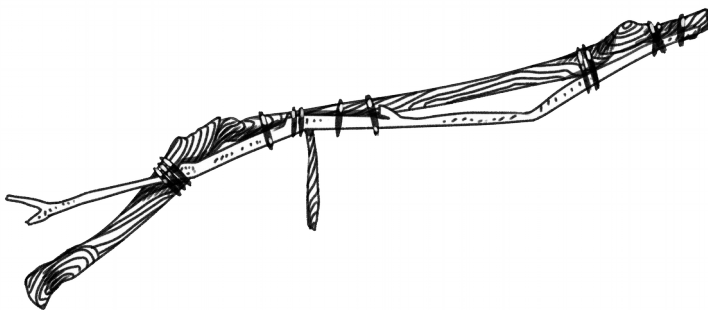


**rites**  
and  
**rituals**

of the Sixth Empire, Eighth Era



Volume I



May you be well on all your journeys.

# About this booklet

The Tome of Rites and Rituals is a little writing project that was spurred on by reading D&D monster manuals and listening to Monster in my Podcast, but building little snippets of fiction has always been something I love to do. As a kid, my friends and I would sit under the trees during lunch and make “potions” and “medicines” by squashing flower buds in different ways.

It’s also because sometimes thinking up details can be hard, or sometimes you just need a jumpstart to get the creativity flowing. It’s easier to branch off from something evocative than it is to create something from nothing.

I think there’s room in this world for little snippets of “what if”, and quick peeks into imagined worlds. Sometimes, it’s just fun to read about the little things in a place you’ll never see.

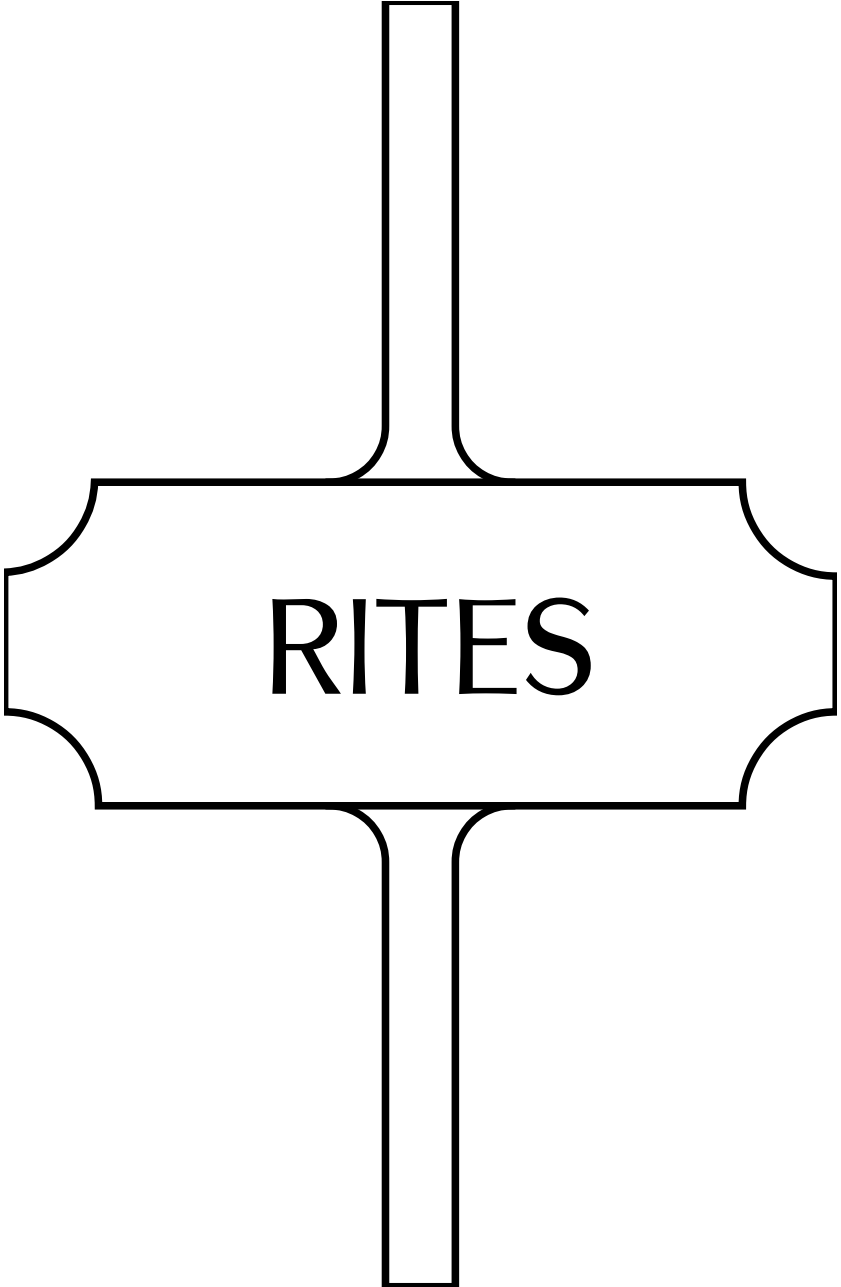
I hope that whatever you use this for, it makes your life easier, richer, or just a little more interesting for a few minutes.

## How am I allowed to use this?

You may use any of the ideas here for whatever purposes you desire, so long as you don’t copy the text itself.

If you wish to use the text itself, please contact me via [www.Fenreliania.com](http://www.Fenreliania.com) and we’ll see if we can work something out.

I pretty much just want to avoid someone taking the booklet and re-uploading it whole cloth.



RITES

# Rite of Safe Travel

## Components

- ◆ A twig from the forest nearest your location
- ◆ A twig from the forest nearest your destination
- ◆ Copper wire
- ◆ Leucienne oil

## Process

Bind the twigs together at each end with a small amount of copper wire. The more of the twigs that are touching, the stronger the effect. Upon arrival, be certain to clear the rite by burning the twigs in the leucienne oil, attending the fire until it subsides. Straying from the path to your destination will be met with greater misfortune than normal, so clearing the rite is crucial.

# Rite of Quiet Passing

## Components

- ◆ An iron coin belonging to no king
- ◆ Nightshade petals
- ◆ A shaker of salt

## Process

This rite minimises your presence, and allows you to pass through even empty public spaces largely unscrutinised.

Line the inside of your shoes in nightshade petals, and place the iron coin in your mouth. At least every 100 metres, spill a few grains of salt from the shaker. When the rite is ended, the effect will wear off over the next 20 metres. This relatively sudden re-emergence can have the opposite effect, as onlookers become suddenly aware of you.

# Rite of Patience

## Components

- ◆ A bed of dried straw
- ◆ One large river-smoothed stone
- ◆ Voneweed buds

## Process

The rite of patience allows one to pass hours of time as if they were a few minutes, but must be done with care. Not only are you vulnerable to others while in the trance, but the trance itself can be addictive, and well-supplied practitioners in isolated locations have been known to absent-mindedly pass decades before realising what they've done.

To perform the rite, lay out the bed of straw in a tidy circle and sit in its centre, with legs crossed. Hold the stone in your lap, and trace the symbol Sha with a voneweed bud until it has been ground to pulp. One bud will pass roughly four hours at first, but by the tenth it can pass as much as a day, and the effect only grows.

The rite may be interrupted by an outside party disturbing the straw bed, or by removing the stone, but the shock can harm the practitioner, or for longer meditations, outright kill them.

# Rite of Prestige

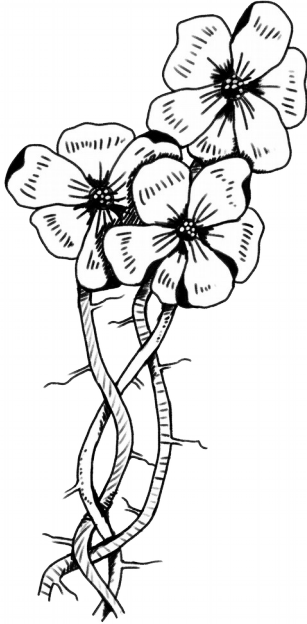
## Components

- ◆ Elkite paint
- ◆ Copper ring
- ◆ Obsidian pin

## Process

A rite for impressing an exaggerated level of import and prestige upon others in a social situation. Thanks to its relatively expensive components, and the reputation of the rite itself, there are often arguments that it conveys no special power, and is indeed simply intimidating and performed only by those already prestigious. To perform the rite, spread the elkine paint on your eyelids, wear the copper ring on your right index finger, and insert the obsidian pin into your right calf, vertically, just below the knee. Recovery from this piercing will take only a few days, as the sharp obsidian should make for a very clean wound.

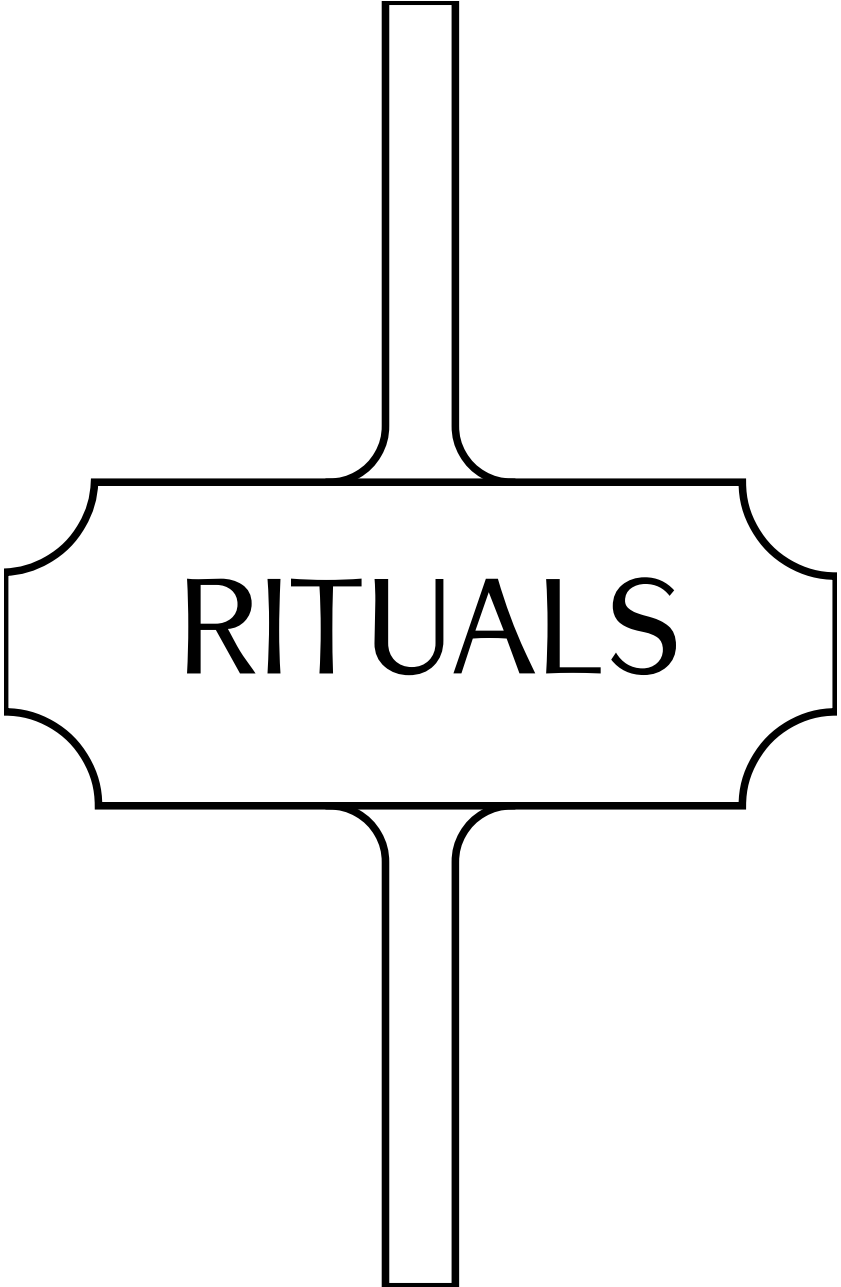
# Glossary I



**Lucienne** - A common flower in tundra biomes whose stem grows like a vine, up the sides of trees and tangled together. The pale leafy petals are dried and used as a mild spice, while the stem can be squeezed for an oil used mostly as varnish.

**Voneweed (vohn-uh-weed)** - a ground weed with long, flat leaves that rest over the top of other plants, depriving them of sunlight. They regularly grow to a metre in diameter, with 10cm-wide leaves. In the centre of this large, leafy plant is a comparatively small red blossom.

**Elkite** - An uncommon metal formed in stones that sit for decades at the bottom of sedentary lakes. Inert and non-conductive, it is largely used for decorative purposes, but being so difficult to find and retrieve means it fetches a high price.



RITUALS

# Shullug's Surveying Ritual

## Components

- ◆ Ramskin drum
- ◆ Floor of sand
- ◆ Attuning item

Requires two ritualists.

## Process

The surveying ritual shows the locations of items that you attune to, and depends upon the concentration and will of the attuner.

One ritualist, the attuner, sits at the edge of the sand, and holds the item they wish to locate. The attuner pictures the aspect of the item that they are interested in, and clears their mind of all other thoughts.

The second ritualist, the drummer, then places the base of the ramskin drum on the top of the attuner's back, and gently beats it precisely once per second, increasing the strength of the beats so as not to distract the attuner. With each beat, the sand will shake and form patterns - peaks where the item is now, and valleys where it has been.

To end the ritual, the drummer must slowly fade out their beats, place the drum quietly aside, and leave the attuner undisturbed until they naturally wake. This may take several days, but any early interruption may trigger an extended and violent panic.

# Alto's Feverous Ritual

## Components

- ◆ Paperbark, soaked in flarkbrine
- ◆ Hot coal
- ◆ 2 silver lip studs

Requires one ritualist and two subjects.

## Process

The feverous ritual sends the two subjects into a synchronised delirious and disoriented state, limiting their inhibitions and making them susceptible to suggestion, albeit with reduced capacity and sometimes hazy memory recall.

The subjects are strapped to a back-leaning chair, with their heads held particularly still. Each subject's upper lip is pierced with a stud, which is then fastened tightly.

The ritualist wraps two hot coals separately in the paperbark, holding one in each hand while quietly repeating a chant of "Et Ral Thu Drun Sen". The coals are pressed against the subject's foreheads, rapidly muddling their thoughts. It's common for one subject to answer for the other, often revealing much more shared information than expected.

To end, the coals are removed, and the chant is ended. The effect wears off over a minute or two, though both subjects remain queasy for upwards of a day. If the coals are pressed to either subject's foreheads while the chant is not going, they will be subject to severe burns. This usually results in both subjects being unable to focus on anything but the pain.

# Fen's Rejuvenating Ritual

## Components

- ◆ Redworms
- ◆ Ametrine, 5cm long crystals
- ◆ Cast iron chains

Requires one ritualist, plus one subject per year of rejuvenation.

## Process

The rejuvenation ritual is used to reverse aging effects of the ritualist, by taking time from the subjects.

Redworms are laid out in a circle around the subjects, with an Ametrine crystal placed every 3m around the circumference. The crystals keep the worms in place, and act as siphon points for the ritual.

The ritualist then binds themselves in the cast iron chains, ensuring contact points spread across most of their body, and slides the links on each end over one of the crystals.

Each day, the ritualist must move to the next crystal in a clockwise direction. In total, the process takes one month, which will restore one year per subject.

If any subject enters or leaves during the ritual, the effect will be severed and both the ritualist and subjects will lose a year of their life each month.

# Orgon's Ending Ritual

## Components

- ◆ 10 tonnes refined gold
- ◆ Flayed eckspix
- ◆ A natural thunderstorm

Requires upwards of one hundred ritualists.

## Process

This ritual is only theoretical, as it has never been successfully completed, and its purported effect is to end time. As of this writing, time continues to persist.

Each ritualist should be accompanied by a roughly equivalent amount of the gold at all times, preferably tied to their body. The ritual must be performed during a natural thunderstorm, during which ritualists should surround the eckspix and begin to flay it. For the ritual to succeed, lightning must strike the flayed flesh of the eckspix while all ritualists are in contact with it.

So far, all attempts to complete this ritual - organised by Orgon himself - have failed for various reasons. For one, the danger of an eckspix should not be underestimated. For those that manage to subdue the creature, it seems common for lightning to strike ritualists before they can complete the ritual. In all known cases there have been no survivors, and historically a failed ritual appears to consume all of the gold.

## Glossary II

**Flarkbrine** - An ancient alcoholic drink rarely ordered for consumption anymore. Many will argue for its medicinal properties but few can agree on what they are. Created by fermenting fish, then straining the liquid thoroughly, before reducing to a sludge. Fruit is then added and the mix is sealed in a stone cask for at least 3 years. After a second straining, a surprisingly clear green-tinted liquid remains. Dreadful.



**Redworms** - Native exclusively to the crystalline forests of Nearbreach, redworms are a controversial delicacy. To most, they taste of burned cinnamon and rawhide, and they smell worse. However, for a small amount of the population, the taste has been described as "a less harsh licorice", "fizzy, yet mellow", and "mind-numbingly sweet, without aftertaste".

**Eckspix** - It's rare to see a wild plain without spotting the eckspix that dwells there, but far rarer to see two at once. The eckspix is a territorial creature, mostly herbivorous by nature, but will eat invading creatures it kills. The tendrils on its face flare out as a warning sign and a display of dominance if a creature it doesn't recognise enters its territory, and survivors have reported a static in the air that raises their hairs on end. Whether this is merely nerves remains to be tested.

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