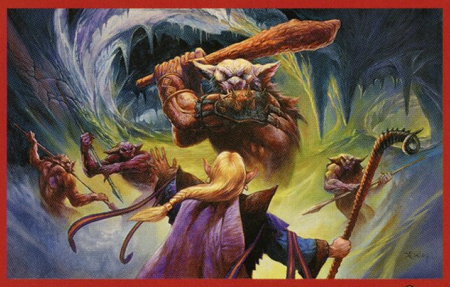
R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

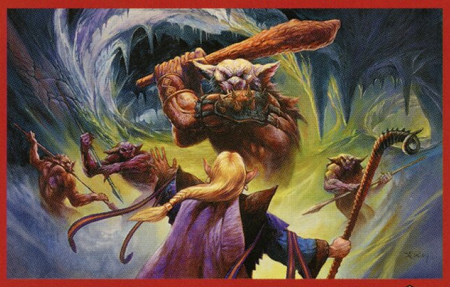
™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

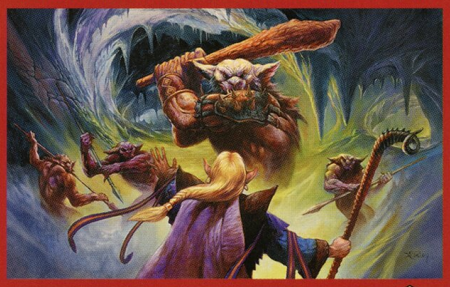
™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

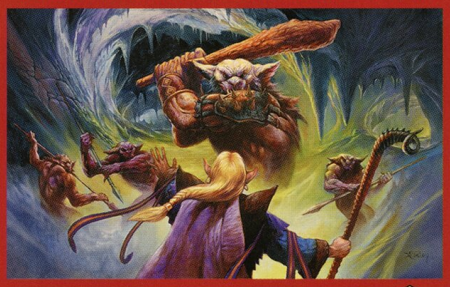
™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast

R12 DUNGEONS & DRAGONS

Dungeon Module R12

Den of the Bugbear

AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

{T}: Add {C}.

{3}{C}: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN ✍ Jeff Easley

™ & © 2021 Wizards of the Coast