

Lanterns Light

A Survival Horror TTRPG

You will need:

Pencils
Erasers
Dungeon Dice
A coin

The Story:

Coughing up dust, you awaken in a pitch black room. Your only light source is an oil lantern with an ethereal blue flame. Grabbing it illuminates the room, enabling you to see the message carved into the wall.

“Choose your instrument.”

A wooden chest is below the message. You open it to find three potential weapons. As you pick one of them up, the other two weapons instantly crumble to dust. You take it with you as you exit the room with your lantern. You now stand in the corridor of a run-down mansion. Suddenly, a grotesque humanoid monster with two heads and four arms lumbers towards you. You clutch your weapon tightly.

Character Creation

You have 4 archetypes to choose from for your character. Your characters have no ability scores or individual skills.

Tick the box for your chosen character:

- Goth
- Jock
- Cheerleader
- Nerd

Phobias:

At the start of the game, you must roll a D6 to gain a random fear and then tick the box. When you encounter your chosen fear, you add 5 fear to your total.

How to Play:

This game takes inspiration from classic survival-horror video games.

In Lanterns Light, you must explore a mysterious mansion with only a lantern to light your way. Use weapons and items to face the grotesque monsters in your path.

You can find and pick up consumable items.

These replenish your ammo or reduce your “**Fear**.” You must manage your health and fear to survive as you explore the mansion further.

You must search for clues and complete puzzles to unlock progress towards the exit

The Lantern

Your light is your life. Your lantern gives you a 15-foot range of sight through the darkness of the mansion. Enemies will detect you within ten feet of them.

Your lantern is your health system. You have 4 hit points before you are downed. Every attack from an enemy deals one HP of damage. If you are down in solo play, it is game over. If you go down with more active players, they can use a **Lighter** to “revive” you to one health. An **Oil Can** will replenish 2HP. These items are rarer to find and can only be used once. (See Page 3)

Melee combat:

Melee combat is performed through a **rock-paper-scissors** system. You play it against the GM who controls the enemy NPCs. **Rock** and **Scissors** are standard melee attacks that, on a successful hit, deal 1HP damage (enemies have 4HP like your character). **Paper** is a push or grapple attack that prevents the enemy from moving on its turn; it deals no damage.

Phobia list:

(In order of 1-6 on a D6 roll)

- Traumatophobia: At 2HP, you gain 5 fear during that encounter.
- Acoustophobia: On an observation check for enemies, if you hear the sounds of an enemy (rolling an 11 or more), you will gain 5 fear.
- Aphenphosmpobia: When grappled by an enemy (Paper Attack), add 5 fear.
- Chirophobia: Being attacked by “grabbers” (a successful hit on you) raises your fear by 5.
- Enochlophobia: Being surrounded by 3 or more enemies adds 5 fear.
- Thantophobia: Seeing an ally get downed adds 5 fear.

Perks

You can customise your character with a selection of 4 perks. You must pick 4 perks (2 positive & 2 negative). These will affect your gameplay on an individual level.

Positive perks:

- Dodge: Flip a coin and call a side to dodge an enemy's counterattack. Guess correctly and you succeed.
- Composed: When an encounter starts, gain one less fear point from the sight of the enemy.
- Observant: gain plus 2 to any observation check (D20)
- Resourceful: Gain +1 Shot when picking up any gun.
- Dodge: Flip a coin and call a side to dodge an enemy's counterattack.

Negative Perks:

- Jumpy: Gain an extra fear point upon sight of the enemy.
- Overencumbered: A full inventory prevents you from running during encounters.

Missing the hit allows the enemy to perform a **counterattack** on you as a free action (1HP damage). You can also do the same to them on their attack turn.

Guns

You have 4 types of firearms to find throughout the mansion. Some are rarer to find than others. When you pick up a gun, roll a D20 to see how much ammo it has.

You fire the weapon by having the GM **flip a coin** (digital or physical). If you guess the right side (**heads or tails**), you will shoot the target. Guns deal 2 damage compared to melee weapons.

On a successful hit, you cause 2 damage.

If you call incorrectly on the coin flip, you miss the target.

Guns have different effects. With a rifle, you can call a coin flip again to see if it penetrates and hits the enemy behind. Shotguns can hit 2 enemies who are directly next to each other (2 damage equally)

Guns have a **critical hit** chance that requires you to roll a D4 (crits on 4)

Fear

You start the game with your fear level at zero. As you encounter enemies, you will gain 2 fear, which you will mark down. Encountering a phobia, which you roll for at the start of the game, gives you 5 fear. When you have gained 10 fear, your character has a **panic attack**. To remove this, you sacrifice one of your health points to reduce your fear by 5. When you are not in an enemy encounter, you can use consumable items like alcohol, cigarettes and chocolate to reduce your fear by 2 per item used. So long as you find “fear items”, you can manage your fear throughout the game.

(See page 3)

- Blind Bat: -1 to your observation checks.
- Irritable: Gain one fear point upon missing an enemy target (once per encounter)

Player Inventory

Players will draw the items and weapons they pick up in this grid. Items take up a certain number of squares. You can arrange the items to maximise space and erase items to move them elsewhere as you see fit.

Consumable items: 2 squares

Ammo: 2 squares (mark how much ammo you have with an x, i.e. x5)

Pistol: 3 x 3 squares

SMG: 3 x 3 squares

Shotgun: 9 x 2 squares

Rifle: 9 x 2 squares

Knife: 2 squares

Plank: 6 squares

Pipe: 7 squares (in "L" shape)

Health:

You have four Lanterns representing your hit points. Use your pencil to draw them below and mark an X next to one when you take damage. Erase the X when you regain health.

Fear:

You start the game with 0 Fear. As you progress, you will draw a small candle for each fear point you gain. Add a flame for each fear point you gain. Erase the flame of the candles when you lose fear.