







How to use this book:

- One person is the Reader and there must be at least one apprentice. Each apprentice creates a character sheet.
- The Reader should be whoever is best at doing fun voices.
- Text in this font is just for the Reader.
- Text in the Adventurer's handwriting should be read aloud.
- The Reader can change the rules to make sure the apprentice is having fun.
- The Reader helps apprentices update their character sheet when items are purchased.
- Shops can be visited and revisited in any order.
- Apprentices won't succeed in the training yard every time, but they can retry or return later.
- This game uses 1 six-sided dice (1xD6), writing materials to create character sheets, and some small objects to use as gold and player tokens.
- You can play with or without a gold budget. If playing without, apprentices can purchase up to 1 item per shop.

Optional gold budget: Roll 1xD6 to see how much gold they have to spend in the shops:

- 1 - 11 
- 2 - 12 
- 3 - 13 
- 4 - 14 
- 5 - 15 
- 6 - 16 



Apprentice,

*Soon your training will take you on
quests outside the safety of the town.*

*We want you to be ready for whatever
an adventure might "throw" at you.
Gather your friends and meet me at
the training yard in the Adventurer's
Keep.*

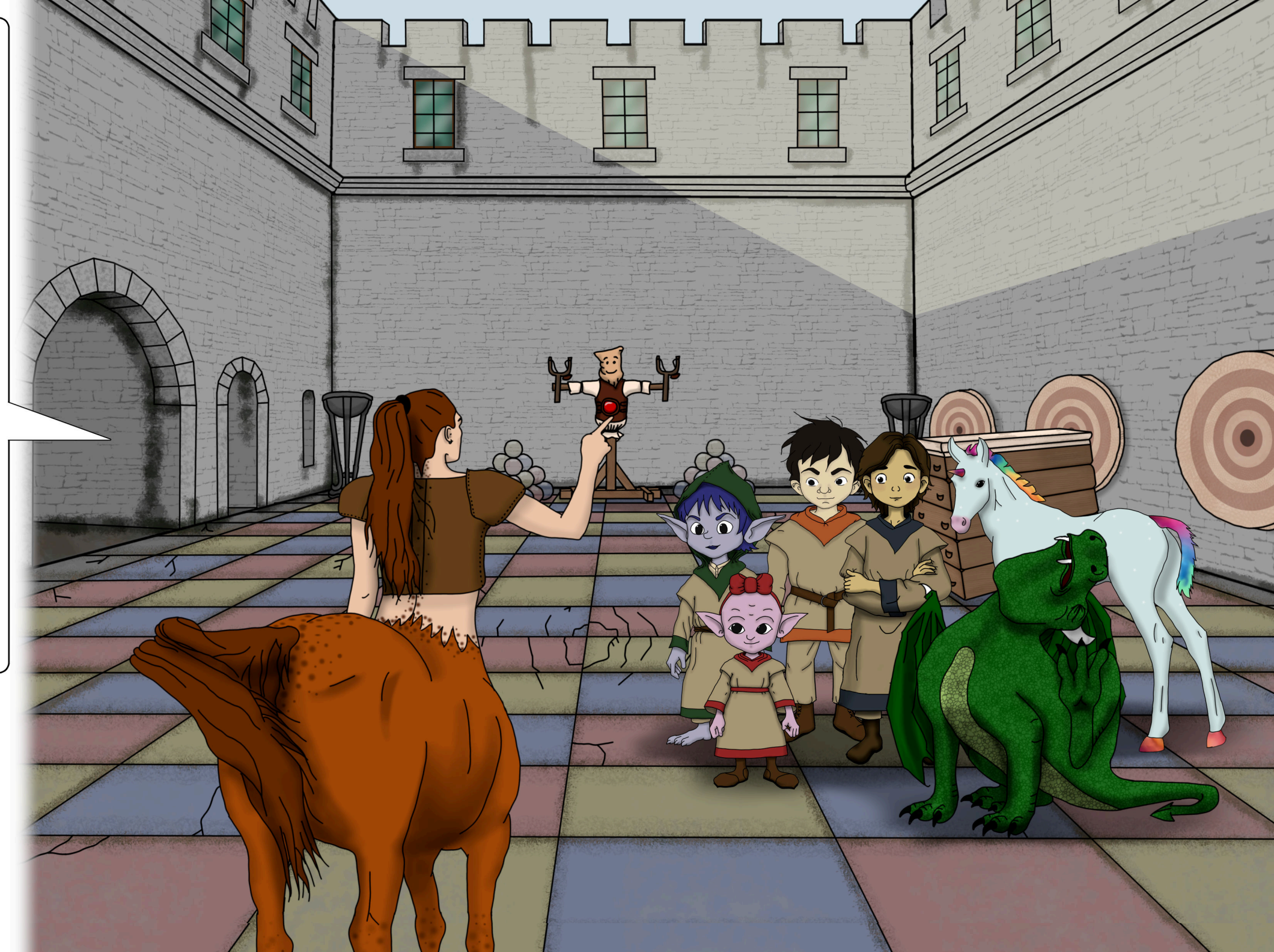
*Don't keep me waiting,
The Adventurer*

“This is the training yard at the Adventurer’s Keep, where we train every day to be ready for anything.

Do you see the training dummy at the far end? Each time you take a step, it will throw a bubble at you. If you leave yourself unprotected, the bubbles will hit you and might even knock you down. You’ll need strength, wisdom and magic to protect yourself.

Before training, you’ll need to buy some equipment to protect your weak spots. Spend some time thinking about your strengths and weaknesses before you go shopping.”

On the next page, the apprentice will create a character sheet for themselves **or** one of the other characters. Think about what stats to prioritise so they are protected from the dummy’s bubbles.



“You and your friends are all very different. Some of you are strong with big muscles and tough skin. Some are wise with good ideas and clever choices. Some of your friends even carry magic inside them.

Nobody is perfect, everyone has a weak point. Look carefully to see where you and your friends need to prepare most. That way, if danger strikes, you can stay safe.”

The apprentice(s) will choose **one** character (each) to equip and train on this read through.

Help the apprentice to copy the chosen character’s stats on paper or a character sheet printed from: adventurersapprentice.com

-  - Health
-  - Strength
-  - Wisdom
-  - Magic

If you are playing using a budget, write down how much gold you have on your character sheet.

Apprentice




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


Human




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Unicorn Foal



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Elf




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Goblin



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Baby Dragon



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