

# The Last Light of the Everflame: The Lampers vs. The Temple of Light

## 1 Logline

As the sacred flame that has burned in Ecktoria for centuries begins to die, the ancient rivalry between the Lampers and the Temple of Light erupts into open conflict, forcing the player characters to choose sides in a battle that will determine the future of faith itself.

## 2 Core Theme

The conflict between tradition and innovation - when a sacred truth begins to fail, is it better to die with the old ways or risk everything to create something new?

## 3 The Rivalry: Lampers vs. Temple of Light

**Lampers (Traditionalists)** Guardians of the flame, who believe the flame must be protected at all costs

- **Philosophy:** The flame is a gift from the gods that must be preserved exactly as it is. To change it is to profane it.
- **Methods:** Rituals passed down for centuries, strict adherence to tradition, protective wards
- **Leaders:** High Lamper Aris Thorne (a stern traditionalist) and the Circle of Elders
- **Grievance:** The Temple of Light seeks to “improve” the flame, which they see as a heresy

**Temple of Light (Reformers)** Believers that the flame’s decline is a sign that it must evolve or be replaced

- **Philosophy:** The flame is not static but should evolve with the times. Its decline is a call for renewal.
- **Methods:** New rituals, experimental techniques, attempts to “renew” the flame through science and faith
- **Leaders:** High Luminary Seraphina Vale (charismatic reformer) and the Council of Illumination
- **Grievance:** The Lampers are allowing the flame to die rather than embracing necessary change

### 3.1 The History of the Rivalry

For 200 years, these two institutions have been locked in a cold war over the flame:

- **The Schism of 1278:** The Temple split from the Lampers after a theological dispute
- **The War of Light (1322):** A brief but violent conflict that was eventually contained
- **The Current Tension:** As the flame falters, both sides see this as proof their approach is correct

## 4 Key Locations

**The Grand Temple of the Everflame (Divided)** • **Lamper Quarter:** Traditional rituals, ancient wards, the dying flame

- **Temple of Light Annex:** New altars, experimental flame chambers, research stations
- **The Divided Court:** Where the two factions hold their competing ceremonies

**The Archives of the Lampers (Under Siege)** • **The Original Lampers:** Hoard ancient texts they believe hold the answer

- **Temple Researchers:** Trying to access the archives to “improve” understanding
- **The Hidden Wing:** A section both sides believe holds the truth about the flame

**The Shadowed District (New Frontier)** • **The Unlit:** Those who have abandoned both institutions

- **The Third Path:** A small group seeking a way to resolve the rivalry
- **The Dying Light:** Areas where the flame’s power has faded, revealing hidden truths

## 5 Major Factions/Characters

**Lampers** • **High Lamper Aris Thorne:** “The flame is perfect. To change it is to destroy it.”

- **The Circle of Elders:** Guardians of tradition who resist any change
- **The Night Watchers:** A militant sect protecting the flame from “heretical” influences

**Temple of Light** • **High Luminary Seraphina Vale:** “The flame must evolve or die. We have the answers.”

- **The Council of Illumination:** Visionaries who believe in the flame’s potential

- **The Bright Hands:** Technicians and mystics who develop new rituals

**The Unlit** • **The Shadowed One:** A mysterious figure who claims the flame is a lie

- **The Lightless:** Those who have given up hope in both institutions
- **The Keepers of Memory:** Those who preserve the flame's history outside official records

**The Third Path** • **Elara of the Open Road:** "There is a way between the two that does not require choosing."

- **The Bridge-Bearers:** A group trying to mediate the conflict
- **The Pathfinders:** Those searching for a new solution outside the rival institutions

## 6 Core Mechanics

**Flame Clock (7 segments)** The strength of the sacred flame

- **Lamper Action:** Traditional rituals that stabilize the flame but slow its decline
- **Temple Action:** Experimental techniques that may restore the flame but risk disaster
- **Third Path Action:** Unique solutions that could create a new path but require trust

**Faith Clock (6 segments)** The city's faith in the flame

- **Lamper Influence:** +1 segment per successful traditional ritual
- **Temple Influence:** +1 segment per successful experimental ritual
- **Third Path Influence:** +1 segment when they mediate successfully

**Rivalry Clock (6 segments)** Tension between the factions

- **Lamper Action:** +1 segment when they deny Temple requests
- **Temple Action:** +1 segment when they attempt to seize control
- **Third Path Action:** -1 segment when they mediate successfully

**Obligation Clocks** Personal ties to the conflict

- **Lamper Obligation:** Ties to tradition, oaths to the Circle
- **Temple Obligation:** Ties to innovation, promises to the Council
- **Third Path Obligation:** Ties to both, creating a precarious balance

## 7 Narrative Threads

**The Dying Flame** • Why is the flame failing? Is it natural decline or something more sinister?

- What is the true nature of the flame? Is it divine or something else?
- What happened to the last High Lamper who tried to change the rituals?

**The Rivalry's Edge** • What does the Temple of Light know that the Lampers are hiding?

- Who is behind the recent attacks on Temple researchers?
- What would happen if both factions disappeared tomorrow?

**The Third Path** • Is there a way to save the flame without choosing a side?

- What ancient knowledge might resolve the conflict?
- Who is pulling the strings behind the scenes?

## 8 Player Hooks

- A PC has a connection to the Lampers (apprentice, family member, initiate)
- A PC has ties to the Temple of Light (student, researcher, convert)
- A PC is an Unlit who knows the truth about the flame's decline
- A PC has a bond with the Third Path (they saved you once)
- A PC is related to a key figure in the conflict (a child of the High Lamper or High Luminary)

## 9 Sample Scenes

**The Divided Court** The high officials of both factions are holding competing ceremonies as the flame flickers. The PCs must:

- Prevent the ritual from becoming violent
- Determine who has the right to lead the ceremony
- Deal with the fact that both rituals are accelerating the flame's decline

**The Archives Under Siege** The Temple researchers have gained access to the archives, and the Lampers are trying to stop them. The PCs must:

- Navigate between the two groups without taking sides
- Discover if the archives hold the key to saving the flame
- Prevent the destruction of irreplaceable knowledge

**The Shadowed District** The Unlit have discovered something about the flame's true nature. The PCs must:

- Gain the trust of those who have abandoned faith
- Determine if their knowledge is real or dangerous delusion
- Decide whether to share this knowledge with either faction

**The Bridge-Bearers' Dilemma** The Third Path is in danger as both sides see them as traitors. The PCs must:

- Protect the bridge-builders from attack
- Negotiate with both factions to buy time
- Decide if the Third Path is the solution or just another path to destruction

## 10 Consequences

**Success (Flame Restored)** • The flame is restored, but the city is divided between those who support the Lampers and those who support the Temple

- The Third Path becomes a recognized institution, but their role is limited
- The city's faith is stronger but now fractured between old and new interpretations

**Failure (Flame Extinguished)** • The city falls into chaos as both institutions collapse

- The Temple of Light blames the Lampers for the flame's death
- The Lampers blame the Temple for "corrupting" the flame
- A dark age begins as faith in any institution fades

**Compromise (New Light)** • A new understanding of the flame emerges, but it requires both traditions to adapt

- The Third Path becomes the new religious authority, but faces constant challenges
- The city moves forward, but the wounds of the conflict will take generations to heal

**Radical Choice (The Third Path Wins)** • The Third Path is proven right, and both factions are forced to accept a new path

- The High Lamper and High Luminary are both deposed
- A new era begins where faith and reason coexist, but the old ways are gone forever