



Welcome to Dragon Island, where little heroes can have big adventures!

THE ADVENTURER'S GUIDE

How to play Print & Play Family Mini-RPG Adventures

You don't need to know lots of rules. All you need is a little imagination, some dice, and the courage to give it a try!

WHAT YOU'LL NEED



A twenty-sided die (D20) or 20 numbered pieces of paper to draw from.



2 six-sided dice (2D6)



A pencil



A Print & Play adventure



Your very best imagination!

YOUR DRAGON FRIEND

Every adventure has its own selection of dragons. Choose the dragon you'd most like to explore with!
Your dragon has special abilities that can make some challenges easier and others a little trickier.

Once you've chosen your dragon, you're companions until the adventure ends! You cannot switch dragons halfway through. Whether you win or lose, you can choose a different dragon next time. Maybe they'll tackle the challenges in a completely different way!

HOW A TURN WORKS

1

ROLL THE D20



The dice decides which event you'll encounter. Find the matching number in your adventure and read what happens!

2

LOOK AT THE CHALLENGE



Some events test one of your dragon's abilities. Check the challenge's target number and which ability you'll need.

3

ROLL 2D6



Add your two dice together. Then add your dragon's ability bonus, or subtract its penalty.

4

DID YOU SUCCEED?



If your total is equal to or higher than the target number, you succeed! If your total is lower, something goes wrong. But don't worry, the adventure continues!

5

UPDATE THE ADVENTURE TRACKERS



Check your result and mark the appropriate tracker. Then it's time for the next turn!

MAGIC, COURAGE & DICE LUCK

The rules for your adventure

ADVENTURE TRACKERS

Every adventure has two trackers: the Positive Tracker shows your team's progress towards victory, while the Negative Tracker shows the growing danger. After each challenge, mark 1 or 2 boxes on the appropriate tracker, depending on your result.

Keep an eye on both trackers! Your adventure will tell you when you've won or lost.

Positive tracker

Negative tracker

HOW DID YOUR ROLL GO?

You rolled an 11 on your D20 and found the event shown below.

Now your dragon faces a challenge! 🐉

Check your dragon's MIGHT ability. Does it have a bonus (+) or a penalty (-)? Roll your 2D6 and add the numbers together. Then add your dragon's bonus or subtract its penalty.



Wisp

🐉 -2

Let's use Wisp as an example!
You roll your 2D6 and get:



$$2 + 5 = 7.$$

But Wisp has MIGHT -2, so we subtract 2.

$$7 - 2 = 5!$$

The target is 7, so Wisp didn't quite make it.

Mark 1 box on the Negative Tracker!

✗
UH-OH!

11 Loose crystals tumble down the hillside and block the busiest path. Move the heavy crystals aside and clear a safe route.

🐉 7

Compare your final result (2D6 + modifier) with the target number.

★
SUCCESS!

Meet or beat the target number.
7-9 in our example

↑ +1 to the positive tracker

★★
BIG YAY!

Result at least 3 above the target.
10 or more in our example

↑ +2 to the positive tracker.

✗
UH-OH!

Result below the target.
5-6 in our example.

↓ +1 to the negative tracker.

✗✗
BIG UH-OH!

Result at least 3 below the target.
4 or less in our example

↓ +2 to the negative tracker.

LUCKY EVENTS

Some events are lucky surprises!
You don't need to roll 2D6 to complete them.

Your dragon gains +1 to the ability shown in the event for the rest of the adventure. Remember your bonus, because it might save the day later!



+1



+1



+1



PLAYING WITH TWO PLAYERS?

You're one team!

- Each player chooses a dragon companion. You can both choose the same dragon or pick different ones.
- Take turns rolling the D20 and facing challenges. On your turn, you must roll your own 2D6 and use your own dragon's abilities.
- The other player cannot help with their dice roll or dragon abilities. But you share the same adventure trackers! Every success helps you both, and every setback affects the entire team.

You win together, and you lose together!

READY FOR ADVENTURE?

This guide can be used with all Print & Play Family's Mini-RPG adventures.

Find your next mission, choose your dragon companions, and let the dice decide what happens!

A LITTLE MESSAGE FROM THE DRAGON GUILD

Remember, brave adventurer...
Not every roll will be lucky, and not every quest will end in victory.
But every challenge is a new story, every mistake is a chance to learn, and every adventure is worth sharing!

Ready to try your luck?
Your next adventure awaits! 🐉
www.printandplayfamily.dk
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