

# Downtime

Characters engaged in downtime activity such as spell research and magic item manufacture can spare up to 2 hours a day on other activity, such as instructing henchmen, preparing spells, and casting spells.<sup>1)</sup>. This is not the case for training, which must be totally uninterrupted.

<sup>1)</sup>

DMG 115, "Conditions Under Which Spell Research Is Possible"

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