



## LANTERN v 1.3 ©2019

A SOLITAIRE ROLL & WRITE ADVENTURE

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### WHAT'S HAPPENING AT LAST FORTRESS?

FOR MONTHS THE KINGDOM HAS NOT RECEIVED NEWS FROM THE LOOKOUTS. THE LAST MESSAGES SPOKE OF STRANGE SIGHTINGS FROM THE EAST... BUT IT'S BEEN DECADES SINCE ANYONE HAS LIVED IN THOSE TERRITORIES. FLAMES RISE IN THE SKY AND ILLUMINATE THE DESTROYED FORTRESS. BEGIN YOUR JOURNEY THROUGH THE FOREST...

**NEEDED TO PLAY** THE LANTERN ADVENTURE SHEET, 6 D-6 DICE, A PEN/PENCIL, AND THIS RULES SHEET.

**OBJECT OF THE GAME** DEFEAT THE ENEMIES SCATTERED THROUGHOUT THE 8 DIFFERENT ZONES ON THE MAP BY ACHIEVING REQUIRED DICE COMBINATIONS.

**PREPARATION** ROLL THE 6 DICE TO GENERATE THE ADVENTURER'S ABILITIES AND CONSTITUTION. IF THE SUM OF THE DICE RESULTS IS LESS THAN 15 YOU CAN RE-ROLL THE DICE OR BEGIN THE JOURNEY AT YOUR OWN RISK!

ASSIGN A DIE TO EACH ABILITY (CRITICAL HIT, COUNTER ATTACK, MAGIC SPELL) AND TO CONSTITUTION.



ABILITY:  
CRITICAL HIT



ABILITY:  
COUNTER ATTACK



ABILITY:  
MAGIC SPELL



CONSTITUTION



EXPERIENCE

NEXT TO EACH ABILITY, DRAW A QUANTITY OF CIRCLES EQUAL TO THE RESULT OF THE ASSIGNED DIE. THE CIRCLES REPRESENT HOW MANY TIMES YOU CAN USE THE ABILITY EFFECT WHILE FIGHTING THE ENEMIES (MAXIMUM OF 7).

ASSIGN A DIE TO EXPERIENCE AND, STARTING FROM THE UPPER ROW, FROM LEFT TO RIGHT, CROSS OFF AS MANY EXPERIENCE CIRCLES AS THE DIE RESULT.

ASSIGN THE REMAINING DIE TO ZONE 5 (THE BONFIRE) AND DRAW, NEXT TO THE EXPERIENCE SYMBOL, AS MANY CIRCLES AS THE ASSIGNED DIE RESULT (SEE "ZONE 5 - THE BONFIRE").

**HOW TO PLAY** START THE JOURNEY IN ZONE 1, FOLLOWING THE STEPS BELOW.

**STEP 1 — ENTERING THE ZONE** ENTER THE ZONE BY ROLLING ALL 6 DICE.★★

★★**EXPERIENCE** CROSS OFF AN EXPERIENCE CIRCLE ANY TIME YOU ROLL A 1 THROUGHOUT THE ENTIRE GAME (SEE "ONLY AT THIS TIME").

IF YOU ROLLED THE REQUIRED DICE COMBINATION IN THE ZONE, THEN YOU HAVE DEFEATED THE ENEMIES AND YOU CAN PROCEED TO STEP 3. IF NOT, CONTINUE TO STEP 2.

**STEP 2 — FIGHTING THE ENEMIES** IF YOU DIDN'T ACHIEVE THE REQUIRED DICE COMBINATION WITH YOUR FIRST ROLL IN THE ZONE, YOU MUST MANIPULATE THE DICE RESULTS USING THE EFFECT OF ABILITIES AND CONSTITUTION AS DESCRIBED:

- **ABILITY — CRITICAL HIT:** FLIP A DIE TO ITS OPPOSITE FACE RESULT (EX: 2 BECOMES 6).
- **ABILITY — COUNTER ATTACK:** ADD OR SUBTRACT 1 FROM A DIE RESULT (EX: 2 CAN BECOME 1 OR 3). NOTE: 6 CANNOT BECOME 1, NOR CAN 1 BECOME 6.

- **ABILITY — MAGIC SPELL:** RE-ROLL ONE DIE OF YOUR CHOICE.★★
- **CONSTITUTION:** RE-ROLL ANY NUMBER OF DICE.★★

EACH TIME YOU USE AN ABILITY, CROSS OFF 1 CIRCLE NEXT TO THE RELEVANT SYMBOL.

YOU CAN REPEAT THE EFFECTS AS MANY TIMES AS YOU WANT AS LONG AS YOU HAVE CIRCLES AVAILABLE TO CROSS OFF.

THE SYMBOL [X] AND [X] CORRESPOND TO ANY DIE RESULT:

- [X][X][X][X][X][X] CAN BE ACHIEVED WITH [X][X][X][X][X][X].
- [X][X][X][X][X][X] REQUIRES THREE OF ONE NUMBER AND THREE OF A DIFFERENT NUMBER AND CAN BE ACHIEVED WITH [X][X][X][X][X][X].

ONCE THE REQUIRED DICE COMBINATION IS ACHIEVED, THE ENEMIES ARE DEFEATED AND YOU CAN PROCEED TO STEP 3.

**STEP 3 — LEAVING THE ZONE** CROSS OFF THE CIRCLE UNDER THE ZONE NUMBER AS YOU ARE LEAVING.

**ONLY AT THIS TIME:** IF YOU COMPLETED AN EXPERIENCE ROW (I/II/III) DURING STEP 1 OR 2, YOU CAN ADD AN ABILITY CIRCLE NEXT TO THE ABILITY OF YOUR CHOICE. REMEMBER, YOU CAN'T HAVE MORE THAN 7 CIRCLES DRAWN NEXT TO EACH ABILITY.

NOW IT IS TIME TO ENTER THE NEXT ZONE AND START AGAIN AT STEP 1.

**ZONE 5 - THE BONFIRE** SILENCE ALL AROUND, YOU GET TO REST AND REFLECT UPON YOUR JOURNEY SO FAR. ENTER ZONE 5 AND ADD 1 CONSTITUTION CIRCLE BY DRAWING IT NEXT TO THE CONSTITUTION SYMBOL. THEN CROSS OFF AS MANY EXPERIENCE CIRCLES AS WERE DRAWN IN THE BONFIRE SCROLL DURING PREPARATION. THEN PROCEED TO STEP 3.

**END OF THE GAME** YOU WIN IF YOU CAN DEFEAT THE DRAGON IN ZONE 8 BY ACHIEVING THE REQUIRED DICE COMBINATION.

YOU LOSE IF YOU HAVE NO ABILITIES OR CONSTITUTION CIRCLES LEFT TO ACHIEVE THE REQUIRED DICE COMBINATION DURING STEP 2.

**THE ADVENTURE SCORE** RETURNING FROM YOUR JOURNEY, YOU FIND SHELTER IN A TAVERN AND SHARE YOUR TALE WITH OTHER ADVENTURERS. HOW BRAVELY HAVE YOU FOUGHT? WHAT BATTLE SCARS DO YOU SHARE? IF YOU WON, COUNT HOW MANY ABILITY AND CONSTITUTION CIRCLES ARE CROSSED OFF, THE TOTAL IS YOUR ADVENTURE SCORE. THE LOWER THE SCORE, THE BETTER. SHARE YOUR SCORE WITH OTHER ADVENTURERS. SEE IF THEY CAN BEAT IT!

**16 OR MORE — PROMISING ADVENTURER:** PROUDLY DISPLAYING YOUR BATTLE SCARS, YOU MIGHT BE UP FOR ANOTHER ADVENTURE... AFTER A LENGTHY REST AT THE LOCAL INN.

**5-15 — MASTER IN ARMS:** YOUR REPUTATION PRECEDES YOU AS YOU ARE WELCOMED BACK A LOCAL HERO. FREE ALE AND LODGING UNTIL YOUR NEXT VENTURE INTO LANDS UNKNOWN.

**1-5 — HEROIC SWASHBUCKLER:** FAR AND WIDE YOUR EXPLOITS ARE PASSED ON. GIFTS ARE BESTOWED UPON YOU AND YOUR NAME IS IMMORTALIZED IN SONG.

**0 — LEGENDARY LANTERN LORD:** YOU HAVE DONE THE IMPOSSIBLE. THE LAST FORTRESS IS REBUILT AS YOUR NEW HOME AND PALACE, FOR YOU HAVE BEEN CROWNED LORD OF THE LAND.