

THE HAVEN ADVENTURER'S GUIDE

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CHARACTERS

Welcome to Haven!

This is an episodic West Marches-style D&D Campaign. How does that work? Each session is a one-off adventure, usually around 3-5 hours long that resolves itself, though it may affect the overarching plot. Characters (and players) mix and match from session to session – whoever is available for a session draws in (first come, first served!), and all characters return to the hub city, Haven, at the end of each session.

Sessions are not consistent – they will simply be announced as they get prepared, likely once every couple months.

CHARACTER CREATION

This campaign is built on the Humblewood system – a Redwall-like world with animal races.

Races

The available races are all found in Humblewood Campaign Setting, pages 10 – 30.

Birdfolk: Corvum (crow), Gallus (fowl), Luma (songbird), Raptor (raptor), Strig (owl)

Humblefolk: Cervan (deer), Hedge (hedgehog), Jerbeen (mouse), Mapach (raccoon), Vulpin (fox)

Classes

All officially published (non-UA) classes and subclasses in 5th Edition are accepted, always using the newest printing. Additionally, Humblewood subclasses are accepted and if you want something else, let me know. Class

feature variants can also be discussed, and I promote re-flavoursing.

Backgrounds

Backgrounds are quite flexible – feel free to adjust and mess with the official or Humblewood backgrounds. Let me know any changes you wish to make.

LEVELLING SYSTEM

We will be levelling with a checkpoint milestone system. Every session grants one checkpoint (or every 10 rooms cleared in the Terakka Mines megadungeon), and each level requires a certain number of checkpoints to advance, listed below. Checkpoints reset between levels. Characters are constrained to 2 levels above or below the mode level.

| Level | Checkpoints Required |
|-------|----------------------|
| 1 | n/a |
| 2 | 1 |
| 3 | 1 |
| 4 | 2 |
| 5 | 2 |
| 6 | 3 |
| 7 | 3 |
| 8 | 3 |
| 9 | 3 |
| 10 | 4 |
| 11 | 4 |
| 12 | 4 |
| 13 | 4 |
| 14 | 5 |
| 15 | 5 |
| 16 | 5 |
| 17 | 5 |
| 18 | 6 |
| 19 | 6 |
| 20 | 6 |

DOWNTIME POINTS

Haven's adventurers have plenty of time between sessions to get themselves prepared for their next delve into the unknown. This time can be used in all manner of ways – from carousing with the townsfolk to building their own personal stronghold.

Between each session, each member of Haven accrues 1 downtime point. These are additive and never lost, so you can stack them up as much as you would like! All Haven members gain a downtime point after each session, regardless of if they were present at the session.

At the beginning of each session, you can spend as many downtime points as you wish on various activities. Each action has a point cost and can also have other costs associated with it, so in some cases you will have to build up multiple downtimes worth of points.

WAGES AND LIFESTYLE

Wages and lifestyle/living expenses have been deprecated and merged with the downtime action 'Relaxation'.

DOWNTIME ACTIONS

Downtime points can be spent in any method below or work with me directly to come up with a more specific action to suit what you want your character to achieve.

BUILD A STRONGHOLD

9-15 downtime points
6,000 – 10,000 gp

Building a stronghold is a major and expensive undertaking but comes with large bonuses. An establishment (9 downtime points; 6,000 gp) aids in the gathering of information, a temple (12 downtime points; 8,000 gp) aids in the accumulation of piety with stronger payoffs, a tower (12 downtime

points; 8,000 gp) allows for the research and creation of spells, and a keep (15 downtime points; 10,000 gp) allows for building up small army units.

Strongholds can also be upgraded afterwards (3 – 20 downtime points and 2,000 – 20,000 gp depending on type and level) to increase their capacity and the bonuses they give.

Such strongholds are also tied to your character directly and provide boosts to your banner class feature based on your class – for example, a druid's wild shape or a rogue's sneak attack.

All specific details to be decided between you and me!

CAROUSING

1 downtime point

You spend your time getting to know people and making friends.

When you take this action, you can make 1 roll with advantage for any other downtime action you partake in before this session as you make friends in the right places to aid you in your endeavor.

You can carouse multiple times to gain multiple advantages, but as always cannot stack multiple advantage on the same check. All advantages gained by carousing are lost if not used in the same timeframe as the carousing action.

CRAFTING

1-10 downtime points

You spend your time creating an item or set of items.

This action is specific to things such as smithing a new set of armour or enchanting a magic item – larger more detailed works. As each item has different requirements, the

specifics of crafting can be discussed on the spot.

You must have the materials required for the item and the tool set used to make it, though you do not have to be proficient in the tools to use them.

The number of downtime points used for this action correlates to the item being made – a high level enchantment takes more time and thus more downtime points than a low level one.

CRIME

1 downtime point

You spend your time tracking movements, sending forged letters, and disguising yourself in order to make off with whatever you can grab.

In order to partake in crime, you must have proficiency in one of the following tool kits – as well as having the tool kit on hand.

- Disguise kit
- Forgery kit
- Poisoner's kit
- Thieves' tools

When you take this action, you must succeed on three rolls. If any are failed, the crime is a bust and you fail to retrieve any items of worth. If you fail two of the checks, there may be complications resulting from your failure. If all three are failures...

The rolls required are:

1. Intelligence (Insight)
2. Dexterity (Stealth)
3. Dexterity (Sleight of Hand)

The DC for these rolls is based on your target – as is the loot you gain.

| Establishment | DC | Loot |
|---------------------|----|---|
| Modest | 10 | 2 rolls on table A |
| Comfortable | 15 | 1 roll on table A, 1 roll on table B |
| Wealthy | 20 | 1 roll on table B, 1 roll on table C |
| Aristocratic | 25 | 1 roll on table C, 1 roll on table D |

Your loot is rolled on the following tables.

Table A (d8)

| | | | |
|----------|-----------------|----------|-------------------------|
| 1 | 1d10 gp | 5 | 1 phial of light |
| 2 | 1 agate | 6 | 1 healer's salve |
| 3 | 1 quartz | 7 | 1 random cantrip scroll |
| 4 | 1 rhodochrosite | 8 | 1 potion of healing |

Table B (d10)

| | | | |
|----------|-----------------------|----------|---------------------------------------|
| 1 | 2d10 gp | 6 | 1 pair of engraved bone dice |
| 2 | 2 malachites | 7 | 1 vial of acid |
| 3 | 2 obsidian | 8 | 1 random 1 st level potion |
| 4 | 2 tiger eyes | 9 | 1 random 1 st level scroll |
| 5 | 1 small gold bracelet | 0 | 2 potions of healing |

Table C (d8)

| | | | |
|----------|-------------|----------|---------------------------------------|
| 1 | 5d10 gp | 5 | 1 vial of alchemist's fire |
| 2 | 1 citrine | 6 | 1 random 2 nd level potion |
| 3 | 1 jasper | 7 | 1 random 3 rd level scroll |
| 4 | 1 moonstone | 8 | 1 potion of greater healing |

Table D (d8)

| | | | |
|----------|----------|----------|---------------------------------------|
| 1 | 10d10 gp | 5 | 1 random 3 rd level potion |
| 2 | 1 amber | 6 | 1 random 5 th level scroll |
| 3 | 1 garnet | 7 | 1 potion of superior healing |
| 4 | 1 pearl | 8 | 1 diamond worth 300gp |

GAMBLING

1 downtime point

You spend your time playing dice or card games with the tavern regulars.

When you take this action, place a wager.

Then, roll three checks:

1. Wisdom (Insight)
2. Charisma (Deception)
3. Charisma (Intimidation)

You may choose to replace any one of these rolls with Dexterity (Sleight of Hand) to cheat your way to victory, though if you fail this check, there may be complications.

The DC for each of the three checks is randomly determined (3 + 2d10) – your gambling competition varies from night to night.

| Successes | Results |
|-----------|--------------------------------------|
| 0 | Lose your entire wager. |
| 1 | Lose half your wager. |
| 2 | Gain your wager back plus half that. |
| 3 | Gain twice your wager. |

RELAXATION

1 downtime point

0 – 25 gp

You choose to spend your time relaxing and living life the calm way.

When you take this action, you can choose what lifestyle you want to relax with – paying the lifestyle expense based on the chosen lifestyle. Each lifestyle grants all the bonuses of the lifestyles below it in cost.

All bonuses only apply to the first session after this action is chosen.

| Lifestyle | Cost | Bonuses |
|---------------------|-------|---|
| Poor | 0 gp | 1 extra hit die. |
| Modest | 2 gp | Temporary hit points equal to twice your proficiency bonus. |
| Comfortable | 5 gp | Advantage on 1 check of your choice. |
| Wealthy | 10 gp | Max health increased by twice your proficiency bonus. |
| Aristocratic | 25 gp | Treat up to 3 rolls as if you rolled a 10. |

RELIGIOUS SERVICE

1 downtime point

You spend your time in service to the gods, tending to their shrines.

When you take this action, you gain piety equal to 1d4 + your proficiency bonus. You can spend this piety for bonuses during sessions. Your stored piety never expires.

| Piety Cost | Effect |
|------------|--|
| 5 | Use a bonus action to spend a hit die, healing the amount rolled + your Constitution modifier |
| 10 | Reroll a die |
| 10 | Cast <i>bless</i> without expending a spell slot. |
| 20 | Cast <i>augury</i> without expending a spell slot. |
| 30 | Cast <i>beacon of hope</i> without expending a spell slot. |
| 50 | Summon a servitor to aid you for one minute. The servitor will typically be between CR 5 and 10. |

RESEARCH

1 downtime point

You spend your time poring over books and searching through scrolls.

When you take this action, choose one topic or monster. Then, roll an Intelligence (Investigation) check to discover more on the topic...

TRAINING

5-15 downtime points
25 gp per downtime point

You spend your time training a skill in a language, a tool, or a weapon.

When you take this action, you must choose a single language, tool, or weapon to train. The training requires a number of points equal to 10 – your Intelligence modifier. Each point worth of training also requires payment of 25 gp to a qualified instructor.

Upon completing this training, you gain proficiency in the chosen language, tool, or weapon. You may choose to undertake this training in steps, and your progress towards proficiency is saved – you can even train multiple proficiencies at the same time.

WORK

1 downtime point

You spend your time taking additional work to make a little extra coin on the side.

When you take this action, choose a tool set that you have proficiency in, matching it with the ability score in the list below. Roll a check based on that ability score, adding your proficiency bonus with that tool set to the roll. You earn gold pieces equal to your roll -10, at a minimum of 0gp.

| Tool Set | Ability Score |
|--------------------------------|----------------------|
| Alchemist's supplies | Intelligence |
| Brewer's supplies | Wisdom |
| Calligrapher's supplies | Intelligence |
| Carpenter's tools | Strength |
| Cobbler's tools | Dexterity |
| Cook's utensils | Wisdom |
| Disguise kit | *See 'Crime' |
| Forgery kit | *See 'Crime' |
| Glassblower's tools | Dexterity |
| Herbalism kit | Wisdom |
| Jeweler's tools | Dexterity |
| Leatherworker's tools | Dexterity |
| Mason's tools | Strength |
| Musical instrument | Charisma |
| Navigator's tools | Intelligence |
| Painter's supplies | Dexterity |
| Poisoner's kit | *See 'Crime' |
| Potter's tools | Dexterity |
| Smith's tools | Strength |
| Thieves' tools | *See 'Crime' |
| Tinker's tools | Intelligence |
| Weaver's tools | Dexterity |
| Woodcarver's tools | Dexterity |