

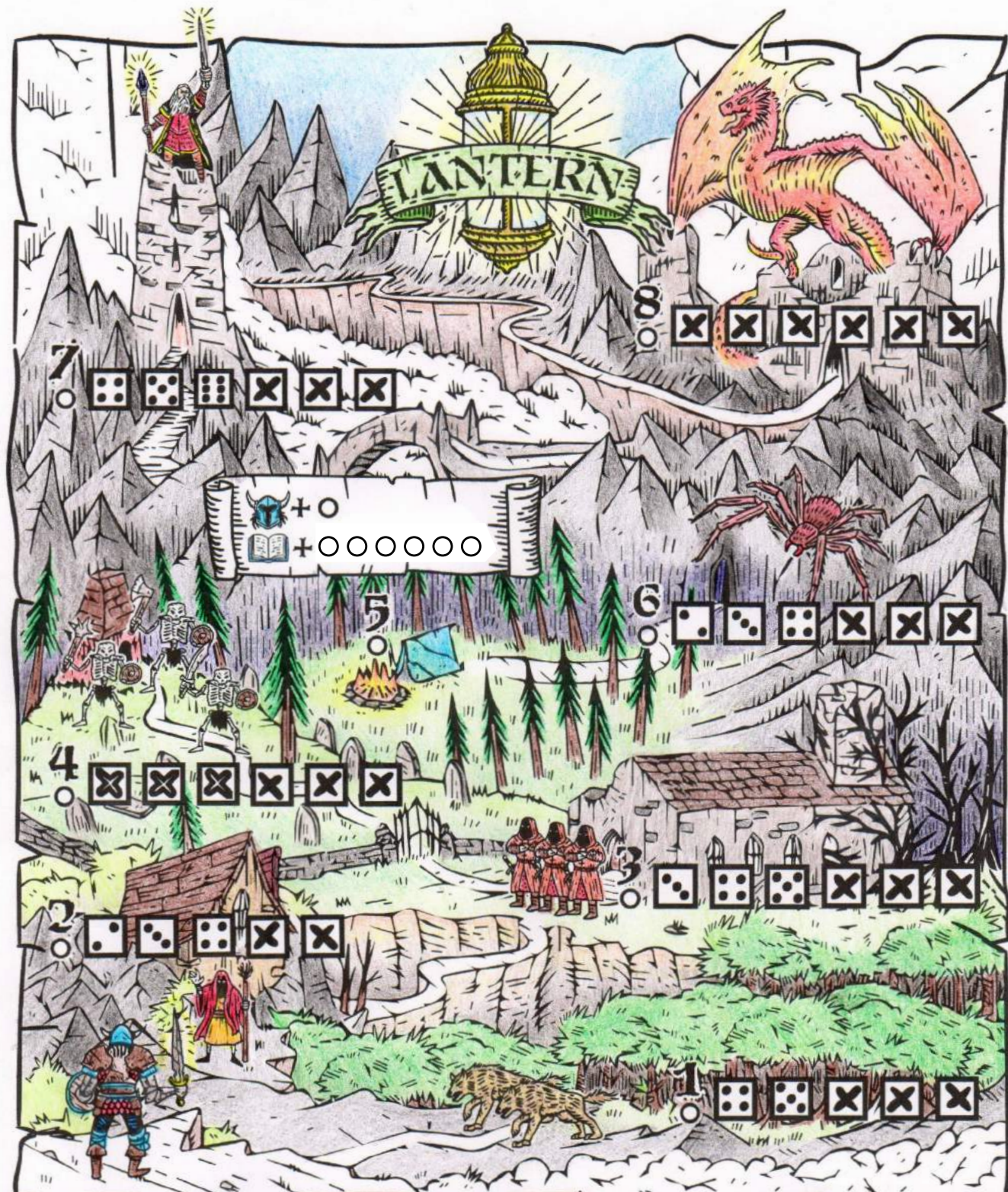
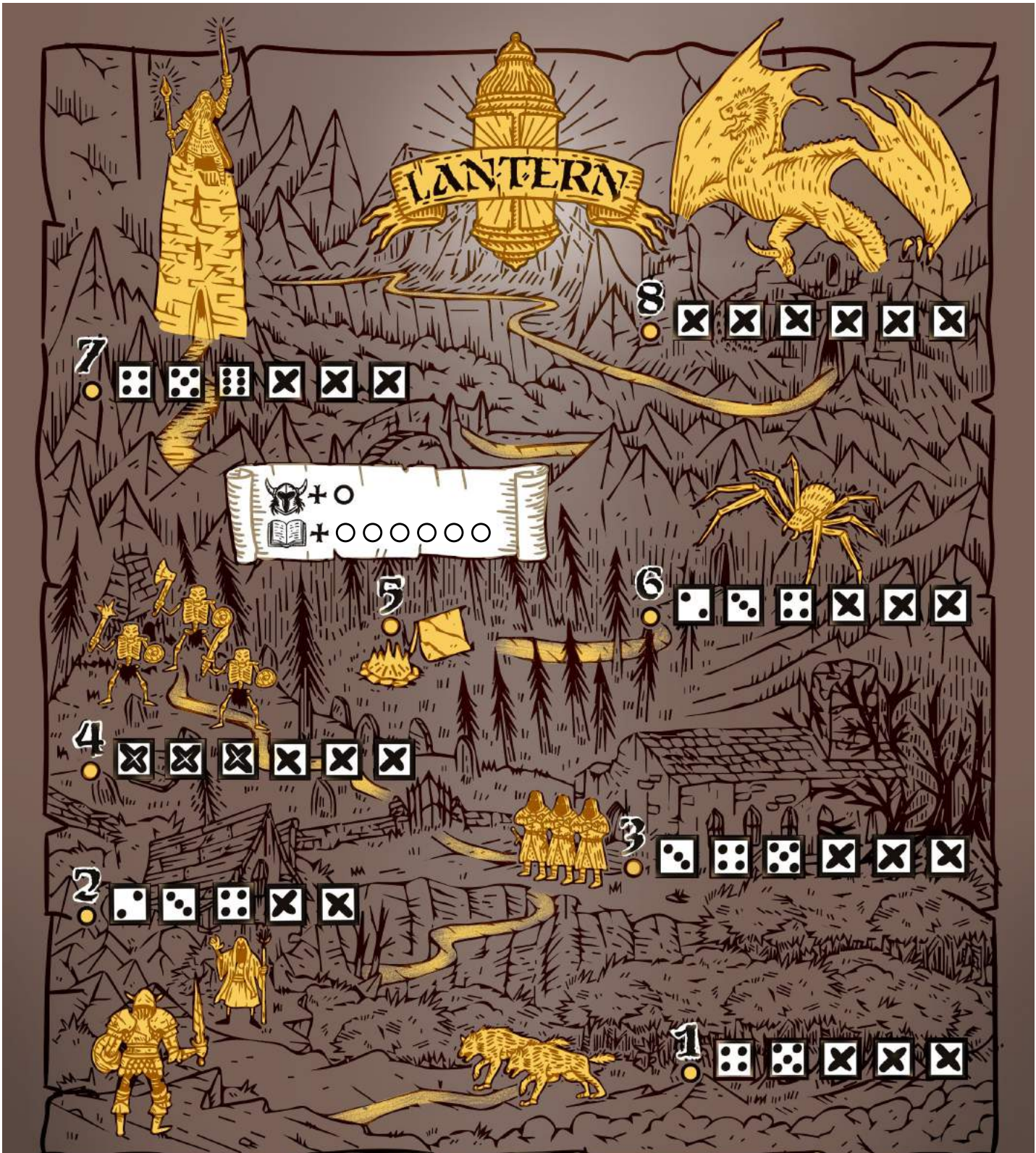


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7 ● [1 die with 2 dots] [1 die with 3 dots] [1 die with 4 dots] [1 die with X] [1 die with X] [1 die with X]

8 ● [1 die with X] [1 die with X] [1 die with X] [1 die with X] [1 die with X] [1 die with X]

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4 ● [1 die with X] [1 die with X] [1 die with X] [1 die with X] [1 die with X] [1 die with X]

6 ● [1 die with 1 dot] [1 die with 2 dots] [1 die with 3 dots] [1 die with X] [1 die with X] [1 die with X]

2 ● [1 die with 1 dot] [1 die with 2 dots] [1 die with 3 dots] [1 die with X] [1 die with X]

3 ● [1 die with 1 dot] [1 die with 2 dots] [1 die with 3 dots] [1 die with X] [1 die with X] [1 die with X]

1 ● [1 die with 1 dot] [1 die with 2 dots] [1 die with X] [1 die with X] [1 die with X]

1 ● [1 die with 1 dot] [1 die with 2 dots] [1 die with X] [1 die with X] [1 die with X]

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LANTERN v. 1.3

A solitaire Roll & Write Adventure Designed by D. Di Maggio, Artworks by P. Briaud - email CRVCRT@gmail.com

Number of players: 1 **Duration:** 10 minutes **Age:** 7+

One page reorganized rules by Rachel Bruner

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 for decades no one has been living in those territories anymore. Flames rise in the sky and illuminate the destroyed fortress. Begin your journey through the forest...

NEEDED TO PLAY The Lantern Adventure Sheet, 6 d6 dice, a pen/pencil and this rules sheet.

OBJECT OF THE GAME Defeat the enemies scattered in the map zones by realizing all the dice combinations, from **Zone 1** to **Zone 8**.

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 reroll the dice or begin the journey at your own risk!

Assign a die of your choice 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 the relevant **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**.

Assign a die to **Experience** and, starting from the upper row next to the **Experience** symbol, cross off as many circles as the die result.

Assign the remaining die to **Zone 5 (The Bonfire)** and draw inside the **Bonfire Scroll**, as many circles as the assigned die result.

HOW TO PLAY

STEP 1 - Entering the Zone

Enter the zone by **rolling** the 6 dice. Cross off an **Experience** circle every time you **roll** a  during the entire game.




If you **roll** the dice combination, required by the **Zone**, you have defeated the enemies and you can proceed to **STEP 3 (Leaving the Zone)**.

If not, continue to **STEP 2 (Fighting the enemies)**.

STEP 2 - Fighting the Enemies

If you didn't obtain the dice combination by **entering the zone**, you must manipulate the dice using the effects of **Abilities** and **Constitution**:


Ability - Critical Hit: Change the result of a die with its opposite face result (e.g.  becomes );

Ability - Counter Attack: Add or subtract 1 from a die result (e.g.  can become  or );







Ability - Magic Spell: Re-roll a die;

Constitution: Re-roll any number of dice.

For each use cross off 1 circle. You can repeat the effects as many times as you want as long as you have enough circles.

*Note: Cross off an **Experience** circle everytime you roll a  during this step;*

Note: the symbols  and  correspond to any die result. e.g.  can be achieved with [4],[5],[4],[4],[4];

 requires 3 equal results and any 3 other equal results, can be [1],[1],[1],[3],[3],[3].

Once the required dice combination is achieved, the enemies are defeated and you can proceed to **STEP 3 (Leaving the Zone)**.

STEP 3 - Leaving the Zone

Cross off the circle under the zone number as you leave the zone. If you've completed an **Experience** row you can add an ability circle to one of the three abilities of your choice. *Note: You can only add an **Ability** circle during this step. You can't have more than 7 circles for each line.* Proceed with your journey by entering the next **Zone**. Go to **STEP 1 (Entering the Zone)**.

Special Zone - Entering Zone 5 (The Bonfire) *Silence all around, you get to rest and reflect upon your journey so far.*

Enter **Zone 5 (The Bonfire)** and add 1 **Constitution** circle. Cross off as many **Experience** circles as the circles that were drawn in the **Bonfire Scroll** during **preparation**. Proceed to **STEP 3 (Leaving the Zone)**.

END OF THE GAME

You win the game if you can defeat the Dragon in **Zone 8** by realizing the dice combination shown.

You lose if you have no **Abilities** or **Constitution** circles left to achieve the required dice combination during **STEP 2 (Fighting the enemies)**.

THE ADVENTURE SCORE

Coming back from the adventure you find shelter in a tavern, you hear about other adventurers that slayed a dragon once. Who were they?

What are their names? How bravely have they fought?

If you won, count how many abilities and constitution circles are crossed off, the total is your **Adventure Score**. The lower the amount, the better the result. Share your score with other adventurers and challenge them.

16+ Adventure Score - Promising adventurer: proudly displaying your battle scars, you might be up for another adventure... after a lengthy rest at the local inn.

5-15 Adventure Score - Master in arms: your reputation precedes you as you are welcomed back as a local hero. Free ale and lodging until your next venture into lands unknown.

1-5 Adventure Score - Heroic Swashbuckler: far and wide your exploits are passed on. Gifts are bestowed upon you and your name is immortalized in song.

0 Adventure Score - Legendary Lantern Lord: you have done the impossible. The Last Fortress is rebuilt as your new home and palace to the land, for you have been crowned its Lord.