

LANTERN v. 1.1

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 dice d6, 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**.

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

Draw, over the line next to the relevant ability symbol, 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, over 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 obtain the dice combination required by the zone you have slayed the enemies and you can proceed **leaving the zone**; vice versa you have to continue **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 );

Magic Spell: Reroll a die;

Constitution: Reroll any number of dice.

For each use, cross off 1 circle next to the relevant symbol, you can continue to repeat the effects as many times as you want as long as you have circles available to cross off.

Note: the symbol  and  corresponds to any die result.
(e.g.       are 3 equal results and any 3 other equal results).

Once the required dice combination is obtained, enemies are defeated and you can proceed **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 cannot have more than 7 circles drawn for each line.

Go ahead and proceed the journey entering the next zone and repeat the previous steps.

Special Zone - Entering Zone 5 (The Bonfire)

Silence all around, you get to rest and reflect upon your journey so far.

Entering **Zone 5 (The Bonfire)** add 1 **Constitution** circle by drawing it over 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**.

END OF THE GAME

You win the game if you can defeat the Dragon in **Zone 8** by realizing the combination shown; vice versa, you lose if you have no abilities or constitution circles left while **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.