

## How to use this book:

- One person is the Reader and there must be at least one apprentice.
- The Reader should be whoever is best at doing fun voices.
- The Reader can change the rules and add bonus points to make sure the apprentice is having fun.
- Text in this font is just for the Reader.
- Text in the Adventurer's handwriting should be read aloud.
- The apprentice will use their imagination, dice rolls and their problem-solving skills to find a solution for each page.
- With each page successfully completed, the apprentice will gain a friend to help them defeat the Big Bad. The Big Bad can be defeated without any friends but it will be more challenging.
- This game uses 1 six-sided dice (1xD6).
- You can use writing materials to take notes on the Big Bad and which friends you have gained.



*Apprentice,*

*The town is having a festival, and everyone is busy decorating and preparing a feast. But something is on the horizon. The whole town may be in danger.*

*There is no time to grab anything. Just meet us on the edge of town.*

*The Adventurers*

The Adventurers are waiting on the edge of town. They look worried:

*“Do you see that dust on the horizon? We don't know what it is yet, but it can't be anything good. It's probably something big and bad.”*

*Use my telescope to see what it is.”*

The apprentice will roll the dice to see what danger approaches the town:

- 1 - Plague of Rats
- 2 - Big Bad Wolf
- 3 - Swarm of Pixies
- 4 - Shadow Giant
- 5 - Ghost
- 6 - Pirate Raiders

*“Speak to the troll at the magical menagerie to find out everything you can about the Big Bad. Then secure every entrance to the town to stop the Big Bad from getting in.”*



At the Magical Menagerie, the grumpy old troll looks busier than usual:

"What's all the fuss apprentice? I've got pies in the oven to get ready for the festival. I've got no time to mess about today."



"A Big Bad, you say? That's not good at all. Take a look at these notes I have. If you use the Big Bad's weakness against them, they will be easier to defeat."

### Plague of Rats



- Rats eat all the food in town and bite people's toes.
- Rats don't like clean spaces or cats.

### Big Bad Wolf



- Wolves chase and snap at people.
- Wolves hate loud noises and large groups.

### Swarm of Pixies



- Pixies steal magical items.
- Pixies are scared of water or fire.

### Shadow Giant



- Shadow Giants will block the sunlight from the town.
- Shadow Giants don't like light or music.

### Ghost



- Ghosts wail and keep people awake.
- Ghosts don't like lights or laughter.

### Pirate Raiders



- Pirates steal food and treasure.
- Pirates don't like clever plans and soapy water.