

LANTERN v. 1.2

A solitaire Roll & Write Adventure

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

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, starting 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

Above the line, 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 **Experience** circles as the die result.


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

HOW TO PLAY

Starting from **Zone 1**, start the journey following the steps below:

STEP 1 - Entering the Zone



Enter the zone by **rolling** the 6 dice.




Cross off an **Experience** circle everytime you **roll** a  during the entire game.

If you roll the dice combination, required by the **Zone**, then 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 results using the effects of **Abilities** and **Constitution** as shown below:


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

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 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.

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

Note: the symbol  and  correspond to any die result.

e.g.      the dice combination 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 are leaving the zone, if you have completed to cross off an **Experience** row, you can add an ability circle by drawing it over the line next to the relevant ability symbol at your choice.

Note: You can add an **Ability** circle only during this step. You can't have more than 7 circles drawn for each line.

Proceed 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 by drawing it above the line next to the **Constitution** symbol and cross off as many **Experience** circles as the circles drawn in the **Bonfire Scroll** during the **preparation** then 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 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 is the amount, the better is the result, share your score with the 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 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.