

How to use this book:

- You need one person to be the Reader and 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.
- This game uses 1 six-sided dice to determine if the apprentice's ideas have worked. Rolling higher numbers is usually better.
- If their idea didn't work, they can think of a different idea and try again.
- You will also need **writing materials** to record the clues you collect.

At the start of each read through, **the Reader** will **secretly** roll the dice two times to decide the name of the thief and the location of their hideout.

Possible Thieves:

- 1 - Mysterious Mage
- 2 - Weird Witch
- 3 - Tall Trader
- 4 - Noble Knight
- 5 - Vicious Vampire
- 6 - Laughing Lord

Possible Hideouts:

- 1 - Forest
- 2 - Docks
- 3 - Mountain Road
- 4 - Canyon
- 5 - Portal
- 6 - Roadside Inn



Hello apprentice,

The farmer's unicorns have been stolen! The thief might try to sell their magic, or worse, use it themselves.

Find out where the unicorns have gone and who took them. Speak to the villagers to discover clues.

I know you will do your best,

The Adventurer

"The farmer who looks after the unicorns is very upset that the unicorns are gone."

"Apprentice, you must find my unicorns! The thief can't know they have a foal, and the baby can't be apart from its parents for long."

What will I do if they don't come back? What if they're hurt... or lost forever?"

The apprentice must think of something to say to the farmer to help them feel a little better.

Roll the dice to see if it worked.

Roll 1-3: Oh dear. The farmer still looks sad, but it's okay to feel that way sometimes. Let's go find those unicorns!
Roll 4-6: Success. The farmer smiles and looks a bit more hopeful.



"The thief is likely a stranger who recently arrived in town.

Here are all the newcomers and a map showing places where the unicorns might be hidden."

As you play, you will eliminate locations and suspects until only the correct answers remain. Writing down names and places might help you keep track.

You can return to this page anytime.

