tick with false information may be added to the clock. A wall may be added to the clock where current sources of information are inadequate.

Free ticks can be gained by finding sources of information in uptime.

ACTION: GATHER INTELLIGENCE

Requires: Access to local population **Attribute:** CHA

- **Good:** Gain 1d3+1 ticks.
- **Mixed:** Gain a tick.
- **Poor:** Complication. Roll 1d6:

Choose a place, person, organisation or community and ask around. Each tick provides a rumour or piece of news or gossip about the target.

INTELLIGENCE GATHERING COMPLICATIONS

1D6 Complication

- | | |
|-----|---|
| 1-3 | “What’s it worth?” Bribes of $d6 \times d6 \times 10$ sp are required to make progress. |
| 4-5 | Someone doesn’t like you asking. The DM prepares an encounter. |
| 6 | Sources clam up, and won’t reveal more until you find out what they’re afraid of. |

ACTION: SPYING

Requires: Access to target

Attribute: WIS

- **Good:** Gain three points to spend on either reducing heat or advancing clocks.
- **Mixed:** Advance a clock and heat by one.
- **Poor:** Roll on the heat table.

The DM creates several clocks: One representing each question you seek to answer about the organisation, and a six-tick clock to represent 'heat' – how suspicious the organisation is of you.

Certain secrets cannot be obtained without gaining access to the inner circles of the organisation. At certain points on each clock an increasing Relationship Tier will be required to unlock the next tick. See *Develop Relationship*, p36.

If the organisation expects your regular participation, each week you don't use this action, gain 1 heat.

HEAT TABLE

Roll 1d6. If the result exceeds your current level of heat, ignore it and increase heat by 1 instead.

1. **Associations:** People outside the target organisation see you fraternising with it and think you're allied. Reduce heat by 1.
2. **Fancy Meeting You Here:** Someone you know is involved in the organisation; or someone in the organisation is getting too friendly. Add 1 heat.
3. **Suspicious Aroused:** They're unsure of your loyalty, and will try to get you to prove it, either by forcing you to make a morally dubious choice, by grilling you and listening keenly to your answers, or by demanding you make significant personal sacrifice or take on a difficult mission for the organisation. If you pass their tests, reduce heat by 2, otherwise increase it by 2.
4. **Caught, Sort Of:** You've been caught, but either by another spy observing the organisation for their own reasons, or by a less-loyal member who would rather blackmail you than rat you out. Reduce heat by 1, but the NPC can blow your cover at any time if you don't keep them happy.
5. **Ghosted:** They may not know you're a spy, but they aren't going to risk it any more. The organisation cuts you off.
6. **Caught!:** The organisation confronts you and accuses you openly. How this turns out depends on the organisation; they might seek to abduct or kill you, shake you down, or simply scold you and send you on your way.

MAGICAL CREATION

Creating spells, scrolls and potions.

ACTION: BREW POTIONS

Requires: Base, reagent, formula, lab, coin **Attribute:** INT/WIS

- **Good:** Follow the formula, but produce one extra potion per three or part thereof.
- **Mixed:** Follow the formula.
- **Poor:** Follow the formula, but produce one fewer potion per three or part thereof.

Brewing potions is a complex activity requiring a place to work, a base material, and active or experimental ingredients:

LABORATORY OR SHRINE

To brew potions a wizard must establish an alchemical laboratory, while a cleric requires a wellhouse shrine – a specialised shrine with a font, a holy spring, sacred pool, or other source of water. Both of these are Holdings, created with the *Invest in a Holding* action, p9.

BASE

The base material for a wizard's potion must be some mildly magical substance – certain herbs, glowing crystals or luminous moss, pure elemental water and so on, gathered in sites of adventure.

The base material for cleric potions is holy water – see below.

In either case the base material can be purchased for 25sp per item if the caster has not obtained it themselves.

**DT Roll
+ Tier**

Formula Alteration

- 1 Failure! The formula consumes the ingredients but yields no potions at all. Do not update the formula, and proceed as though the recipe had never been attempted.
- 2 Additional reagent required - if any experimental reagents were included one unit per potion yielded is required for the recipe to work.
- 3 Six units of the reagent are required.
- 4 Ten units of base material are required.
- 5 The formula yields one potion.
- 6 A single unit of the main reagent can be replaced with 3 units of a supplement.
- 7 Five units of the reagent are required.
- 8 Eight units of the base material are required.
- 9 Two units of the main ingredient can be replaced with 2 units each of a supplement.
- 10 Four units of the base material are required.
- 11 Three units of the reagent are required.
- 12 Three potions are produced.
- 13 Two units of the base material are required.
- 14 Two units of the reagent are required
- 15 Three units of the main ingredient can be replaced with 1 unit of a supplement.
- 16 Six potions are produced.
- 17 One unit of the base material is required.
- 18 Any number of units of the main ingredient, up to all but one, can be replaced with a supplement on a 1-1 basis.
- 19 One unit of the reagent is required.
- 20 Twelve potions are produced.

The PC may add an experimental reagent, usually one they have a plentiful supply of; this becomes part of the formula on a roll of 2, 6, 9, 15 or 18. Any other result means the experimental reagent did not react with the potion and cannot be used again for the same recipe.

If any quantity of ingredients is now insufficient the process is halted and nothing is expended (though readily available materials can be added immediately, allowing the work to proceed.) Otherwise creation proceeds according to the new formula.

After rolling and amending the recipe for the first time, the PC has a repeatable formula. They may use this formula to create potions without rolling on the table (using the usual good/mixed/poor system) or they may attempt to roll again on the table to recompound the formula. The recipe will be amended, and the PC may choose to keep the amendment.

If a result is rolled matching an existing value for the current recipe, the PC may opt to reduce the roll by 1. They may do this as many times as needed.

ACTION: BLESS HOLY WATER

Requires: Holy font holding

Attribute: INT

This is a prerequisite for brewing cleric potions, and also provides a source of holy water for adventuring. The PC must have access to a wellhouse shrine holding with a suitable holy font. One DT will fill the font to capacity with holy water.

HOLY FONT CAPACITY

Tier	Flasks of Holy Water
1	2
2	6
3	12
4	18
5	24
6	32
7	48

Each point of capacity represents one item of holy water, which can be used for potions or decanted into 5sp crystal vessels to take on adventures. If kept in another vessel, it loses its holiness in 2 turns.

ACTION: SCRIBE SCROLLS

Requires: Writing tools, gems

Attribute: INT

- **Good:** Scribe a total of 16 levels of spells before having to spend another downtime and roll again.
- **Mixed:** Scribe 8 levels.
- **Poor:** Scribe 4 levels. On a natural 1-2, 20 sp of dust is wasted and a cursed scroll is created.

Wizards and Clerics may scribe scrolls. Cost of a scroll is 20 sp per level per tier (tier increases at 5 and 9.) See table below.

The cost must be paid in gemstone dust appropriate to the school of the spell to be scribed.

Level	Cost Per Level	Total Cost
1	20	20
3	20	60
5	60	300
7	60	420
9	80	720
11	80	880

School	Gem Colour
Abjuration	Green
Conjuration	Blue
Divination	White
Enchantment	Purple
Evocation	Red
Illusion	Prismatic
Necromancy	Black
Transmutation	Warm

For convenience, here is the table for determining random types and values of gems in hoards:

		1-5 (10 sp)	6-10 (50 sp)	11-14 (100 sp)	15-18 (500 sp)	19-20 (1000)	(5000)
	1	Lower Value One Step					
White	2	Quartz (rough)	Selenite	Moonstone	Pearl	Diamond	Huge Diamond
Red	3	Jasper	Carnelian	Garnet	Coral	Ruby	Star Ruby
Warm	4	Tiger's Eye	Desert Rose	Amber	Citrine	Topaz	Orange Diamond
Green	5	Serpentine	Malachite	Peridot	Jade	Emerald	Trapiche Emerald
Blue	6	Azurite	Lapis, Turquoise	Aquamarine	Blue Topaz	Sapphire	Star Sapphire
Purple	7	Amethyst (rough)	Purple Fluorite	Kunzite	Amethyst (fine)	Raise Value ➔	Violite
Black	8	Obsidian	Hematite	Onyx	Jet	Black Pearl	Black Diamond
Prismatic	9	Agate	Rainbow Fluorite	Fire Agate	Opal	Black Opal	Alexandrite
	10	Raise Value One Step					

ACTION: RESEARCH NEW SPELL

Requires: Library, 100sp/level

Attribute: WIS

- **Good:** As below, but DM will suggest amendments to the spell as well as obstacles to research.
- **Mixed:** Obstacles to research are revealed; if none remain, the spell is completed.
- **Poor:** As above, but the wizard must spend 100sp/spell level toward upgrading library before getting the results.

A wizard may attempt to research a new spell. The wizard must have access to a library. Research costs 100 sp per spell level per DT.

First the player writes a description of the desired spell effect, then spends a downtime and makes a roll for the first week of research.

The first attempt grants the wizard a cantrip version of the spell, in addition to his usual allowance of cantrips. This cantrip is replaced when the wizard begins research on another spell, but remains available to the wizard to select as one of his regular cantrips.

If the DM decides the spell is reasonable as described for a 1st level spell, then with one more DT the wizard completes his work and receives a formula which can be inscribed into a spellbook or onto a scroll.

Otherwise, the wizard receives clues as to what needs to be changed, and has the option to try again. He may raise the level by 2 with each attempt by raising the gold expenditure correspondingly.

The roll is modified by INT, by one modifier from the wizard's library, and by another from the spell's level:

Library Tier	Spell Level	Research Modifier
1	11	-3
2	9	-2
3	7	-1
4	5	0
5	3	+1
6	1	+2
7	Cantrip	+3

So a wizard of 17 INT (+1) with a tier 5 library (+2) researching a 7th level spell (-1) would add +2 to their d12 downtime roll.

PERSONAL DEVELOPMENT

Acquiring new mundane or esoteric backgrounds, or personal equipment capable of becoming legendary magical items.

ACTION: MARTIAL & SKILL TRAINING

Requires: Teacher

Attribute: None

- **Good:** Advance one step, and treat the next Poor result as Good.
- **Mixed:** Advance one step.
- **Poor:** Don't advance.

Training allows a PC to gain a new *Background*.

- A martial skill providing a special move in combat.
- A skill such as painting.
- A new language.
- Deep knowledge of a particular subject.

First the PC must find a master of the skill in question and convince them to train him.

The DM will prepare a clock, usually with 1, 3, 5 or 7 ticks. For skills with varying levels of mastery, 1, 3, 5 and 7 may represent simple, basic, expert, and master competence.

EXAMPLE: LEARNING A LANGUAGE

1: Rudimentary. The PC can communicate and understand basic concepts and get the gist of what's being said. "You think they want you to follow them"; "he wants you to give him a gift."

3: Crude. The PC can communicate using simple language.

5: Fluent. The PC can communicate normally using the language.

7: Like a native. The PC could write poetry in the language.

See *Languages* in the *Combat & Exploration* book for more information.

Learning a skill background may unlock the ability to do something at all, as with a language; confer advantage on certain rolls; or in some cases provide a difficulty discount equal to the level of mastery.

ACTION: SPIRITUAL JOURNEY

Requires: Means of contact with the numinous

Attribute: WIS

- **Good:** Advance the tracker, next attempt is mixed automatically.
- **Mixed:** Advance the tracker.
- **Poor:** Don't advance the tracker, and resolve an obstacle before trying again: Make an offering, learn a lesson, perform a ritual etc.

A journey of the spirit may be initiated through meditation, fasting, vision quests, counselling, studying holy texts and relics, and can accomplish a number of goals such as:

- Forming a bond with a spirit the PC knows how to contact. (Usually one tick.)
- Obtaining a minor special ability.
- Understanding the nature of a place or power.
- Binding a daemon.
- Soothing a troubled soul.
- Renewing a broken vow (in particular, Cleric Bonds.)

The DM creates a clock based on the power of the outcome sought:

1: A one-off or highly situational ability. (Bonus to poison saves for the expedition to the Serpent Tomb.)

3: A small benefit or minor goal. (Restore the mojo of a disillusioned master craftsman.)

5: A permanent benefit or moderate goal. (Turn an evil magical sword good.)

ACTION: COMMISSION/CRAFT SPLENDID ITEM

Requires: Master crafter, 1000+ sp, rare material **Attribute:** None

- **Good:** Item will be finished on a d2 event die.
- **Mixed:** Item will be finished on a d4 event die.
- **Poor:** Item will be finished on a d6 event die.

Either find a master craftsman and convince them to take the job – in play or via a ***Gather Information*** or similar action (or, alternatively, attain a 5-step mastery of a crafting skill and access to a workshop yourself.) The craftsman may give you a task to complete before even considering the job. Spend 1000sp or 100 times the price of the normal item, whichever is higher.

Making the item yourself requires that you spend your downtime crafting in order to roll the event die, but cuts the cost in half and allows you to use a relevant attribute.

Armour takes longer to make – step the event die up twice. A single piece is produced; an entire suit of Splendid armour would consist of 2-6 pieces. Splendid armour can have some sort of minor beneficial effect, count as one step lighter (for all purposes other than the requirement to have no more than two pieces of each type), or have a +1 AC bonus, but only one plus from one piece of each type. So a suit of plate (AC 15, six pieces) with three Splendid pieces would be AC 18.

Weapons can provide a cd12 chaser die to hit, or +1 to damage, extend the range of a ranged weapon by a step, or provide +1 to initiative for attacks using the weapon.

Wands & Rods can be used in place of a free hand to cast spells with, and provide the usual splendid item bonus until they awaken: -1 to saving throws, or +1 to spell damage, etc.

Spellbooks: A beginner spellbook as listed in *Making a Character* is a cheap copy of a fancier tome, costs 25sp and contains the common spells listed in that section.

Blank basic spellbooks cost 100sp and one interesting component for the ink. Anything vaguely magical will work. They do not require a master craftsman. They can hold six spells, two each of levels 1, 3 & 5, like a beginner book.

Blank advanced spellbooks are splendid items, with all the requirements that implies, and hold two spells each of level 7, 9 and 11.

A wizard can spend one DT to fill a spellbook with any spells for which he possesses a formula, existing spellbook or scroll. Empty chapters can be filled in later.

Arrows & Bolts: Arrows made by a master fletcher from fabulous materials are already magical and do not need to awaken. A ud8 quiver of arrows or case of bolts can be made with a cost dependent on the bonus they provide.

+1: 100sp

+2: 300sp

+3: 450sp

The DM will decide which materials provide which bonus, and if there are any other effects.

Other Items provide a small situational bonus – splendid boots might improve travel rolls slightly, for example.

SOCIAL ACTIVITIES

Building relationships with NPCs or factions, managing retainers to aid in adventures, and gaining experiences by spending money on wild living.

ACTION: DEVELOP RELATIONSHIP

Requires: Access to the NPC/organisation

Attribute: CHA

- **Good:** The relationship advances one level.
- **Mixed:** The relationship advances one level, but the PC must do something for the NPC first. The difficulty or danger of the task should be commensurate with their current relationship.
- **Poor:** The relationship does not advance.

This action allows a PC to form or deepen a tie with an NPC or organisation. Relationships can change organically during uptime, but only at the DM's discretion. This action allows a player to focus their efforts and exert some control over the process. It's a good signal to the DM that the player wants to see more of this NPC!

Successfully using this action advances a relationship clock by one step. Sometimes ticks on the clock may be locked until requirements are met.

The standard relationship clock is as follows, for more detail see *Relationships* in the *Combat & Exploration* booklet.

1. **Strangers**
2. **Acquainted**
3. **Associates**
4. **Friends**
5. **Close**

ACTION: SEEK RETAINERS

Requires: Access to local population, taverns etc.

Attribute: WIS

- **Good:** 1d6 potential retainers answer the call, and they have all heard of the PCs (starting relationship of **Acquainted.**)
- **Mixed:** 1d6 potential retainers.
- **Poor:** Only 1 retainer is available, or 1d6 of an unsavoury type.

Make a morale check to hire any retainer the PCs choose to hire.

Retainers expect 1sp per day and half a share of any treasure found as their pay; anything less than this provides disadvantage on the hiring roll, significantly more will provide advantage. Failures can be rerolled if the PCs improve their offer as long as the NPC was not insulted.

Hiring an NPC with an existing relationship to the PC doesn't take a downtime action; just make the offer and the morale check. The DM can always override the check result based on their knowledge of the NPC's motives!

ACTION: TRAIN RETAINERS

Requires: Retainers of lower level

Attribute: See below.

- **Good:** Improve the chance of training by +2.
- **Mixed:** Roll for training as below.
- **Poor:** Reduce the chance of successful training by 2.

Spend a downtime to train one or more retainers who are 2 levels or more lower than the PC, and have been on an adventure with the PC since they last levelled up or attempted training.

The chance of successfully training a single Retainer is 1-6 on a d6; for every two retainers being trained at the same time, reduce the chance by one. Roll 1d6 for each retainer to see if they gain a level.

The result is not modified by any attribute, unless the retainers are all of the same class as the PC, in which case modify it by the PC's prime attribute.

ACTION: CAROUSE

Requires: Access to site of excess

Attribute: None?

- **Good:** Roll on the boon table; if using a single table, move your roll by 1 point per 4 options on the table.
- **Mixed:** Roll on the standard table or invent an experience.
- **Poor:** Roll on the mishap table; if using a single table, the DM moves your roll by 1 point per 4 options.

Carousing is a way to trade gold for an Experience. It requires access to a site of excess – somewhere lavish spending on entertainment and high living is possible, such as a big city, mansion Lodging, Lamia's garden, or extravagant Holding. Each such location has its own tables.

Carousing is not modified by a particular attribute.

If the player thinks the character would not do the things described in

the result, they can negotiate a comparable event with the DM. If they can't think of one, they can have an unremarkable night of partying providing no experience. The gold and time spent are still lost.

The base cost of carousing depends on your level, as higher level PCs become more jaded and accustomed to wild experiences.

The cost is 25 times your next level squared rounded down to the nearest hundred, so rather than work that out just consult this table:

Current Level	Base Carousing Cost
1	100
2	200
3	400
4	600
5	900
6	1200
7	1600
8	2000
9	2500
10	3000
11	3600
12	4200

