

ADVENTURE



WITH

MUK

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)

JET BLACK HAIR
THAT KINDA SMELLS.
BUT A GOOD STINK!



SUPER BIG EARS
FOR SUPER GOOD
HEARING



GOBLINS HAVE
YELLOW OR
ORANGE SKIN.

MY NOSE
IS LIKE A KITTY.
A FIERCE
KITTY.

WHO NEEDS BOOTS?
I NEED TO SNEAK!

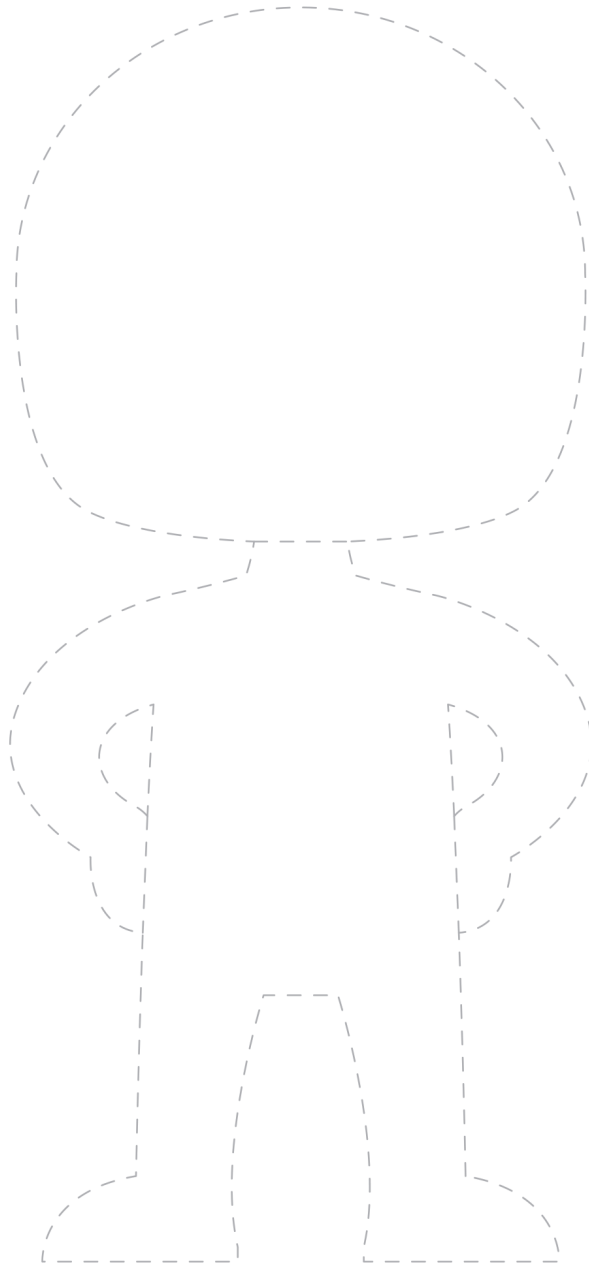
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LEVEL

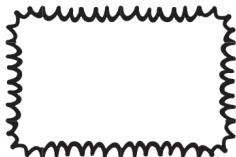
SUPER SNEAKY. GREAT AT CLIMBING,
AND I CAN TALK TO ANIMALS!

SPECIALTIES

YOUR NAME



**WHAT DOES YOUR
ADVENTURER
LOOK LIKE?**

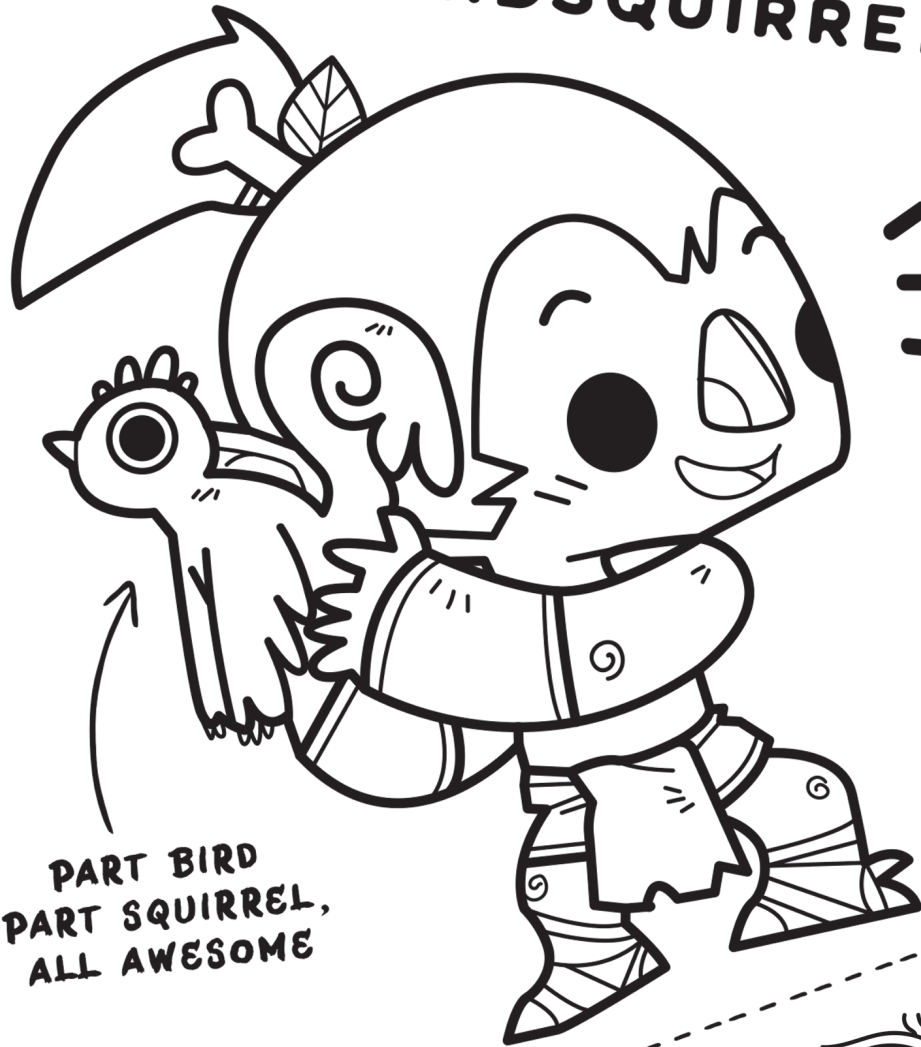


LEVEL



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

=

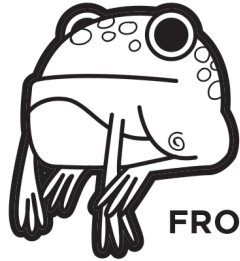


OWLBEAR



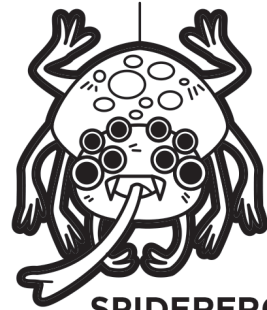
SPIDER

+

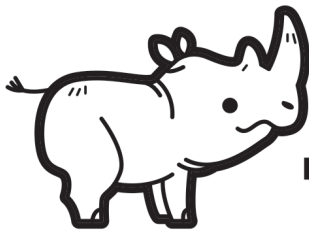


FROG

=

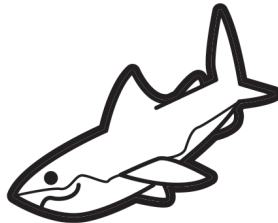


SPIDERFROG



RHINO

+

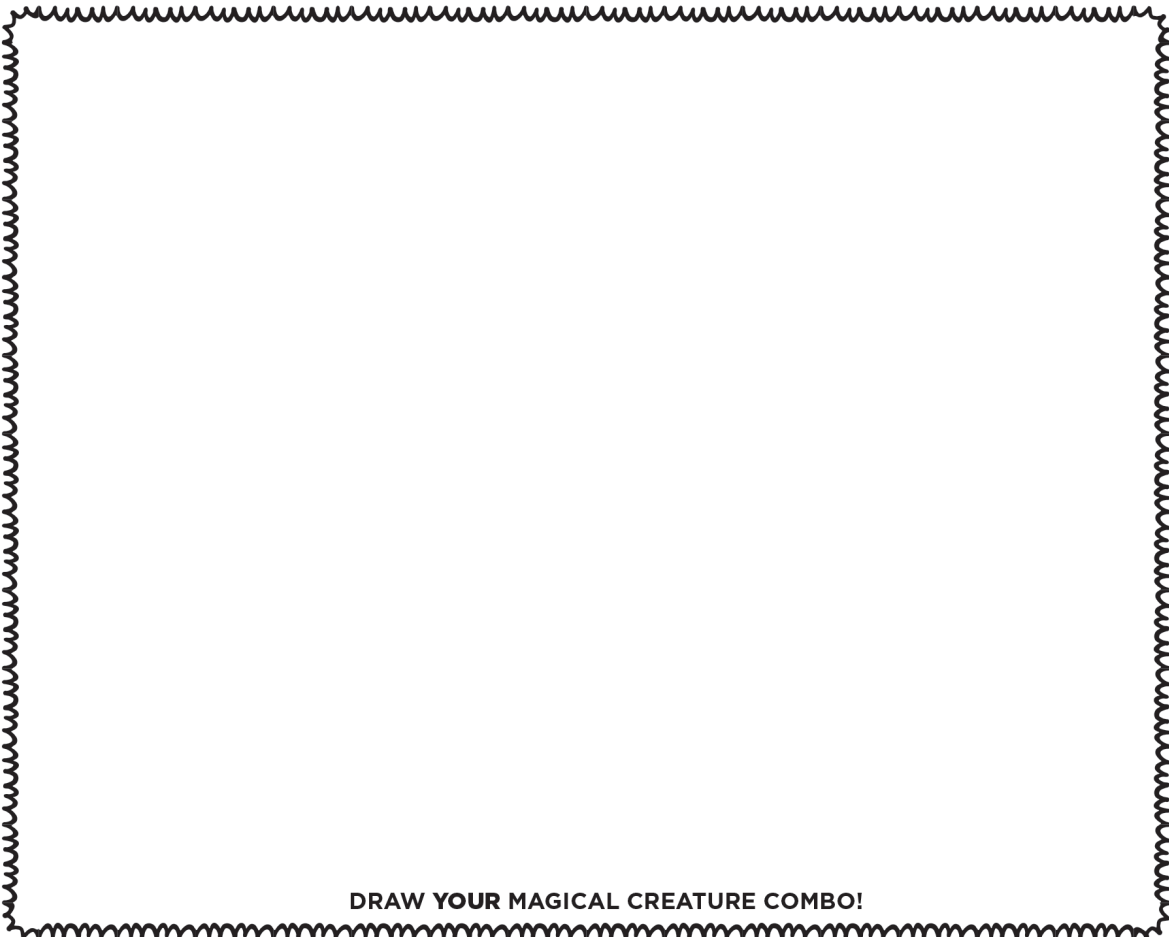


SHARK

=



RHINOSHARK



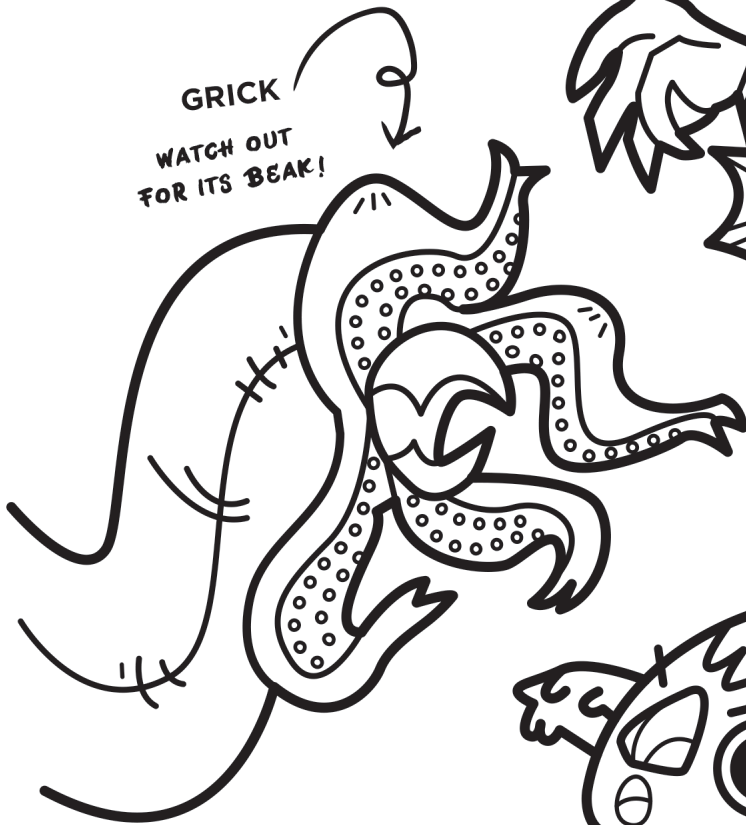
DRAW YOUR MAGICAL CREATURE COMBO!



BEHOLDER
THIS GUY HAS
ELEVEN EYES!



GREY SLAAD
TASTES NOTHING
LIKE A SALAD! YUCK!



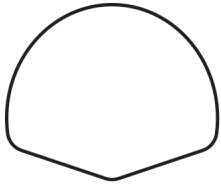
GRICK
WATCH OUT
FOR ITS BEAK!



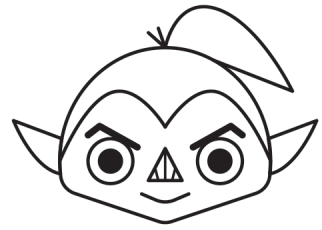
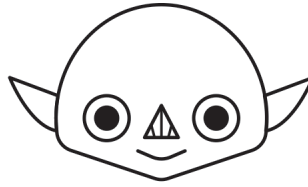
THERE ARE SOME
CRAZY MONSTERS
OUT THERE.

YOU BETTER
STICK WITH US!

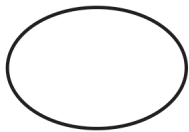
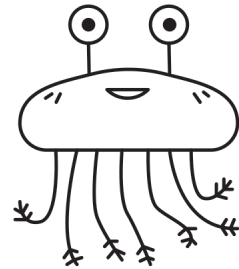
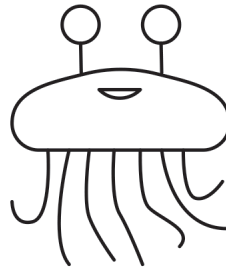
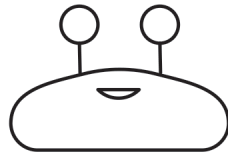
HOW TO DRAW A...



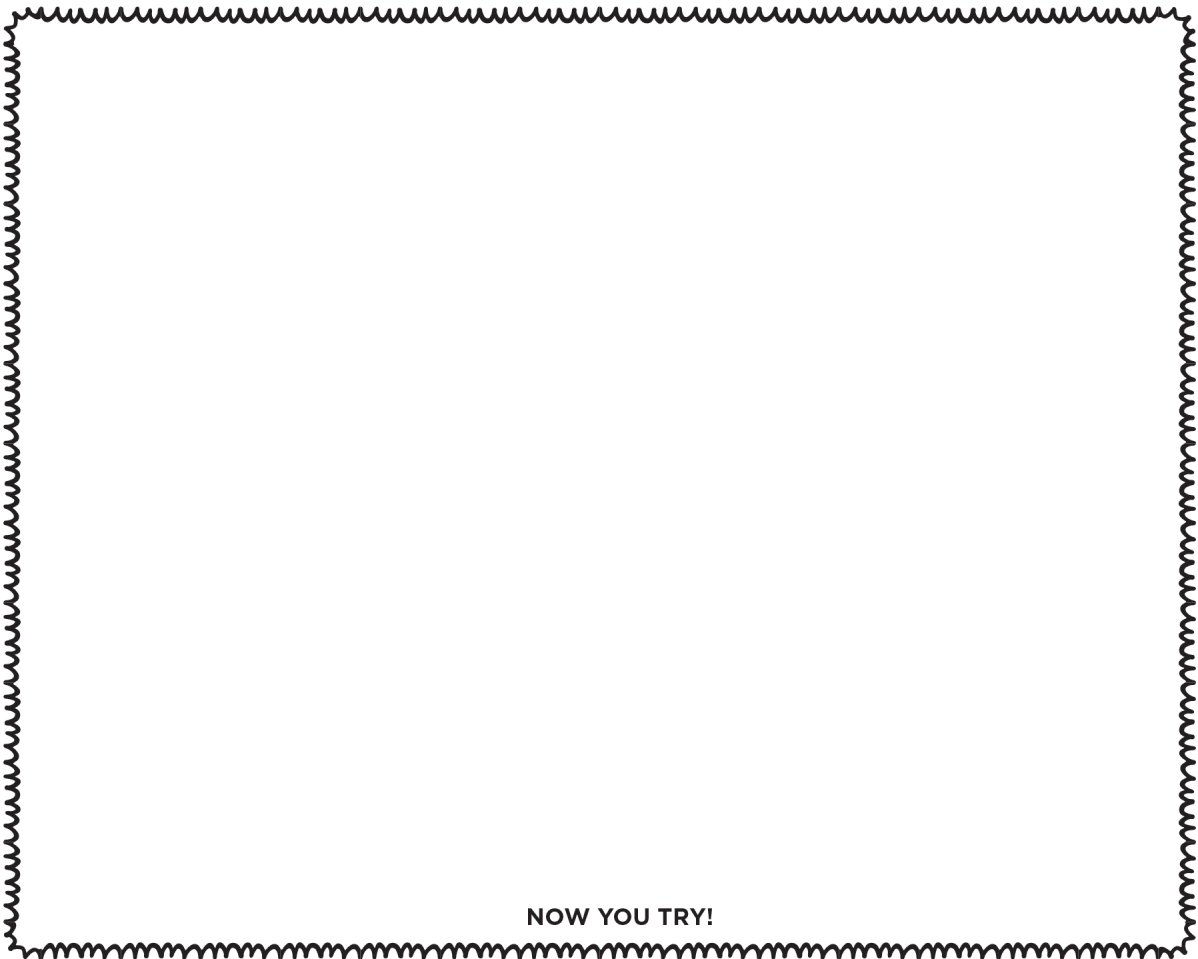
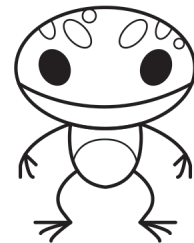
GOBLIN (ME!)



FLUMPH



GRUNG



NOW YOU TRY!

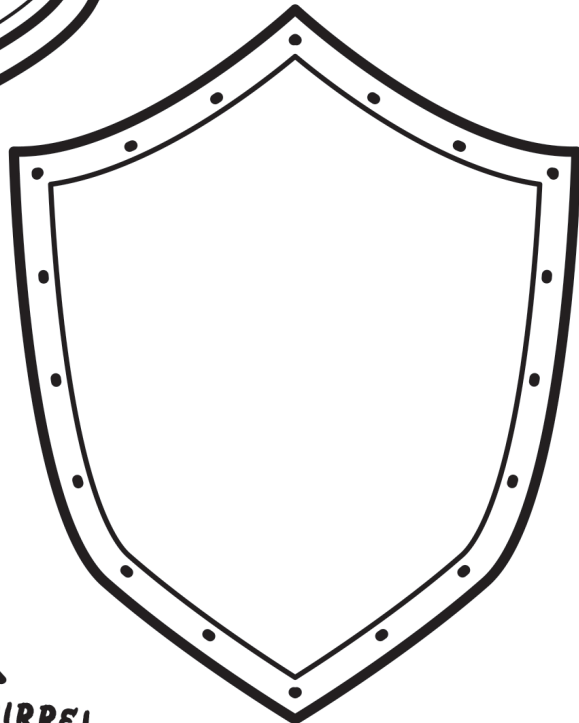
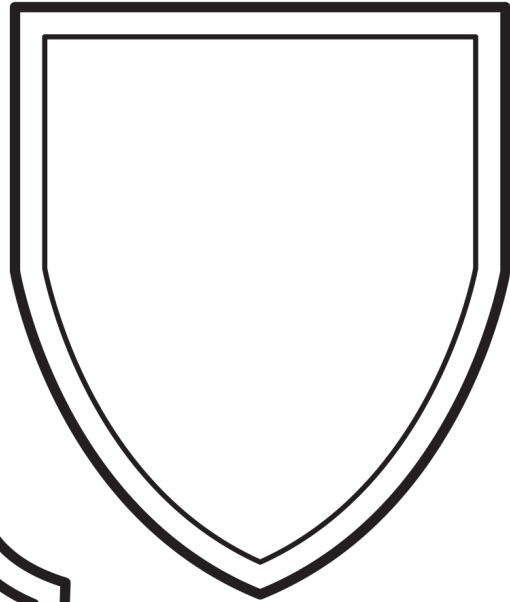
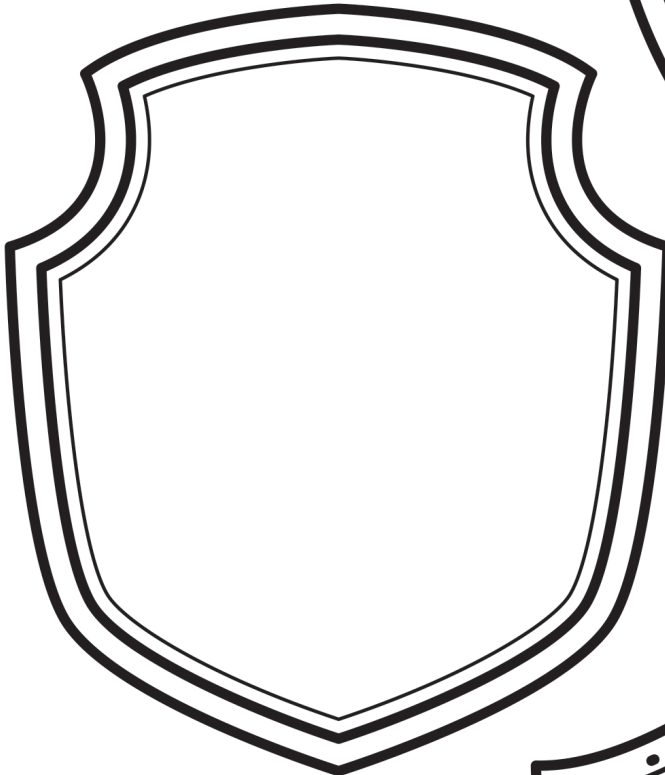


**IF WE'RE GOING ADVENTURING,
WE SHOULD ALWAYS BE
PREPARED!**



**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!

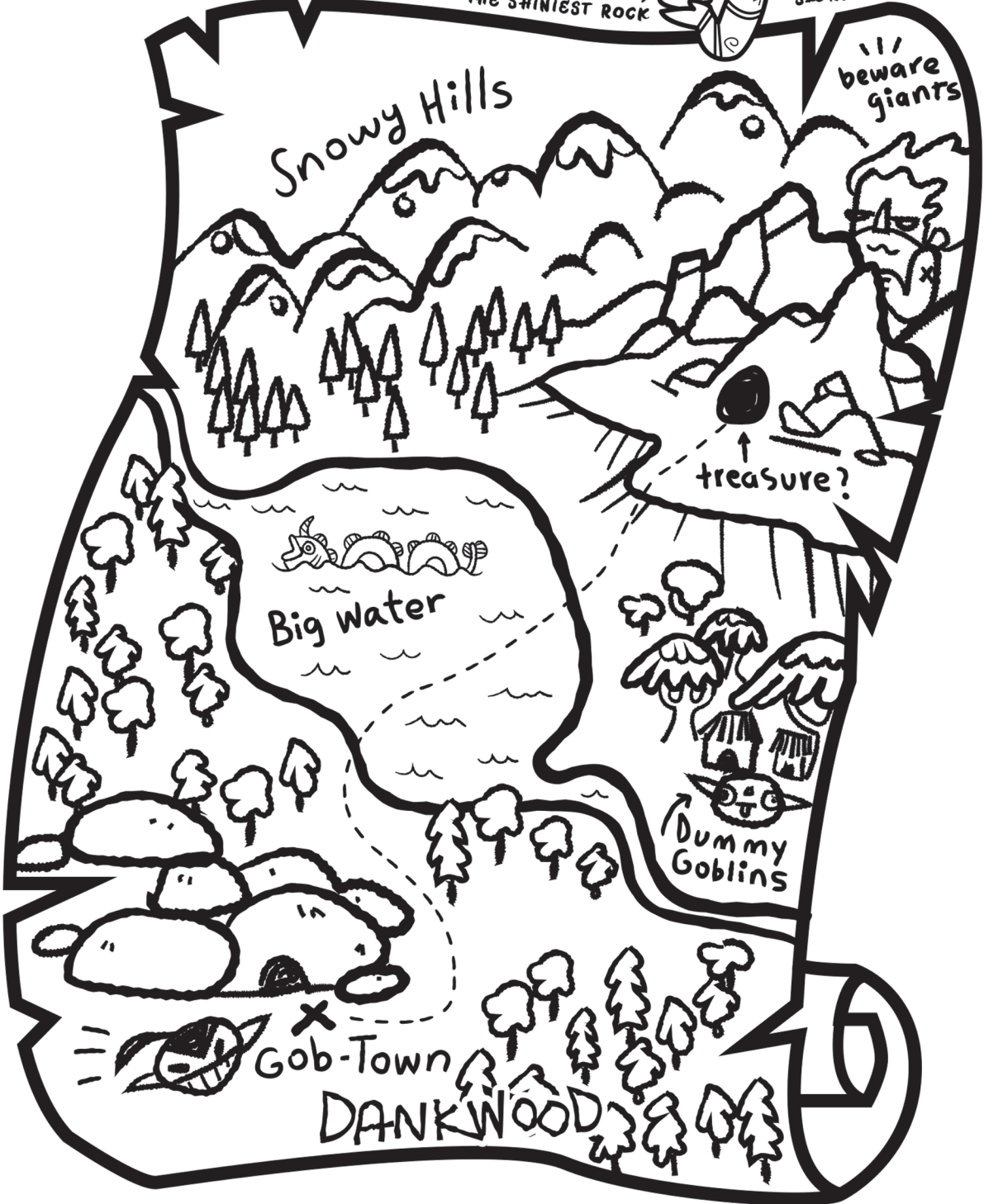
HEY!
YOU CAN HAVE MY MAP.
I ALREADY HAVE THE
BEST TREASURE.



THE SHINIEST ROCK

MY FRIEND SLURPY

!!! beware giants



Snowy Hills

treasure?

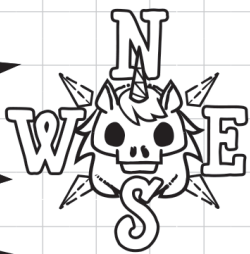
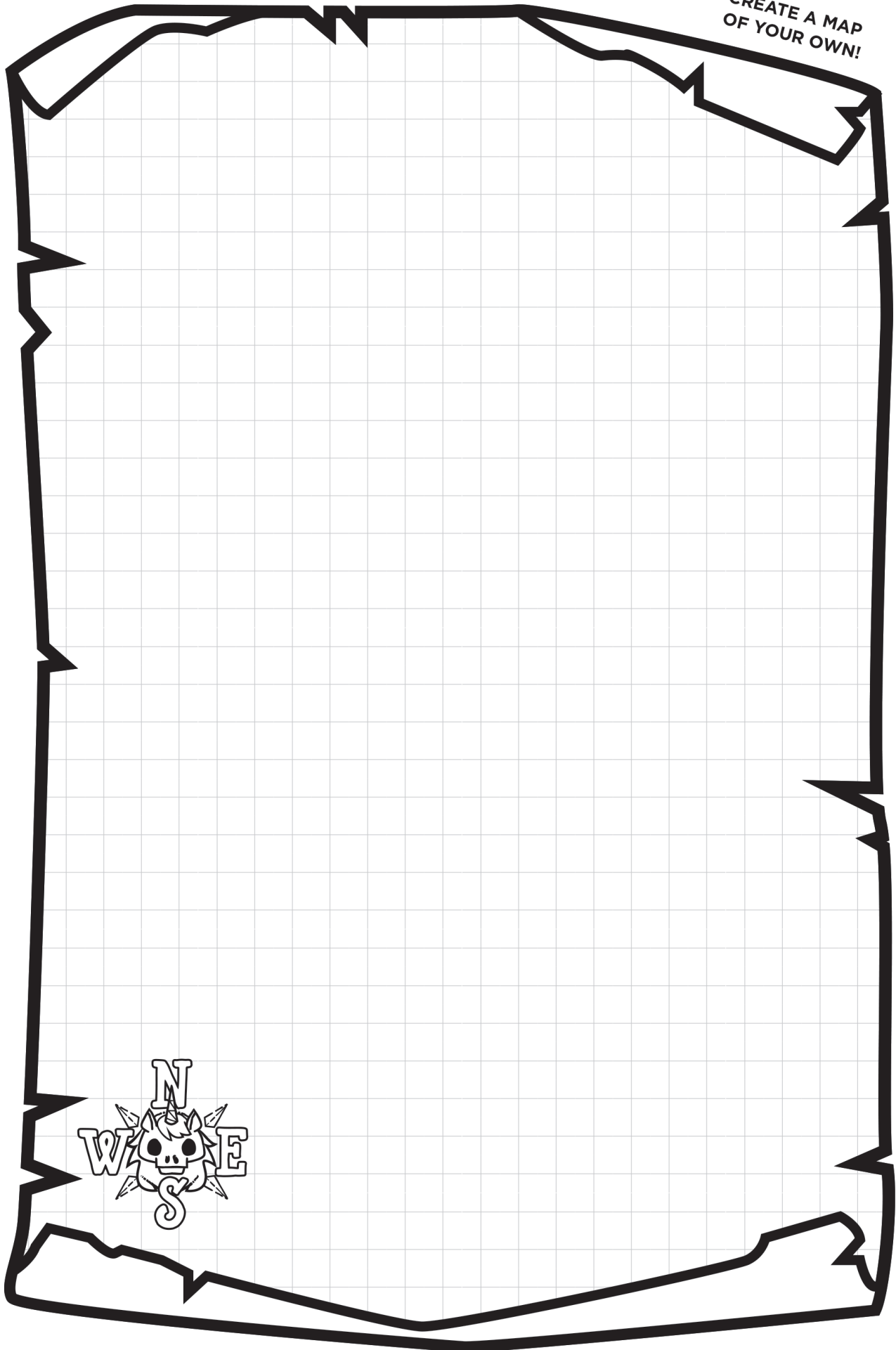
Big Water

Dummy Goblins

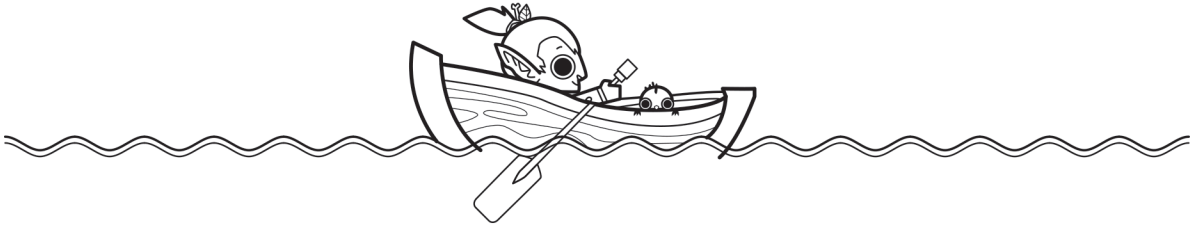
Gob-Town

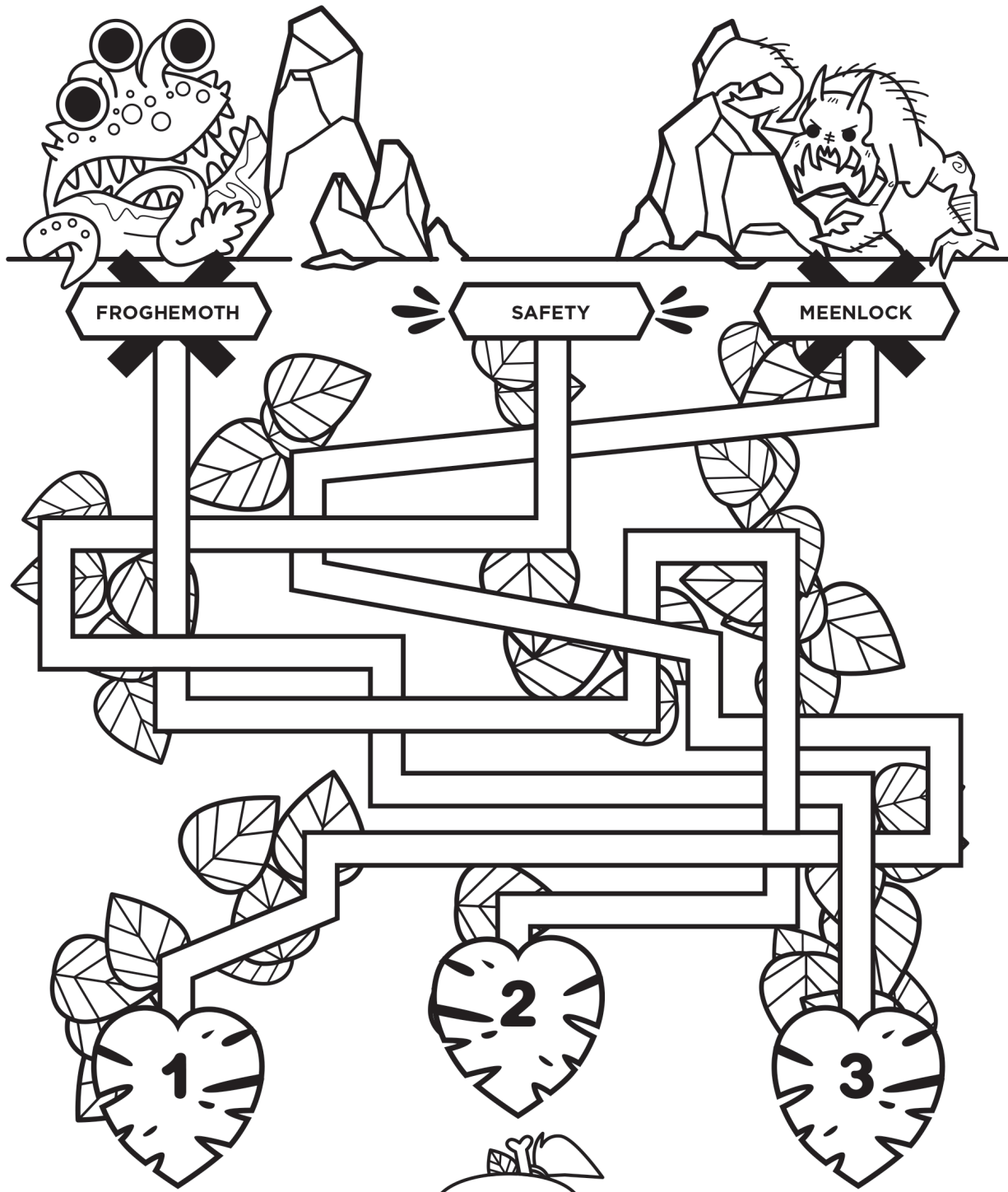
DANKWOOD

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	FLUMPH
BEHOLDER	GNOLL
BUGBEAR	GOBLIN
BULETTE	HERO
BULLYWUG	KENKU
DRAGON	MUK
DROW	OWLBEAR
ELF	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

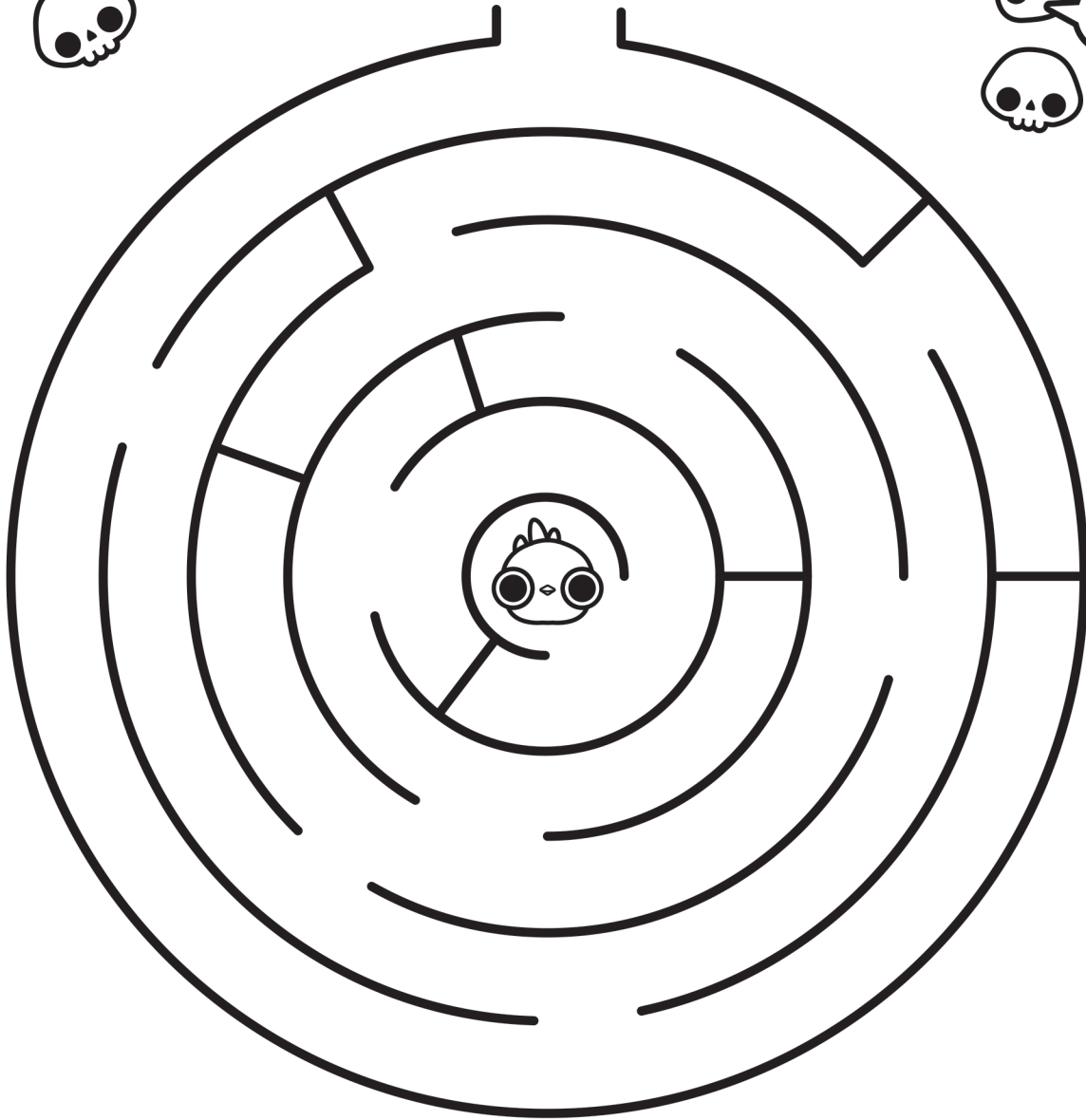
leader, _____ gave me permission to pass.
NAME OF PERSON IN ROOM

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

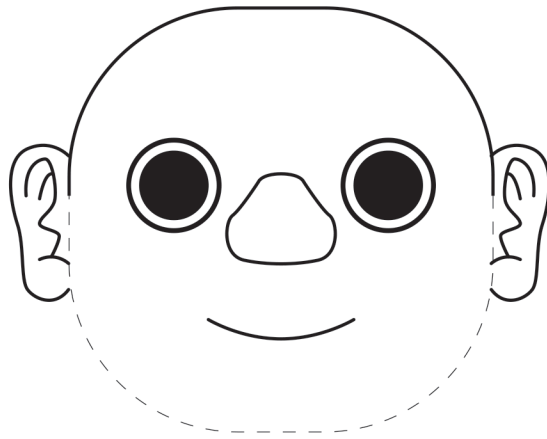
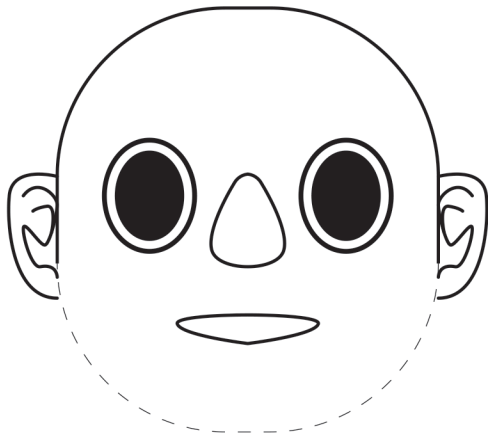
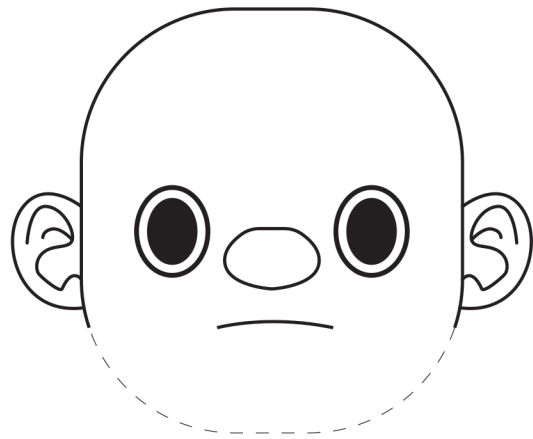
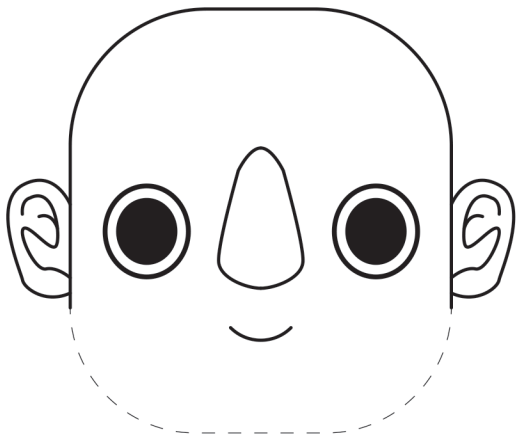
sidekick here will _____ the both of you!
VERB

Beware, Birdsqureel fights quite _____!
ADVERB





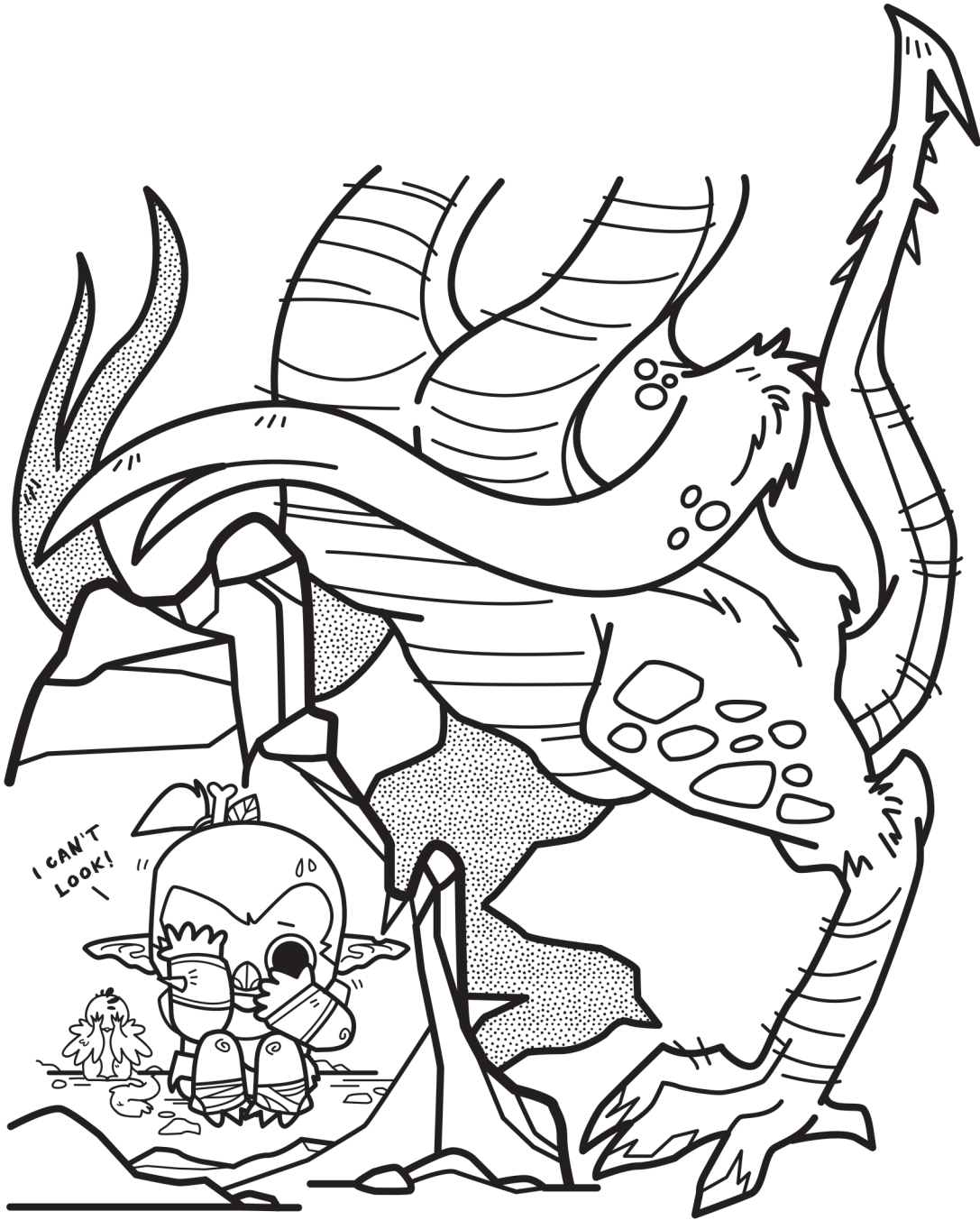
**HELP MUK FIND BIRDSQUIRREL
BEFORE THE SKELETONS DO!**



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

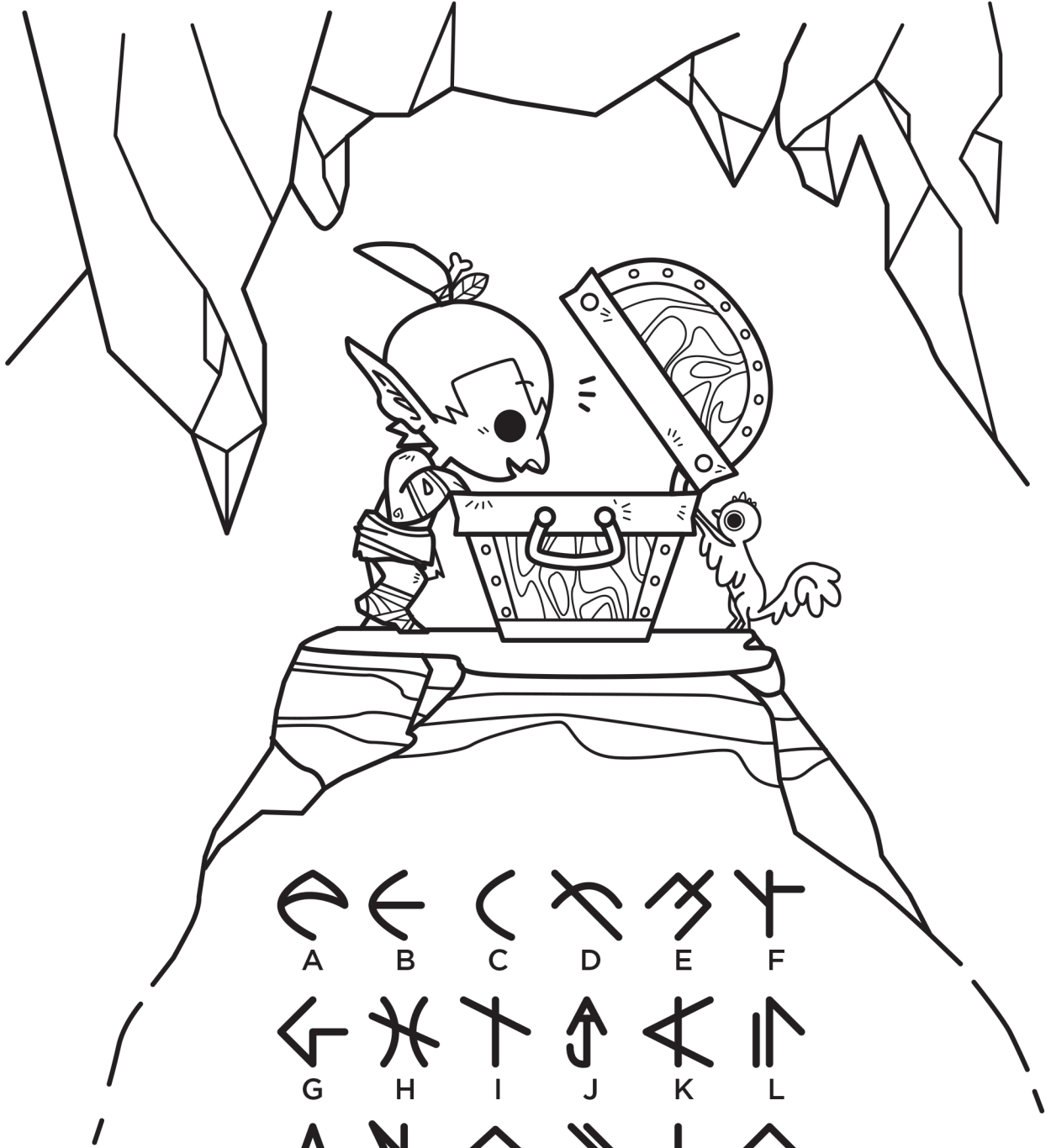
**DRAW BACK THE BEARDS/EYEBROWS/HAIR
ON THESE FOUR BRAVE DWARVEN FOLK!**










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

IS THIS THE TREASURE?



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

DECODE THE SECRET SCROLL FROM THE TREASURE CHEST!

TY TS NOY

VEY VZ

HEVZ...

LY

VO VZ HEVZ.

"D."



THE
END!

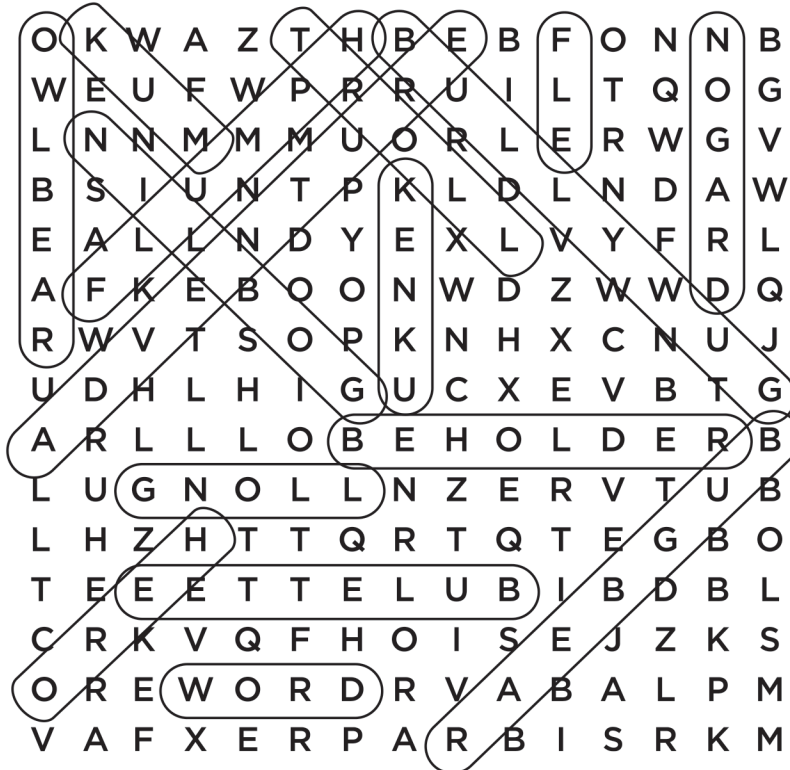
THANK YOU FOR
ADVENTURING WITH US!



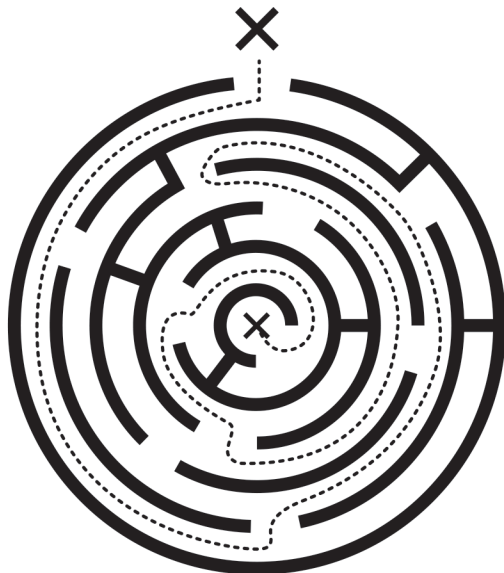
WHICH VINE SHOULD MUK CLIMB
TO GET TO SAFETY?

CLIMB VINE NUMBER 3!

WORD-FIND



**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?)



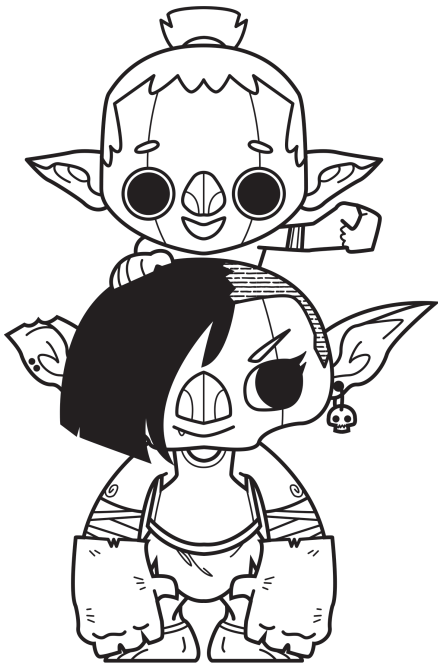
MUK AND BIRDSQUIRREL

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

HIT POINTS
58

ARMOR CLASS
13

INITIATIVE
+3

SPEED
0 ft.
swim
60 ft.

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
	+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

GREAT KROOM, PURPLE WORM

Gargantuan monstrosity, unaligned

CHALLENGE 15

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

CHALLENGE 5

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 _____

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

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

LANGUAGES & PROFICIENCIES

PROFICIENCY BONUS

PASSIVE WISDOM (perception)

INSPIRATION

SAVING THROWS
STR INT
DEX WIS
CON CHA

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS
MAX
TEMPORARY

HIT DICE
TOTAL (level)

DEATH SAVES
SUCCESS
FAIL

FLAWS

- 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)

ATTACKS & SPELLCASTING

NAME	ATTACK BONUS	DAMAGE/TYPE

FEATURES & TRAITS

EQUIPMENT & MONEY



MUK & BIRDSQUIRREL (companion)

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: Cartographer'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

28 MAX

HIT POINTS

TEMPORARY

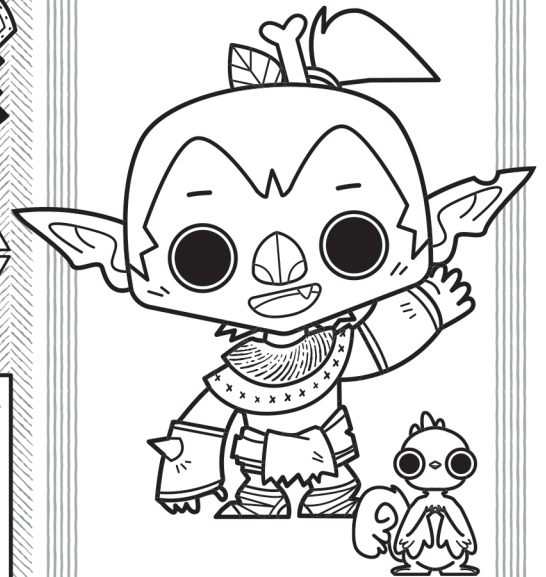
HIT DICE

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

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

IDEALS

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

BOND

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 Armor, Light Armor, Medium Armor, Shields
Weapons: Martial Weapons, Simple Weapons
Tools: Drum

PROFICIENCY BONUS

+2

PASSIVE WISDOM (perception)

14



INSPIRATION

SAVING THROWS

+4

+0

STR

INT

+1

+2

DEX

WIS

+4

+1

CON

CHA

14

ARMOR CLASS

+1

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
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

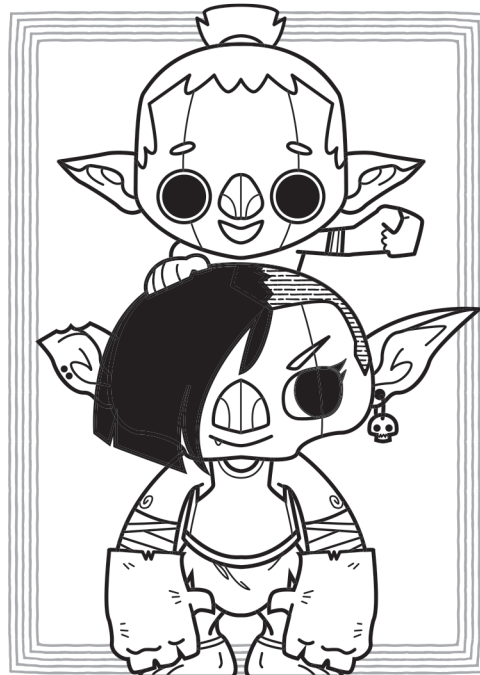
Darkvision 60 ft.

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

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

IDEALS

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

BOND

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, Simple Weapons

Tools: Flute, Herbalism Kit

PROFICIENCY BONUS

+2

PASSIVE WISDOM

(perception)

13



INSPIRATION

SAVING THROWS

+1

+1

STR

INT

+4

+3

DEX

WIS

+1

+1

CON

CHA

15
ARMOR CLASS

+2
INITIATIVE

40 ft.
SPEED

HIT POINTS

21
TEMPORARY

MAX

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!

BOND

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

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

