

# LANTERN'S LEGACY



By Jason Pitre of Genesis of Legend Publishing  
Released into the Public Domain April 14th, 2012.  
Available at [www.genesisoflegend.com](http://www.genesisoflegend.com)

The Illustrations are by Jeff Preston ([jeffpreston.net](http://jeffpreston.net)), Okan Benn (The Noun Project),  
Andrew Forrester (The Noun Project), and Marco Davanzo (The Noun Project).

## GameChef 2012 – Last Chance

Ingredients: Lantern, Coyote,  
The Shadow of Yesterday: <http://bit.ly/Iz9V8w>,  
Gods and Gutterfolk: <http://bit.ly/HJuywD>

## What is Lantern's Legacy?

Our world is ending, as it has countless times before. Our mortal worshipers are passing into the void as this apocalypse claims their lives. We hope to maintain our divine mandates with the ancient Lantern Rites handed down since the dawn of time. We can speak with the few mortals who remain and petition them to take our cause. Their final moments will give us the light we need to find a new world in the void. In exchange, we will remember them and provide them a legacy in our new home.

Which of us will each Lantern choose? How will they spend their last moments? What legacies shall we pass along into our new world? Those are divine mysteries we hope to explore.

## What do you need to play?

- You will need 3-5 players who are available for 2-4 hours of time to play the game.
- You will need at least a single six-sided die (D6).
- You will need a stack of index cards and some pens or pencils.
- You will need a timer or watch of some kind, able to measure in 3-minute increments. An hourglass would be ideal for this.
- You will need a big stack of coins to represent Fate. You will need 10 coins of fate per hour of time set aside for play, divided evenly between each of the players, rounded up.

## The Process

- 1) Each player selects one of the Divine Portfolios.
- 2) Roll a die to determine the form of the Cataclysm.
- 3) Roll a die to determine which go performs the first Rite.
- 4) The chosen God performs a Lantern Rite
- 5) Go around the table in clockwise direction, repeating the previous step for each God until you have spent all the coins of fate.
- 6) Perform The Change, ending the old world and discovering the new.

## Divine Portfolios

You are all players in the divine game, where we may wield the Lantern Rite. Each shall a different portfolio by taking an index card and writing the following details on it:

- Your divine and secret name, kept secret from our mortal worshipers.
- Your formal titles, as we are known by the faithful.
- Your three domains of power, how we act on the world directly. These domains shape which mortals serve us, and how we can pass along legacies into the new world.
- Your drive; which final motivations you seek to instill in your mortal Lanterns.

**Name:**

**Title:** The Sky Father

**Domains:** The Sky, Control, and War

**Drive:** For the greater good.

**Name:**

**Title:** Earth Mother

**Domains:** The Earth, Life, Chaos

**Drive:** For my love and my blood.

**Name:**

**Title:** Coyote

**Domains:** The Fire, Knowledge, and Deception

**Drive:** For growth and change.

**Name:**

**Title:** Death Watcher

**Domains:** The Eternity, Death and Peace

**Drive:** Go gentle into that good night.

**Name:**

**Title:** Ocean Wanderer

**Domains:** The Waters, Prosperity, and Destruction

**Drive:** Rage, rage, against the dying of the light.

## The Cataclysm

We still don't know what form the cataclysm shall take. Roll a die to divine what will end this world. You can create more details about the threat during play.

- 1) War Rages
- 2) Plague Spreads
- 3) Nature Overwhelms
- 4) Zombies Rise
- 5) Machines Rebel
- 6) The Other Invades



# The Lantern Rite

Go around the table in clockwise fashion; each God shall perform the Lantern Rite at least once and portray a mortal Lantern who rejected them. Once a Lantern's light extinguishes, the next God will have a chance to perform the rite. This continues until all the coins of Fate are spent.

## Shaping the Lantern

Before portraying their Lanterns, they must discover the essence of these mortals and transcribe them on index cards

### Which God has the mortal rejected?

Inscribe the name of the God the Lantern spurned and why they did so.

### What job did they hold before the cataclysm?

Roll a die and use the result to inspire your detailed and unique answer.

- 1) Arts
- 2) Services
- 3) Technical
- 4) Professional
- 5) Trades
- 6) Academics

### Which relationship is the strongest?

Roll a die and use the result to inspire your detailed and unique answer.

- 1) Parents
- 2) Progeny
- 3) Lovers
- 4) Enemies
- 5) Colleagues
- 6) Communities

### Which emotions drive them as the world crumbles?

Roll a die and write these selected emotions down on the index card.

- 1) Disbelief and Denial
- 2) Anger and Hate
- 3) Bargaining and Guilt
- 4) Depression and Grief
- 5) Acceptance and Hope
- 6) Passion and Obsession

## Lantern's Life

Shape your Lantern, using the rules given in the last section. When you are done, speak your answers to the other Gods.

Start the timer. Describe what the Lantern was doing as the forces of the cataclysm approach. During this, the other Gods may play the part of minor characters and extras. These are unnamed non-player characters unworthy of a name. Extras may not enter into real conversations with the extra, though they may make a couple statements or answer questions about the scene.

## Divine Guidance

At any time, any other Gods may preserve the Lantern's mortal life for a little while longer by spending a coin from their personal supplies of Fate. When they do so, reset the timer so that the mortal will have another three minutes of life. Any God who has spent a coin of Fate on a Lantern may interact with them directly in mortal guise. That player may declare actions on the part of this NPC and speak with the Lantern. The Gods know that the Lantern shall die imminently, and seek to influence their choice. The Gods may declare true things about the Lantern's past, thanks to the divine understanding the hold.

## The Lantern's Choice

When the timer reaches three minutes, the forces of the cataclysm are imminent and the mortal shall die. At this point, the Lantern must make their final choice. Each of the other Gods makes an offer of some legacy for the new world, should they act appropriately. Each God proposes that the mortal perform one final action associate with that God's Drive. The normal format is; "If your last action is to do X, I can offer you a legacy in the next world. I pledge that Y will occur."

After hearing each of the offers, the Lantern chooses one of them and narrates their final actions. Write the chosen Legacy on the back of their Lantern's index card, as well as one the number of coins of Fate spent on that Lantern. Pass along the card to the persuasive and victorious God so they recall their bargain. Each legacy will give a God a bit more of the divine light and help them find the new world.

# The Change

When all of the Gods have used up their Fate, it means the world has finally ended. The Rite of the Lantern demands a moment of silence from the Gods as they mourn the old world and seek out the new.

## The New World

Examine your legacies their legacies and add up the total number of coins spent on each of them. If you have the highest total, your divine light alone fell upon the new world. You will describe the world in a few sentences and describe why your domains are strongest in this world. If you have the lowest total, describe why your domains are the weakest in this world. For example, the Sky Father dominated the old world and Coyote was weakest.

## Forging Myths

The Lantern legacies will make up the myths and legends of this new world. As you are the dominant God, place one of your legacies on the table and describe what divine actions to take to fulfill that duty. In three sentences, tell the other Gods how the mortals interpret the events in myth. Each of the other Gods may choose to contribute one of their own legacies, providing the card and adding an additional two sentences to the mythic story.

Go around the table in turn, with each God given a chance to fulfill their legacies and describe their own myths. In the end, each myth will be associated with different collections of legacy cards.

You may then end the ceremony with a moment of silence. With your duties to the old world complete, thank the other Gods and put the cards away.

# The Example of Lantern Julia

## Example of Shaping the Lantern

I am Phoran, the Ocean Wanderer and my Lantern is named Julia. She has forsaken the sea when it took someone close to her.

I roll a die for the profession and it shows a 5, indicating that she had been working in a trade. Since Julia forsakes the sea, I decide that she was a dockworker before the cataclysm struck.

I roll a die for the relationship and it shows a 3, indicating her strongest relationship was her lover Jacob.

I roll my last die Julia's dominant emotional drive and get a 2, indicating anger and hate. When the cataclysm came, the government abandoned the USS Hyacinth and left Jacob to die. Her card looks like this.

**Lantern:** Julia who forsake the seas the stole her lover.

**Profession:** Dockworker

**Relationship:** My lost lover Jacob.

**Driving Emotion:** Anger and Hate

## Example of a Lantern's Life

Pharon describes Julia as an angry Dockworker who lost her lover. Jacob's ship, the USS Hyacinth, disappeared mysteriously and the navy refused to send a rescue vessel!

Pharon starts the three-minute countdown on his timer. He describes that Julia is currently in the midst of a screaming argument on the phone with yet another bureaucrat. Apparently the "USS Hyacinth is on a classified mission" and that "She will be notified as soon as it is appropriate to do so." Julia slams the phone back on the hook. She storms out of the room and sees something on the horizon. As a god who has not paid a coin of fate, Kryos the Coyote, may still play a background character that may interact with Julia. An older dockworker with a cigarette in hand saunters on up to her. "That's f-ing weird. The harbour master reported a vessel is drifting towards the dock." He points at the silhouette on the horizon. "What do you think that is?"

## Example of Divine Guidance

Julia stares at it with hope and dread with a minute left on her timer. Boratha, the Earth Mother, tosses a coin of fate onto the Lantern's card indicating that she wishes to preserve the Lantern's life and interact with her directly. Pharon resets the timer, so they have three minutes of play before Julia's demise.

Boratha takes the form of a teenage girl and approaches Julia. The Goddess says that must be the Hyacinth! It looks like they have some damage and might need someone to rescue them. There could be fathers, brothers and boyfriends on the ship and they shouldn't be left drifting. Julia and Boratha interact for a little bit.

Marnor, the Sky Father, spends a coin to join in the scene, resetting the timer again. In the form of a possessed navy officer, he bursts onto the scene and starts yelling out orders. He yells that "That ship is quarantined" and commands that the unknown vessel must be scuttled, for national security. Julia starts an argument with the officer and the timer runs out.

## Example of The Lantern's Choice

Each of the Gods proposes their own legacies.

**Kryos:** "If your last action is to seize control of the military control station, I can offer you a legacy in the next world. I pledge that ships will never be lost at sea."

**Boratha:** "If your last action is to take a tug boat over to the Hyacinth to rescue your love Jacob, I can offer you a legacy in the next world. I pledge that your Jacob will be reborn."

**Marnor:** "If your last action is to support scuttling the ship, I can offer you a legacy in the next world. I pledge that in the next world, legends shall speak of your sacrifice in the name of the greater good."

Pharon describes Julia nodding to the teenager. She runs over to a tug tied at the dock and pilots it towards the Hyacinth. She sees figures moving strangely on the deck, but that doesn't matter. She will be reunited with Jacob. Pharon flips Julia's card over and writes down the legacy of "Jacob will be reborn." and "2", indicating that two coins of fate were spent on Julia's scene. He passes the card to Boratha and they move on to creating Kryos's Lantern.