

DOWNTIME

**3 EASY TRICKS FOR
STRAIGHTENING UP
YOUR SWORD SWING!**

**LOST IN A DUNGEON?
TURN TO **PAGE 8** TO
MAKE THE MOST OF
YOUR MESS!**

**EYE OF NEWT:
GRANDMA'S CURE OR THIS
SEASON'S HOTTEST
POTION INGREDIENT?**

**THE FUTURE IS SCARY...
BUT GINNY'S 5-STEP
DIVINATION PLAN WILL
KEEP YOU ON THE PATH!**

MONTHLY

**A MYSTIC DIGEST
SPECIAL ISSUE**



A LETTER FROM THE EDITOR.

Let's cut to the chase, darlings: everyone needs hobbies. I don't care if you've been casting spells since you could hold a wand or you've fought gods and worn their shoes home to dinner—all of that is pointless if you do nothing fun in your free time.

Of course, fun means different things for different people. Some people derive joy from throwing themselves into a boxing ring and having the snot kicked out of them. Some people find nothing more amusing than sitting down with a good book and pondering the nature of the universe. A few, and I count myself among them, walk the planes in search of interesting things to jot down in their sketchbook and share with the rest of the world. And just a couple drink until they've blacked out and rave under flashing cantrip lights and thrumming magical music until the suns come up.

The point is, everyone has a flavor of self-care, and this month's publication is aimed at helping you find yours. It was a great bard that said, "music is not just the notes, but the pauses between them." I can't for the life of me remember who that bard was, so they can't be *that* important, but you get the idea.

Find your joy, darlings—before your life is cut unexpectedly short.

—Genevieve Steele,
Editor in Chief, Planar Journalist,
All-Around General Nuisance
(and Macabre the Cat)



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THIS MONTH'S ARTICLES.

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BOUNTY HUNTING.



Every populated region in the world has criminals—though some more than others. When crime is high, the law might offer bounties for the capture of notorious outlaws. This activity is a favorite of fighters, rogues, and criminals with experience moving about the underbelly of civilization.

RESOURCES

You must spend at least one workweek and at least 25 gp gathering information and hunting down their bounty. For every additional 25 gp you spend gathering information, you gain a +1 bonus to your rolls to resolve this activity.

TABLE: BOUNTIES

DC	VALUE	THE BOUNTY IS WANTED...
10	50 gp	...in this district.
15	100 gp	...in this city.
20	200 gp	...in this region.
25	500 gp	...in this kingdom.

RESOLUTION

To catch a criminal, you must make three checks: Dexterity (Stealth), Intelligence (Investigation), and a spell or weapon attack roll (your choice). The DC of these checks is determined by the criminal's notoriety, as detailed in the **Bounties** table.

No Successes. The bounty gets away, and the resources are wasted.

One Success. The bounty dies in the struggle, but the law wants them alive. You earn half the listed gold value.

Two Successes. You capture the bounty and bring them in, earning the full listed gold value.

Three Successes. Your bounty leads you right to their friends, many of whom are also wanted. You net a few, earning the full listed gold value plus half.

COMPLICATIONS

Moving through the criminal world has its own set of dangers. Roll on the **Complications** table if you fail two or more of your checks.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	You steal your mark right out from under another bounty hunter's nose, earning their ire.*
2	Your mark was about to complete a deal, and the other party isn't happy about being left hanging.*
3	Law enforcement takes credit for your work, parading their arrest in local papers.
4	Your mark was a local hero, and you've earned the vitriol of much of the public.
5	Someone close to your mark swears vengeance against you for capturing their loved one.*
6	Your mark had already completed the crime they set out to do, and the law is reluctant to pay you.



CREATING ART. ♥

There are few activities more cathartic than creating a work of art, especially in a world so full of magic and wonders. Whether you intend to sell the art or keep it for yourself, this activity can be highly rewarding.

RESOURCES

Creating an artwork requires a workweek of effort and at least 10 gp of supplies, as well as one set of artisan's tools.

RESOLUTION

To create a work of art, declare the set of artisan's tools you wish to use, your vision for the final product, and make an ability check using the most relevant score. For instance, smithing a decorative blade might require a Strength (Smith's tools) check, while painting a portrait might require a Dexterity (Painter's supplies) check. Refer to the **Artwork** table for the value of the resulting artwork.

TABLE: ARTWORK

RESULT	VALUE
1-10	Poor (50 gp)
11-15	Good (100 gp)
16-19	Excellent (200 gp)
20+	Masterwork (500 gp)

If you choose to sell the artwork, you can make a Charisma (Persuasion) check to find a buyer at the end of the workweek. Use the **Artwork Offer** table to determine the sale price. If the price isn't to your liking, you can opt to keep the artwork and repeat the check by spending a workweek finding another buyer.

TABLE: ARTWORK OFFER

RESULT	OFFER
1-10	50% of the artwork's value
11-20	100% of the artwork's value
21+	150% of the artwork's value

COMPLICATIONS

Making the artwork itself has very few complications, but attempting to sell it brings many. If you attempt to sell the artwork, there's a 25 percent chance of complications. Roll on the **Complications** table below to determine the result.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	Another artist claims that your art is a copy of their own somewhat similar piece.*
2	A bidding war over your artwork breaks out into violence.
3	On the eve that your work is to be transported, a jealous bidder destroys it.*
4	Rumors spread that your work is cursed, warding potential buyers away. For 1d4 months, you can only get half of what the piece is worth.
5	Another artist unveils their masterpiece at the same auction, stealing the limelight from you.*
6	A noble offers to buy your work at an exorbitant price—but only if you agree to work exclusively for them.



DISCOVERING SPELLS.

The world of spellcasting is strange and varied, and many of its more delicate principles can only be discovered in laboratory conditions. By spending time discovering new spells, you can replace a spell you know with one you don't from your class spell list.

RESOURCES

Discovering a spell requires a workweek of effort and 50 gp of components per level of the chosen spell, which must be of a spell level you can cast. For instance, a 3rd-level spell requires three weeks of research and 75 gp of components.

Only a character with learned spells, such as a sorcerer or wizard, can partake in this downtime activity.

RESOLUTION

At the end of your research period, you must make an Intelligence (Arcana) check, the DC of which equals 15 + the spell's level. On a successful check, you can replace one spell you know with the discovered spell. On a failed check, you do not learn the spell and the components are wasted. However, you have learned

something valuable about the spell in your research: the DC of any future attempt to discover this spell is reduced by 2.

Wizards do not have to remove a spell from their spellbook to learn a spell discovered in this way, but they must spend the additional time and cost of scribing the spell into their spellbook as normal.

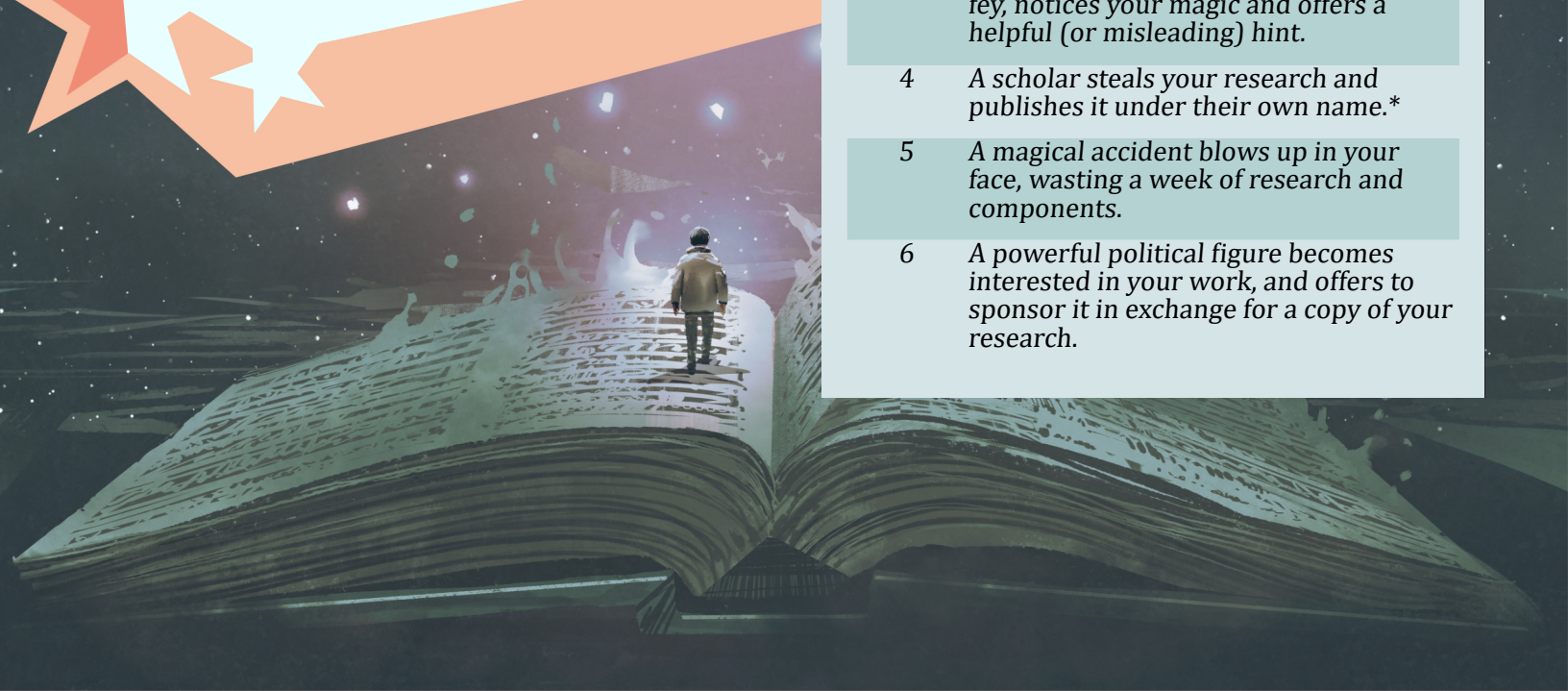
COMPLICATIONS

Dabbling with new magic is bound to draw attention, even in a busy town or a bustling metropolis. At the end of each workweek spent researching a spell, there's a 10 percent chance of complications occurring. Roll on the **Complications** table below to determine what went wrong.

TABLE: COMPLICATIONS

D6 RESULT (*might involve a rival.)

- | | |
|---|--|
| 1 | A council of peacekeepers question the nature of your research, and threaten to shut it down if it seems too dangerous. |
| 2 | An interested mage spies on you in order to copy your work.* |
| 3 | An extraplanar entity, such as a devil or fey, notices your magic and offers a helpful (or misleading) hint. |
| 4 | A scholar steals your research and publishes it under their own name.* |
| 5 | A magical accident blows up in your face, wasting a week of research and components. |
| 6 | A powerful political figure becomes interested in your work, and offers to sponsor it in exchange for a copy of your research. |





DIVINATION.

In times of great crisis, divination can help clarify the path forward. For a cleric or druid, this might involve meditating and listening for the voices of the universe; for an arcane caster, it might resemble haruspicy or consulting the spirits of the dead. For those without a magical bent, it might instead involve visiting a wise sage to ask for advice about the future.

RESOURCES

Divining for hints of the future requires a workweek of effort. If you have access to an accomplished diviner or a place of magical power, such as the crossroads of two ley lines or a sacred shrine, you have advantage on checks made to complete this activity.

RESOLUTION

To divine the future, make a Wisdom check and consult the **Divination** table. Based on your level of success, you can ask one or more questions about a person, place, or thing, and receive an honest answer from the DM. This answer might come in the form of a vision, a riddle, or a short cryptic phrase. The DM can rule that a given question is too broad to be answered, or requires more than one question to do so.

TABLE: DIVINATION

RESULT	DIVINATION
1-10	The future is cloudy, and you learn nothing of importance.
11-15	You can ask one question.
16-20	You can ask two questions.
21+	You can ask three questions.

COMPLICATIONS

Divination is a vague and confusing art fraught with technicalities at the best of times. At the end of each workweek spent divining, there's a 50 percent chance that complications occur. Roll on the **Complications** table to determine what goes wrong.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	Someone overhears your prediction and misuses the information.*
2	The divination was intercepted by a malicious entity, who gave you a false reading.*
3	Your work draws the attention of a traveling noble, who demands you read their future.
4	Your work is branded as heresy by a nearby religious group, who try to run you out of the settlement.
5	You get more than you bargained for, learning something unpleasant.
6	You read too deeply into your work, and see omens in everything. You have disadvantage on checks made to perform this activity for the next 1d6 workweeks.



DUNGEON DELVING.



Sometimes the itch for danger just can't be satisfied, and you need to delve into the depths to get your fix. On such an occasion, you might turn to dungeon delving.

This activity is best used in a setting with lots of dungeons or ruins, and is ideal for making trips into a megadungeon with no bearing on the plot of the campaign.

RESOURCES

At the beginning of each workweek spent delving, you must spend 25 gp in rations, supplies, and other adventuring gear. The total amount of time you must spend locating and delving through a dungeon depends on its complexity, as shown in the **Dungeons** table. These workweeks can be non-consecutive.

RESOLUTION

To delve through a dungeon, you must make three checks: Wisdom (Perception), Intelligence (Investigation), and your choice of Strength (Athletics) or Dexterity (Acrobatics). The DC of these checks is determined by the dungeon's complexity, as detailed in the **Dungeons** table.

No Successes. You fail catastrophically, finding nothing of value.

One Success. You scour the surface levels, finding half the gold reward.

Two Successes. You delve deeper, finding the entire gold reward.

Three Successes. You discover the very deepest reaches of the dungeon, finding the entire gold reward or a random magic item of the listed rarity (your choice).

TABLE: DUNGEONS

DC	TIME	REWARD
14	1 workweek	1d4 x 100 gp, a minor uncommon magic item
18	2 workweeks	2d4 x 100 gp, a major uncommon magic item
22	4 workweeks	5d4 x 100 gp, a minor rare magic item
25	8 workweeks	10d4 x 100 gp, a major rare magic item

COMPLICATIONS

When delving through dungeons, a complication can be the difference between life and death. At the end of each workweek spent dungeon delving, there's a 10 percent chance of a complication. Roll on the **Complications** table below to determine what goes wrong.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	You get to the end of the dungeon and find the magic item missing.*
2	You encounter a difficult obstacle, and spend twice as much gold on supplies this week.
3	The treasures you find are cursed by the dungeon's original inhabitants.
4	You discover that the dungeon is currently occupied, and your delving amounts to theft. It's up to you whether this bothers you.
5	An adventurer you hired to help instead betrays you, fleeing with one-fourth of your gold reward.*
6	The dungeon was one of many hoards maintained by a powerful creature, such as a dragon or beholder. Your theft earns its wrath.*

GATHERING INGREDIENTS.

For druids, rangers, and herbalists, downtime often means wandering through nature in search of interesting things to add to your collection of ingredients. With enough time and luck, this activity can supply your party with a variety of resources for crafting potions and poisons.

RESOURCES

This activity requires at least a workday of effort and proficiency in at least one of the following: herbalism kit, alchemist's supplies, or poisoner's kit.

In a region rich with magical flora and fauna, you have advantage on checks made to complete this activity. In scarce regions, like deserts and arctic wastes, you instead have disadvantage.

RESOLUTION

At the end of each workday spent looking for ingredients, make an Intelligence (Nature) check and consult the **Ingredients** table. Based on your level of success, you discover a yield of ingredients measured by their value in gold pieces. These ingredients can be used to craft potions and poisons at their full value, or sold at half their value.

Remember that this activity is measured in days, not weeks. If you intend to spend a week or two gathering ingredients, consider rolling your checks all at once and adding the results together.

COMPLICATIONS

Gathering plants, especially magical ones, can have unexpected consequences for the natural world. At the end of each workday spent gathering, there's a 10 percent chance of complications. Roll on the **Complications** table below to determine what goes wrong.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	A dryad, satyr, or similar sylvan figure tends this region, and demands compensation from you.
2	A druid alleges that you're taking too much and upsetting the balance, and demands you stop gathering here.
3	An anonymous tip to local law says you're brewing something nefarious, and the law comes to investigate.*
4	The ingredients you took were important to the local ecosystem. Checks made to gather here have disadvantage for 1d4 weeks.
5	Today's yield rots unexpectedly, lowering its value by one step on the Ingredients table.*
6	Someone in need sees you gathering, and comes to ask for a simple potion from you.

TABLE: INGREDIENTS

RESULT	INGREDIENTS
1-10	Poor (10 gp)
11-15	Good (15 gp)
16-20	Great (25 gp)
21+	Excellent (50 gp)





GRASSROOTS ACTIVISM.

For some morally upright characters, the fight against injustice never ends. Killing monsters and toppling tyrants is all well and good, but systemic evil can't be rooted out without the long and difficult work of political activism.

RESOURCES

This activity requires at least one workweek of effort and at least 25 gp per workweek, which represents campaigning supplies, social appearances, and other means of advertising your cause. The exact time and cost of your campaign depends on its scope, as shown in the **Activism** table. The workweeks can be non-consecutive.

TABLE: ACTIVISM

DC	TIME	SCOPE
10	1 workweek	A village
15	2 workweeks	A city
20	4 workweeks	A region

RESOLUTION

Declare the focus of your activism: an unjust law, a corrupt political figure, or a hurtful stereotype are all good examples of a potential focus. After a workweek of activism, make a Charisma (Persuasion) or Charisma (Intimidation) check (your choice), the DC of which is determined by the scope of your campaign.

The public holds three different kinds of attitudes: friendly, indifferent, and hostile. On a successful check, the public attitude about your declared focus shifts one step towards friendly or hostile (your choice). This change is broad, but it isn't all-encompassing: individuals, especially ones with personal experience regarding the focus, might hold their own opinions.

COMPLICATIONS

At the end of each workweek spent campaigning, there's a 25 percent chance of complications. Roll on the **Complications** table below to determine what goes wrong.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	A corrupt official ousted by your change swears vengeance against you.*
2	Your change was beneficial to one impoverished community, but detrimental to another.
3	Counter-activists are making this cause a difficult struggle to change. Your costs are doubled this week.*
4	Regardless of the final result, the ruling class takes notice of you. For 1d4 months, law enforcement is unusually harsh on you.*
5	A prominent figure to your cause is arrested, and your fellow activists are on the verge of a riot. You decide whether this is good or bad.
6	The public starts to admire you, and you are asked to take a position of local leadership.

PERFORMING. ♪

For bards and other characters with dramatic talents, downtime is an excellent chance to flex your performing skills for a little extra coin. Whether you rock an instrument or recite the poems of ages past, there's always a performance waiting in the wings.

RESOURCES

This activity requires at least one workweek of effort and proficiency in a musical instrument or the Performance skill. During periods of festivity, such as holidays and celebrations of victory in war, you have advantage on checks made to perform, representing an eager audience.

RESOLUTION

At the end of the workweek, make a Charisma or Dexterity check, using your choice of the Performance skill or a musical instrument. A Charisma-based performance is passionate and engaging, while a Dexterity-based performance is a show of deftness and technical skill in your chosen art. Then refer to the **Performance** table to determine your earnings.

TABLE: PERFORMANCE

RESULT	EARNINGS
1-10	50 gp
11-20	100 gp
21+	200 gp

COMPLICATIONS

Your performance places you on the center stage, a position that draws attention from all kinds of unpredictable people. At the end of each workweek spent performing, there's a 10 percent chance of complications. Roll on the **Complications** table below to determine what goes wrong.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	A guild of bards have a monopoly on this region, and try to strongarm you into joining or leaving.*
2	A fey, devil, or similar figure is intrigued with your performance, and offers to whisk you away to perform for their enigmatic master.
3	A fanatical fan begins to follow you from place to place, hoping to see you perform again.
4	A jealous onlooker attempts to sabotage your performance.*
5	After seeing you perform, a noble becomes enamoured with you, much to their arranged spouse's chagrin.*
6	Times are tough, and the crowd doesn't have much to give. You earn half as much as normal.



SPYING SPYING SPYING.



In the lead-up to a grand adventure, it can sometimes be prudent to gather information before charging in. Monks, rogues, and other sly adventurers are best suited to this activity, bolstering their companions with the power of knowledge.

RESOURCES

This activity requires a workweek of effort and at least 25 gp in expenditures, which covers disguises, social appearances, and purchases that justify you being in a place you otherwise wouldn't be.

RESOLUTION

Declare the focus of your spying: a person or a location you intend to watch for the workweek. To spy on your focus, you must make three checks: Intelligence (Investigation), Wisdom (Insight), and your choice of Dexterity (Stealth) or Charisma (Deception). The DC of these checks is determined by how private the focus of your spying is, as shown in the **Spying** table.

TABLE: SPYING

DC	PRIVACY
10	Public. Unguarded, lots of passing people, lots of hiding places.
15	Sheltered. Some guards, not many passing people, fewer hiding places.
20	Private. Many guards, no passing people, little to no hiding places.

Based on your level of success, you can ask one or more questions about the focus and receive an honest answer from the DM based on your observations. The number of questions you can ask is equal to your number of successful checks. The DM can rule that a given question is too broad to be answered, or requires more than one question to do so.

COMPLICATIONS

Spying is a dangerous activity, especially when your focus is someone with something to hide. If you fail one or more of your checks, roll on the **Complications** table below.

TABLE: COMPLICATIONS

D6	RESULT (*might involve a rival.)
1	Someone catches you spying and threatens to expose you to your focus (or law enforcement).*
2	You witness something you weren't supposed to see, and if anyone finds out you know, your life is at risk.*
3	Another person is also spying on your focus, and attempts to sabotage your spying efforts.*
4	You accidentally expose yourself, and must spend twice as much gold as normal to avoid detection.
5	Your notes are confiscated by the law. You can ask one less question than you otherwise would.
6	Someone knows you are spying and plants a misleading actor. One of your questions yields false answers.



TOURNAMENT SPORTS.

In times of peace, many warriors burn energy and maintain their physique with competitive sports, from archery and dueling to football and dodgeball. This activity is a favorite of fighters, barbarians, and other masters of martial combat.

RESOURCES

This activity requires one workweek of effort and 10 gp, which covers your fee to enter the tournament and any special equipment required.

RESOLUTION

To win a tournament, you must make a series of three checks using the most relevant skill check to the sport. For instance, archery might use an attack roll with a longbow, while football might call for Strength (Athletics) or Dexterity (Acrobatics). When in doubt, a Strength or Dexterity-based Athletics check is generally reliable for this activity.

The DC of these three checks is determined pseudo-randomly, representing a bout with an unknown opponent. Each check's DC is equal to $5 + 2d10$; generate a separate DC for each one. Then consult the **Tournament** table to determine your level of success.

TABLE: COMPLICATIONS

D6 RESULT (*might involve a rival.)

- | | |
|---|---|
| 1 | You usurp your position from a fan favorite athlete, and the locals hate you for it. |
| 2 | The organizers are stingy, and are reluctant to pay anyone but the first-place winner. |
| 3 | A competitor frames you for cheating. Regardless of the truth, you can't compete for 1d4 weeks.* |
| 4 | An artist is inspired by your victory and asks to record it (and you) in their medium of choice. |
| 5 | A competitor you beat accuses you of cheating with magic, and demands a rematch on your bout.* |
| 6 | The tournament turns out to be funded with stolen money, and the law busts in during the title match. |

COMPLICATIONS

Each week that you succeed on at least two of your checks brings a 10 percent chance of complications. Roll on the **Complications** table above to determine what goes wrong.

TABLE: TOURNAMENT

RESULT	EARNINGS
0 successes	You lose your bouts, earning no prize.
1 success	You win third place, earning 50 gp.
2 successes	You win second place, earning 100 gp.
3 successes	You win first place, earning 200 gp.

