



HE LEARNED FROM
TASHA

AN ADVENTURE ACTIVITY BOOK
FOR PLAYERS OF ALL LEVELS

IN SUPPORT OF EXTRA LIFE

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ADVENTURE & DESIGN GENIUS BY ADAM LEE AND CHRIS LINDSAY

SPECIAL THANKS TO BART CARROLL AND BRANDY CAMEL

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HELLO!
MUK AND BIRDSQUIRREL, HERE!



**There's a special visitor in the Dankwood today
and we'd like you to meet her...**





GIVE EVERYONE A
WITCH HAT



MUK



BIRDSQUIRREL



TASHA



MORDENKAINEN

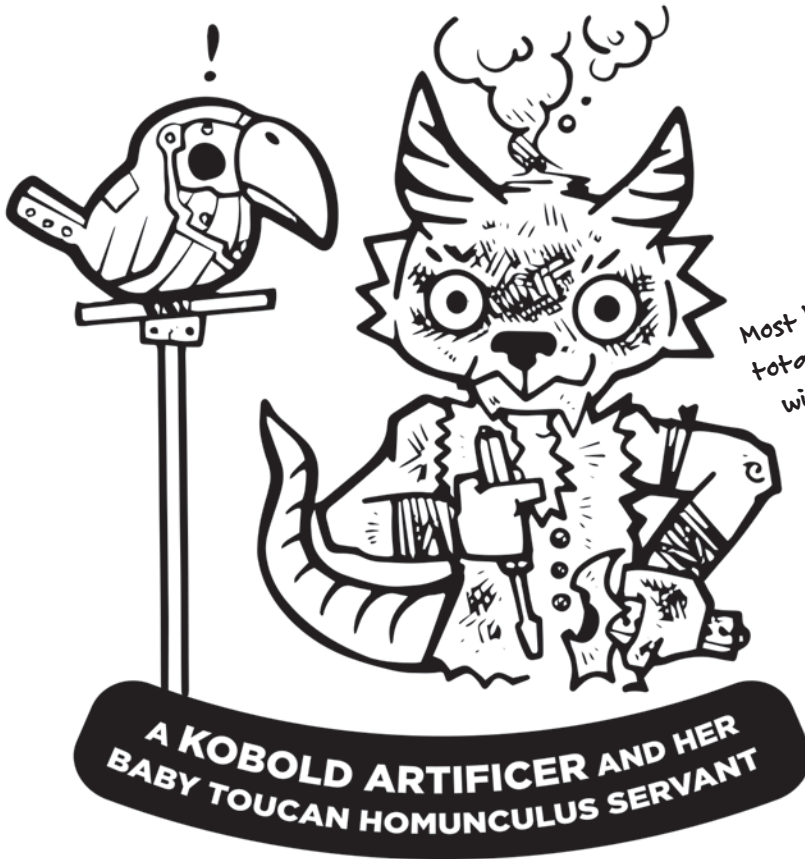
He's not a witch,
but Tasha says he
wishes he were.



YETI TYKE

If a yeti tyke
wants to be a
witch... let them!

Tasha has traveled to many lands, and has met some fantastic creatures!



A KOBOLD ARTIFICER AND HER BABY TOUCAN HOMUNCULUS SERVANT

Tabaxis like shiny things.



A TABAXI SWARMKEEPER WHO CARES FOR COLORFUL DRAGONFLIES

Firbolgs can live to be 500 years old! I wonder how old the oldest mushroom is?



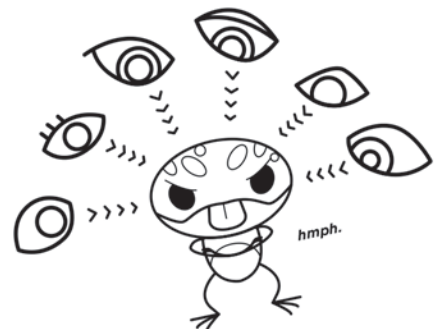
A KIND FIRBOLG CIRCLE OF SPORES DRUID

RAIDING TASHA'S CLOSET!

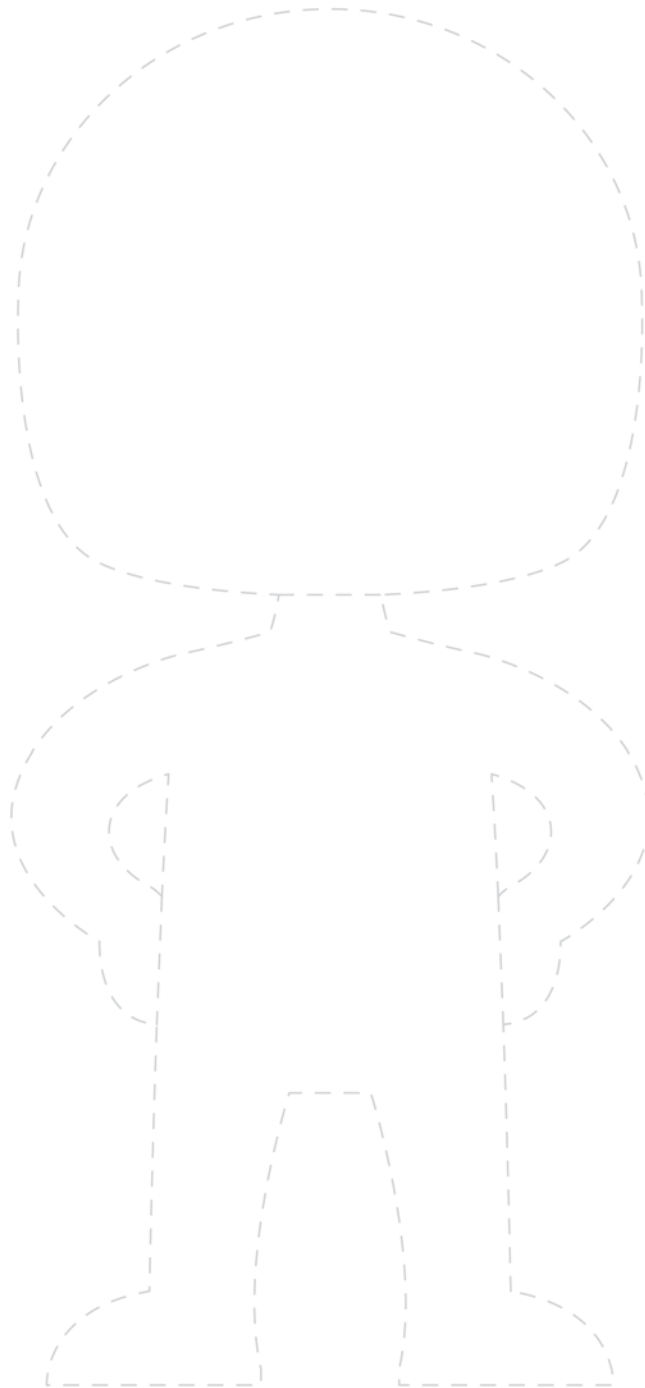
What wonderful outfits!



The Robe of Eyes lets
you see in all directions!
Let those grungs try to
sneak up on me now!



YOUR NAME



What does YOUR
magical spellcaster
look like?

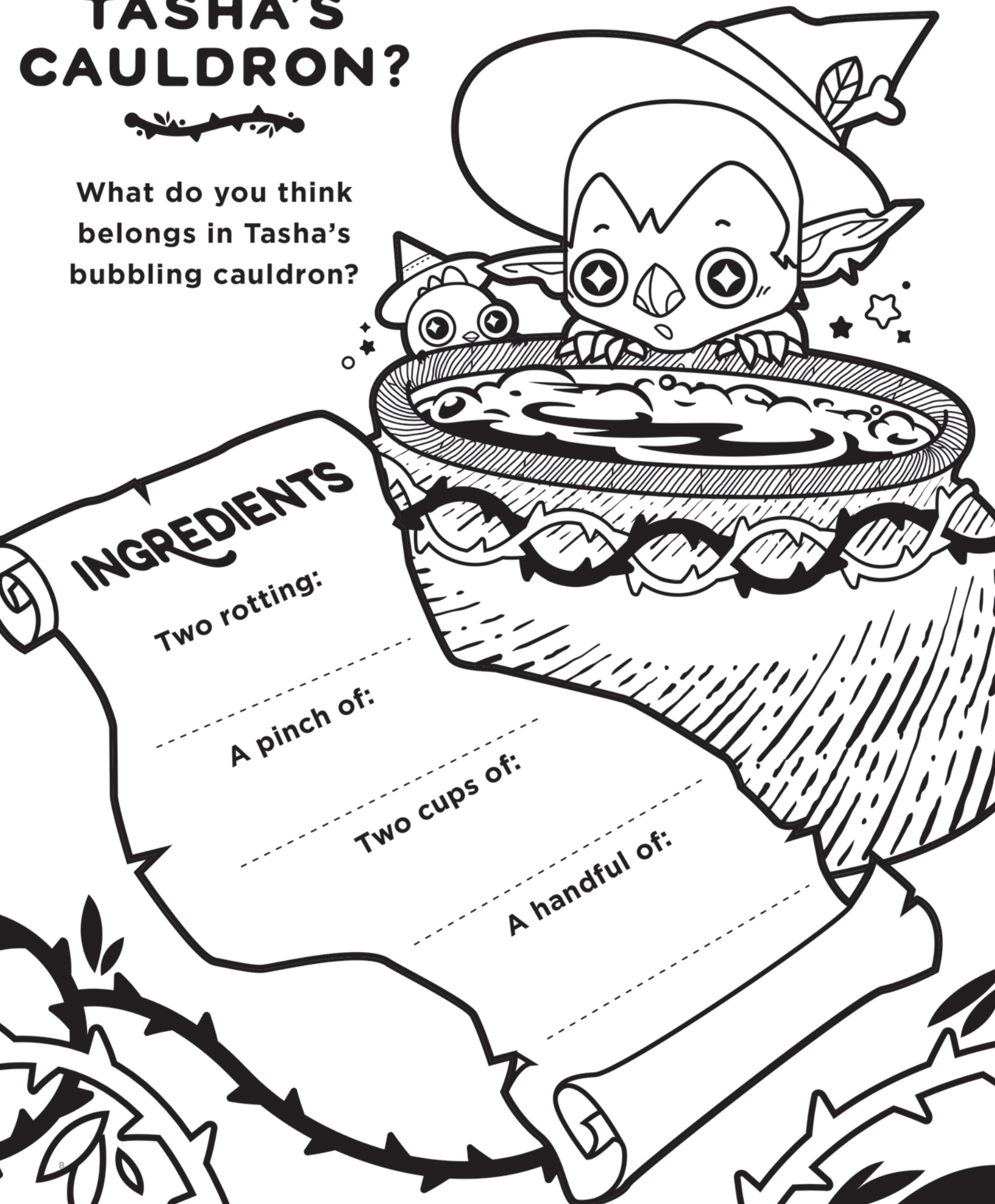


MAGICAL ITEM(S)

WHAT'S IN
**TASHA'S
CAULDRON?**



What do you think
belongs in Tasha's
bubbling cauldron?



A spell **COMPONENT** is what you need to cast a spell.

But they're not always items!

Sometimes it is a magical phrase or gesture.

What are some ingredients you might use for a spell?

TYPES OF SPELL COMPONENTS



Verbal (V):

Magical words that can be spoken, chanted or sung in a particular way.



Somatic (S):

Physical movements like waving your hands or wiggling your nose.



Material (M):

Particular objects that are needed to cast your spell.

SOME ITEMS YOU MIGHT FIND IN THE DANKWOOD

Stinky gray sladd
toenail clippings



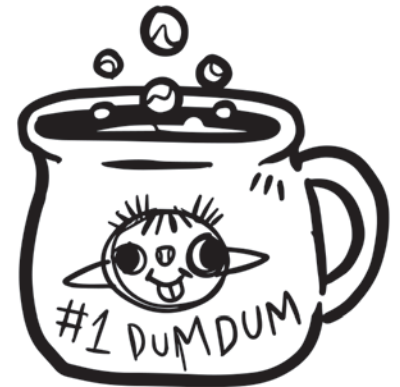
A glass jar with
a single napping
honeybee inside



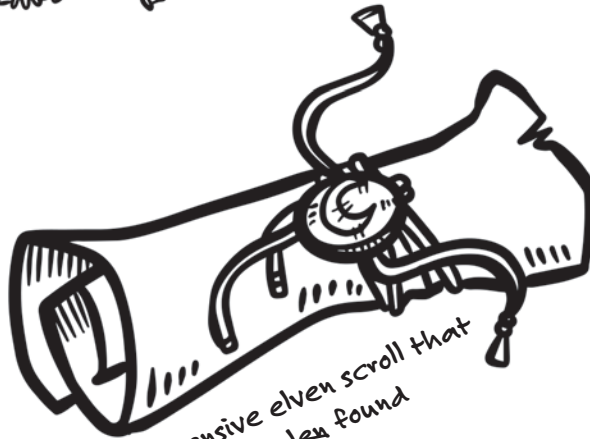
Definitely a magical
snake stick



Clumps of gross, gooey
spiderfrog webs



Mystery brew from the
Dum-Dum Goblin Village



An expensive elven scroll that
was stolen found



An owlbear
feather

The
Shiniest Rock



THAT'S
MY SHINY
ROCK.

Family of singing
mushrooms



A torn and mysterious
fortune



Our last ingredient is:
**FRUIT FROM THE
WINNIEBERRY TREE**

But first get past the grumpy grungs!



Why so
cranky?!



They're similar in
size to us goblins!



START

END



CAN YOU SPOT THE DIFFERENCE?

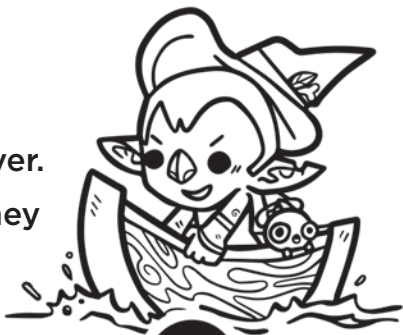
Find **10** differences between
these two pictures!



































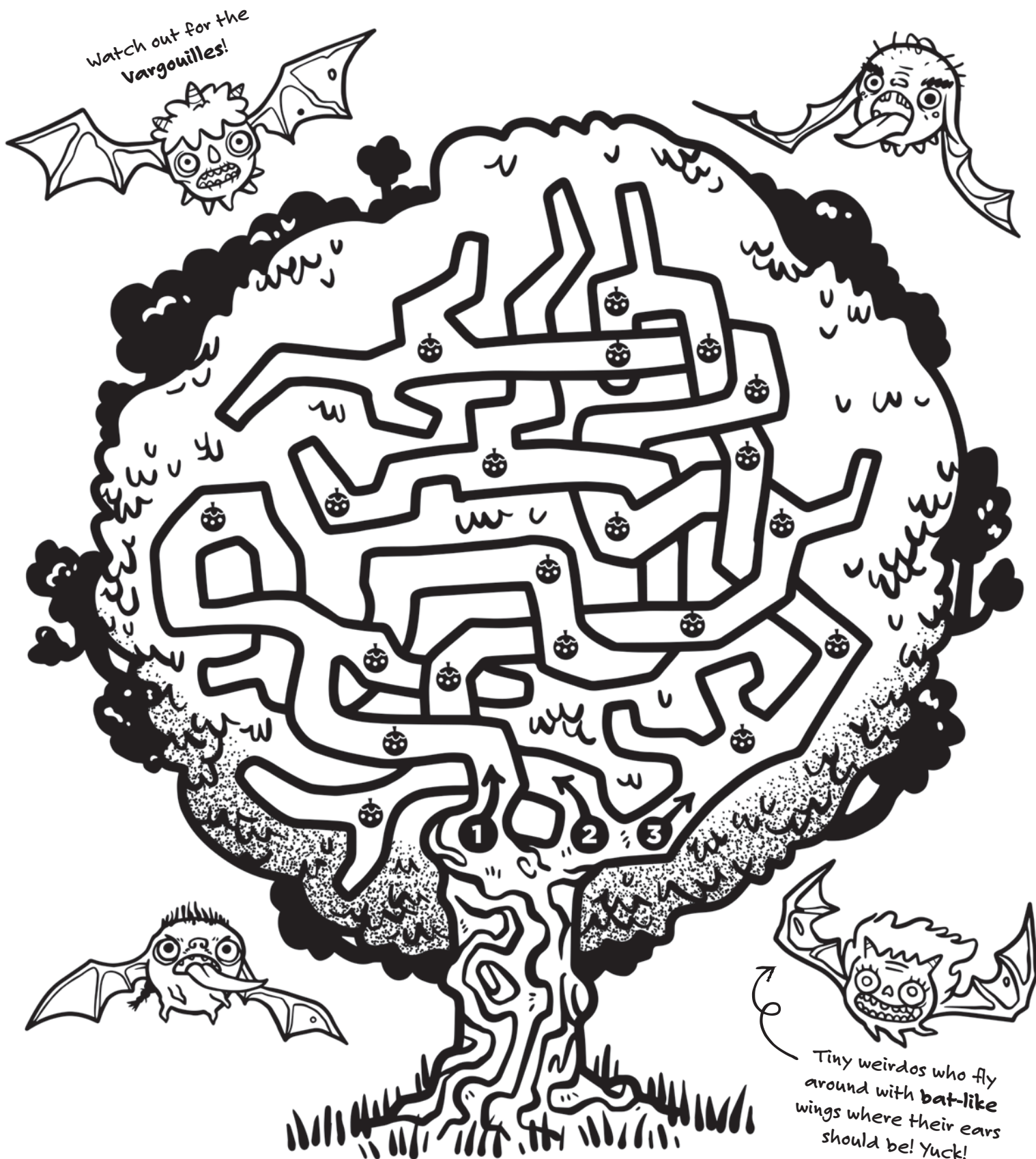


ROUGH RIVER ahead!

Help our adventurers choose the right route to get to **safety**!
Use the whirlpool arrows to move Muk's boat faster down the river.
They can navigate around rocks, logs and bumpy water. But if they hit a monster (shown with an **X**), it'll be a very soggy trip.



1 ↓		2 ↘		3 ↓
				
				
				
				
				
				



THE WINNNIEBERRY TREE! WE MADE IT!

Which tree branch should Muk climb that will give him the MOST fruit?
Hurry, the **vargouilles** are starting to swarm!

WINNIEBERRY MISSION ACCOMPLISHED!



Having a **sidekick** like Birdsquirrel is the best!

FUN SIDEKICK IDEAS

A Childhood Pet

"We've been inseparable since the day I was born!"

The Befriended Creature

"I like you kid, you might smell funny but I'll show you the way out of this maze."

Someone You Rescued

"Thank you for pulling me from the Rough River!"

The Expert

"I love picking locks! And sneaking. And treasure. Let me come along!"



**Sidekicks can be
age old friends...**

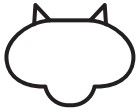


...ones we call family...

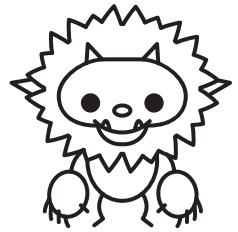
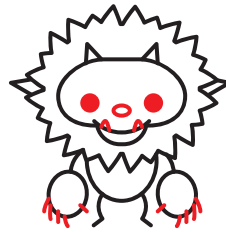
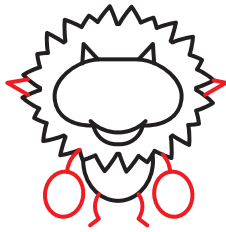
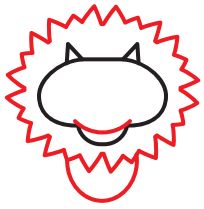


**...or those we've
just met!**

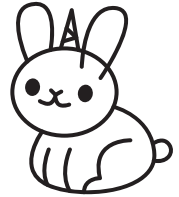
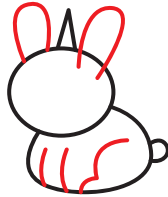
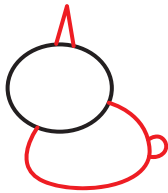
How to draw a **SIDEKICK**



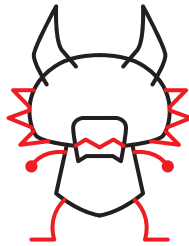
YETI TYKE



ALMIRAJ



KOBOLD



NOW YOU TRY!



Write a note to your sidekick!

Ask an adult if you need help cutting out the letter.

THANK YOU



SIDEKICK

DATE

My Sidekick's Name

Picture of My Sidekick

How We First Met

My Favorite Things About My Sidekick

SIGNED



A SPELL NO ONE'S HEARD OF
IS JUST A SPELL THAT'S YET TO BE DISCOVERED!



FUN FACT

Tasha is adopted. She was raised by
the famous witch, Baba Yaga, who lives
in a hut that sits on giant chicken legs!

Help Muk choose *just* the right words to describe his adventure with Tasha!

**ARCANA
CHECK!**



ADJECTIVE: _____

VERB, PAST TENSE: _____

ADJECTIVE: _____

PART OF THE BODY (PLURAL): _____

VERB: _____

ADJECTIVE: _____

NOUN: _____

NUMBER: _____

ADJECTIVE: _____

PLURAL NOUN: _____

COLOR: _____

PLURAL NOUN: _____

NOUN: _____

TYPE OF CONTAINER: _____

PERSON IN ROOM: _____

NOUN: _____

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. What type of spell has Muk discovered?

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

I was a bit _____ when Tasha first _____ in to the
ADJECTIVE VERB, PAST TENSE

Dankwood. She's so _____ and meeting her for the first time
ADJECTIVE

made our _____!
PART OF THE BODY (PLURAL) VERB

Tasha's most famous spell is called *Tasha's hideous laughter*. With
her help, I was able to create my very own spell: *Muk's* _____
ADJECTIVE

_____. It is pretty advanced and requires the following com-
NOUN

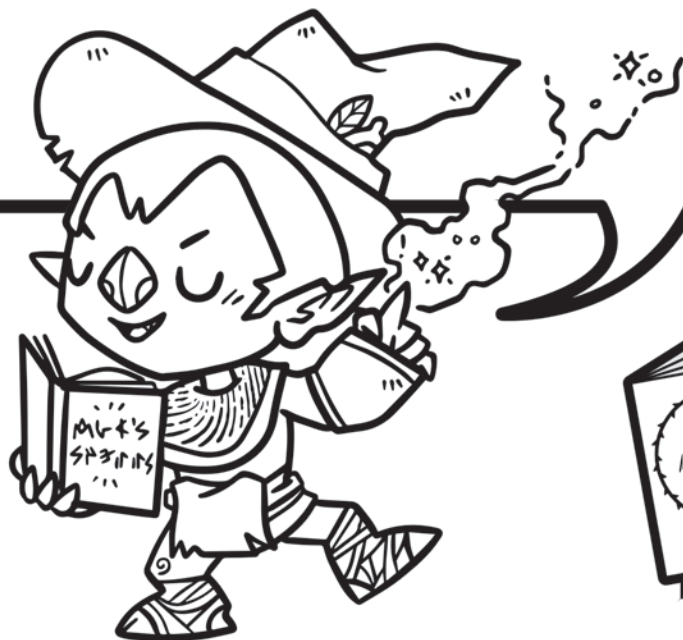
ponents: _____ winnieberries, a handful of _____
NUMBER ADJECTIVE

_____, two _____ the size of a
PLURAL NOUN COLOR PLURAL NOUN

_____. Combine them together in a large _____
NOUN TYPE OF CONTAINER

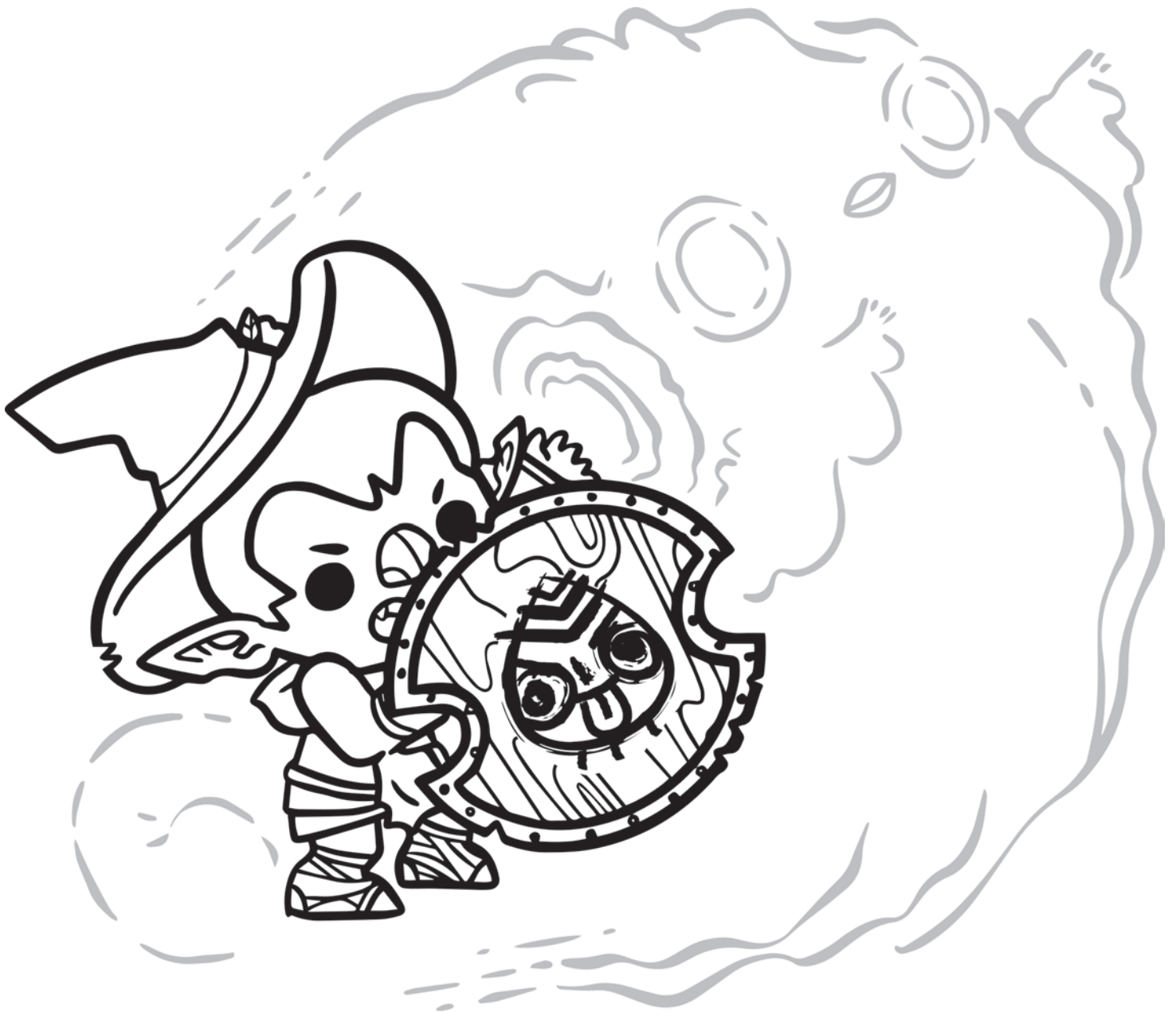
and sing, "Oh _____, lend me your _____!"
PERSON IN ROOM NOUN

Enjoy my magical spell!



Check out page 40 for
instructions on how to make
your own, mini spellbook!

SPELLS come from the caster and can be influenced by their personality or traits!
What do your spells look like? Smell like?



Muk's *Shield of Faith* spell appears as a giant, spectral Birdsquirrel, ready to protect!

WORD FIND

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

BABAYAGA

BARD

CAULDRON

CLERIC

DRUID

FEYWILD

KOBOLD

MAGIC

SIDEKICK

SORCERER

SPELL

SPELLBOOK

TASHA

WARLOCK

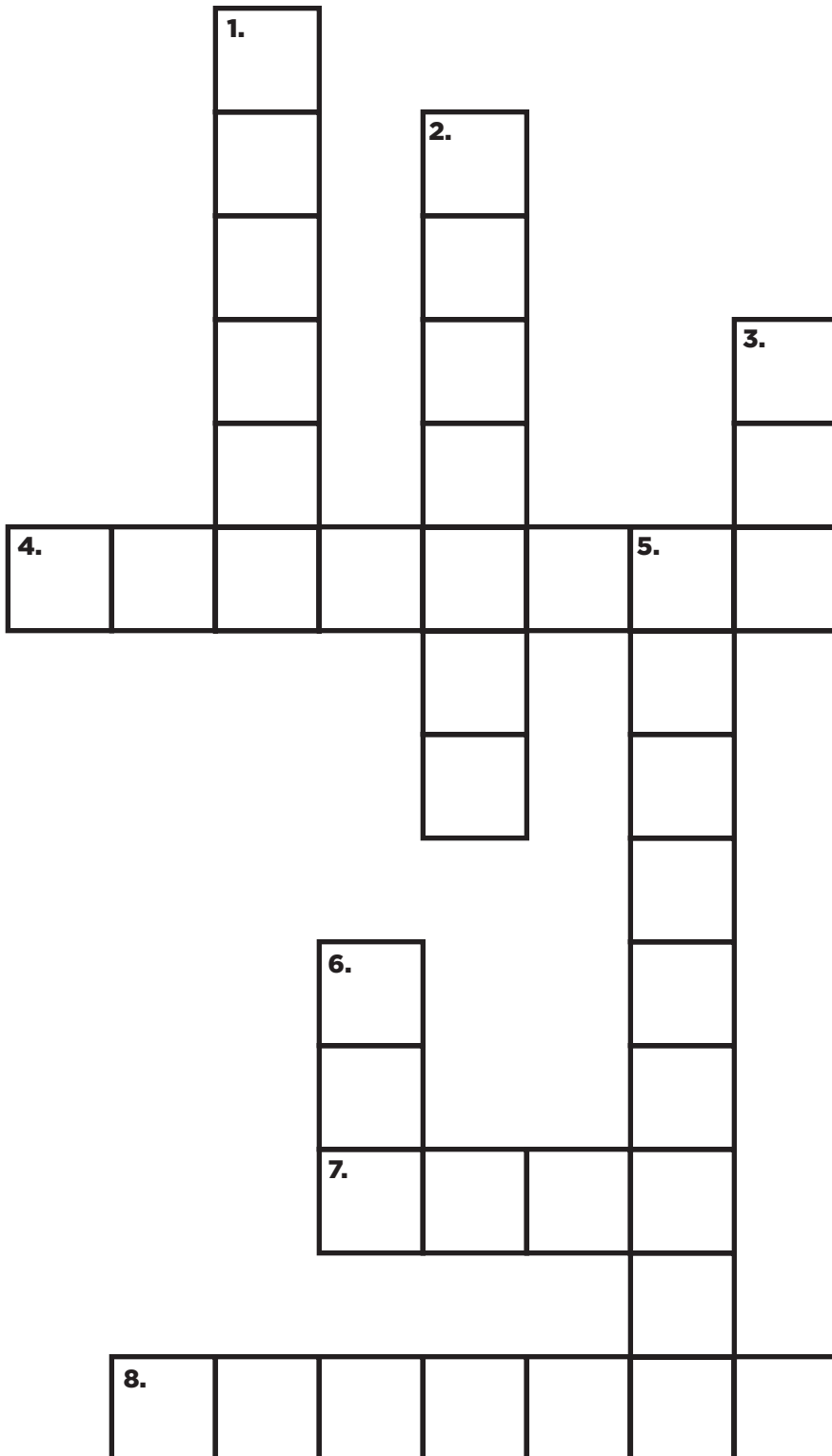
WITCH

WIZARD



Birdsquirrel STILL
can't read so good...
can you please help?

CROSSWORD PUZZLE



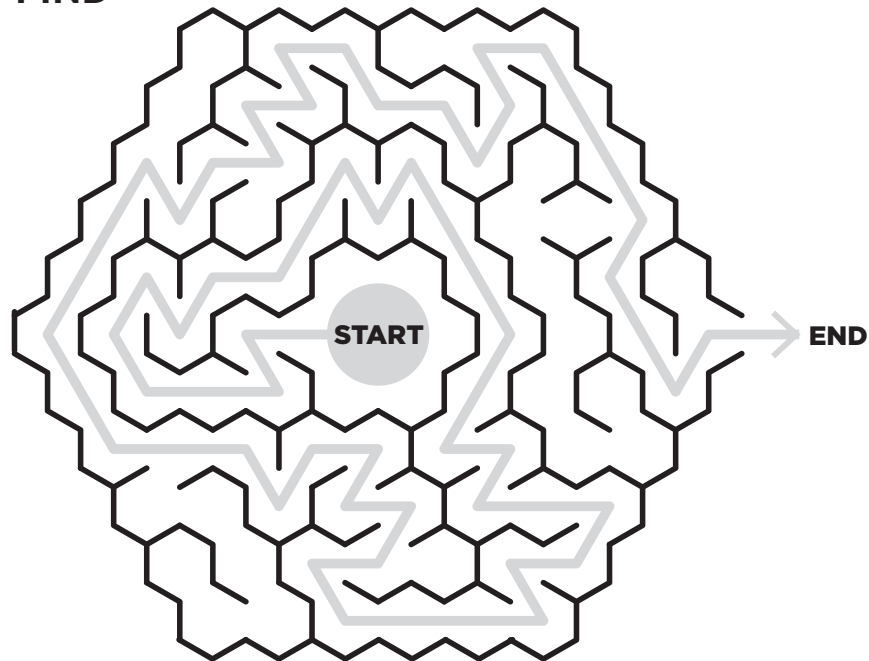
DOWN

1. A small and clever reptilian creature. They are known to worship dragons.
2. Tasha grew up in a hut that stood on this animal's legs.
3. Birdsquirrel's best friend.
5. Something you need in order to cast a spell.
6. Vargouilles have this animal's wings sprouting from their heads.

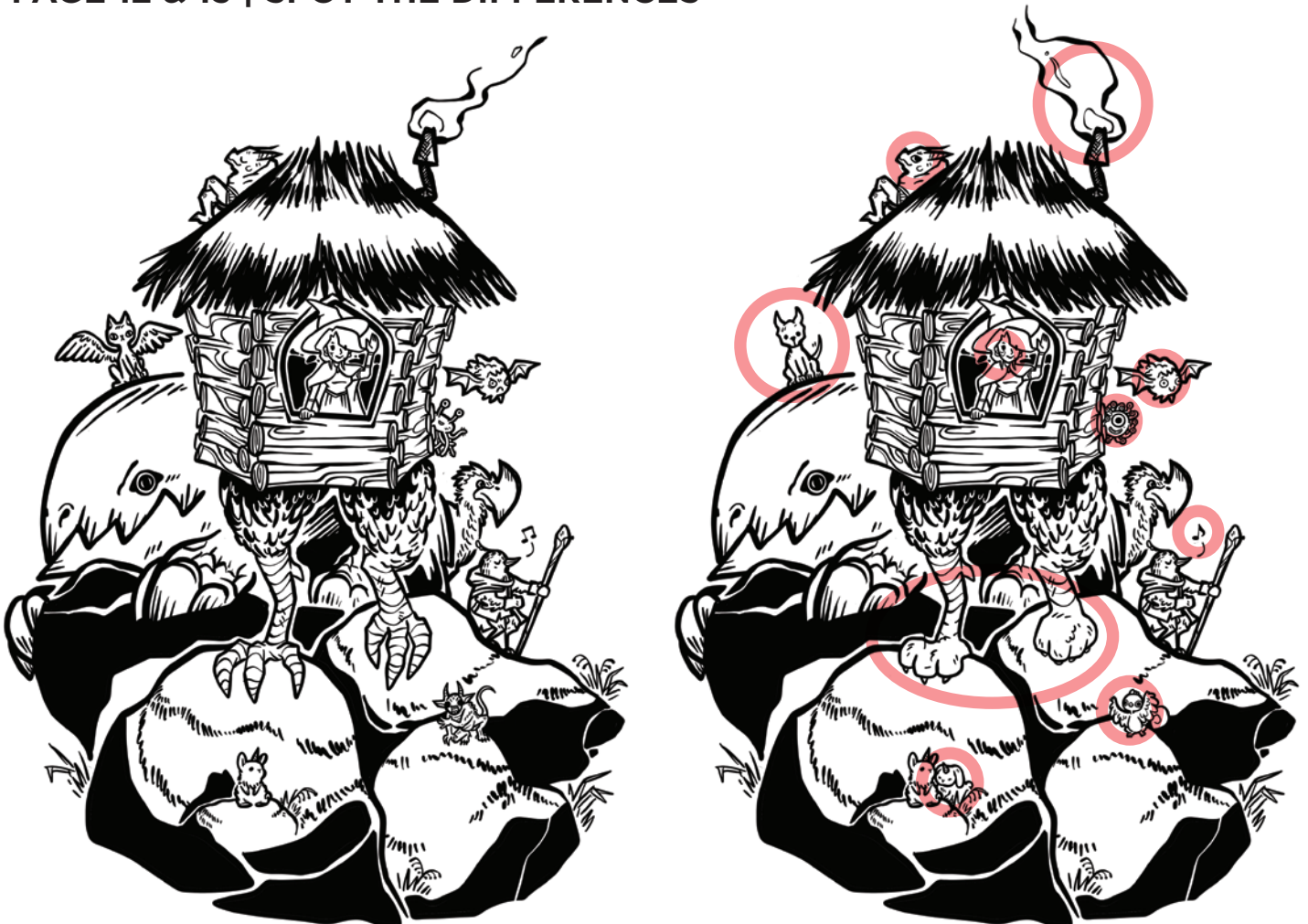
ACROSS

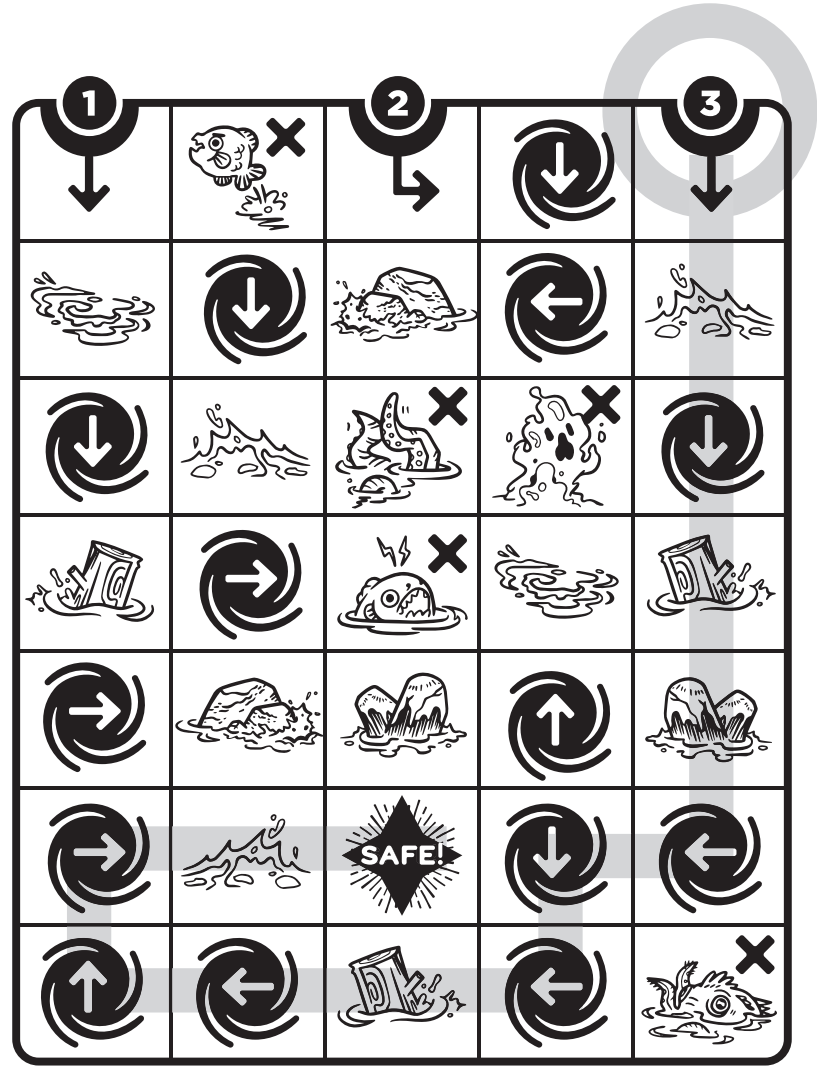
4. Someone who helps you on your adventures
7. A baby yeti is called this.
8. The name of this famous spell: *Tasha's Hideous* _____.

PAGE 11 | WORD FIND



PAGE 12 & 13 | SPOT THE DIFFERENCES





PATH #1



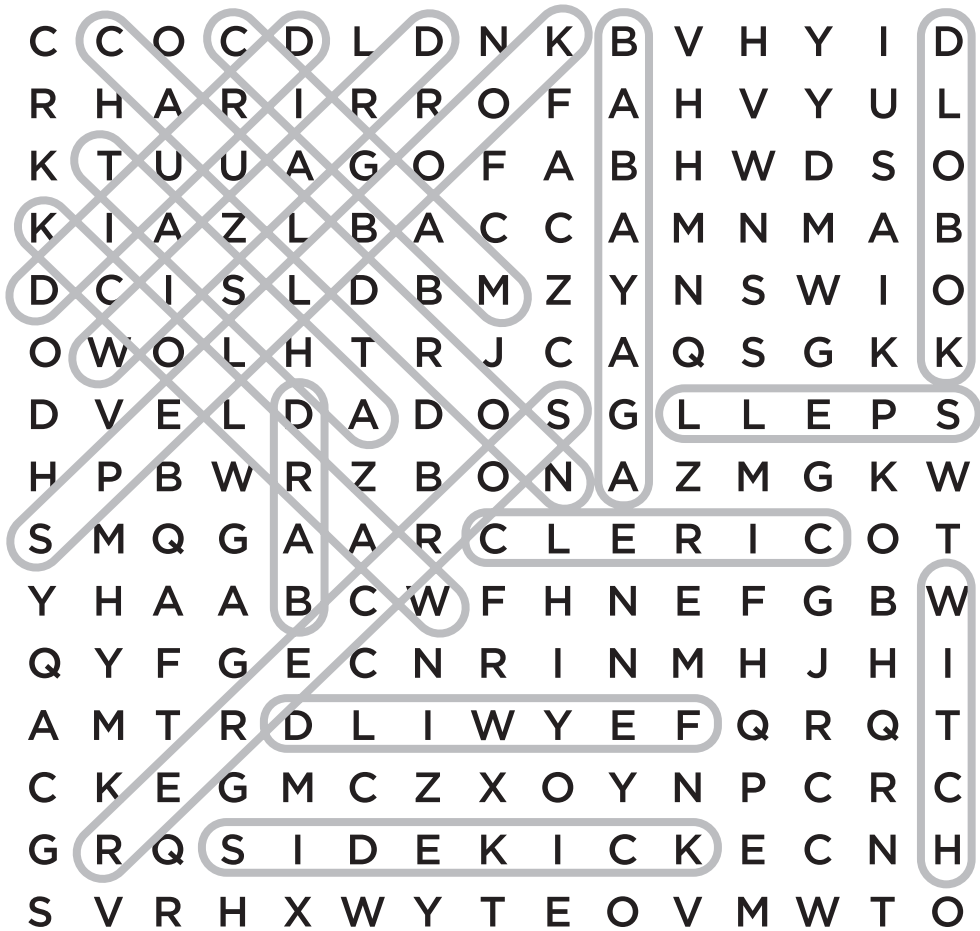
PATH #2



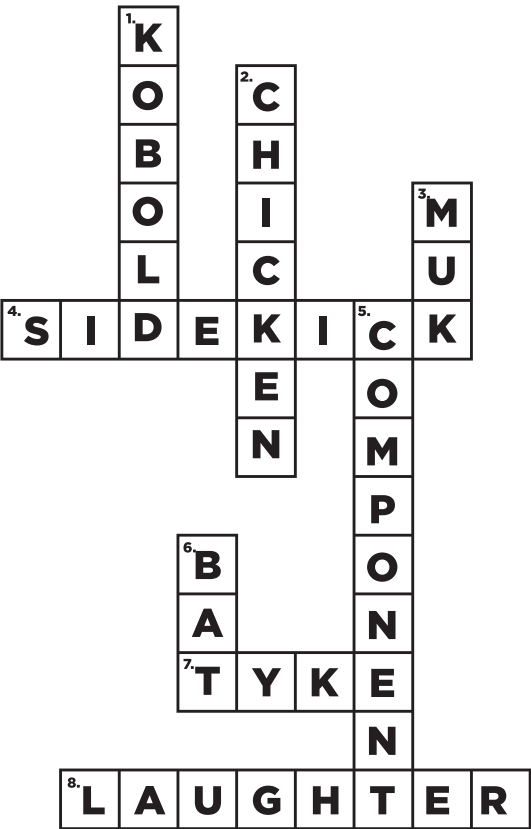
PATH #3



PAGE 24 | WORD FIND



PAGE 25 | CROSSWORD PUZZLE





ADVENTURE IDEAS

EVERY ADVENTURE IN THE DANKWOOD HAS A SOLUTION that can be attained without resorting to combat. Goblins can sneak out of danger, they can act all tough and bluff their way through a problem, and they are also known to be able to make friends with just about anybody (even grumpy grung!).

Read over the adventure hooks to get an idea of the problem or mystery and then check out the questions. These questions are prompts to let your players invent their own creative ways to solve the adventure and tell their own Dankwood story. There are infinite possible paths as to how each story can be told, so let your imagination lead the way!

TASHA'S PARTY

Tasha needs your help! She wants to throw a party and make her super special Green Bubble soup. Everyone in Gob-Town is excited but Tasha says to make Green Bubble soup she needs some gooey webs from the rare and elusive **spiderfrog**. Do you know where to get some for her?

You've heard that the grung king, **Robbit the Slimy**, might know where to get some—or he and his **grungs** may even have some webs to trade.

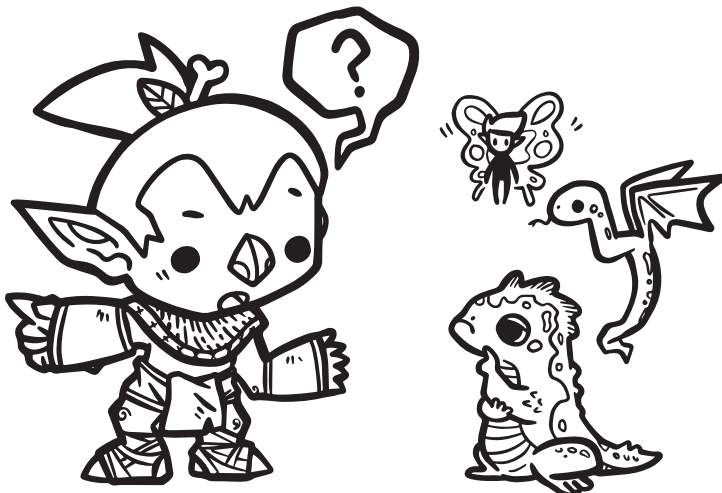
QUESTIONS TO ASK:

- What does King Robbit want in exchange for information about the location of the spiderfrogs or (if he has them) for the webs? If you can find out what he likes, then you might be able to trade with him.
- If the grung are too grumpy, then who would know where to find spiderfrog webs in the Dankwood? Who would you need to ask to get this information? There are a ton of goblin friends who know stuff!

ASK AROUND GOB-TOWN! FIND STUFF OUT!

King Robbit is shrewd and grungs are super grumpy. It's not going to be easy to get spiderfrog webs from them.

Tasha knows that spiderfrogs spin their webs next to clear, still ponds that reflect the moonlight. They also make a high-pitched squeaking sound during the full moon.



THE LOST YETI

While wandering around the Dankwood, you found a **yeti tyke**. It's a moepy little critter but it's probably because it just misses its family.

You're pretty sure that its family lives in the Snowy Hills to the north. It's a long trip but if this tyke is going to get back home, someone has to show it the way.

THE REAL STORY!

The yeti tyke was separated from its parents by a group of grumpy **duergar**. The yetis live in a cave, but that cave contains a secret door that leads to an underground labyrinth that has an ancient treasure hidden within it. The yetis didn't know about the secret door or the treasure but the duergar sure did and they chased them out of the cave so they could hunt for the loot.

When the heroes return the tyke to its parents, the yetis tell them about the grumpy duergar and how they've been chased out of their home. Can our heroes help get the yetis back in their home, give the duergar the boot, and maybe get some of that treasure the duergar are looking for?

QUESTIONS TO ASK:

- Can anyone speak yeti? Maybe Tasha has a spell or a potion for that!
- What are some possible ways to get rid of the duergar? Some people who know about them say that duergar are terrified of mind flayers—maybe the heroes could dress up like them and scare the duergar away?
- The yetis say that there is a super scary monster called a remorhaz living nearby. Maybe that monster could come in handy when dealing with the duergar? It's risky!
- Do the duergar have a map? That labyrinth sure is confusing and it could be easy to get lost in there!

THE CURSED SPRING

The heroes come across a pixie who is crying by a spring that is all filled with stinky muck and bubbling sludge. If they ask what is wrong, she tells them that her beautiful spring has been cursed by an evil **sludge hag** that has moved into the Dankwood. She asks if the heroes can help get the hag to remove the spring's curse.

QUESTIONS TO ASK:

- Can the hag be bargained with? Everyone has something that they covet or crave, maybe there's a way to find out what this hag desires above everything else.
- Can you make friends with the hag? Maybe no one has ever treated the hag with kindness—a fresh baked pie might do the trick!
- Can the hag be tricked? Maybe they're a sucker for taking bets and, if you're good enough, you can beat them in a game of chance.
- Can you use your friends to help? Your friend, Tasha, is a pretty powerful witch. Maybe she knows something about the hag's weakness that you can take advantage of.



MORE ADVENTURE HOOKS!

Here's a list of fun ideas that can inspire a fun story in the Dankwood. Use them to spawn more adventures!

DANKWOOD ADVENTURE HOOKS

d8 Adventure Hook

- 1 A flute, that when played, summons a pegasus. (Where does the pegasus fly to if you get on its back?)
- 2 A carved wooden bird that comes to life when picked up and leads the adventurers to the entrance of a cave. (What treasures are in the cave?)
- 3 A pixie flies up to you and asks if you would help to chase a troll away from its village. (How do you get rid of a dangerous troll?)
- 4 A hunter is in the forest looking for a rare elk with golden antlers. (Either help the hunter catch the elk or help the elk escape the hunter.)
- 5 An elf who claims to be of royal blood is seeking refuge in the Dankwood. He is being hunted by rival elves and is willing to pay gold for your help. (Is the elf really who he says he is? Who are the rival elves?)
- 6 A gnome rushes up to you, hands you a golden key, and tells you, "Find the crystal cave and save me." before turning to stone!
- 7 One of your nets traps a tiger. As you are figuring out what to do with it, the tiger speaks and claims that it was once a halfling that was cursed by an evil wizard.
- 8 A bounty hunter is on the lookout for a criminal. Is the criminal actually bad or is the bounty hunter bad?

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.

DANKWOOD GRUNG

Small humanoid (grung), lawful grumpy

1
CHALLENGE

27
(5d6+10)
HIT POINTS

13
ARMOR CLASS

+3
INITIATIVE

25 ft.
climb
25 ft.
SPEED

STR
-2
7

DEX
+3
16

CON
+2
15

INT
+0
10

WIS
+0
11

CHA
+2
15

Saving Throws Dex +5

Skills Athletics +2, Intimidation +4, Perception +2, Stealth +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 12

Languages Grung

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Grumpy Grung Growl. A ferocious gurgling issues from the throat of the Dankwood grung, warning those within 15 feet that they are indeed grumpy. Creatures in that area must succeed at a DC 12 Charisma saving throw or be frightened until the end of their next turn.

<small>WEAPON</small>	<small>ATTK. BONUS</small>	<small>DAMAGE/TYPE</small>
Dagger	+5	5 (1d4+3) piercing

Reach 5 ft. or range 20/60 ft., one target

Target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Dankwood grungs come in a variety of colors and play different roles in their community:

- Green: Warriors, hunters and workers
- Blue: Crafters and cooks
- Purple: Leaders and commanders
- Red: Scholars and magic users
- Orange: Super elite warriors
- Gold: The big boss

DANKWOOD DUERGAR

Medium humanoid (dwarf), lawful grumpy

2

CHALLENGE

26

(4d8+8)

HIT POINTS

18

Plate Mail

ARMOR CLASS

+0

INITIATIVE

25 ft.

SPEED

STR

+3

16

DEX

+0

11

CON

+2

14

INT

+0

11

WIS

+0

10

CHA

-1

9

Damage Resistances Poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Dwarvish, Undercommon

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Verbal Jab. The duergar unleashes a string of insults laced with subtle enchantments at a creature they can see within 60 feet. If the creature can hear them (it doesn't need to understand them), it must succeed on a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
Haymaker	+5	6 (1d6+3) bludgeoning

Reach 5 ft., one target

If the duergar is enlarged, increase their damage to 10 (2d6 + 3) bludgeoning damage.

Dankwood duergar live in the deep caves below and are constantly on the search for treasure and magical discoveries they can claim as their own. Like their dwarven relatives, the Dankwood duergar are masters at crafting, but never seem to be happy or satisfied with their creations.

Some say that their constant pouting is what allows them the magical ability to double in size and strength for short moments. Now that's a temper tantrum!



KING ROBBIT THE SLIMY

Small humanoid (grung), lawful grumpy

2

CHALLENGE

27

(5d6+10)

HIT POINTS

13

ARMOR CLASS

+3

INITIATIVE

25 ft.

climb
25 ft.

SPEED

STR

-2

7

DEX

+3

16

CON

+2

15

INT

+0

10

WIS

+0

11

CHA

+2

15

Saving Throws Dex +5

Skills Athletics +2, Intimidation +4, Perception +2, Stealth +5

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Passive Perception 12

Languages Grung

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples King Robbit or otherwise comes into direct contact with his skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. While poisoned, the creature is charmed as per the spell charm person and can understand simple phrases spoken in grung. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Grumpy Grung Growl. A ferocious gurgling issues from the throat of the Dankwood grung, warning those within 15 feet that they are indeed grumpy. Creatures in that area must succeed at a DC 12 Charisma saving throw or be frightened until the end of their next turn.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
Dagger	+5	5 (1d4+3) piercing

Reach 5 ft. or range 20/60 ft., one target

Target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
Shortbow	+5	6 (1d6+3) piercing

Range 80/320 ft., one target

Target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

King Robbit has a tiny pet snail whom he adores. Maybe if you bring the snail their favorite snack or toy, King Robbit will be willing to help!

SLUDGE HAG

Medium fey, neutral oozy

3 CHALLENGE

82
(11d8+33)
HIT POINTS

17
Natural
Armor
ARMOR CLASS

+1
INITIATIVE

30 ft.
SPEED

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

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Sylvan

Amorphous. The sludge hag can move through a space as narrow as 1 inch wide without squeezing.


Amphibious. The sludge hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *acid splash*, *dancing lights*, *minor illusion*

ACTIONS

False Appearance. The sludge hag collapses into a oily pool of sludge. While motionless, the sludge hag is indistinguishable from any other oily pool of oozy drappiness.

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Sludge Slap	+6	8 (1d8+4) bludgeoning
Reach 5 ft., one target		4 (1d8) acid damage

Sludge Slap does both bludgeoning and acid damage.

SPIDERFROG

Small beast, chaotic sticky

1/4 CHALLENGE

13
(2d8+4)
HIT POINTS

13
ARMOR CLASS

+3
INITIATIVE

30 ft.
climb
30 ft.
SPEED

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	-4	+1	-3
10	16	14	3	12	4

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13


Languages —

Amphibious. Spiderfrog can breathe air and water.

Spider Climb. Spiderfrog can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. Spiderfrog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Bite	+3	4 (1d6+1) piercing

Reach 5 ft., one target

Target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and spiderfrog can't bite another target.

You can smell a sludge hag long before you see one. A super stinky smell like rotten eggs mixed with old flower water lingers whenever a sludge hag is around. Sludge hags also tend to leave oily, dark trails of goop around the locations they inhabit. Small critters who venture too close will become covered in the oily goop and require the help of another creature to get clean.

There are rumors that sludge hags were once pristine, fey creatures who became encased in gooey sludge after mistreating their environment. Another rumor is that sludge hags just have really itchy skin and the goop makes them feel relaxed.

Spiderfrogs are unique to the Dankwood and may or may not have been created by the eccentric gnome wizard, Doonwaggle. Either way, their high-pitched squeaking sounds indicate that they are thriving in large numbers, despite being difficult to catch.

If you are lucky enough to come across an abandoned spiderfrog egg, raising one kindly will gift you the most helpful house-mate. Spiderfrogs are excellent at getting rid of pests and neatly pack away their webs at night, as they prefer to sleep under the shelter of a big, juicy leaf.



YETI TYKE

Small monstrosity, chaotic silly

9

(2d6+2)

HIT POINTS

11

Natural Armor

ARMOR CLASS

+0

INITIATIVE

20 ft.

climb

20 ft.

SPEED

STR

+0

10

DEX

+0

11

CON

+1

12

INT

-2

6

WIS

-1

8

CHA

-3

5

Damage Immunities cold


Senses darkvision 60 ft., passive Perception 9

Languages understands Yeti but can't speak

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

WEAPON	ATTK. BONUS	DAMAGE/TYPE
 Claw	+2	2 (1d4) slashing
Reach 5 ft., one target		2 (1d4) cold damage

Claw does both slashing and cold damage.

This family of yetis don't normally venture down to the Dankwood. Their home is in the frosty, Snowy Hills up north, where the air is cool and their fluffy-white fur makes for perfect camouflage.

A yeti tyke who has been separated from its family is scared, hungry and looking for a friendly face. Its loud, sorrowful howls will be a sure-fire way to locate where it's currently hiding.

To coax the scared yeti tyke out, you might try the following:

- Yetis have an amazing sense of smell and a smelly snack might do the trick!
- You might not speak the same language, but some well-pitched yeti howls and yeti hand motions are sure to show that you mean no harm. (Make sure you show how it's done!)
- This yeti tyke is missing its family, is there a way to disguise yourself as a long-lost yeti relative?

NOTES

DANKWOOD
•SIDEKICK•



WINKY-BIX
*Small Dankwood
Almiraj*


Winky-Bix is the first to help in times of need. They can cast the cantrip *Light*, once every long rest.

Personality: I may be tiny, but I'm always willing to give it my all!

Flaw: My ears are extra soft and extra long—sometimes I trip over them.

+2 TO NATURE CHECKS

DANKWOOD
•SIDEKICK•



COLE
*Awakened
Rock*

An awakened rock with a painted-on smiley face. Cole can fit in your pocket and will happily whisper positive thoughts throughout the day.

Personality: You'll always have a friend in me!

Flaw: My face sometimes gets rubbed off. I'll need help putting it back on, if you don't mind.

+3 TO CHARISMA CHECKS

DANKWOOD
•SIDEKICK•



DURDLE
*Small Awakened
Turtle*


Durdle is always ready to help out with a *slow* spell he casts once per day.

Personality: If you take your time, you'll do it right.

Flaw: Always late to parties.

+2 TO PERCEPTION CHECKS

DANKWOOD
•SIDEKICK•



PIPPY
Tiny Sprite

Pippy is a fierce **sprite** warrior who is a defender of the Dankwood. If Pippy is within 10 feet, you can't be frightened.

Personality: I am afraid of no one!

Flaw: I am afraid of no one!

+1 TO ATTACK ROLLS



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CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

D&D 5e CHARACTER SHEET
SUPPORTING EXTRA LIFE

PERSONALITY TRAITS

IDEALS

BOND

FLAWS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

PASSIVE WISDOM (perception)

ARMOR CLASS

INITIATIVE

SPEED

INSPIRATION

SAVING THROWS

STR

INT

DEX

WIS

CON

CHA

HIT POINTS

HIT DICE

TOTAL (level)

DEATH SAVES

SUCCESS

FAIL

LANGUAGES & PROFICIENCIES

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

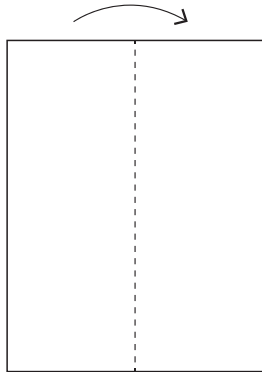
NAME	ATTACK BONUS	DAMAGE/TYPE

FEATURES & TRAITS

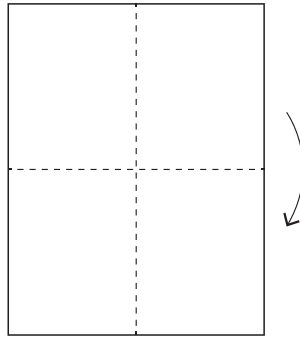
EQUIPMENT & MONEY



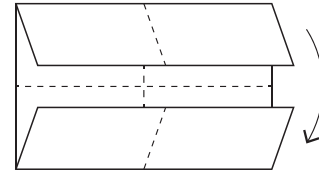
MINI SPELLBOOK



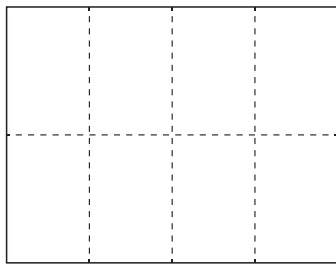
1. Fold in half lengthwise



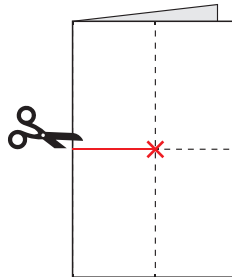
2. Unfold, then fold in half widthwise



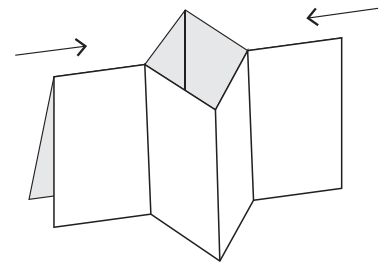
3. Unfold, then fold the edges up to the center



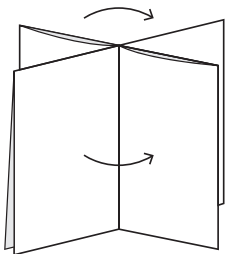
4. Your paper should have creases like these.



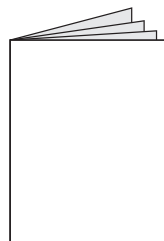
5. Fold in half widthwise and cut a slit half way to the **X**



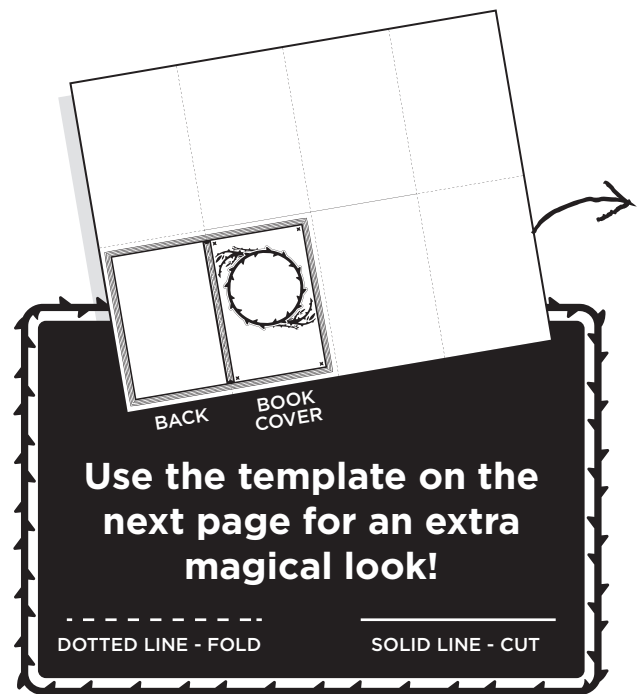
6. Unfold, then fold lengthwise and push the ends in towards the center

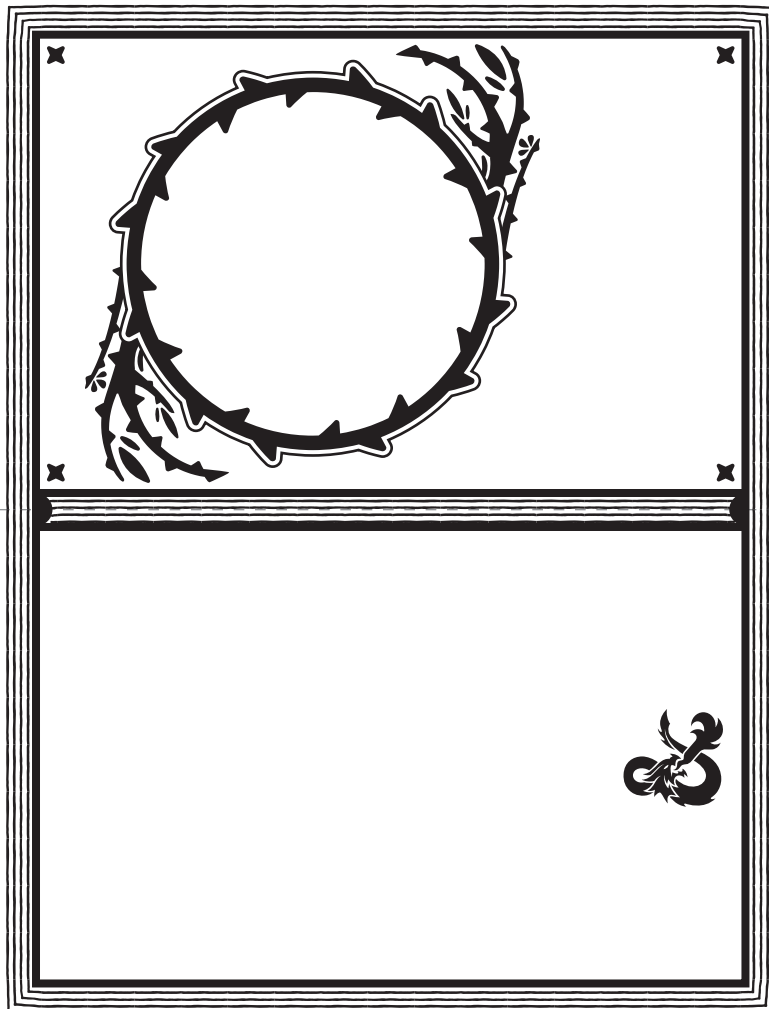
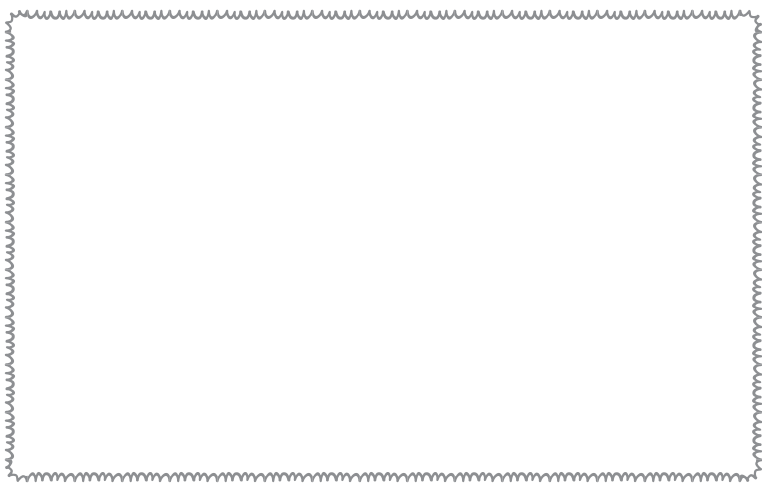


7. Fold all pages together in to your mini spellbook!



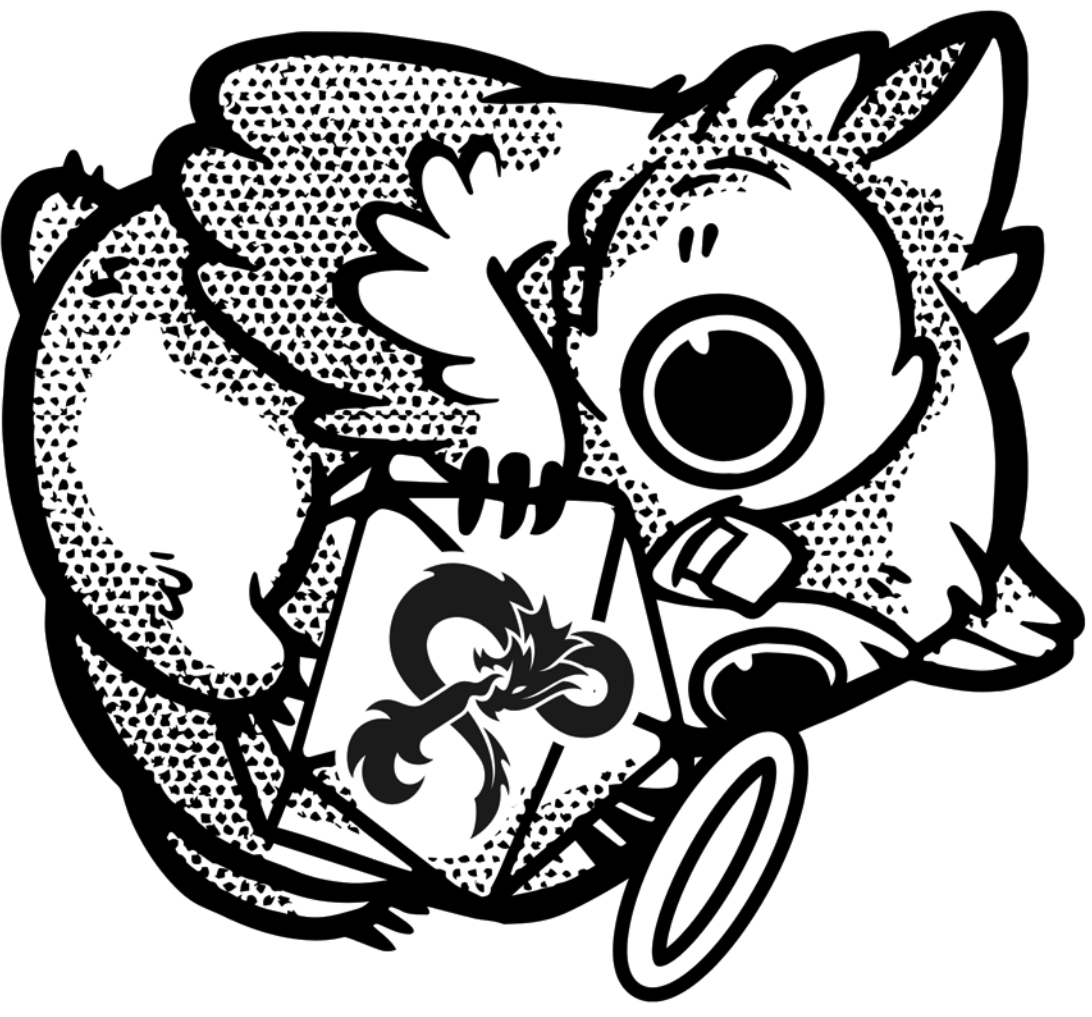
8. Ta-da!





I EXTRA CIE

and owlbeats



I might not look like you,
and you might not look like me.
But those wonderful differences,
should be celebrated and seen.

THANK YOU

for joining Muk, Birdsquirrel and I on
another adventure in the Dankwood-
our world enriched by the spectacular
talents of Adam Lee and Chris Lindsay.

Thank you to everyone, for your
encouragement, support and time spent
with us. Shared moments together are
such incredible treasures.

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



