

GUIDE TO SYMBOLS:

✓: You do the thing!
The more you roll, the better you succeed.



Good news! You find a piece of information that's useful.



Damage! You get hurt or lose something. Write down what happened on your sheet. If you roll 2 skulls, it's a really bad injury.

X: You don't do the thing!
The more you roll, the worse you fail.



Bad news! You find a piece of information that makes things worse, or more difficult.



Treasure! You find a useful item. Write down what you found on your sheet. (On the back.)

(If you roll ✓ + X, you succeed, but at a cost. You can choose not to pay the cost and fail.)

ADVENTURE DICE!

An awesome roleplaying game for awesome young people

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This is a storytelling game that's really easy to play. There are two roles: players, and the storyteller. You can have as many players as you like; each of them makes up a character - an adventurer in a fantasy world, one packed with monsters and magic, danger and mystery.

There's only one storyteller - you. You imagine that world, and have control over it. Describe it, give the players challenges, and ask questions about what their characters are doing.

When a character does something tricky, get them to roll the two basic dice - then interpret the results using the guide above and tell them what happens. Sometimes, the player can roll extra dice: see below for when that happens.

If a player character takes damage four times, they're out of the story. They can heal damage with rest, medicine, and magical potions or spells.

When a character finds treasure, tell them what it does - or if it's just valuable.

Remember, this is your world, so if you know what's happening, you don't have to roll the dice - you can just say. Or ask the players for info!

SAMPLE CHARACTERS:

- GRUSK, half-orc robber
- PHALDAE, elven swordmistress
- ROLLO, put-upon local hero
- HAGGART, cowardly dwarf inventor
- DUNSKIN, mountainfolk tracker
- BINDLE, mighty gnome warrior

SAMPLE ADVENTURES:

- GET the Duke's ancestral sword back from the goblins in his ruined mansion.
- HUNT the vicious griffon that's been stealing sheep and scaring villagers.
- HELP a lizard-kin sorcerer gather ingredients to cast a mighty spell.
- FIGHT the orc gang that's taken over your hometown.
- PICK your sweetheart a flower from the haunted section of the graveyard (to prove your bravery).

NAME: _____

PEOPLE THINK I'M: _____

BUT REALLY I'M: _____

I'M ADVENTURING BECAUSE: _____

I'M GREAT AT: _____

DAMAGE:

1) _____

2) _____

3) _____

4) _____

PORTRAIT

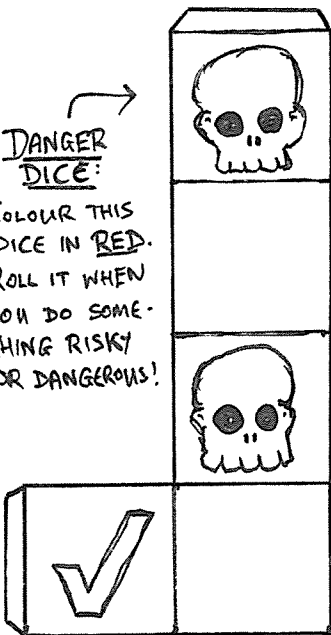
CHARACTER SHEET
WRITE DOWN STUFF ABOUT YOUR CHARACTER HERE. YOU HAVE STANDARD KIT: ARMOUR, WEAPON, RATIONS AND CAMPING SUPPLIES.

BASIC DICE 1
ROLL THIS WHENEVER YOU DO SOMETHING TRICKY.

BASIC DICE 2
ROLL THIS WHENEVER YOU DO SOMETHING TRICKY.

CUT OUT THESE DICE (GET A GROWNUP TO HELP YOU IF YOU'D LIKE) AND FOLD THEM INTO CUBES, THEN GLUE OR TAPE THEM TOGETHER

DANGER DICE:
COLOUR THIS DICE IN RED. ROLL IT WHEN YOU DO SOMETHING RISKY OR DANGEROUS!



SKILL DICE:
COLOUR THIS DICE IN BLUE. ROLL IT WHEN YOU DO SOMETHING YOUR CHARACTER'S GREAT AT!

