

## \Aeternalis Flamma /

*“And thus, a realm we know borne from Its love, for it is divided among us all to remind us to cherish it dearly.” -*

Scarred Lexicon

*Located within communities of Meiaquar-Telegrad lands. The Flammians believe that there was once an entity. A being that's so incomprehensible to the mortal mind, once existed. But the Entity itself was very, very lonely in the Nothing. Where true loneliness can be found, Entity is there. Awaiting for it to no longer be alone, but the time never came.. And the Entity made its decision. It would sacrifice its own body to grant Meaning to Nothing. Turning it into the Realm. Sacrificing its very body to become the ground that all Mortals walk upon to this day. It would shed the skin to decorate the skies of unknown dots. To give up its eyes so it can become the Sun, and the Stars. The Blood would then be used to grant life, and most important ingredients of all.. Its soul. The Soul is important, as it defines that all are part of It. To remember they bear the marking of its Legacy. Forever a meaning to cherish, a thanks to being able to exist.*

So the Flammians came to call it a more appropriate name. Eternity. For it shall never die so long as a Soul persists, and partly why it's considered an insult to call it "Dead".

*This is approved document. For purpose of adding new addendums, please create a copy (or new document), then request if changes can be made.*

## \ Death /

*The most important thing for a Flammian is when they die. Their soul will raise, and enter the Beginning. A massive hedge garden maze where flowers, and ponds that reflect their Living Memories for this life. They undergo this death trial. Sacrificing their memories until all that's left is the feeling to open the Gate at the end of the Maze. The Judging Gate is the most important centerpiece in Flammian's faith as it determines the Balance of every soul. Often compared to Karma (And wouldn't be wrong), the Gate scales the good deeds, and the bad deeds the Soul has committed in life. If the Soul lived an honest and good life, then the Gate will allow them to live a better Living Life than the last. And the reverse is true for those that lived an evil and dishonest life, Often believed to being born to poor or slavery. Of course, Flammians are taught that once they pass the Judging Gate. Their previous sins should no longer reflect their new self, and should always help the poor and the slaves down their luck to endure that they still live a life that isn't meaningless and depressing. The same can be said for those who are born into wealthy, or noble families. They commit wrong, and evil unbecoming of their station in life, and should be seen as tyrants. And should be punished accordingly.*

*For the Living side, those that died would receive a very simple ritual. Because all Flammians must decide their most favorite place once they become an adult, when they die. Their bodies will be bathed in fire. Until their body had been cremated into nothing but ash. Then their ash would be used on nearby park, garden, or forest soil to use their ash as fertilizer so that their mortal deaths would still have an impact upon the Realm. However, if the child dies. It is considered a tragedy. Because the child was not able to decide their final place, they would not be cremated and used on the land. Instead, they would construct a small boat and load the body of the child upon it. Then send it out into the sea so it may explore the Realm a bit longer before the Soul departs the body to the Beginning. It is often why Flammians are told to ensure that at least children would grow to be an adult (The ceremony of adulthood for Flammians are generally Sixteen to Seventeen. With the stricter ones, eighteen upward to twenty but no more than that.)*

*The understanding of the souls that the body must be burned, so that souls may leave their vessel is common beliefs among the Flammians. However it's not an absolute requirement, as Flammians are taught that they should make their death meaningful. To keep nature growing no matter what, but there are those who prefer a traditional burial. And as a result, the Flammians do not necessarily burn the body but rather grant them a burial similar to some more of the traditional funerary. While the more conservative Flammians may raise a little bit of complaints, they will often come to terms with it, and allow it. Because ultimately no matter what, the soul will manage to escape their vessel.*

## \ Expectations /

*Many Flammians* are taught in their upbringings on the correct mannerisms, and behaviors they should be sporting when growing up. Because they are taught to not be fearless, and often thrown into the crowd to socialize with their peers, Most Flammians are taught to not be attached to laziness, and focus on doing the right things that they feel is right. They are taught to try to not miss opportunities, or leave behind regrets that will anchor them down for the rest of their life. They will also be expected to dine with their neighbors, and friends instead of eating alone. They also are expected to spend most of their days outdoors, rather than glued to a book somewhere.

*So because of it*, most Flammians are expected to be extroverted sorts, outgoing, sociable and willing to communicate with just about anyone. They are also expected to not commit unwarranted destruction upon nature, or beauty without considerations. They also firmly believe that if you are going to replace nature, at least replace it with something beautiful. (Often capitalizing on the idea that at least your architecture better be just as good as nature itself). They are also taught to sincerely consider quality over quantity, unless the circumstances or situations force them to not be able to consider that option. Then it is often advised to try, and get it over with so that *they* will improve on it later with time.

*In addition*, Flammians are expected to pray during the morning, and then begin their prayers in the middle of the day. Both with a brief period of five minutes. For the religious aligned individuals such as priests, they may be required to pray three times instead of two (Morning, Mid-day, and before bed).

Overall, most of the expectations are usually something baseline. *Such as no murdering* without justification or reasons, or no stealing without just cause. Generally most of the expectations of the Flammians are something you would see the law-books about.. So it's of very little difference depending on whether.

## \ Habits /

Every morning, Flammians should start their breakfast with little to no meat. Any alcohol is forbidden during this time. Flammians believe that the body is at its weakest point. And any lingering regrets of the dead attached to meat may attempt to enter the body, and attack the Soul contained within. *Of course, Adventuring Flammians, and rare Flammians do not care too much, and eat meat regardless.* Some call them risk takers. And finally, before breakfast, they are expected to offer prayers. At least no more than five minutes generally, but if they worship any other gods, they may extend the time needed to fill these in. *Although most priests recommend not praying for too long..*

During the mid-day, the prayers should be offered to the Eternity, and more if they qualify at this time of the day.

Alcohol is to not be taken during the morning hours (Starting at 1:00 AM all the way to 11:00 AM. Drinking hours generally start at 6:00 PM for most Flammians, with more looser (See: Lazy) types usually starting at 4:00 PM.). This is often because alcohol is seen as a wasteful, but necessary ingredient to everyday's life. And usually considered a spice of living by the common Flammians. (Although most priests generally do not favor it, they simply let it be. The Templars and Paladins on other hands... Heavy drinkers.)

*When greeting* another Flammian, both should bow at the same time to pay respect. Maintaining hand-free. If on professional business, or expenditures, it would be expected for Flammian to offer handshakes if needed.

*Flammians* are expected to keep their private life to themselves, and only answer if asked with honesty. However, Flammians are also expected to not reveal any more details than straight answers. In addition, honesty is a virtue, and time is valuable. Therefore, Flammians are to not beat the bush, in a sense. Not every Flammians however is capable of being virtuous, *and some may be more off-beat..*

## \ Common beliefs *and* Superstitions /

*When a tree is marked, with claw-marks.* It indicates by will of nature that approaching this area may be dangerous for the time-being. It is recommended to avoid this area for at least two to four weeks as it may be cursed.

*If you write the first letter of your name, then put another first letter of the name of someone you've a crush on with a piece of wood, or paper.* You're stating that if the love born between you two, it would only last this lifetime. **But** if written on a **stone** (engraved, or not), usually indicates that love borne between the two should transcends lifetimes. It is not often considered an insult to write on wood, or paper however as it means they are *more honest*.

A branch abruptly falling *in front* of a walking caravan, or party of people from the trees indicate a warning from the spirits that haunt the wood. Suggesting that any further travel may be their downfall if they do not heed the caution, and make considerations or take detours to avoid strife.

*If the window is frozen over during the summer,* it is believed that rain will be coming in two days. If the rain does not come, then it must be the trick.

*It is believed that undead become more active at night, but in addition they will work toward expanding their graveyards.* Building up the army to appease the **Empty**, by trying to convert living into walking corpses. Undertakers are usually portrayed as heroic individuals attempting to hold back the undead hordes, alongside few other heroic individuals like knights in shining light.

*Some Flammians adorn their armor with monster-skulls.* Remains of Empty's minions adorn their equipment. It is believed that by wearing these, would make the Empty reconsider if it's worth attempting to consume the soul without wasting its valuable energy.

## \ Ceremonies /

*Within the Flammians*, there are three Special ceremonies usually conducted upon the average worshiper. Generally carried out by the Priests of the faith, the Flammians would sometimes celebrate the aftermath of the ceremony with a family-wide feast, or usually a small village-wide feast as it may mean good fortune. But does not generally enforce it for the sake of situations, only leaving it to the will of the Realm. There are more ceremonies than these, but most are generally exclusive to initiation into the religious orders, and is not generally something the Public needs to partake in. The following **Special** ceremonies are; *Exalting*, *Starbinding*, and *Fiery Baptism*. Not in order, the ceremonies will be explained.

***Fiery Baptism*** - The Flammian priests versed in illusionary magic would be present for the baptism. The common belief that this baptism often holds is that it is designed to purge, *or* attempts to reduce the overall anxiety one would have for this life. They would do this by *literal* trial by fire, but instead of actual fire, would be replaced with illusionary fire. The Priests do not intend to get the child, or newly converted, killed in the process with real fire, since that ruins the point of Baptisms in general. The idea that fire is terrifying, and dangerous is often used as a baptism to help clear the person's state of mind, and be less fearful of the Realm at large. Essentially, the newly-converted would undergo illusionary fire, until the Priests douse them with real water. Once that is done, they have been officially indoctrinated into the Flammian faith, and baptized under their signs. And in addition, the Priest should hope they accomplished the goal of purging that innate fear of death within the individual. Because they want that person to focus on not making regrets in life, so that they can face the Trial of Death when that time comes, and not be regretful of what they could not do.

***Exalting*** - Generally the Priest themselves may carry out the Exalting, but in the event that there are no priests available, village chief, or elders may be permitted to do the procedure given they can remember it. *It is not very difficult*, as Exalting is very simple. The child would be escorted to the center of the village, or town square, or to a limited Flammian community (if they're the minority). They would introduce the child, and their upbringings as well their parents if they have any. The child would then be required to state his ambitions, his goals, and his meanings. In addition, the Child must carry out a prayer themselves with no help from priests, or elders. Again, this is yet another subtle attempt of removing the child's potential stage fright. Once the child finishes the prayers along those involved, the child must finish the Exalting by stating the name of the Final Place. Only then must the child engrave these *words* into their heart (Not literally), and the one in charge of the ceremony will write the location, and have it sent to appropriate individuals to keep record of.

**Starbinding** - One of the most complicated ceremonies to perform, requiring the presence of a Priest, or approved Village Chief of same-faith to carry out this ceremony. It is most difficult, as it features a long series of trials for marriage. While there are times where this kind of ceremony may be skipped, usually foregone in event of political marriages (Most Flammians do not like the idea of political marriage, but they're required to tolerate it), or special circumstances. However if the ceremony is able to be carried out. Then the lovers will be presented with three trials they must complete in due time.

- *Honorbinding* - To kneel before your fiancé's family, and spend a **maximum** of two month among them. Your fiancé will also have to spend a maximum of two month with your parents as well. This is generally done to gain the trust, and validation of the family before the wedding can come. To get the soon to be in-laws to put faith, and trust that you will not betray, or mis-use your fiancé's feelings. How the trial will be done is carried out at the will of the family, but by proving that you'll not fail your fiancé, your chance of success is much higher.
- *Rosebinding* - Usually done alongside honorbinding trials, Rosebinding is the simplest of the trials. The priests will provide both lovers a pack of flower-seeds. They are then challenged to make a flower-wreath for each other.

**After both trials are done**, they then are moved to the third trial, and final trial. However there are two variants. Depending on the way of life that the Flammian may live, the trials are changed based on that variable. For the sake of clarity, and being informative. The variants will be stated.

- *Ironbinding* - Non-combat trial. Ironbinding usually rely on Flammians to forge something their fiancé will use in their day-to-day life. It is often monitored by a skilled blacksmith, carpenter, and tailor. It varies on what kind of items the Flammian feels most suitable for their fiancé. So long as it's useful. It's generally done to make their wedding, and love meaningful in an aspect by creating a tool, or device.
- *The Hunting* - Combat trial. The Flammian that is versed in combat will be sent out to go, and hunt a mighty beast. If the Priest is experienced, and knows how to fight. They may escort the Flammian to ensure that they do not fall in combat before their wedding. Once they fell a good beast to be made into a trophy by a taxidermist. They will then use it for the wedding.

**Finally**, at the conclusion of all three trials. The wedding will finally commence the following weekend (if available). The bride's parents, relatives and alike will be placed on the right side. While the groom's parents, relatives and alike will be placed on the left. Guests will be placed at middle, and back behind both sides regardless, but they do not get priority in front unlike the families who are meant to attend.

*The Groom* will stand at the end of the aisle alongside the Flammian Priest. Awaiting for the bride to come escorted by usually their respective head of the family. Then will be placed next to the groom, and the wedding shall officially commence. During the wedding, the Priests will ask the bride's relatives to rise, and offer their insight on the groom. Then the Priests will ask the groom's relatives to rise as others fall, and offer their insight on the bride. Once both sides show their approvals, the wedding proceeds. Then the Priest asks for the final round. *During this time*, any objection or final feelings need to be exhibited. If none is found, the wedding may proceed uninterrupted.

**After that**, the wedding will officially reach the climax. The priest will provide a long clean silver knife. Then asks for the hand of the bride, and groom. The priest will do a  $\frac{1}{3}$  cut on the palm of their hands. To let the blood pour out, and ask them to hold their hands together. Then request that they will proceed to kiss. Once the process is done, they will ask them to let go, and proceed to mend the wound with restorative magic, or bandages. Then the priests, or the comrades may give them their gifts they've made over the Trials. The groom will first place the wreath upon the bride's head, and then the bride will place the groom his. And then they will offer each other the gifts they've collected over the third trial, and may proceed to depart the wedding site.

**During this time**, both couples will get to have their reception for two days of partying, and dining with both of their family. The third day is then dedicated to cleaning, and preparing to close the wedding down, and leave the site to enjoy their new lives together. The Priests will then proceed to keep record, and archive upon this evidence of marriage, so that they can double-check to ensure there are no errors taken place during the ceremony.

**Completing the ceremonies** takes a lot of time, and effort especially for the Priests who themselves have to deal with the Flammian along the seasons. While the religious order, or Church themselves have their own initiation process. It may change varies based on leadership, or if it needs to be slowed down, or sped up. But the public ceremonies as listed above should not change without heavy consideration. For now, this concludes the *ceremony section*.



## \ Festivals /

**Festivals** are an essential way of celebrating. Flammiens need to be entertained, and live the joy of their life. To be reminded that the world is a better place than usual. Listed below, are festivals that Flammiens should try to celebrate as often, or best they can.

**Passing Year** (First week of every year) - Celebration of surviving yet another year. A reminder to many Flammiens to focus on the future, and move ahead of the past. Most Flammiens will usually make small floating lanterns, and send them downstream toward the lake. A memory to be passed away, and remembrance of the lives those lost the year before, and the tragedies that occurred. Most Flammiens are taught to try to focus on being hopeful that the year will be better than before. At the end of the week, the lake is cleaned up of any floating lanterns, and disposed of accordingly. Then Flammiens go to focus on their work, and life ahead.

**Calidum Dies** (March) - The coming of spring, and end of long-winter. Most Flammiens celebrate this by planting little dolls around the biggest tree in the village, or community-square. If the Flammiens live in the city, they may celebrate it by placing dolls on the door instead. This is believed that the doll will ward off the incoming heat of the Summer that will soon follow. The doll will be taken down mid-summer.

**Bellum Saltare** (Every *Even* Month, second week) - Generally sponsored by the Priests of the Faith. The Flammiens who are competitive warriors in spirit, will be cordially invited to the Bellum Saltare tournament, to test their mettle and strength between other Flammiens. The battle to the death is often forbidden, and not permitted under the war-dancing tournament. Once concluded, the winners will be awarded currencies, and prizes depending, but generally mediocre as most of it is just bragging rights.

**Flame-thanking** (30th, or 29th of July.) - The Flammiens will throw perfectly fine bread, cake, or any burnable food into the bonfire to *feed* the Souls that still wander the maze. They do it to thank themselves, and everyone that made an impact on their life. Wishing evermore for better days to keep coming, even if the days before are good, they still can wish for better.

**Coldward** (First sight of fall) - Flammians will start to focus on cooperating with the Flammia-faithful elder, or leader of their community. They try to focus on stockpiling food, and preparing themselves to survive this incoming winter. They often try to calculate how many of the Flammians are left among them, and try to gather the orphans who are part of their community. Keeping them safeguarded under their watch so they do not perish because they were simply without a family. Children must also help their parents with maintaining the community. Rat-catching, and making sure that granary is clean of any infestations. Hunters are expected to start preparing their tools of the trade in case the food situation turns for the worse.

-More festivals to be added when I can brainstorm more

## \ The Empty /

An antagonist in the bible of the Religion. The *Empty* is the unknown villain that threatens the Realm that all Flammians now live in. The Empty was believed to be made into existence by the First Necromancer who violated the sacred religious rule of never interfering, or acting in manipulation of Souls. A capital offense so terrible that it is believed that if you manipulate, or do anything to a *Soul*, you will forever be subjected to the worst life regardless of how much you try to redeem yourself in many lifetimes.

The Empty is created by the actions done to manipulate the Soul, and as a result of its existence, brought forth its fangs toward the Realm. Often depicted as the vast monster that watches over the Realm in its shadowy mist form. Invisible to the eyes of all men, women, and children alike. Only its existence is ascertained by the fact that the **Monsters** exist. Threatening to harm the very lives of the People. It is often believed that Monsters do not have *souls*, unlike Flammians, and are rather a product of the Empty's schemes. The Empty seeks to consume everything that Eternity has made for *all* Souls, and threatens to grow with every act caused by damaging the Souls, or interfering in natural order. Often why Flammians are not amicable with the idea of necromancy, or using undeads for the bidding of the Living as it may lead to improving the strength of the Empty. *Hexers* are very much edging the line, as it may be, but grudgingly tolerated.

In addition, it is often believed that the Empty is the reason why terrible things started to happen more, and more often. Plagues, Famine, deadly diseases, starvations, the slowly rising greed of the People, and the destruction of Nature involved. It is often believed that by defeating the Empty, they may be able to restore the World to an Utopian state.. However *there are some Flammians* who believe that the Empty provides meaning to their lifestyle. That they should fight the Empty with intent of a challenge. That fighting the Empty provides their life *Meaning*. It's why some cannot find a logical conclusion on how to deal with the Empty. As there are many aspects that some have to factor, debates were often frequent.

*But common ground for most*, was that Empty is definitely the Evil that plagues upon this world. Considered somewhat of an Evil God. Or something much worse. The Empty is represented by no religious symbol, or any icon. And is considered worse than even any so-called Evil Gods in Flammian's eyes. The Empty is not embodied, because it cannot be imagined. It can not be represented, because it does not need one. It does not care, because it does not feel. The Empty itself only seeks an absolute goal.

***Emptiness.*** A state of something being *nothing*, A thing turned to *nothing*. The Emptiness itself is an unfathomable force that opposes all souls, living and dead alike. To aim to turn it to *Nothing*. Those that had resorted to necromancy, or used soul-manipulative magic tend to put themselves at risk at the grasp of the Empty.

The meaning of the Empty still remains to evade many, or what its true endgame would be. Would it be accomplished by trying to *absorb* the souls of those that fell victim to its act? Would it be enough to scar the Realm the People knows, and upset the very balance created by the Eternity due to the mortal man's ego? The only way for the Flammian to try and prevent this system from overturning, and being upset entirely is to prevent people from partaking in acts of Necromancy, and manipulating souls to keep them down. But at the same time, they *can't* do anything depending on the circumstances.

The only thing the Flammian can do is hope that their Realm will hold forever, and that it will not succumb to the treachery of the Empty.

## \ Other Gods /

One of the common misconceptions, or beliefs about the Flammians' faith, *is* to assume that Eternity is a **God**. But to a more versed of their faith, would come to understand that this is not actually portrayed. The Religion do not see Eternity as same-level as most calling it a **God**, and came to the natural conclusion that Godhood can be achieved by enough hard-work effort, or sufficient reincarnations of committing grand deeds to escape the Cycle of Reincarnation. While some more *Naive* Flammians may question why would they escape the Cycle of Reincarnation, would this not enable the *Empty*, some Flammians state that Empty *Removes* soul entirety, not escape it.

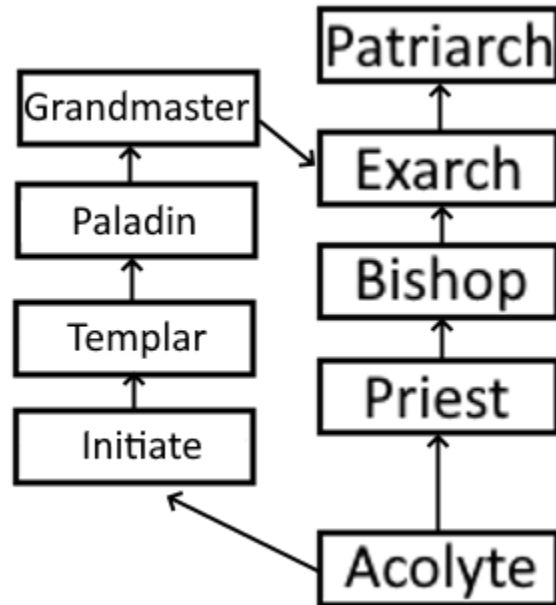
In all addition, Flammians believe that **Gods** are once mortal living beings that once managed to commit to act of grand deed at some point in their life, and reached to a height where they're able to transcend over the concept of the Reincarnation cycle, and achieve the state of being. Then decided to self-grant themselves the duty of overwatching all the other souls they left behind, to ensure they live to their codex. It is often why Flammians do not *actually* banish, or restrict co-worshipping of two faiths. Although most of the time, Flammians do not *really* worship other gods with some noticeable exceptions.

Some of those more noticeable exceptions would be regional gods, or gods native to the area, in which Flammians would pray alongside their usual typical worshiping session. But most of the time, Flammians do not *really* celebrate the other gods' festivals, activities, and so goes on *unless* there are multiple of them that do worship the same thing (Regional gods usually), so in most cases Flammians tend to be self-kept.

Needless to say, Flammians do believe that Gods are *powerful*, because they accomplished so much as mortals over one, or multiple lifetimes that they've practically deserved their titles, rather they be evil or good gods. And as a result, transcended the coil that bound them to become over such cases.

But this does not mean that Flammians will enjoy gods that encourage *nefarious* actions, or actions that rhyme with the Empty's Goals. Such as **Necromancy**. If anything, the Flammians will have no choice but to treat those gods as in leagues with the Empty's goals. And consider them a critical concern.

## \ Hierachy /



In order:

**Patriarch** - (Matriarch if female) - Leader of the Faith, representative as a whole. Election held by communities of Exarch to hold their position for two years.

**Grandmaster** - Military leader of the Faith, generally for protecting their holy sanctuaries, and monasteries as well churches.

**Exarch** - Top line bishop of the Faith, collective decision makers of their Cloth. Usually four to five Exarchs at most. While it holds a bit less authority than Grandmasters, their unique power is to elect a new Patriarch.

**Paladin** - Elite protector of the Faith. Generally dedicated to protecting the followers, and are often wanderers once they've been placed into this bracket.

**Bishop** - Trusted enough to carry out religious duties beyond a Church, usually on the frontline of missionaries mission, and converting lost souls to their cause.

**Templar** - Baseline religious soldiers.

**Priest** - Conducted their formal religious training, and had been promoted to Priest. Usually not combat-role, and focuses on tending to their Flock.

***Initiate*** - Military recruit for the Faith. Taught to protect the Flock, and the holy duties of carrying goodwill to the realm they're born to.

***Acolyte*** - Someone who decided to partake in the Oath of Eternity, and sworn themselves to carry out the Sacred Mission of furthering goodness, and hope in the Realm of Korvara.

**(Not listed)**

***Follower*** - Someone who is converted either from birth, or from recent conversion to the Faith. They are usually normal people, from kings, to serfs. Usually not part of the religious order itself, and are generally acknowledged as followers by the Aeternalis Flammia Religion.

***Flame Bearer*** - Sub-role of the Priest or Bishop. Their job is to create an illusionary flame for the Fiery baptism ceremony, to help erode the fear, and make sure that procedures go as follows. Before removing the fire, and dousing the newly-converted with water.

## \ Religious Attires and Codes /

### *Non-combat line (Priests/Bishop/Exarch etc) -*

Usually gray to white robes with a red tabard. They would have a belt around their waist, firmly secured. The belt also has book-holder clasps. Used for clasping the holy book of the Faith so they can use both of their hands, and still have the book at their side for references. Some robes do not have hoods, while others do. It's generally a on-request at the time of creating the robe.

However, there are no additional details, or requirements and some alterations can be made.

### *Combat Line (Templars/Paladins etc)*

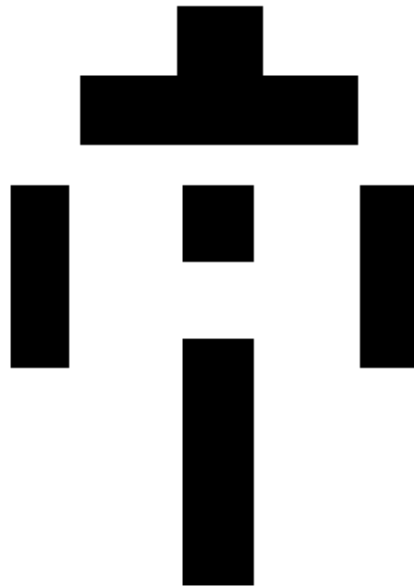
Full metal armor, usually based on what they have at the time. So the color of the metal does not matter so much. However, because the only identifying aspect of the uniform is the tabard in itself, and to avoid confusion with Geladynian colors, there should be a vibrant red and white checkered pattern, whereas Geladynians' uniform will often be pure red, with gold outlines. Some may not be able to wear full-plate, but should conform to the typical color-code of white/red checkered pattern. They are also allowed to adorn their armor with monsters' bones and skulls in the belief it'll protect them against the ***Empty***.

Of course, there may be more extravagant armor designs, and gold trimming on the armor to indicate ranks, and status in the Order. But usually irrelevant.

***Finally***, both of them are expected to have the necklace representing their Faith. A silver, or steel disk with gold or white marking of the symbol. Representing something breaking apart to offer it to create something. An act of sacrifice, which is what happened to ***Eternity***.



## \ Symbolism /



*The symbol* that is consistently used by the Flammians, is what is believed to be fragments of five pieces. It can, to a degree, represent a top-down view of a dragon. But truthfully the meaning of it is that it is a shattered piece. The whole philosophy of the symbol is that it was sacrificing itself, hence an icon of sacrifice. To show that it will sacrifice itself, so that a Realm will be born on it. So that life shall be born on its body. It sacrifices the skin, so that it can become the sky that we know. It sacrifices the eyes, so it may become the Sun, and Stars over the sky. It gives its blood so that life can be made from it, and most importantly, gives the most important ingredient; Soul so that life may have meanings. As a result, the icon represents just that. The great sacrifice Eternity had made to grant Flammians a chance of living. A chance of seeing a beautiful Realm by its making.

Usually the symbol is on a silver disk, or coin with gold paint, or dye used on it. (Either gilding works), and is usually highlight of the Flammian's devotion to their Faith. But for the poorer end, it would be on a wooden "coin" with the symbol marked with hard charcoal. Painting it black, and then making it into a necklace to wear around the neck.

## \ Prayer Poses /

**The** default prayer, Thanking, is usually done by resting both of your knees on the ground. With your hands planted firmly on the lap. Then bow your head, and hold it for ten seconds. However longer you need it to be, if you're doing formal prayers to wish for mercy upon your Soul.

*A more zealous display of prayer is called the **Respecting**, which is similar to Thanking, but instead of bowing. The person would lean forward, and touch the ground with their forehead. They would do this five to six times. But some may do it even more. Believing that they're offering proper honor to Eternity, although some others may consider this a bit too excessive. They do not wish to intervene, or object. Deciding to leave it be.*

**However**, some may not be able to perform these two forms of prayers due to various reasons. For this, there is a third prayer pose. An alternative to allow them to stand up instead of sitting on their knees. They still bow their head, and rest their hands upon their lap. This is a common pose to partake in if they are on the move, or are wearing heavy armor that would make it difficult for them to get up. This pose is called *Grateful*, to appreciate the kindness the Eternity provided them.

Many methods of prayers exist. But most common prayers were those three, generally accepted and taught by the Flammian Priests, and parents alike. To help reinforce a bit of discipline, and knowing to appreciate.

In all accounts, the Prayers may not stay the same, and may grow over time into different shapes and forms to be more accessible.