

ONE LONELY PAUPER



1 PLAYER



14+ YEARS



60-90 MINUTES

SOLO RULES + 3 SCENARIOS FOR
PAUPERS' LADDER

BY RUSS LAW AND PAUL STAPLETON



One Lonely Pauper is an adaptation of Paupers' Ladder for solo play which can be played across different scenarios. More scenarios will soon be available to print and play from www.bedsitgames.co.uk/scenarios

SETTING UP THE GAME

Choose a scenario to play (see pages 3-9) and set the board up accordingly. You win the game as soon as you complete all the scenario's objectives. Some scenarios also have side objectives which can be optionally completed for additional rewards.

This rulebook shows where solo rules differ from a 2-4 player game of Paupers' Ladder.

STARTING THE GAME

Choose a difficulty level to play. Then choose your Pauper, Bird and 3 Recipes from the Dispensary. Lastly, you may buy 1 Equipment card from your City's Shop.

1: CHOOSE A DIFFICULTY LEVEL

There are 4 levels of difficulty. Each lets you choose from a selection of Paupers, and each gives your characters a number of Lives and a Time allowance (these are explained below):

EASY: Choose a 3-4 player Pauper. Your Pauper and Bird each have 5 Lives. Time allowance is 15.

MEDIUM: Choose a 3-4 player Pauper. Your Pauper and Bird each have 4 Lives. Time allowance is 14.

HARD: Choose a 2 player Pauper. Your Pauper and Bird each have 3 Lives. Time allowance is 13.

V HARD: Choose a 2 player Pauper. Your Pauper and Bird each have 3 Lives. Time allowance is 12.



When you have chosen your difficulty level, place the Timeline card near your Pauper card. Place Time tokens equal to your Time allowance on the Timeline card.

Time tokens show how many turns you have before the game ends. At the start of each turn, a Time token will be discarded from the Timeline. Tokens can, through your characters' actions, be returned to the Timeline.

If at the start of your turn there are no Time tokens remaining in the Timeline, the game is lost.

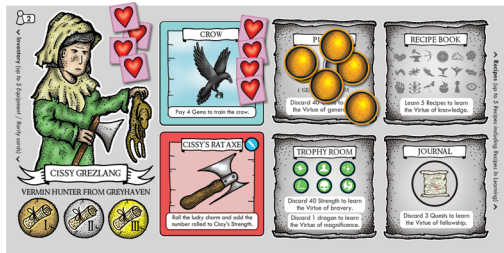
2: CHOOSE A PAUPER

Choose a Pauper from the ones available to you (e.g. in a **medium** difficulty game you can choose any Pauper showing 3-4 in the top left hand corner). Place as many Gems in your Purse as the scenario tells you to. Then place Life tokens equal to your Pauper's Lives next to the illustration of your Pauper on your Pauper card.

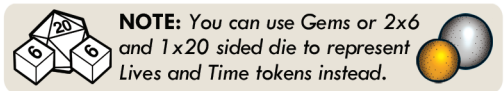


3: CHOOSE A BIRD

Choose a Bird in the usual way. Then place Life tokens equal to your Bird's Lives on your Bird card.



Your characters lose a Life when they fail to defeat a hazard in a fight. Lives can be restored by paying a Gem in a City Region. If either of your characters loses all their Lives, the game is immediately lost.



NOTE: You can use Gems or 2x6 and 1x20 sided die to represent Lives and Time tokens instead.

4: CHOOSE YOUR STARTING RECIPES

Draw the top 4 cards from the Recipe deck. Choose 3 as your starting Recipes In Learning and discard the other. You can inspect both sides of these cards.

The Dispensary is comprised of the top 4 cards in the Recipe deck. When choosing subsequent Recipes, draw these 4 cards. Choose 1 to keep and discard the rest.



NOTE: Some Recipes have a different effect in a solo game (see page 10).

5: BUY EQUIPMENT FROM CITY SHOP

This is done in the usual way.

GAME OBJECTIVE

You must complete the scenario's objectives before one of the following occurs, in which case the game is lost.

- 1: At the start of your turn, the Timeline has no Time tokens in it.
- 2: Either of your characters loses their last Life.

2

PLAYING A TURN

If there are no Time tokens remaining in the Timeline at the start of your turn, the game is lost.

Otherwise, discard a Time token from the Timeline. Then take a turn with both your Pauper and your Bird in the usual way, in either order.

RETURNING TOKENS TO THE TIMELINE

Return a Time token from the discard pile to the Timeline when either of your characters does one of the following:

- * Defeats a hazard (whether you use it for Gems, Ingredient, Equipment or your Trophy Room).
- * Learns a Recipe.
- * Completes a Quest.
- * Learns a Virtue (**NOTE:** This returns 3 tokens to the Timeline instead of 1).

You can also pay 3 Gems once per turn to return a Time token to the Timeline. This can be done at any point during your turn.

REMOVING REGION CARDS

You may discard Time tokens from the Timeline to remove cards from any Regions not currently occupied by either of your characters. You may do this once per turn, at any point during your turn.

Removing the following types of card requires you to discard the given number of Time tokens from the Timeline:

- * **INGREDIENTS** and **EVENTS:** 1 Time Token
- * **HAZARDS** with Strength 4: 1 Time Token
- * **HAZARDS** with Strength 5-6: 2 Time Tokens
- * **HAZARDS** with Strength 7+: 3 Time Tokens

Russ Law, who devised the basis of these solo rules, was also involved in the creation of this wonderful vintage flavoured dungeon crawler called *Bag Of Dungeon*. www.gunpowderstudios.co.uk



HEALING IN CITY REGIONS



When either of your characters is in a City Region, instead of shopping or completing a Quest you can **heal** them: pay 1 Gem to return 1 Life to them. Each character can only heal once per turn. Your characters can never have more Lives than they started the game with.

RARITIES

Your Pauper can carry a maximum of 1 Rarity in their Inventory.

FIGHTING HAZARDS

Fighting hazards works in the usual way, except when a character fails to defeat a hazard they lose 1 Life.

HIDING FROM HAZARDS

When you encounter a non-trap hazard you can choose to hide instead of fighting.

When you hide, roll the lucky charm and consult the table below to see what happens. Both your Pauper and Bird are able to hide, but they can never hide from trap hazards.



You are unable to hide and must fight the hazard as usual.



You safely hide. Your character's turn ends.



You safely hide. While you're hiding you find 1 Gem. Your character's turn ends.

On your character's next turn they can leave this Region as usual.

WINNING THE GAME

You win the game as soon as you have completed all of the scenario's objectives.

HOW TO PLAY SCENARIOS

Scenarios give you a variety of solo adventures to play. Each has its own story, special rules, and objectives that need to be completed to win. Here's how setting up a scenario works:

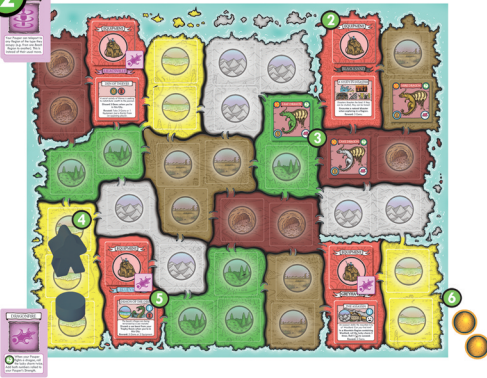
1

THE FIERY SIEGE

"Dragons are tearing your town apart!", exclaims the mage. "You must learn ancient dragon lore from each of the three arcane libraries, then save your home from within. You won't be able to pass the dragons unnoticed - you'll need another way through". She tells you about dwarf tunnels in the mountains, rivers in the mines and a friendly boat keeper on the beach, each a means of gaining entry. By the end of it all, your head is spinning.

"But if you can't find any of them", she says, handing you a scroll, "this teleport recipe might come in handy". And now, miles from home and down to your last couple of Gems, you set off to rescue your city from the dragon siege.

2



SETTING UP THE GAME

- Take both dragonfires from the Recipe deck. Place one near the board. Place 1 teleport at the top of the Recipe deck.
- When placing Rarity cards, place dragonsbane in your starting City Shop.
- From the Region decks for the 3 Regions connected to your starting City, place a dragon face-up there.
- Instead of your starting City, your characters start in the Region diagonally opposite corner (see above).
- Place a Dragonlore token on each City Region except for your starting City.
- You start the game with 2 Gems.

3

GAME OBJECTIVE

You must complete these Objectives in this order:

- Learn the dragonfire Recipe: When your Pauper enters any City Region containing a Dragonlore token, collect the token and place it on the dragonfire Recipe card. When you have collected all 3 Dragonlore tokens, you learn the Recipe (you can explore the City Region as usual when you collect a token).
- Find a way to enter your starting City, either by learning the teleport Recipe or by finding one of the hidden entrances.
- Buy dragonsbane from the City Shop.
- Using dragonsbane and dragonfire, defeat the 3 dragons that surround your starting City.

Side objective: Dragon nests. When your Pauper or Bird draws a dragon from a Region deck, take 1 Equipment card from the nearest City Shop (replacing it afterwards as usual). If more than one City Region is the same distance away, you choose which, if your Pauper defeats this dragon, they restore all their lost Lives.

4

SPECIAL RULES

Your pauper cannot enter the dragon-occupied Regions surrounding your City unless they are carrying dragonsbane. Your bird cannot enter the dragon-occupied Regions.

Dragons can only be defeated when your Pauper is using dragonsbane in a fight. They cannot be removed from the board by discarding Time tokens.



5

IF YOU WIN

As the last of the great dragons falls to your enchanted blade, you slump to the ground exhausted. Looking around, you see the ground is burned and the walls of your city black with smoke and soot. But it could have been so much worse - the siege of the dragons was just beginning, but you stopped it before they could lay waste to your home.

As you make your way back home, you wonder what songs will be sung about your adventures. You hope they've got a decent tune. So many don't these days.

6

IF YOU LOSE

Without warning, a great plume of flame erupts somewhere nearby. The shock knocks you off your feet before you realize it's coming from the heart of your city - the dragons have got through the defenses. The sounds and sights that follow as they tear your home apart will haunt you for the rest of your life, which will no doubt be mercifully short.

1

The name of the scenario and the backstory leading up to it.

2

How to set the board up for this scenario. Follow each step in the order given, referring to the example board as you go.

3

The scenario's objectives. You will be told whether they need to be completed in a specific order. Some scenarios have an optional side objective which can be completed for extra rewards.

4

Any special rules that are specific to this scenario.

5

When you have completed all the scenario's objectives you have won the game. Read out this text.

6

If either of your characters loses their last Life, or there are no Time tokens left in your Timeline at the start of your turn you have lost the game. Read out this text.

GAROLIUM'S TOURNAMENT

The day is finally here. As you head down the little cobbled streets of your home town, you're surprised to see how many of your friends have turned out to wave you off. Strangely, nobody you know has signed up to enter the tournament. It's a shame, the company would have been nice. Still, you feel warmed by the waves and well wishes as the familiar faces all turn your way.

Eventually you reach the city gates. You fight down a note of apprehension. You've never left home before. You've heard the stories of the wild regions that connect each of Brighthelm's four cities, and enjoyed the shiver of fear they sent down your spine around the campfires of your youth. Now they seem a little too real...



SETTING UP THE GAME

- 1 Draw a card from the top of each Region deck and place it face-up on a tile in the Region marked with a red X. If you draw any natural disasters, place the card at the bottom of that deck and draw again, then shuffle that deck.
- 2 Draw a card from the top of the Mine deck, then draw an Outcome card (or roll a six sided die). Place the card face-up on a tile in the Mine Region that corresponds to the number on the Outcome card. Again, replace and shuffle the Mine deck if you draw a natural disaster.

GAME OBJECTIVE

The aim of this scenario is to learn any 3 of the 5 Virtues, as in a regular game of Paupers' Ladder.

SPECIAL RULES

There are no special rules in this scenario.



IF YOU WIN

Returning to your hometown, exhausted and battered but with the thrill of a new world still whistling through your ears, you are quite unprepared for the reception that awaits you. As you walk through the gates of your city, you're greeted by hundreds of your fellow citizens and friends. An enormous cheer goes up as you pass them, and dozens of chemists shoot great balls of flame and electric bolts into the air. It's all quite surreal, and not a little overwhelming.

Eventually the crowd thins out as you approach the end of its parade, which finds you at the steps of the city hall. There you are met by the mayor who is beaming proudly at you, and a trio of royal representatives. All at once they scuttle up to you, making a fuss of your wounds, issuing words of enthusiastic congratulation and immediately telling you about the responsibilities your new-found title will bring. "I hope you're ready for all this", nods the mayor. "This is the first day of a brand new life. Just don't forget us little folk, eh?"

And you promise him that you won't.

IF YOU LOSE

You tried your very best, you travelled from one side of Brighthelm to the other and you certainly came back wiser and better for it, but someone else got there first. You didn't much care for their smug smile that was plastered across the front page of every newspaper, but begrudgingly put it down to sour grapes. And anyway, surely if they won a tournament set by Garolium herself they should be good for the realm, your hometown and your friends.

Then the taxes went up. Then the anti-poverty laws were imposed. Then your friends were marched to labour camps set up over the most dangerous gas mines in the land. Then, before too long, so were you. Looks like someone forgot what it was like to be poor...


THE FIERY SIEGE

"Dragons are tearing your town apart!" exclaims the mage. "You must learn ancient dragon lore from each of the arcane libraries then save your home from within. You'll need to find a way into your city as you won't be able to pass the dragons without being burnt to a crisp". She tells you of dwarf tunnels in the mountains, rivers in the mines and a friendly boat keeper on the beach, each a means of gaining entry. By the end of it all, your head is spinning.

"But if you can't find any of these" she says handing you a scroll, "this teleport recipe might come in handy". And now, miles from home and down to your last couple of Gems, you set off to rescue your city from the dragon siege.



SETTING UP THE GAME

- 1 Take both *dragonfire* cards from the Recipe deck. Place one near the board and remove the other from the game. Place 1 *teleport* card at the top of the Recipe deck.
- 2 When placing Rarity cards, place *dragonsbane* face-down in your starting City Shop.
- 3 From the Region decks for the 3 Regions connected to your starting City, draw and place a *dragon* face-up there (the example above shows your starting City to be *Blacksand*).
- 4 Instead of your starting City, your characters start in the Region diagonally opposite (see above).
- 5 Place a *Dragonlore* token on each City Region  except for your starting City.
- 6 You start the game with 2 Gems.

GAME OBJECTIVE

You must complete these Objectives in this order:

- 1 Learn the dragonfire Recipe: When your Pauper enters any City Region containing a Dragonlore token, collect the token and place it on the *dragonfire* Recipe card. When you have collected all 3 Dragonlore tokens, you learn the Recipe (*you can explore the City Region as usual when you collect a token*).
- NOTE: *This is the only way you can learn dragonfire in this scenario.*
- 2 Find a way to enter your starting City, either by learning the *teleport* Recipe or by discovering another way in.
- 3 Buy dragonsbane from the City Shop.
- 4 Using dragonsbane and dragonfire, defeat the 3 dragons that surround your starting City.

Side objective: Dragon nests. If your Pauper or Bird draws a dragon from a Region deck, take 1 Equipment card from the nearest City Shop (*replacing it afterwards as usual*). If more than one City Region is the same distance away, you choose which. If your Pauper defeats this dragon, they restore all their lost Lives.

SPECIAL RULES

Your pauper cannot enter the dragon-occupied Regions surrounding your City unless they are carrying dragonsbane. Your bird cannot enter the dragon-occupied Regions under any circumstances.

Dragons can only be defeated when your Pauper is using dragonsbane in a fight. They cannot be removed from the board by discarding Time tokens.



IF YOU WIN

As the last of the great dragons falls to your enchanted blade, you slump to the ground exhausted. Looking around, you see the ground is burned and the walls of your city black with smoke and soot. But it could have been so much worse - the siege of the dragons was just beginning, and you stopped it before they could lay waste to your home.

As you meander back to your city, you wonder what songs will be sung about your adventures. You hope they'll have a decent tune. So many these days don't.

IF YOU LOSE

Without warning, a great plume of flame erupts somewhere nearby. The shock knocks you off your feet before you realise it's coming from the heart of your city. The dragons have got through the defences. The sounds and sights that follow as they tear your home apart will haunt you for the rest of your life, which will no doubt be mercifully short.

8 THE SALTASH NECROMANCER

Rumours of undead in the swamps and caves of Brighthelm have started to circulate. Gas miners report skeletons scratching their way through the tunnel walls. Travelling merchants speak of zombies rising from the fetid ground. And now they're in the cities.

It seems the necromancer of Saltash Mine is up to his tricks again. It's up to a brave adventurer (you) to leave your home, help rid the cities of their resident undead and eventually battle through the mines to find and destroy him.



SETTING UP THE GAME

- 1 When placing Rarity cards, place the *spirit blade* face-down in the City Shop diagonally opposite your starting City (the example above shows your starting City to be Bluevale).
- 2 From the Mine deck, take all 9 *undead hazards*, the *necromancer* and 2 *trap hazards*.
Shuffle the necromancer and trap hazards and place 1 face-down in each of the 3 Mine Regions.
- 3 Place 2 *undead hazards* at random, face-up in each of the 3 Mine Regions (so the face-down cards placed in step 2 are covered).
Place the remaining *undead hazards* face-up in the 3 City Regions not occupied by your characters. Then shuffle the Mine deck.
- 4 Take another Outcome deck (any will do), shuffle it then place it near the board. This is the necromancer's Outcome deck.
- 5 You start the game with 3 Gems.

GAME OBJECTIVE

You must complete these Objectives, in any order.

- 1 Buy the spirit blade, as the necromancer can only be fought with this magical weapon.
- 2 Defeat the undead hazard in each of the 3 Cities. Whenever you do this, the hazard card is discarded. The City will give you a reward of your choice: 3 Gems, any 1 Equipment card (*not a Rarity*) from their Shop or up to 2 Lives restored for the character who defeated it.
- 3 Find and defeat the necromancer (*see below*).

Side objective: Clearing the path. If you defeat 3 undead hazards in Swamp Regions, collect 6 Gems from the bank.

SPECIAL RULES

If there is an undead hazard in the City Region one of your characters occupies, you must fight it. You cannot explore in a City Region occupied by a hazard.

When you explore a Mine Region, you must reveal the face-down card there before you can draw any more cards from the Mine deck (**NOTE:** *you can only reveal the face-down card once both undead hazards in that Mine have been defeated*).

When you encounter the necromancer, place 3 Life tokens on his card. He can only be fought with the spirit blade. Each time you fight him, draw 2 cards from the top of his Outcome deck, adding them together. This is the necromancer's Strength. If you defeat him in a fight, he loses a Life (**NOTE:** *The necromancer is treated as a magical hazard*).



IF YOU WIN

The foul necromancer lies at your feet, slowly melting away under his cloak as he returns to the ground that spawned him and his undead army. Pausing to make sure he's truly dead, you wait awhile to get your breath back after your escapade and slowly return through the tunnels that led you here.

When you re-emerge into the morning light, you notice something very different in the air. It smells sweet and fresh. The sun is out and for the first time since you left your hometown, you hear the wonderful cacophony of bird song. Singing along with them you meander back home, blissfully unaware of the magnitude of the hero's welcome that awaits you.

IF YOU LOSE

Fleeing through the blackened sky and sheets of incessant rain, you finally reach your home. Battering at the door, panicked guards drag you inside to sit out the coming siege. Outlying farms are being overrun, their lights going out one by one as the undead horde get ever closer. You have failed Brighthelm and will doubtless get to enjoy eternity haunted by this failure, as a sunken, hollow undead.

CARD CHANGES

Some cards explicitly state other players. When you draw one of the following card, follow the rules as given below instead:


FRIENDLY MAGPIE



The magpie will steal 3 Gems from the bank and give them to you.
This card is then discarded.

Beach deck: Magpie


CHARITABLE MAN



If you have 3 Gems or less, he gives you 4 Gems.
The charitable man stays in this Region until he has given Gems.

Forest deck: Charitable Man

THIEVES' GUILD



You may pay 2 Gems to the guild to draw 2 Equipment cards. Keep 1 and discard the other.
The thieves' guild stays in this Region until they have been paid.

Forest deck: Thieves' Guild

TRICKSTER



If you have learned fewer than 2 Virtues, the trickster give you 3 Gems or 1 Equipment.
The trickster is then discarded.

Swamp deck: Trickster

NECROMANCER



Take an undead or magical hazard from your Trophy Room and place it on an empty tile in this Region.
The necromancer is then discarded.

Mine deck: Necromancer
(NOTE: Not in Saltash Necromancer scenario)

DEN OF THIEVES




A secret society of thieves is seeking to redistribute wealth to the poorest.
Discard 5 Gems when you're in this City.
Reward: Take 3 Gems or 1 Equipment (not a Rarity) from any City Shop deck.

Quest deck: Den of Thieves

THIEF



When your Pauper enters a City Region, roll the lucky charm.
☺ Collect 1 Gem.
☺ Collect 2 Gems.

Recipe deck: Thief

STORM



When you remove a card from the board using Time tokens, discard 1 less Token than usual.

Recipe deck: Storm