



AN ADVENTURE ACTIVITY BOOK
FOR PLAYERS OF ALL LEVELS

IN SUPPORT OF EXTRA LIFE
CREATED & ILLUSTRATED BY EMI TANJI
ADVENTURE & DESIGN GENIUS BY ADAM LEE AND CHRIS LINDSAY
SPECIAL THANKS TO BART CARROLL

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HELLO!
I'M **MUK** THE
GOBLIN (BRAVEST)



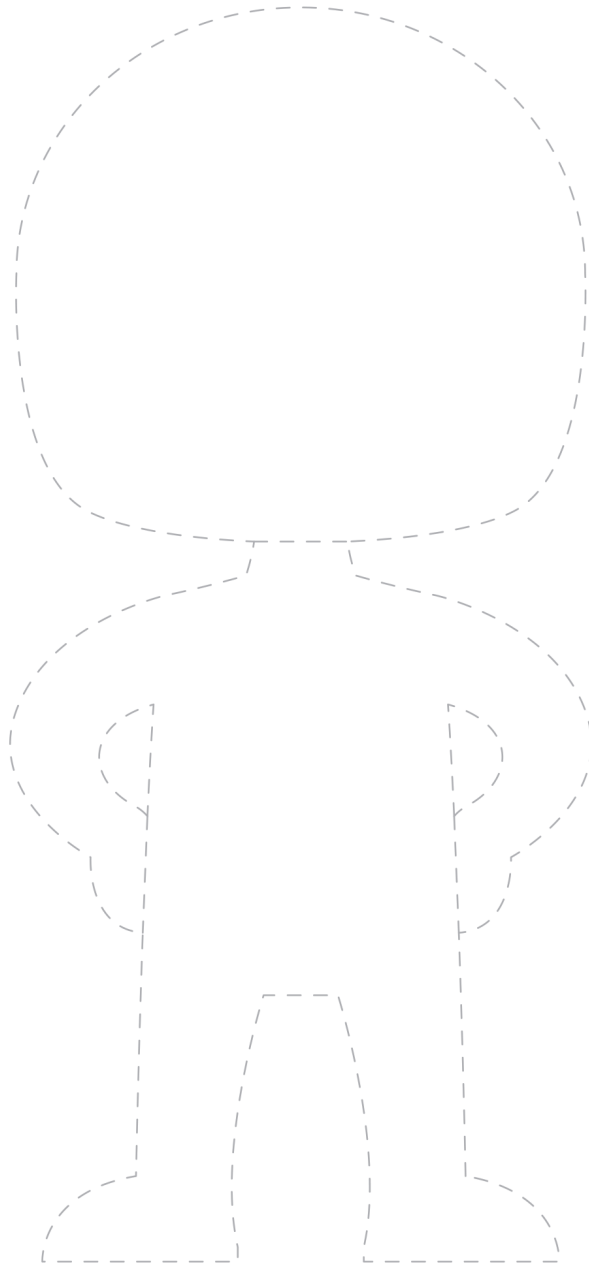
3

LEVEL

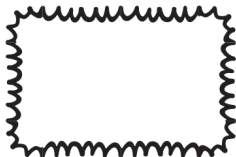
**SUPER SNEAKY. GREAT AT CLIMBING,
AND I CAN TALK TO ANIMALS!**

SPECIALTIES

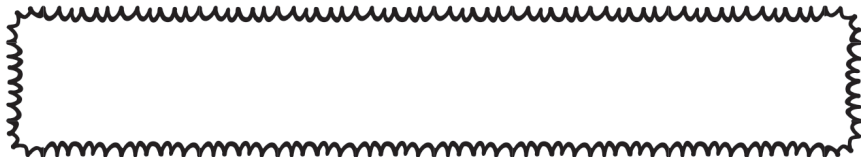
YOUR NAME



WHAT DOES YOUR
ADVENTURER
LOOK LIKE?

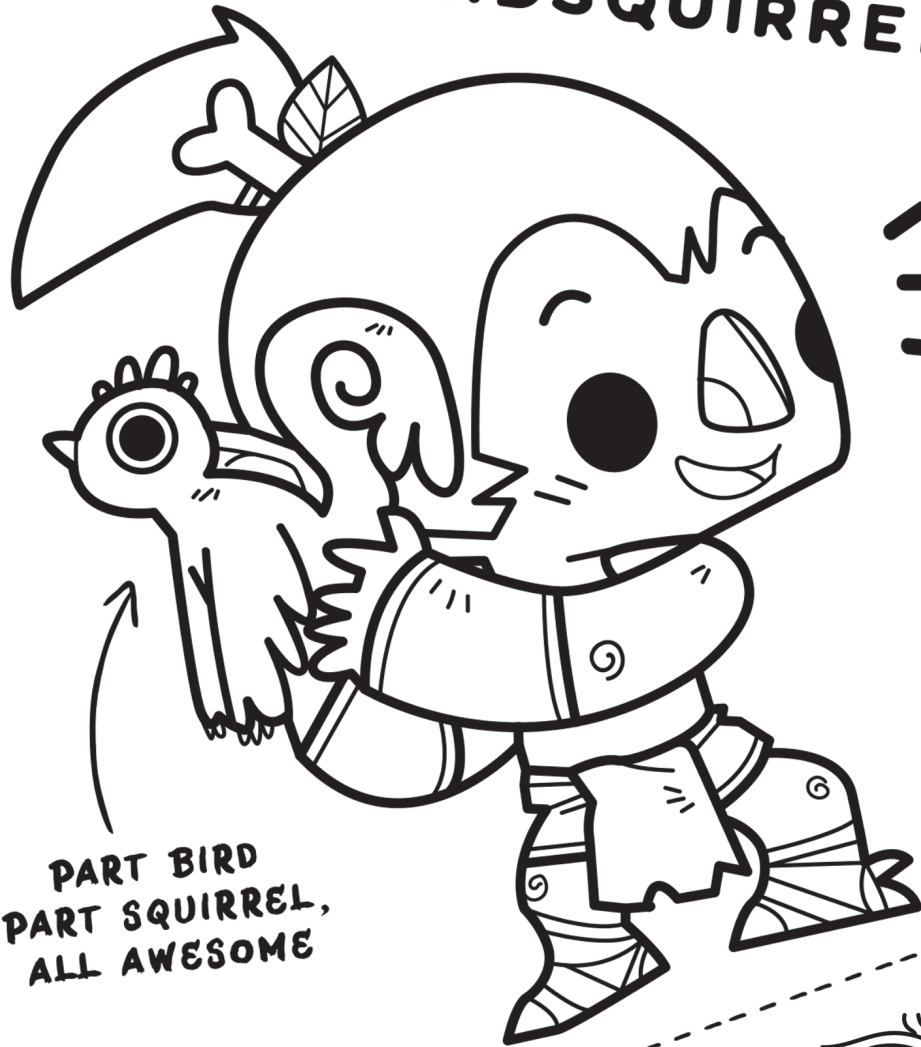


LEVEL



SPECIALTIES

LET ME INTRODUCE
YOU TO MY BEST FRIEND
AND COMPANION,
BIRDSQUIRREL!



PART BIRD
PART SQUIRREL,
ALL AWESOME

BIRDSQUIRREL
WAS MADE WITH
MAGIC BY A
NUTTY WIZARD!





OWL

+



BEAR

=

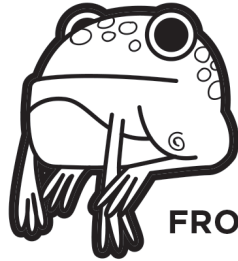


OWLBEAR



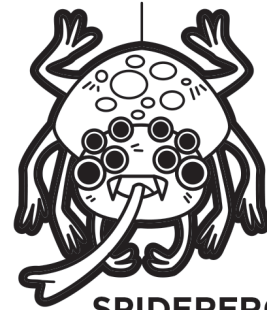
SPIDER

+

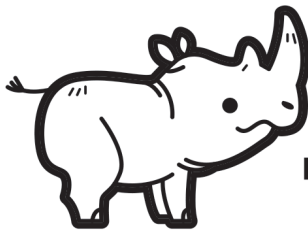


FROG

=

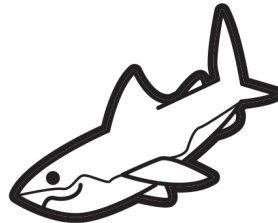


SPIDERFROG



RHINO

+



SHARK

=



RHINOSHARK

DRAW YOUR MAGICAL CREATURE COMBO!

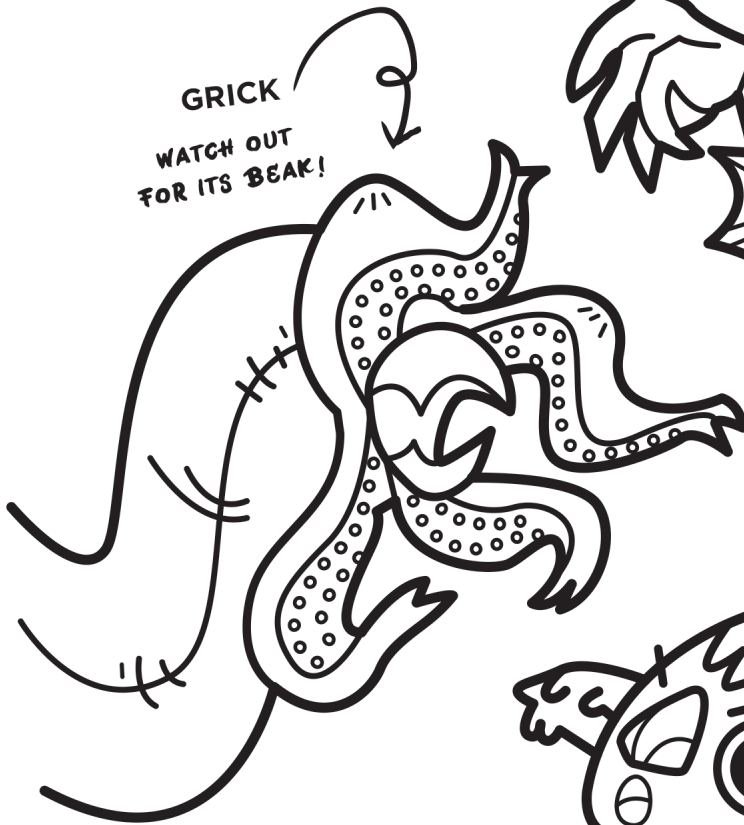


BEHOLDER

THIS GUY HAS
ELEVEN EYES!



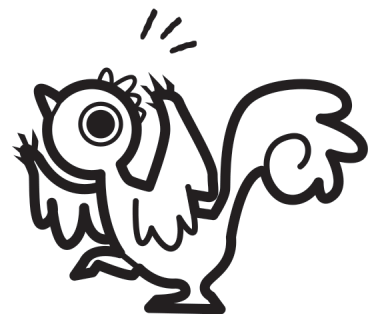
GRICK
WATCH OUT
FOR ITS BEAK!



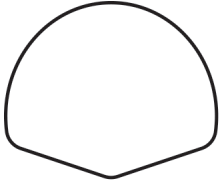
GREY SLAAD
TASTES NOTHING
LIKE A SALAD! YUCK!

THERE ARE SOME
CRAZY MONSTERS
OUT THERE.

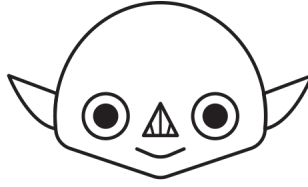
YOU BETTER
STICK WITH US!



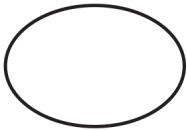
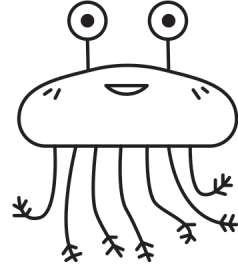
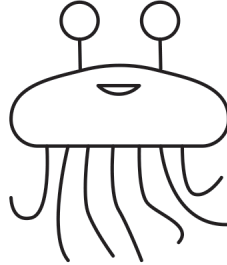
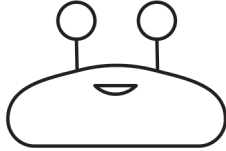
HOW TO DRAW A...



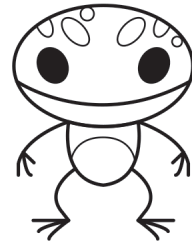
GOBLIN (ME!)



FLUMPH



GRUNG



NOW YOU TRY!

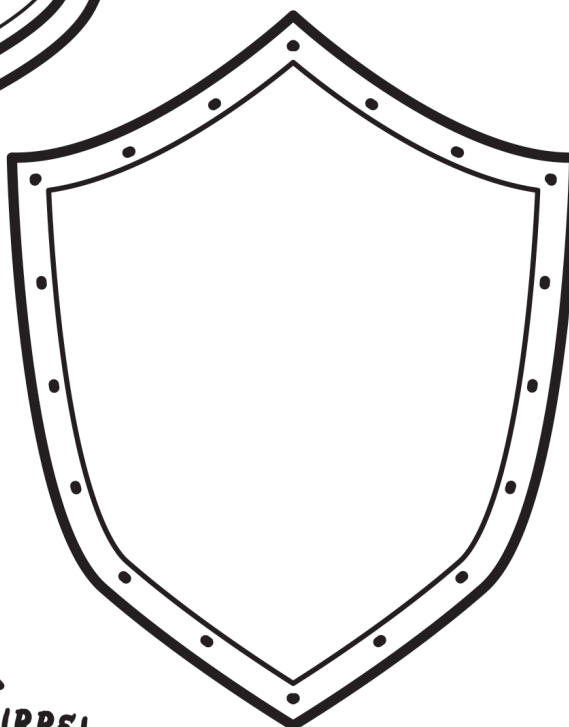
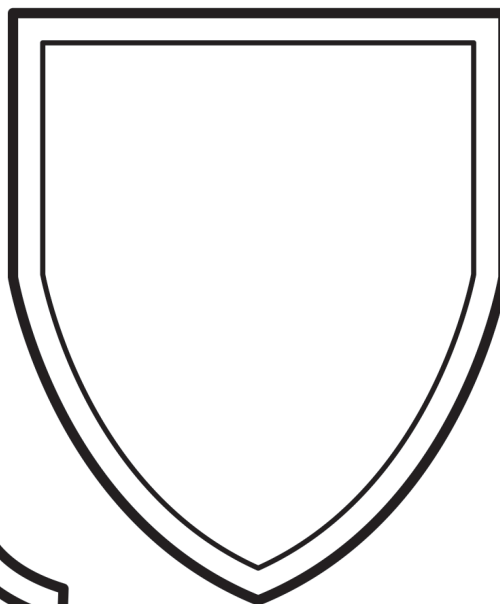
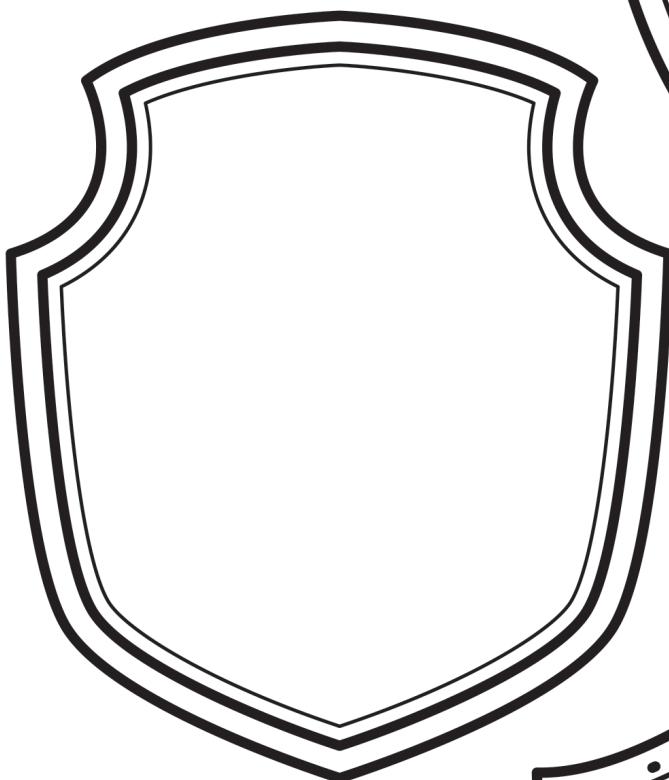


**IF WE'RE GOING ADVENTURING,
WE SHOULD ALWAYS BE
PREPARED!**



THIS IS MY SUPER
COOL SHIELD.
I MADE IT MYSELF.

WHAT DOES YOUR SHIELD LOOK LIKE?
HERE ARE SOME DIFFERENT SHAPES TO CHOOSE FROM:



BIRDSQUIRREL
IS READY
FOR ACTION!

TIME FOR ADVENTURE!

HEY!
YOU CAN HAVE MY MAP.
I ALREADY HAVE THE
BEST TREASURE.



THE SHINIEST ROCK

MY FRIEND
SLURPY

!!!
beware
giants

Snowy Hills

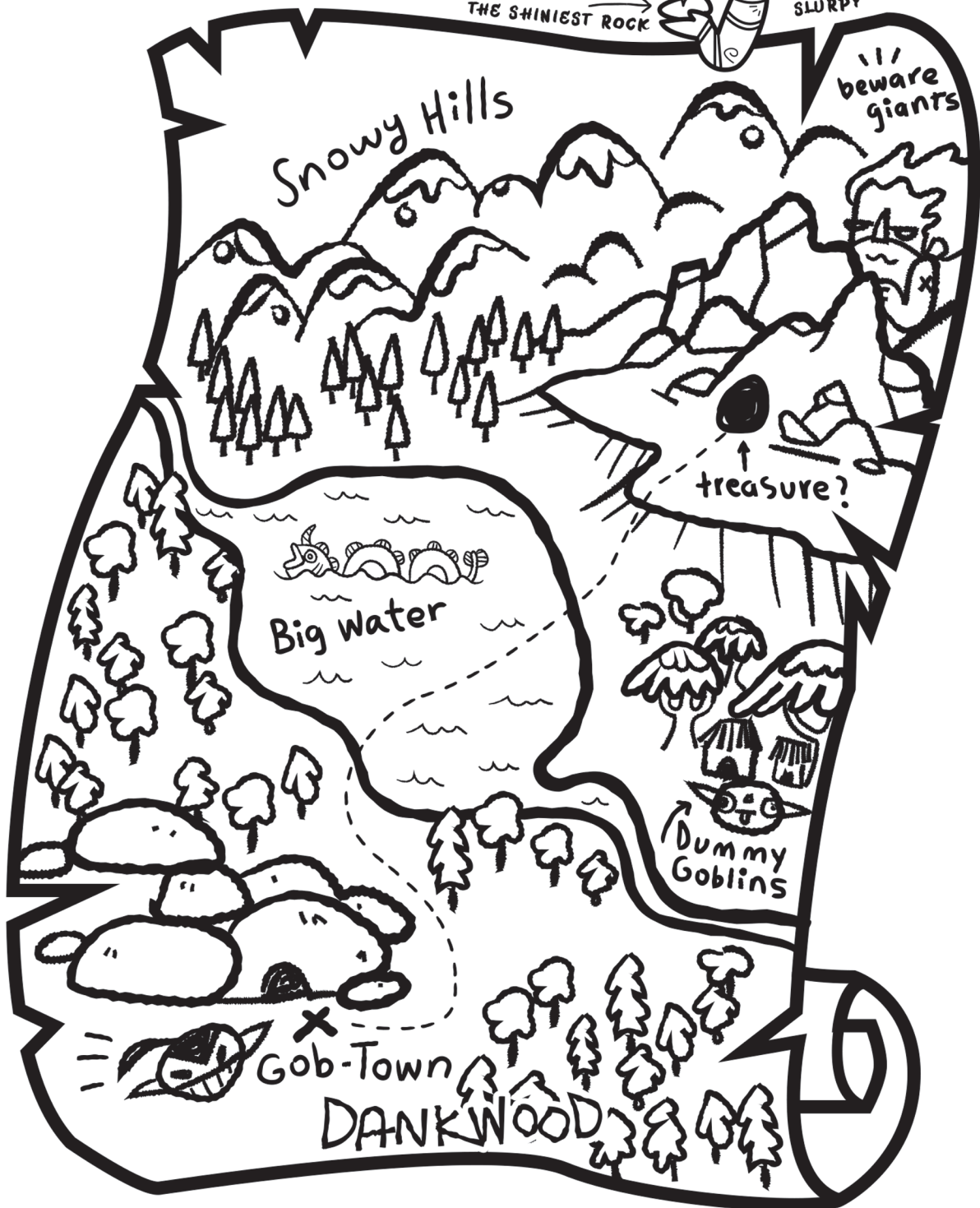
treasure?

Big Water

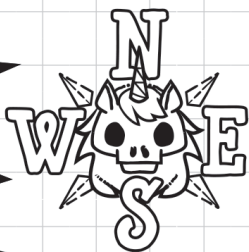
Dummy
Goblins

Gob-Town

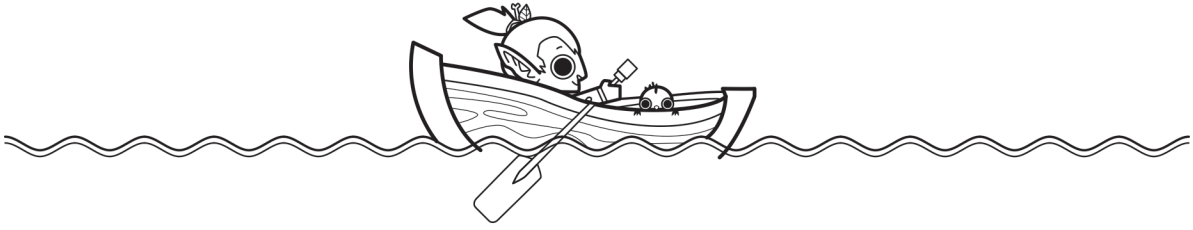
DANKWOOD

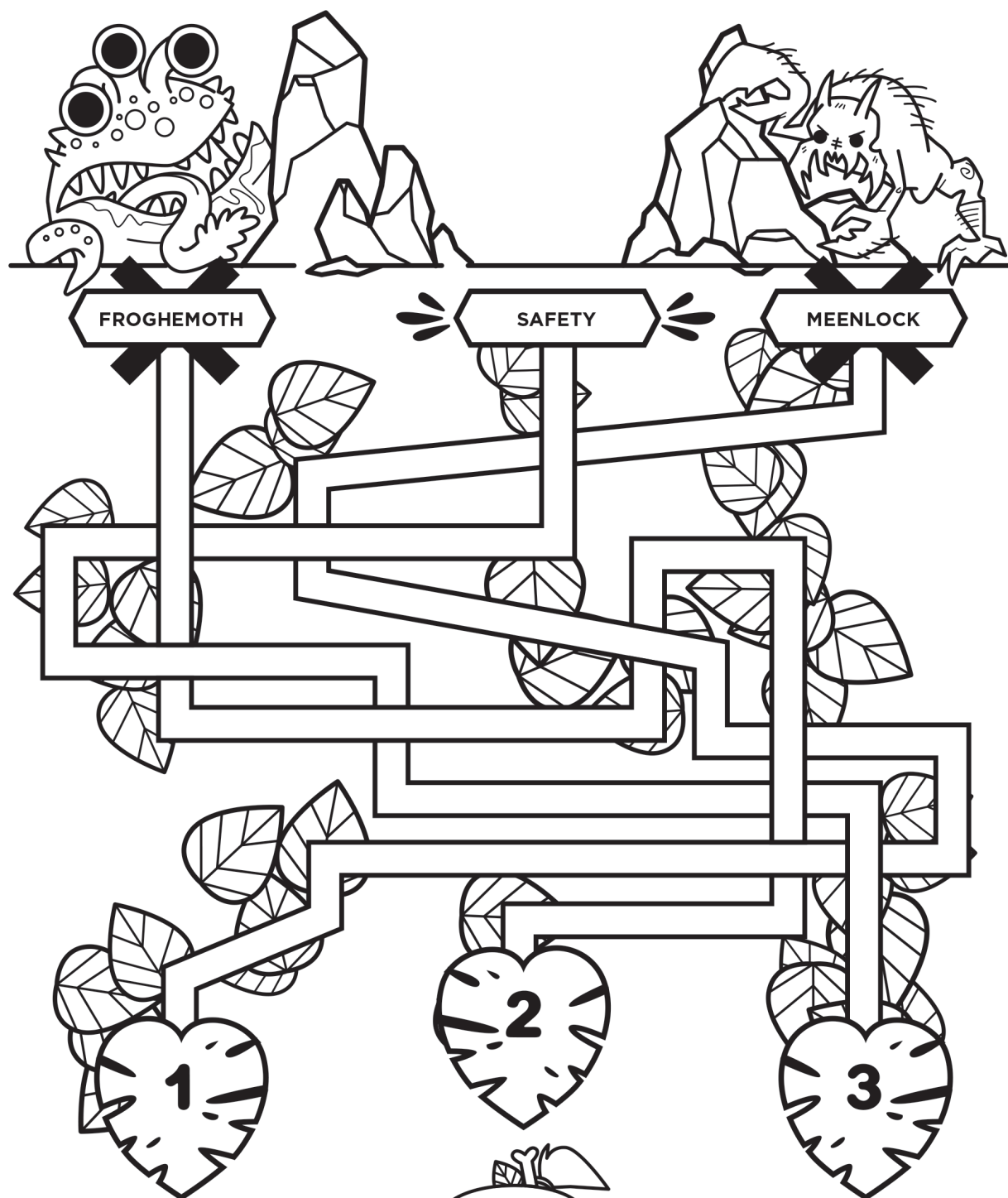


CREATE A MAP
OF YOUR OWN!



WHAT SWIMS UNDER MUK'S BOAT?





WHICH VINE SHOULD MUK CLIMB
TO GET TO SAFETY?


WOW!


MUK FOUND A BAG OF TRICKS

THIS IS A MAGICAL BAG
THAT CAN SUMMON A
FURRY FRIEND TO AIDE
YOU ON YOUR ADVENTURE!

ROLL TWO, 6-SIDED DICE
AND USE THE CHARTS
BELOW TO SEE WHAT KIND
OF ANIMAL COMES OUT
AND ITS PERSONALITY!



 ANIMAL TYPE
1 GIANT BADGER
2 RAT
3 OWL
4 DOG
5 MINIATURE GOAT
6 HEDGEHOG

 ANIMAL PERSONALITY
1 SLEEPY
2 RABID AND CRAZY!
3 LOVESTRUCK
4 HAPPY
5 MISCHIEVOUS
6 VERY, VERY SAD

WHAT DID YOU PULL FROM THE *BAG OF TRICKS*?

WORD FIND

O K W A Z T H B E B F O N N B
W E U F W P R R U I L T Q O G
L N N M M M U O R L E R W G V
B S I U N T P K L D L N D A W
E A L L N D Y E X L V Y F R L
A F K E B O O N W D Z W W D Q
R W V T S O P K N H X C N U J
U D H L H I G U C X E V B T G
A R L L L O B E H O L D E R B
L U G N O L L N Z E R V T U B
L H Z H T T Q R T Q T E G B O
T E E E T T E L U B I B D B L
C R K V Q F H O I S E J Z K S
O R E W O R D R V A B A L P M
V A F X E R P A R B I S R K M

ADVENTURE
BEHOLDER
BUGBEAR
BULETTE
BULLYWUG
DRAGON
DROW
ELF

FLUMPH
GNOLL
GOBLIN
HERO
KENKU
MUK
OWLBEAR
TROLL



BIRDSQUIRREL
CAN'T READ
SO GOOD...
CAN YOU
PLEASE HELP?

UH OH...
LOOKS LIKE WE'VE RUN
INTO SOME... FRIENDS?



BUGBEARS

ARE A TYPE OF GOBLINOID, TOO.
THEY ARE SUPER BIG... LIKE, 7 FEET TALL!
THEY LIKE TO BOSS US GOBLINS
AROUND, ALL THE TIME!



CHARISMA CHECK!

HELP MUK CHOOSE *JUST* THE RIGHT WORDS TO GET PAST THE BUGBEAR GUARDS!

EXCLAMATION: _____

ADJECTIVE: _____

ADJECTIVE: _____

TIME OF DAY: _____

ADJECTIVE: _____

PLURAL NOUN: _____

NUMBER: _____

SCARY NOUN: _____

ADJECTIVE: _____

NAME OF PERSON IN ROOM: _____

NOUN: _____

VERB: _____

ADVERB: _____

INSTRUCTIONS

Once you've finished choosing your words, flip to the next page and fill in the blanks in the order as it's listed. Read Muk's speech out loud and decide if he charms his way past the Bugbears!

DEFINITIONS

ADJECTIVE: A word that *describes* something or someone

ADVERB: A verb (action) usually ending in "ly"

NOUN: A person, place or thing

PLURAL NOUN: Multiple persons, places or things

VERB: An action, or something someone does

_____ Guards!
EXCLAMATION ADJECTIVE

Isn't it a _____?
ADJECTIVE TIME OF DAY

My name is Muk, the _____! You may have
ADJECTIVE

heard of me, as my _____ are quite well-
PLURAL NOUN

known! The songs of my victory over the _____
NUMBER

_____ is all true! Your _____
SCARY NOUN ADJECTIVE

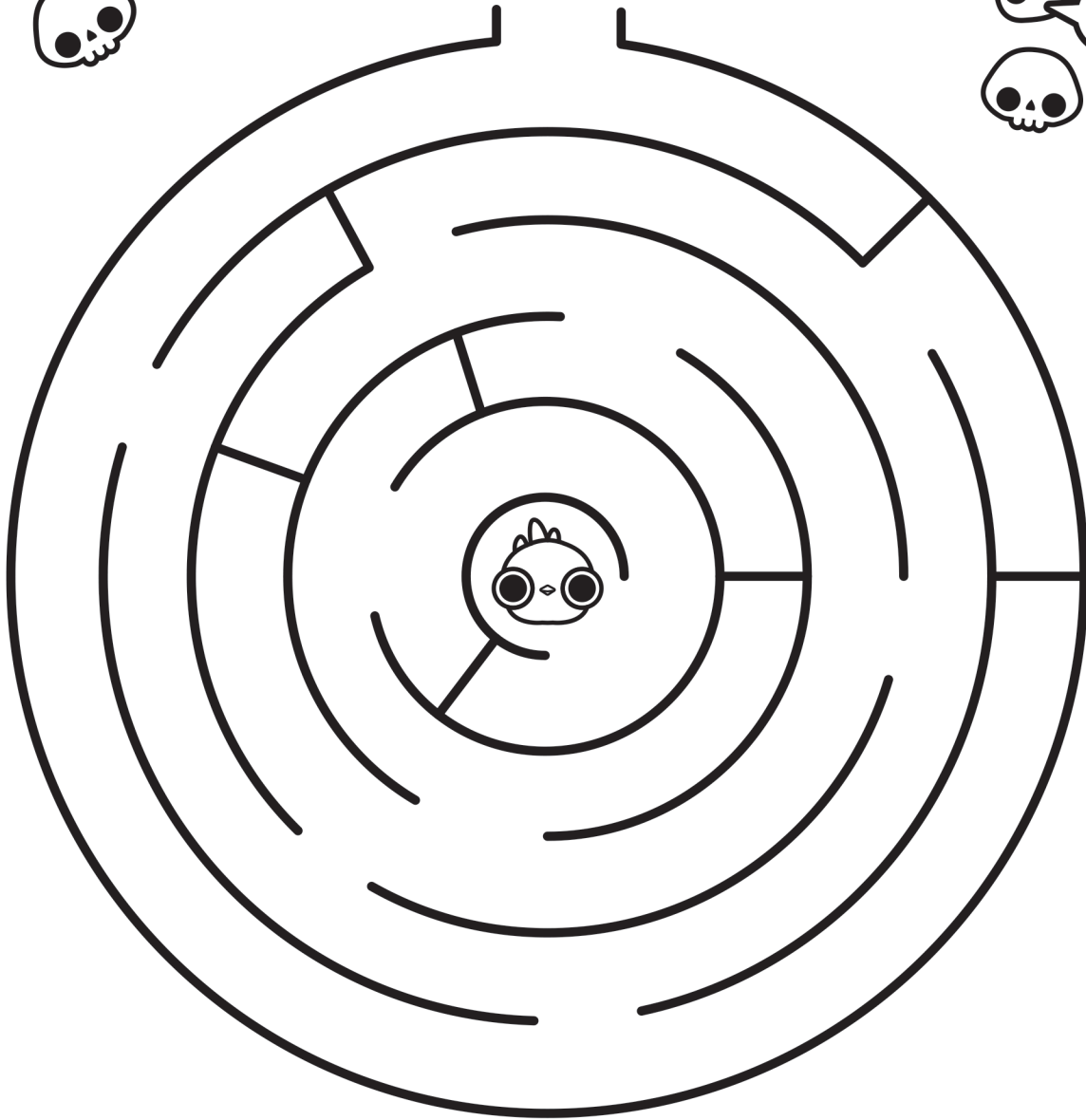
leader, _____ gave me permission to pass.
NAME OF PERSON IN ROOM

But! If you try to give us any _____, my
NOUN

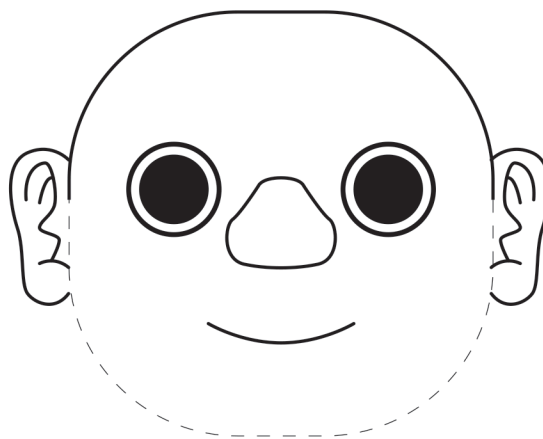
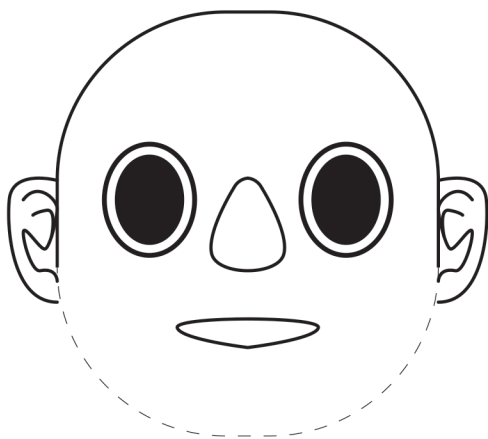
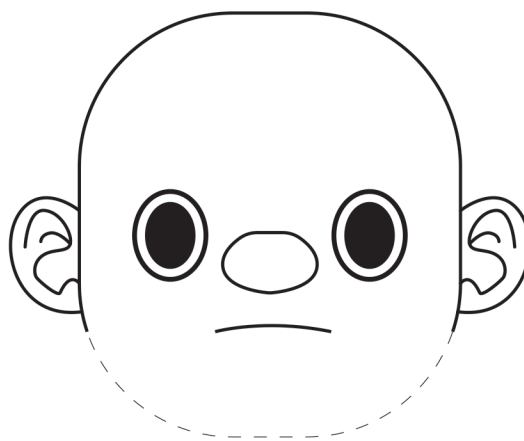
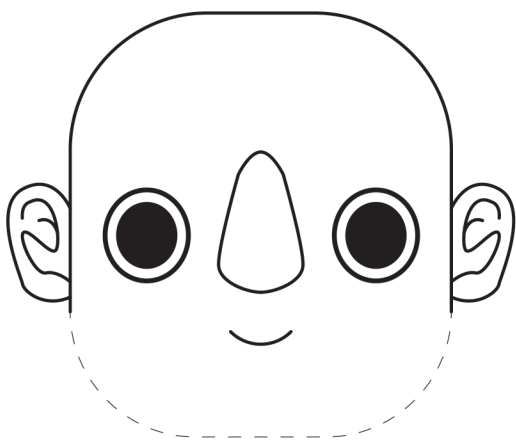
sidekick here will _____ the both of you!
VERB

Beware, Birdsquirrel fights quite _____!
ADVERB





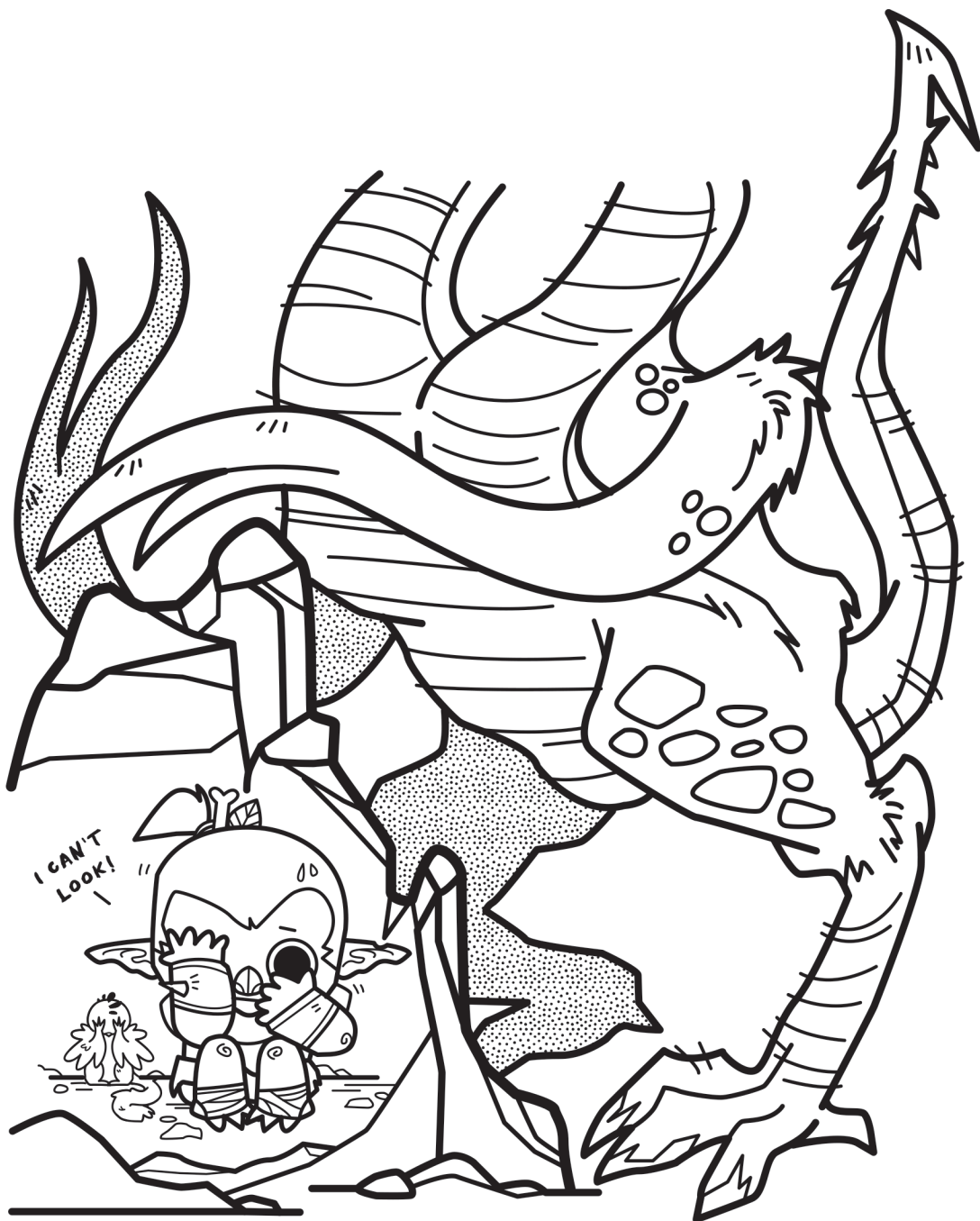
**HELP MUK FIND BIRDSQUIRREL
BEFORE THE SKELETONS DO!**



**THE DWARVES HAVE
LOST ALL THEIR HAIR!**

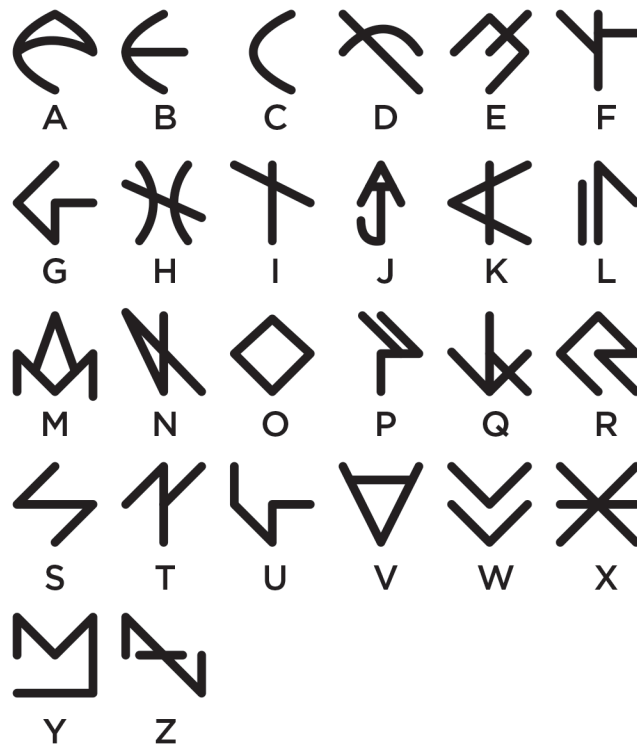
**DRAW BACK THE BEARDS/EYEBROWS/HAIR
ON THESE FOUR BRAVE DWARVEN FOLK!**





**EVEN THE BRAVEST GOBLIN GETS SCARED!
DRAW THE TWO HEADS ON THE DEMOGORGON**

IS THIS THE TREASURE?



DECODE THE SECRET SCROLL FROM THE TREASURE CHEST!

†† †‡ ✕◇†

∨✕∅† ∨‡

✕∅∇‡...

←↳†

∨✕◇ ∨‡ ✕∅∇‡.

"D,"



THE
END!

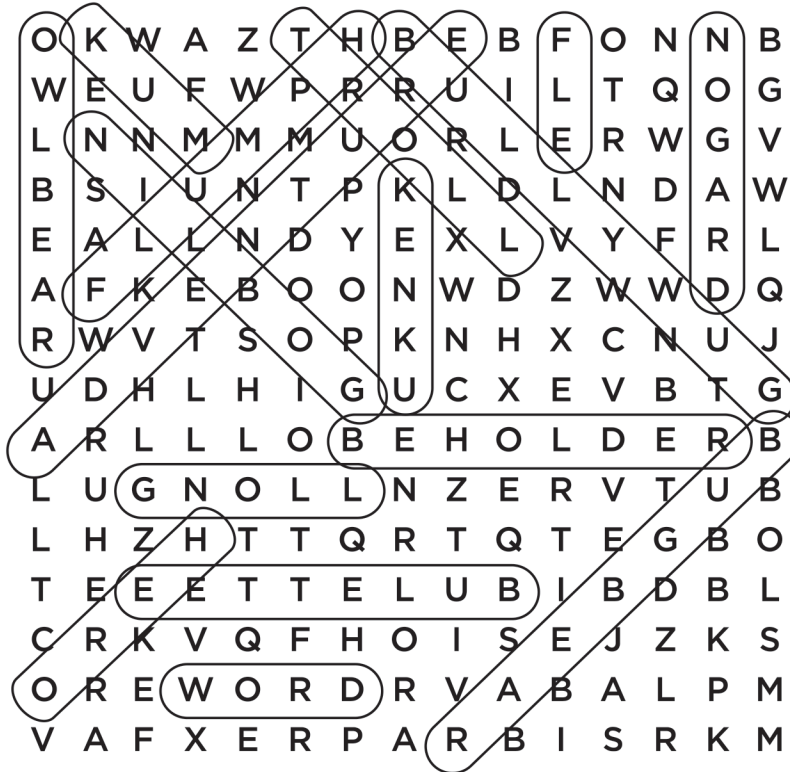
THANK YOU FOR
ADVENTURING WITH US!



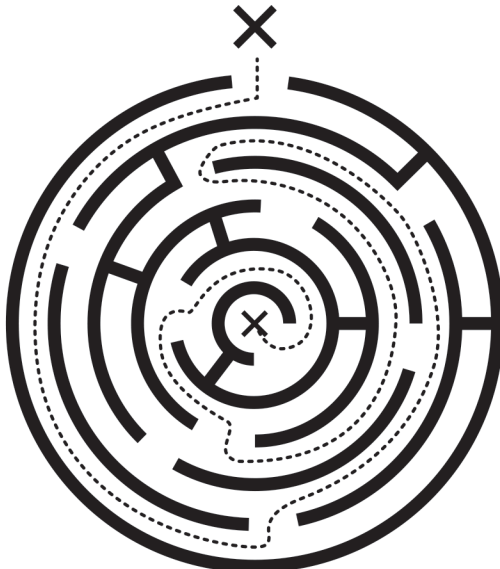
WHICH VINE SHOULD MUK CLIMB
TO GET TO SAFETY?

CLIMB VINE NUMBER 3!

W
D
R
O
W
-
F
I
N
D



SKELETON
MAZE



SECRET
SCROLL:

*IT IS NOT
WHAT WE HAVE...
BUT
WHO WE HAVE.*

**IF YOU'VE ENJOYED ADVENTURING
WITH MUK, THERE'S MORE AHEAD!**



**READ ON TO LEARN MORE ABOUT
MUK, HIS FELLOW GOBLINS AND
ADVENTURES YOU CAN PARTAKE IN!**



MUK AND FRIENDS

WELCOME TO THE WORLD OF MUK, A PLUCKY LITTLE goblin and his loyal companion, Birdsquirrel. They live in Gob-Town, deep within Dankwood Forest along with a bunch of their gobliny friends digging up grubs, making mud houses, and picking edible nuts, roots, and berries for their goblin feasts.

But Dankwood is a magical place populated by monsters and ancient ruins. Muk has had many adventures exploring his home and has met many creatures—some friendly and some very grumpy.

Muk's friend, the eccentric gnome wizard, Doonwaggle who created birdsquirrel, has all kinds of things for Muk to do within the Dankwood. Doonwaggle is always coming up with new experiments and needs ingredients for them which keeps Muk and his friends busy.

HOW TO PLAY!

This adventure booklet is designed for an adult dungeon master to introduce kids to role-playing and storytelling in a DUNGEONS & DRAGONS adventure.

The story hooks are basic and require no maps. All you need are some dice, pencils, paper, and your imaginations. Each adventure hook has a basic problem to solve followed by some questions that you can ask your players to answer about the story. In this adventure, you are going to co-create the story with your players to get them comfortable with using their imaginations to create the world and tell stories within it. These questions are suggestions to get the imagination expanded, so feel free to add your own questions and expand on them. Often, new players don't know that they can think of *anything* that their imagination can conjure up, so it can take some prompting from the dungeon master to break down the boundaries of what is possible and get to a space where the magic and wonder of the fantasy world truly comes alive.

THE HEROES

This adventure activity book has its own cast of characters for your players to use as their adventurers. Every hero has a backstory that you can tell your player about to give them an idea of what their character is like, or you can have your players invent a completely new backstory on their own.

YOU LIKE ADVENTURE HOOKS?

Here's a list of fun ideas that Muk and friends can encounter in the Dankwood. Use them to spawn adventures!

Roll a d8:

d8 Adventure Hook

- 1 A dryad's silver acorn (I bet she would love it back!)
- 2 A unicorn's magical horn (Is something looking for it?)
- 3 A golden whistle (What does blowing the whistle do?)
- 4 A figurine of a golden bird (Does it come to life?)
- 5 The long-lost Gob-Stick (Sacred to all goblins!)
- 6 A treasure map! (Where does it lead? What's the treasure?)
- 7 A lost otter. (Was its memory erased by an evil hag's spell?)
- 8 A skull. (Does it ask to find the rest of its bones?)



MUK AND BIRDSQUIRREL

Muk and Birdsquirrel are an inseparable team of adventurers. Together they love to explore and make friends within the forest. They love to investigate places that the other goblins are afraid of in hopes of finding magical items for the gnome wizard, Doonwaggle.



UNGO

Ungo was once the fiercest of goblin fighters who was rumored to have defeated many orcs. He has since renounced the ways of violence and now lives in a cave, content to wander the Dankwood, talking to the trees and sitting by streams where he watches the small, silvery fish swim in its waters. He knows the Dankwood better than any goblin around and has much wisdom and kindness in his heart.



WAM AND RIKRUK

Wam is a tough warrior who has a heart of gold. She is older than Muk and has taught him about surviving in the Dankwood. Several seasons ago, she found a baby goblin abandoned in the woods who she named Rikruk. Wam believes that Rikruk was given to her by the goblin gods to raise into a great goblin chief.



LORD FISHBONE

Lord Fishbone was once known as Guk. Guk had always dreamed of the Big City that was rumored to be outside the Dankwood but no goblin had ever dared to go there. One day, Guk disappeared and rumor had it that he had finally gone to find the Big City. Guk came back years later as Lord Fishbone, dressed in human clothes and sporting an elegant moustache. Lord Fishbone is full of stories about all kinds strange and wonderful adventures that they had while in the human city. Lord Fishbone is courageous, full of life, and a dashing and daring adventurer.

NPCs

The following NPCs are for use in your game. Feel free to have them appear to help or hinder the characters as they go on their adventures. They can have information the party needs to solve a problem or they can help defeat a monster or heal a wounded adventurer.



The Wizard Doonwaggle

Doonwaggle is an eccentric gnome wizard who dabbles in the natural magic of the Dankwood which he uses to create hybrid creatures and mechanical toys.



Dankwood Elders

The Dankwood elders are three tribe members who are elected to guide the goblins of Dankwood. Gribble is a shaman, Gorm is a warrior, and Ginst is an artisan.



Grubbah the Bugbear

Grubbah is a bugbear who is the boss of all bugbears. She is strong, fierce, and always hungry so if you want to be her friend, food is the best way.



Slurpy

Slurpy is Muk's goblin friend who lives near the Big Water. He loves treasure hunting and knows of many secret places. His most prized possession is his *Shiniest Rock*, which he cleverly won from a silly, human adventurer named Greg.

ADVENTURE IDEAS

Every adventure has a solution that can be attained without resorting to combat, and the questions are designed to give your players some ingredients that may jog ideas as to how problems can be solved. There are many possible paths as to how each story can be told, so unlock the mind and let your imaginations lead the way!

THE GREAT KROOM

There's a rumbling in woods and Ungo knows that it's the return of the Great Kroom, a **purple worm** that digs enormous tunnels under Dankwood. The problem is that Ungo has forgotten what the goblins did to shoo him away the last time the Great Kroom was here. If the Great Kroom keeps digging, the whole of Gob-Town could fall into one of its tunnels!

Questions to ask:

- How do you think they got rid of the Great Kroom? Did they confuse him? Was it a magical spell?
- Maybe ask the wizard Doonwaggle to see what he thinks!
- What do purple worms like? What do they hate?

THE HUNGRY OTYUGH

Nobody likes the **otyugh** because he's stinky and makes awful sounds. He may be very grumpy but Muk knows that it's only because he's hungry. The problem is that everything an otyugh eats is really gross and he's coming closer to Gob-Town looking for more food.

Questions to ask:

- How can Muk help this poor, disagreeable monster?
- What are some of the gross things that otyughs eat and where do you find them?
- Is there a way to make the otyugh less stinky?

BIRDSQUIRREL'S JOURNEY

By all accounts, Birdsqirrel was created by the nutty wizard, Doonwaggle. But Birdsqirrel now takes Muk on a quest deep into the woods to find a family of birdsquirrels. The only problem is that they have been captured by a wicked **hag** who wishes to use these unique and magical creatures in her latest soup!

Questions to ask:

- What other the other ingredients that are going in the hag's soup?
- Why is the hag making the soup?
- Is she grumpy? Or does she have a soft spot?
- Does she have any pets?
- Is she lonely?

GETTING KNOCKED KOO-KOO

Most of the encounters in the Dankwood are designed to be solved without combat. But should a goblin get in a scuffle and lose all their hit points, have them be knocked out and wake up in an even more difficult situation. For example: if Muk loses a fight with a bugbear, he could wake up in a hag's cauldron and have to talk his way out of becoming part of a potion. Or, when escaping from a gang of nasty gobbos he slips and falls out of a tree, have him wake up, trussed like a turkey, in the grumpy gobbo camp.

DOONWAGGLE'S CONTRAPTION

Doonwaggle needs three things for his latest magical experiment and he would like Muk and his friends to get them for him.

The items are:

- A pearl from a freshwater clam that live only in the waters within the Crystal Cave and which are guarded by a group of **merfolk**.
- A golden nut from the sacred Boontu tree which is rumored to be filled with grumpy **monkeys**.
- A feather from Saleeth, the gentle **couatl** who dwells in a ruined temple, high up on a hill within the forest.

Once Doonwaggle gets his materials, he says that this contraption will be his finest creation to date!

Questions to ask:

- What do the merfolk want for their pearl? A song? A gemstone?
- How do you get the nut without disturbing the grumpy monkeys?
- What does Saleeth want for her feather?
- What does Doonwaggle's contraption do once it's built?

THE BIG WATER SLURPENT

The Big Water is a place that few goblins go. The elders say that a great wizard's tower once stood on an island in the middle of the Big Water. The wizard created a giant monster to swim around the island to guard all the treasures in the tower. Legend has it that one day, long ago, the wizard cast a forbidden spell and the whole tower sunk into the lake, all of its treasures going with it.

The Big Water is a strange and magical place where few ever go, but Lord Fishbone says that if someone could swim underwater and get into the tower, they could see if there's treasure there.

Questions to ask:

- How far down under the water is the tower?
- What are some rumors about what the treasure within the tower is?
- How do you get by the Big Water Slurpent? Does it like to eat goblins? Can you shrink it by using magic?
- Is there a magical potion made of forest plants that can allow Muk and his pals to breathe underwater?

DEALING WITH DUMMY GOBLINS

The Dum-Dum tribe of **goblins** lives far enough away that they don't cause too much trouble, but just this morning, Wam discovered that some Dum-Dums had snuck into camp and stole Rikruk's favorite toy—a two-headed snake rattle. She knows it was them because Wam is an expert tracker and she discovered their footprints.

The Dum-Dums aren't all bad and maybe there's a good reason why they took the rattle. It's going to be hard to figure out how to get it back without a fight breaking out.

Questions to ask:

- Why did the Dum-Dums take the rattle?
- Is the rattle magical?
- Where is the rattle hidden?
- How can Muk get the rattle without starting a fight?

THE DWARF KING

Just as you get to the Snowy Hills, there's a cave that many goblins are told about when they are wee goblets. This cave is called the Giant's Cave as it is rumored to be the home to a very grumpy hill giant. Hill giants have been known to eat goblins who stray too far from Gob-Town, so only foolish goblins go to Giant's Cave.

But there's another rumor that says long ago a dwarf king went in there to look for a legendary gemstone known as the Eagle's Eye. He never returned from his quest. Goblins have seen dwarves looking for their king, but they have never looked in Giant's Cave, and the goblins are scared of dwarves so no one has told them about their king.

But now Muk has found a dwarf weeping in the Dankwood, she's the king's daughter and she misses her dad. Can Muk and his friends brave the hill giant and maybe find the dwarf king?

Questions to ask:

- How does Muk get past the grumpy hill giant?
- Did the Eagle's Eye put the dwarf king into a magical slumber?
- Does saving the king make dwarves and goblins friends?

MONSTERS

The following monsters have been simplified/modified to be used in Muk's Adventures. The following stat blocks are for your reference. Feel free to adjust or add in whatever you'd like to customize it to your story.



BIG WATER SLURPENT

Large elemental, neutral

58
HIT POINTS

13
ARMOR CLASS

+3
INITIATIVE

0 ft.
swim
60 ft.
SPEED

STR
+3
17

DEX
+3
16

CON
+1
13

INT
+0
11

WIS
+0
10

CHA
+0
10

Invisible in Water. The big water slurpent is invisible while fully immersed in water.

Water Bound. The big water slurpent dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
Constrict	+5	13 (3d6+3) bludgeoning

If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the big water slurpent. Until this grapple ends, the target is restrained, the big water slurpent tries to drown it, and the big water slurpent can't constrict another target.

The Big Water Slurpent is a magical creature that has lived within the Big Water for centuries. It was created by a wizard to guard the tower that has long since sunk into the Big Water. Many goblins have seen the slurpent and have run away. Many goblins believe that it likes to eat goblins.

The Big Water Slurpent is dangerous if goblins go snooping around the Big Water. But there are ways to get around it if you do one of the following:

- Sing it a song (gotta really sing your goblin heart out!)
- Feed it some tasty goblin pie (it better be a good one!)
- Hold up a mirror and show it its reflection (it is a lonely slurpent)

NOTES

BIRDSQUIRREL

Tiny beast, unaligned

1/4

CHALLENGE

10

HIT POINTS

13

ARMOR CLASS

-3

INITIATIVE

20 ft.
fly 30 ft.
climb
20 ft.

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

6

+2

14

+1

13

-3

4

+1

12


-2

6

Pack Tactics. Birdsquirrel has advantage on an attack roll against a creature if at least one of the birdsquirrel's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. Birdsquirrel makes two attacks: one with its bite and one with its claws.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+4	5 (1d6+2) piercing
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Claws	+4	4 (1d4+2) slashing

Birdsquirrel is a plucky, little critter who loves Muk with all its heart. Some say that Birdsquirrel was created by Doonwaggle the wizard, and that it is the only birdsquirrel in the Dankwood (and maybe the whole world) but who knows?

NOTES

BOONTU MONKEY

Tiny beast, unaligned

0

CHALLENGE

3

HIT POINTS

12

ARMOR CLASS

+2

INITIATIVE

20 ft.
climb
20 ft.

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

8

+2

14

+0

11

-3

5

+1


12

-2

6

Pack Tactics. The Boontu monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+1	1 (1d4-1) piercing

Boontu monkeys are skittish and furtive creatures that are greedy and are always on the lookout for food. Although they are greedy, they never eat the sacred golden nuts from the boontu tree in which they live.

Some say that they were once greedy thieves that were turned to monkeys by a powerful dryad who caught them stealing the nuts from her sacred tree.

NOTES

CRYSTAL CAVE MERFOLK

Medium humanoid (merfolk), neutral

HIT POINTS

11

ARMOR CLASS

11

INITIATIVE

+1

SPEED


10 ft.
swim
40 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+0	+1
10	13	12	11	11	12

Amphibious. The merfolk can breathe air and water.

Siren Song. Lovely singing voices charm every humanoid or giant within 300 feet. The targets must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Spear	+2	3 (1d6) piercing

The Crystal Cave merfolk have long, flowing fins and silvery scales. They have lovely, melodic voices that are enhanced by the vibrating crystals of the cave in which they dwell.

They love anything silver and are willing to trade pearls and bits of gold treasure that they have found on their hunts under the waters. They also have magical potions that can help a surface dweller breathe underwater.

NOTES

DANKWOOD HAG

Medium fey, neutral evil

HIT POINTS

82

ARMOR CLASS

17

INITIATIVE

+1

SPEED

30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+1	+2	+2
18	12	16	13	14	14

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells:


At will: *dancing lights*, *minor illusion*, *vicious mockery*.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Illusory Appearance. The hag covers herself with a magical illusion that allows her to look like another creature of her general size and shape. The illusion ends when the hag chooses, or if she dies. A DC 20 Intelligence (Investigation) check will expose the hag's disguise.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends. While invisible, she leaves no physical evidence of her passage, and can only be tracked by magic.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Claws	+6	13 (2d8+4) slashing

Dankwood hags are the worst kind of hags in the world. They are creepy and grumpy with long fingers that end in iron claws. They are known to eat small goblins and other warm-blooded creatures, but Dankwood hags are especially fond of sparkleberry tarts.

Since sparkleberries grow only where dryads have their sacred groves, Dankwood hags don't dare enter lest they anger the dryads and suffer their wrath. Dankwood hags are also very greedy and this can be used against them to lure them into a trap or trick them into eating something they shouldn't.

NOTES

DUM-DUM GOBLIN

Small humanoid (goblinoid), neutral evil

1/4

CHALLENGE

7

HIT POINTS

15

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

STR

-1

8

DEX

+2

14

CON

+0

10

INT

+0

10

WIS

-1

8

CHA


-1

8

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Catch me if you can! Dum-Dum Goblins will opt to run and hide before fighting! A DC 15 Dexterity check must be made before they can be attacked.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Scimitar	+4	5 (1d6+2) slashing
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Shortbow	+4	5 (1d6+2) piercing

Dum-Dum goblins are your average run-of-the-mill goblins that live in the Dankwood. They are led by their chief, Grobble, who loves to eat mushroom pie and send out his gang of goblin thieves to steal stuff. He loves to be flattered and thinks he's the toughest goblin in the Dankwood.

NOTES

DWARF

Medium humanoid (dwarf), lawful good

1/4

CHALLENGE

30

HIT POINTS

13

ARMOR CLASS

+1

INITIATIVE

25 ft.

SPEED

STR

+1

16

DEX

+1

13

CON

+3

14

INT

+1

10

WIS

+2

11


CHA

+0

10

Dwarven Resilience. They have advantage on saving throws against poison, and they have resistance to poison damage.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Handaxe	+3	4 (1d6+1) slashing


Although there are no dwarves that live in the actual Dankwood, they will sometime pass through in travel or explore the forest for coveted materials and magical stones. They pride themselves in their skills and can create beautiful artifacts from the objects they find in nature.

The dwarves in the area are natrually cautious towards goblins. They will go out of their way to avoid contact and rarely stay for long periods in the Dankwood.

NOTES

GREAT KROOM, PURPLE WORM

Gargantuan monstrosity, unaligned


247
HIT POINTS

18
ARMOR CLASS

-2
INITIATIVE

50 ft.
burrow
30 ft.
SPEED

STR
+0
10

DEX
+1
13

CON
+1
12

INT
+0
11


WIS
+0
11

CHA
+1
12

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks:

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+14	22 (3d8) piercing
Target must make a DC 19 Dexterity save, or be swallowed by the worm!		
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Tail Stinger	+14	19 (3d6+9) piercing
Target must make a DC 19 Constitution save, or take 42 (12d6) poison damage.		

Great Kroom is a purple worm that comes to the Dankwood every twenty years to feed on all kinds of stuff that grows under the forest.


The Great Kroom is a terrifying and dangerous monster that could easily destroy Gob-Town but there are ways to stop it:

- You need to find a tickling stick. This magical stick can be used on a purple worm to tickle it into a docile state. Then it can be led away from the Dankwood.
- You need to have it eat a rare mushroom called a Punderpuff. This mushroom grows deep in the Dankwood and has a powerful chemical that can put a purple worm to sleep.

NOTES

HANGRY OTYUGH

Large aberration, neutral


114
HIT POINTS

14
ARMOR CLASS

+0
INITIATIVE

30 ft.
SPEED

STR
+3
16

DEX
+0
11

CON
+4
19

INT
-2
6


WIS
+1
13

CHA
-2
6

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language.

ACTIONS

Multiattack. The otyugh makes three attacks:

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+6	12 (2d8+3) piercing
Target must make a DC 15 Constitution save, or take d (1d10) poison damage until cured.		
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Tentacle	+6	7 (1d8+3) bludgeoning
Target must make a DC 19 Constitution save, or take 42 (12d6) poison damage.		
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Slam!	—	—
Target must make a DC 14 Constitution save, or be grappled!		

Otyughs are really stinky and ugly monsters that dine on offal, garbage, and dung. They are generally grumpy and aggressive. Most people don't like otyughs at all.

This otyugh can be dealt with in a few ways:

- You can get it to dance by playing music and dancing. Who knew that otyughs liked to dance? It will follow you anywhere now.
- If you feed an otyugh a magical pie made with the nectar of a fairy fob lily, mixed with spit nettles, and gobnobs, it will be your best friend. (But it will still be stinky.)
- Otyughs are scared of vampires. If you dress up as one, you might be able to scare it away. You better do a good job of scaring it!

NOTES

HILL GIANT, BLORBO

Huge giant, chaotic evil

4 CHALLENGE

HIT POINTS 105

ARMOR CLASS 13

INITIATIVE -1


SPEED 40 ft.

STR +5 **DEX** -1 **CON** +4 **INT** -3 **WIS** -1 **CHA** -2

21 8 19 5 9 6

ACTIONS

Multiattack. The giant makes two greatclub attacks.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Greatclub	+8	18 (3d8+5) bludgeoning
WEAPON	ATTK. BONUS	DAMAGE/TYPE
Rock	+8	21 (3d10+5) bludgeoning

The hill giant, Blorbo, is an ill-tempered brute who has a taste for goblin flesh. Goblins tell their children horror stories of Blorbo around the campfire at night to keep them from wandering too far into the Dankwood.

Blorbo is not aware that there is a shiny stone deep and a lost dwarven king deep within his cave but he's not interested in those things. He wants to eat stuff.

Blorbo is too powerful to defeat in combat but he can be tricked with food. Poison from a pooka toad on a well-aimed arrow might do the trick, but you better be a good shot!

NOTES

SALEETH THE COUATL

Medium celestial, lawful good

4 CHALLENGE

HIT POINTS 97

ARMOR CLASS 19

INITIATIVE +5

SPEED 30 ft. fly 90 ft.

STR +3 **DEX** +5 **CON** +3 **INT** +4 **WIS** +5 **CHA** +4

16 20 17 18 20 18

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells:

At will: *detect evil and good, detect magic, detect thoughts.*

3/day each: *bleed, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*


1/day each: *dream, greater restoration, scrying*

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+8	8 (1d6+5) piercing

Target must make a DC 13 Constitution save, or fall unconscious. Another creature can use an action to shake the target awake.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
Constrict	+6	10 (2d6+3) bludgeoning

Target is grappled (escape DC 15). The couatl can constrain only one target at a time.

Saleeth is a wise and beautiful couatl that is very kind to polite and well-mannered goblins. If she is approached by adventurers, she may have a noble quest for them to undertake if they are ready to help her defend the world against the forces of evil.

NOTES

DANKWOOD GOBLINS

Ahh the Dankwood goblins! I have adventured far and wide in my time and never have I met such unique and interesting goblins as these. Perhaps it is the magical nature of the Dankwood itself as this forest was once rumored to have been the ancient sanctum of a powerful Netherese wizard, but who is to say? This world is a wondrous one and everywhere you go, something new is there to dazzle and amaze!

—Guardian Leafy Skiptoos

Dankwood goblins are much like any other run-of-the-mill goblin but they are much more gentle and artistic than the savage and uncouth goblins of the world.

They are inquisitive and have a magical bond with the small forest creatures with which they are often friends. They are fast and nimble and love to explore. Because of this they make great adventurers and guides.

DANKWOOD GOBLIN TRAITS

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Dankwood goblins reach adulthood at age 8 and live up to 60 years.

Alignment. Dankwood goblins are typically neutral or neutral good, though some mischievous dankwood goblins are chaotic neutral.

Size. Dankwood goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Dankwood goblins love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages. You can speak, read, and write Common and Goblin.



CREATE YOUR OWN DANKWOOD ADVENTURER,
OR PLAY AS ONE OF THE GOBLIN HEROES!





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CHARACTER NAME

D&D 5e CHARACTER SHEET
SUPPORTING EXTRA LIFE

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PERSONALITY TRAITS

IDEALS

BOND

FLAWS

STRENGTH

Strength score input field

DEXTERITY

Dexterity score input field

CONSTITUTION

Constitution score input field

INTELLIGENCE

Intelligence score input field

WISDOM

Wisdom score input field

CHARISMA

Charisma score input field

LANGUAGES & PROFICIENCIES

PROFICIENCY BONUS

Proficiency Bonus input field

PASSIVE WISDOM

Passive Wisdom (perception) input field



INSPIRATION

SAVING THROWS

Saving Throws section with input fields for STR, INT, DEX, WIS, CON, and CHA.

SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

Armor Class, Initiative, and Speed input fields.

Hit Points section with a heart icon and input fields for MAX and TEMPORARY.

Death Saves section with three heart icons for SUCCESS and three skull icons for FAIL.

ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE

FEATURES & TRAITS

EQUIPMENT & MONEY



MUK & BIRDSQUIRREL (companion)

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

Beast Master Ranger 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Folk Hero

RACE

ALIGNMENT

EXPERIENCE POINTS

I just gotta know what is around the next bend!

PERSONALITY TRAITS

I will do anything for my buddy, birdsquirrel.

BOND

Friendship! Adventure is great,
but better when shared with a friend.

IDEALS

I'm so curious, I forget that it can get me into trouble!

FLAWS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

LANGUAGES & PROFICIENCIES

Languages:
Common,
Gnomish, Goblin,

Weapons: Martial
Weapons, Simple
Weapons

Armor: Light
Armor, Medium
Armor, Shields

Tools: Cartog-
rapher's Tools,
Vehicles (Land)

PROFICIENCY BONUS

+2

PASSIVE WISDOM

(perception)

14



INSPIRATION

SAVING THROWS

+2

STR

+0

INT

+5

DEX

+2

WIS

+2

CON

+1

CHA

SKILLS

- +3 ACROBATICS (DEX)
- +4 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +2 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +2 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +0 NATURE (INT)
- +4 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +3 SLEIGHT OF HAND (DEX)
- +5 STEALTH (DEX)
- +4 SURVIVAL (WIS)

15
ARMOR CLASS

+2
INITIATIVE

30 ft.
SPEED

HIT POINTS

28
MAX

TEMPORARY

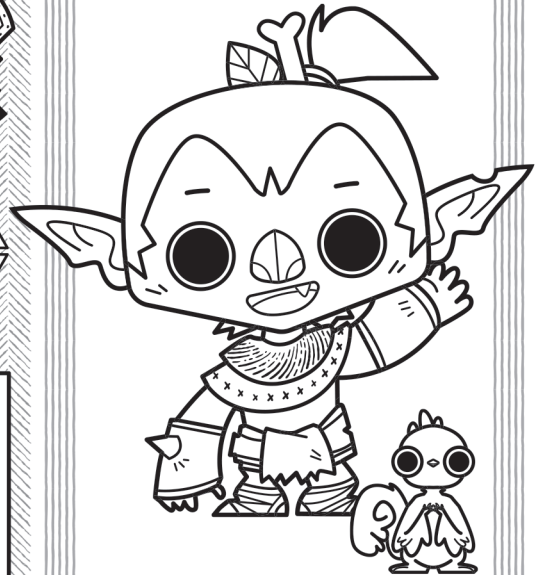
HIT DICE

3d10
TOTAL (level)

DEATH SAVES

SUCCESS

FAIL



ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+3 Piercing
Shortbow	+5	1d4+3 Piercing Range (80/320)

Primeval Awareness. You can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

Bonus Actions

Nimble Escape. Muk can take the Disengage or Hide action as a bonus action on each of your turns.

Spellcasting • Spell Slots 3

Muk can cast known ranger spells using WIS as his spellcasting modifier (Spell DC 12, Spell Attack +4).

1st Level: *animal friendship, goodberry, zephyr strike*

FEATURES & TRAITS

Darkvision 60 ft.

Beastmaster Ranger Features

While traveling for an hour or more in the forest, Muk receives the following bonuses:

- Difficult terrain doesn't slow Muk or his friend's travel, and they can't become lost.
- Muk can move stealthily (while alone, walking)
- Muk can find twice as much food while foraging
- While tracking creatures, Muk learns the exact number, sizes, and how long ago they passed by.

Speak with Small Beasts

Through sounds and gestures, Muk can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Muk love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

EQUIPMENT & MONEY

•10 Gold



WAM & RIKRUK

Fighter 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Outlander

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

There's nothing I can't accomplish if
I set my mind and muscles to it!

PERSONALITY TRAITS

It is my duty to protect and teach young
RikRuk the ways of Dankwood.

BOND

Strength! A hard head and a hard fist
is good for gettin' stuff done!

IDEALS

Sometimes, I have to do more talking
and less punching.

FLAWS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

LANGUAGES &
PROFICIENCIES

Languages:
Common,
Gnomish, Goblin

Armor: Heavy Ar-
mor, Light Armor,
Medium Armor,
Shields

Weapons: Martial
Weapons, Simple
Weapons

Tools: Drum

PROFICIENCY
BONUS

+2

PASSIVE
WISDOM

(perception)

14



INSPIRATION

SAVING THROWS

+4

STR

+0

INT

+1

DEX

+2

WIS

+4

CON

+1

CHA

SKILLS

- +1 ACROBATICS (DEX)
- +4 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +4 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +2 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +0 NATURE (INT)
- +4 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +1 SLEIGHT OF HAND (DEX)
- +1 STEALTH (DEX)
- +4 SURVIVAL (WIS)

14
ARMOR CLASS

+1
INITIATIVE

30
ft.
SPEED

28
MAX
TEMPORARY
HIT POINTS

HIT DICE

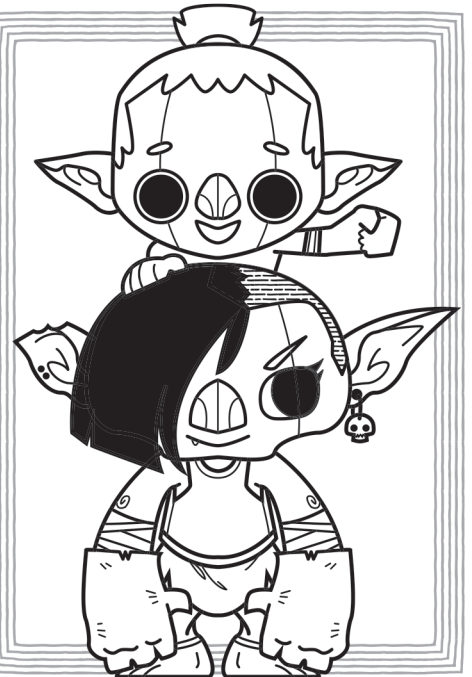
3d10

TOTAL
(level)

DEATH SAVES

SUCCESS

FAIL



ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Handaxe	+4	1d6+2 Slashing
Handaxe	+4	1d6+2 Slashing
Unarmed Strike	+4	3 Bludgeoning
RikRuk Throw Rock	+4	3 Bludgeoning Range (10/30)

Bonus Actions

Second Wind. Wam can use a bonus action to
regain d10+3 HP. Use again after a short rest.

Special

Fighting Style • Two-Weapons! When Wam
engages in two-weapon fighting, she can
add her ability modifier to the damage of the
second attack.

Action Surge. Wam can take one additional
action on her turn. She must complete a
short rest before doing this again.

Improved Critical. Wam's weapon attacks
score a critical hit on a roll of 19 or 20.

RikRuk Throw Rock. Once on Wam's turn, if
RikRuk has a rock, he can throw it.

FEATURES & TRAITS

Darkvision 60 ft.

Speak with Small Beasts

Through sounds and gestures, Wam can
communicate simple ideas with Small or
smaller beasts. Dankwood goblins like
Wam love animals and often keep squirrels,
badgers, rabbits, moles, woodpeckers, and
other creatures as beloved pets.

EQUIPMENT & MONEY

•10 Gold



UNGO

Monk 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Hermit

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

I am not in a hurry.
Everything gets done in its own time.

PERSONALITY TRAITS

I live to protect the plants and creatures
of the Dankwood.

BOND

Fair. I believe that everything is good.
Even if it is being grumpy.

IDEALS

I can sometimes overlook the details by being in
love with the big picture.

FLAWS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+3

16

CHARISMA

+1

12

LANGUAGES &
PROFICIENCIES

Languages:
Common,
Gnomish, Goblin,

Weapons:
Shortsword, Sim-
ple Weapons

Tools: Flute,
Herbalism Kit

PROFICIENCY
BONUS

+2

PASSIVE
WISDOM

(perception)

13



INSPIRATION

SAVING THROWS

+1

STR

+1

INT

+4

DEX

+3

WIS

+1

CON

+1

CHA

SKILLS

- +4 ACROBATICS (DEX)
- +3 ANIMAL HANDLING (WIS)
- +1 ARCANA (INT)
- 1 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +1 HISTORY (INT)
- +5 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +1 INVESTIGATION (INT)
- +5 MEDICINE (WIS)
- +1 NATURE (INT)
- +3 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +3 RELIGION (INT)
- +2 SLEIGHT OF HAND (DEX)
- +2 STEALTH (DEX)
- +3 SURVIVAL (WIS)

15
ARMOR CLASS

+2
INITIATIVE

40
ft.
SPEED

HIT POINTS

21

MAX

TEMPORARY

HIT DICE

3d8

TOTAL
(level)

DEATH SAVES

SUCCESS

FAIL



ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Staff of Adornment	+4	1d6+2 Bludgeoning
Unarmed Strike	+4	1d4+2 Bludgeoning
Flurry of Blows	+4	1d4+2 Bludgeoning

Bonus Actions

Martial Arts. When Ungo uses the Attack action on his turn, he can make one unarmed strike as a bonus action.

Ki. Ungo can spend Ki Points to activate ki features. Ungo has 3 ki points, and regains them after a short rest. Your Ki save DC is 13.

Patient Defense. Ungo can spend 1 ki point to take the Dodge action as a bonus action.

Flurry of Blows. After taking the Attack action, Ungo can spend 1 ki point to make two unarmed strikes (instead of only one) as a bonus action.

Whenever Ungo hits with one of these attacks, he can do one of the following:

- Knock his target prone if it fails a DEX saving throw (DC 13)
- Push his target up to 15 feet if it fails a STR saving throw (DC 13)
- It can't take a reaction until the end of Ungo's next turn

FEATURES & TRAITS

Darkvision 60 ft.

Speak with Small Beasts

Through sounds and gestures, Ungo can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Ungo love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Reactions

Deflect Missiles. Ungo can use a reaction to deflect or catch the missile when he would be hit by a ranged weapon attack. When he does, the damage he would take from the attack is reduced by 1d10 +5.

If Ungo reduces the damage to 0 and has a free hand, he can spend 1 ki point to throw it back, and make a ranged attack (as with a monk weapon) with range 20/60.

EQUIPMENT & MONEY

•5 Gold



LORD FISHBONE

Rogue 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Entertainer

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

Everything is an adventure!
The more dangerous, the more alive we are!!!

PERSONALITY TRAITS

I love my hat that was given to me by Lord Loofah.
It is one of a kind!

No Limits. Charge forward and be true to your self,
even if everyone else gives you funny looks.

IDEALS

I enjoy fine, shiny things and may go overboard to
make sure they are mine!

FLAWS

BOND

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+2

14

LANGUAGES & PROFICIENCIES

Languages:
Common, Goblin,
Thieves' Cant

Armor: Light
Armor

Weapons:
Crossbow, Hand,
Longsword, Rap-
ier, Shortsword,
Simple Weapons

Tools: Disguise
Kit, Lute, Thieves'
Tools

PROFICIENCY BONUS

+2

PASSIVE WISDOM

(perception)

10



INSPIRATION

SAVING THROWS

-1

+4

STR

INT

+5

+0

DEX

WIS

+1

+2

CON

CHA

SKILLS

- +5 ACROBATICS (DEX)
- +0 ANIMAL HANDLING (WIS)
- +2 ARCANA (INT)
- 1 ATHLETICS (STR)
- +4 DECEPTION (CHA)
- +2 HISTORY (INT)
- +0 INSIGHT (WIS)
- +2 INTIMIDATION (CHA)
- +6 INVESTIGATION (INT)
- +0 MEDICINE (WIS)
- +2 NATURE (INT)
- +0 PERCEPTION (WIS)
- +4 PERFORMANCE (CHA)
- +2 PERSUASION (CHA)
- +2 RELIGION (INT)
- +7 SLEIGHT OF HAND (DEX)
- +5 STEALTH (DEX)
- +0 SURVIVAL (WIS)

14
ARMOR CLASS

+3
INITIATIVE

30 ft.
SPEED

HIT POINTS

21
MAX

TEMPORARY

HIT DICE

3d8
TOTAL (level)

DEATH SAVES

SUCCESS

FAIL



ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+3 Piercing
Shortbow	+5	1d6+3 Piercing
Shortsword	+5	1d6+3 Piercing

Bonus Actions

Cunning Action. Lord Fishbone can take a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Special

Spellcasting. Lord Fishbone can cast known wizard spells using INT as his spellcasting modifier (Spell DC 12, Spell Attack +4).

Cantrips: dancing lights, mage hand, prestidigitation

1st Level: disguise self, shield, sleep

Sneak Attack. Once per turn, Lord Fishbone can deal an extra 2d6 damage to one creature he hits with an attack with a finesse or ranged weapon if he has advantage on attack.

FEATURES & TRAITS

Darkvision 60 ft.

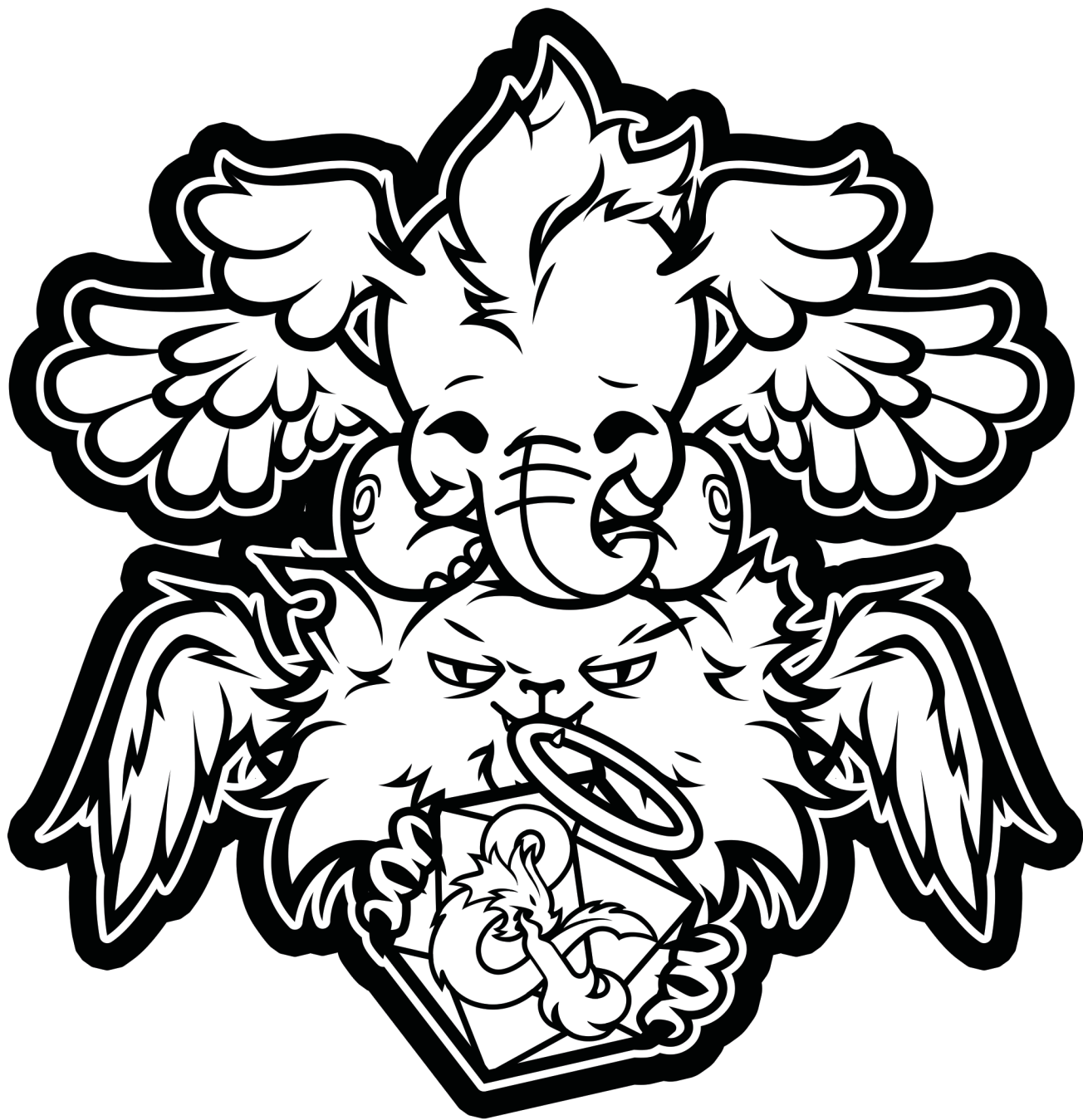
Big City Negotiator

From their time spent in the Big City, Lord Fishbone can use their charm and extended vocabulary to strike up advantageous deals and earn the trust of those they encounter.

Gain Advantage if an accent is used when speaking.

EQUIPMENT & MONEY

•15 Gold





Obstacles and foes don't stand a chance, if we stand and work together.

THANK YOU

to everyone who has supported, encouraged and joined me on this adventure. A very special thank you to Adam Lee, D&D's world architect, who has a talent for finding the good in all things and lighting the way for others.

We can accomplish so much together and I am grateful to see the kindness, laughter and support that is cultivated by the Dungeons & Dragons community. Let's be kind, let's do good and let's tell our stories together.

— E M I

