

Lanterns Light

A Survival Horror TTRPG

The GM Guide

The game is set in a mansion with two floors and a boss encounter room. Players will get two blank maps, and the GM will get two annotated maps. The GM maps will display the names of the mansion's rooms and any key information for those locations, such as puzzles, key items, weapons, consumable items and locked doors.

The players:

At the start of the game and at the beginning of each combat encounter, players must roll a D20 to determine turn order. The GM must roll for the enemy's turn order. During enemy encounters, players can walk fifteen feet or run 30 feet. Outside of encounters, they can move freely. When a player picks up a firearm, they must roll a D20 to decide how many shots they get for it. The players can run from enemies as long as they are ten feet away from the enemy; any closer, the enemy can counterattack during the player's turn.

Spawn Points:

Players will start the game at any spot marked by a lantern on the GM map. The GM will choose which character goes to which point. They will gain their lantern and starting weapons. The lantern will reveal a chest with three weapons inside. The GM will roll a D100 three times to determine the weapon types the player will see. The player can only select one weapon each. The spawn point is a safe area free of monsters.

Observation Checks:

Inform the players that they can make an observation check when exploring rooms and areas. When they want to look for consumables or weapons, ask them to roll a D20. Any number over 12 lets them find two items; a Nat 20 lets them find 3 items. When they have rolled a D20, the GM can choose to

roll a D100 for consumables or weapons. Roll the D100 up to three times, depending on the player's D20 Roll. (Suggestions for where to place items and weapons have been put in certain rooms on the GM maps.)

Players can also “observe” enemies even if they cannot see them. Any D20 roll number over 11 allows them to see signs of an enemy nearby, such as scratches and slimes or the sounds of one in the darkness. This can help them avoid the enemy or be ready to attack an unaware enemy.

Enemies:

There are three main enemy types and a boss encounter. When the player encounters the enemy, use the details below to help with description. The GM is in control of all enemies.

To spawn an enemy, which can be done at any time, the GM must roll a D8. Rolling a 1-2 will spawn no enemies. The GM will then roll a D4 to determine the number of that enemy type.

Shedders: A humanoid creature with two arms and two heads trapped inside a membrane of rubbery skin. It makes moans of frustration and agony as it tries to tear the skin off, to no avail. The Shedders use the player's rock-paper-scissors combat system to fight. Shedders have no ranged attacks and 4 HP total. Roll a 3-4 on a D8 to spawn a Shedder.

Skulkers: A four-legged, tentacled maw creature that can climb walls and hang from ceilings. They attack players with a spit attack of viscous liquid, which deals 2 damage. The attack has no crit die roll and operates on the coin flip system. Skulkers have 4 HP total and are spawned by rolling 5-6 on a D8 Die.

Grabbers: A swarm of reanimated severed hands with a mouth on their palms. The swarm acts as one enemy unit; they have 4 HP total. Grabbers fight using rock-paper-scissors. When they land a paper attack, they will steal the player's light. The players have till the end of the encounter to kill the grabbers and get that player's light back. Grabbers will try to flee with the light once they have obtained it. Killing them returns the light to the victim's lantern. Grabbers spawn on a 7-8 roll of a D8.

The Boss Encounter:

At the end of the game, the players will unlock a trapdoor in the main hall by pulling two levers on opposite sides of the second floor (they do not have to be pulled simultaneously). Taking the ladders down will drop the players in the boss encounter area, which appears as a concrete war bunker. The

floor is covered in thick mud and crates of supplies. Barbed wire and sandbags adorn the room. the whole room resembles no-man's land during wartime. Players will spot five bodies of fleshy humanoid figures wearing the remnants of soldiers' uniforms. They can barely move but appear to be suffering as the light of the lanterns touches them. This awakens the slumbering boss, kneeling in the centre of the room. The hatch above the players will now lock.

Known only by its officer's rank, "**Oberst**," the hulking humanoid figure wears an officer's jacket, a military hat and a gas mask over its face. The creature's stomach is a giant, toothed maw that will eat the players' lanterns on the turn after it grabs the player. Enraged by the players hurting the figures in the mud it protects, Oberst will charge at a player near one of its allies. Players will discover they cannot damage the boss with firearms or melee attacks. The rock-paper-scissors combat system will only stun the boss and release an ally from its paper attack (which grabs the player). Gun attacks will also release allies from their grip. The GM will choose the boss's attacks at their discretion. Scissors and rock are punch attacks.

When a player is near one of the boss's allies, the light will hurt it and aggravate the boss, causing it to focus its attacks on that player. This allows the other players to choose to attack the boss's allies, which only have 1 HP. Killing all five creatures will cause the boss to "lose heart" and drop to its knees, dormant. It will no longer attack the players. Defeating Oberst causes a painting on the far side of the arena to materialise a picture of the gardens outside the mansion. The players can pass through this magic painting to leave the arena and end the game.

Puzzles and key items:

The mansion contains puzzles and items that players need to progress. The locations of these items are detailed on the GM maps using a "Legend" to tell you what each symbol on the map is. The items and puzzles the players will find are detailed below.

Puzzle Locations:

The Library (1st Floor): Painting Puzzle

Three paintings exist in the library, hung on a wall. One depicts a man and his younger son, one of a man with his son, now older, in a military uniform, and one of a war-torn countryside. They are arranged on the wall out of order. The players must rearrange them for a schematic to drop from a

compartment of one of the paintings. It is a schematic of the lever system which opens and closes the trapdoor in the main hall.

Trophy room (2nd Floor, West Wing): There is a lever inside a lock

A series of animal trophies adorns the walls of the trophy room. Three of them have key features that, when noticed, will reveal the code to unlock a cage in that room. Inside the cage is a pull lever that partly unlocks the trapdoor in the main hall.

Statue Room (2nd Floor East Wing): One of these statues in this room is a Griffin with a metal handle in its mouth/ The statue also has an indent where a hexagonal metal plate can be inserted. Inserting the plate opens the statue's mouth, which drops the lever handle. In the centre of the room is a mechanism where the lever can be inserted. Pulling the completed lever partly opens the Trapdoor

If both levers are pulled, the trapdoor in the main hall will be open.

Key item Locations:

The Library (1st Floor):

A key for a room upstairs is hidden inside a book in the library. One of the bookshelves is covered in viscous, muddy handprints. An observation check will find the book with a handprint on it. Opening it will reveal a key for Bedroom D. Players must look for the locked bedroom door.

WC (1st floor, West Wing):

A key for the records room on the second floor is inside the toilet, filled with festering brown sludge.

The key has an "R" Symbol to denote this to the player.

Storage Room (1st Floor, East Wing): Inside the storage room is a hexagonal-shaped metal plate that, if taken, can be placed on a slot in a statue on the second floor. Doing so drops the handle for the lever mechanism in that room

Records Room (2nd Floor, West Wing):

On a desk in the records room, there is a picture of three animal trophies on a wall. A Deer with two antlers, a Lion with only four teeth, and a crocodile with one eye left. This informs the players about the puzzle in the trophy room.

Bedroom D (2nd floor, West Wing)

Inside Bedroom D is a "Trophy Room Key" with a "T" symbol.

Weapon and Item Roll Tables:

Weapon Table	D100
Knife	1 - 20
Plank	21-40
Pipe	41-57
Pistol	58-78
Shotgun	79-87
Rifle	88-96
Submachine Gun	97-100

Consumable Table	D100
Chocolate	1-12
Soft Toy	13-24
Cigarettes	25-36
Pistol Ammo	37-48
Shotgun Ammo	49 -60
Rifle Ammo	61 - 72
Alcohol	73 - 84
Oil can	85 - 93
Lighter	94 - 100