

ASHOMA CHARACTER PROJECT: STUDENT PACKET

An immersive creative journey through transformation, memory, and fire.



PROLOGUE: The Rebirth of the Ashoma

We are not born.
We are burned.

Long ago, before the Circles scattered, before the Flame fell silent, there was an Order — the Ashoma — united not by bloodline, not by form, but by fire. Vampire. Wolf. Seer. Other. The Rite made them kin.

But the world turned inward. Fangs tore from pride. Claws drew borders. Smoke became silence. The Flame, without witness, dimmed. The Ashoma fell.

Only two remained.

Kaelion — once a vampire elder, exiled for remembering what others wanted to forget.

Jaro — a wolf-blooded orphan, raised in silence and fire.

Kaelion taught him the old ways. But it was Jaro who lit the Flame. And it was Jaro who walked into it.

He did not return. But when the ash cooled, a sigil remained. And Kaelion stood. And the Flame was reborn.

The Ashoma rise again. Not as one people, but as many truths.



CHOOSE YOUR CIRCLE

Each Circle is a path through the Flame. Not a species. Not a rank. A truth.

- **Umbrawa** – the restrained vampire, memory-bound and flame-refined
- **Nhurakai** – the oath-sworn beast, loyal to balance, not rage
- **Veyu'lin** – the smoke-walkers, touched by death, shaped by vision
- **Cindrael** – those born of the Flame itself, sacred and seeking
- **Aszheriin** – those who survived what should have broken them

Read their stories. Choose the one that speaks. Then perform the rite.

RITES OF THE FLAME

Each Circle has its own ritual. These are acts of memory, transformation, and truth. Turn to the *Rites of the Flame* guide (attached) and perform your chosen rite in any expressive form: art, poetry, costume, gesture, writing, silence, or offering.

SIGIL CREATION

Turn to the *Ashoma Sigil Kit* for: - Symbolic Circle sigils (visuals + meaning) - Prompts for creating your own mark - Reflection questions to deepen your design

Optional: integrate a line from the Codex Verses into your sigil or mask.

THE ASHOMA CODEX

Foundational Verses: - *"The Flame remembers."* - *"The Rite burns both."* - *"Memory is a kind of vow."*

Circle Laws: - *Umbrawa*: Speak only what you are willing to remember.

- *Nhurakai*: You are not what you control. You are what you walk beside.
- *Veyu'lin*: Truth does not owe you clarity.
- *Cindrael*: No one gave you meaning. That does not make it less real.
- *Aszheriin*: Even broken flame gives light.

Choose one to carry with you.

CHARACTER SHEET: The Spark

Fill out the Spark Character Sheet to begin. You may also use the Full Character Sheet to go deeper. Be honest. Be strange. Be bold. This is **your Flamewalk**.

SUBMIT YOUR FLAMEMARK

Once your character, sigil, and ritual expression are complete, upload your materials to the Ashoma Project Portal: bcaivisions.manguskhan.com

Include: - Name + Circle - Spark or Full Character Sheet - Artistic representation (sigil, drawing, object, writing, etc.) - Optional Reflection: *What did the Flame show you?*

The Flame gives no answers. Only mirrors.

Carry yours with courage.

THE ASHOMA CODEX

Sacred Verses, Laws, and Lost Fragments of the Flame

FOUNDATIONAL VERSES

These are the verses carved into the stone basin beside the Flame's rebirth. They are not rules — they are **truths made fire**.

Verse I — The Flame Remembers

Nothing is lost that is carried into fire with open hands.

Verse II — The Rite Burns Both

No one survives alone. The Flame always tests two: the one who enters and the one who bears witness.

Verse III — Memory is a Kind of Vow

To forget is to betray the fire that shaped you.

Verse IV — Fire Does Not Lie

It reveals. It scars. It does not explain.

Verse V — All Ash Bears Weight

Even what is gone still marks the hands that held it.

CIRCLE-WOVEN LAWS

These sacred understandings are passed through the Circles, not enforced but known. They shift in phrasing, but their spirit endures.

Umbrawa Law — Speak only what you are willing to remember.

Nhurakai Law — You are not what you control. You are what you walk beside.

Veyu'lín Law — Truth does not owe you clarity.

Cindrael Law — No one gave you meaning. That does not make it less real.

Aszheriin Law — Even broken flame gives light.

LOST FRAGMENTS (from Jaro's Final Rite)

These pieces have no speaker. No record. They are said to have appeared in the stone after Jaro's sacrifice.

"I will not return. But you will remember."

"The Flame is not yours. It is what remains after you are gone."

"If you light the fire only for yourself, it will not follow you into the dark."

"Let them call it madness. You call it vow."

"If you still carry the spark, then walk forward. You are not alone."

Instructor Note: These verses can be quoted during Circle choosing, ritual writing, or reflection work. Invite students to pick one as a personal motto or embed it into their sigil, mask, or memory object.

The Ashoma Circles

Each Circle represents a path through the Flame, not merely a form. These are the sacred houses of identity and survival within the Ashoma — and each carries a different truth, a different wound, a different vow.

Umbrawa

Once of blood. Now of flame. We are the night that remembers.

Who They Are

The Umbrawa were once vampires — beings who mastered control through hunger, time, and silence. But the Flame devours what refuses to bend. To become Umbrawa, one must surrender not only bloodlust, but the illusion of immortality and ego. Most do not survive. Those who do emerge changed — their power refined, not erased.

They are no longer driven by hunger, but by memory. They do not forget who they were — and that is both their strength and their suffering.

Among themselves, a tension grows: some believe silence is sacred, others say it is a prison. There are Umbrawa who whisper to the Flame, and those who demand it listen.

Founding Myth: The first Umbrawa was a queen who drank only to forget. When she entered the Flame, she screamed not from pain — but because she remembered everything. She walked out burning with every name she'd tried to erase.

Nhurakai

We are not cursed. We are not tamed. We are the vow that walks beside the fire.

Who They Are

The Nhurakai were once werewolves — split between rage and shame, power and isolation. The Flame did not strip them of the beast. It showed them how to *walk with it*.

They are protectors, oath-keepers, and sacred warriors. But theirs is not a path of dominance — it is one of discipline. They do not leash the beast. They name it. Honor it. Stand beside it.

Some Nhurakai teach through scars. They fought themselves once — and lost. Now they guide others with quiet eyes and calloused hands.

Sacred Practice: The Vow Duel — not fought to win, but to *hear* the beast within. A Nhurakai may challenge another in silence, letting the outcome reveal what words cannot.

Founding Myth: The first Nhurakai did not shift under the moon. He shifted in fire, holding his child's body, vowing never again to lose control. The Flame accepted the vow — and the beast bowed with him.

Veyu'lin

Smoke is what's left when something sacred burns.

Who They Are

The Veyu'lin are those who died and returned. Some survived impossible wounds. Others stepped beyond the veil and were sent back — altered, slow-burning.

They do not speak plainly. They echo. Their memories bleed. Their truths arrive in fragments.

To the Ashoma, they are seers and mystics. But the Veyu'lin do not seek prophecy. They carry *remnants*. And some of those remnants are things even the Flame cannot explain.

Ash Veils are sacred relics woven from ash, smoke, and time. They do not tell stories. They remember them.

Founding Myth: The first Veyu'lin died at birth. But her mother would not bury her. She lit a fire and sang for seven nights. On the eighth, the child breathed smoke and opened her eyes. She has not closed them since.

Cindrael

The Flame dreamed, and we awoke.

Who They Are

The Cindrael are not reborn — they are *made*. Forged by the will of the Flame itself, they emerge with no past, no childhood, no memory but heat and silence.

Some believe they are answers. Others believe they are accidents. The Cindrael themselves do not always know which they want to be.

They carry fragments of others — lost voices, dying wishes, prayers never spoken aloud. These fragments hum within them. Some call them beautiful. Others call them unstable.

Sacred Rite: The First Word — a naming ceremony where the Cindrael choose their first spoken truth. It becomes their name, their shape, and sometimes, their fate.

Founding Myth: The first Cindrael rose from a pyre that would not extinguish. She bore no skin, only flame. Her first word was "why." It still echoes in the deepest part of the Flame.

Aszheriin

We are the cracks in the sacred — and we still burn.

Who They Are

The Aszheriin are what the Flame could not fully shape. They came broken, cursed, lost — and emerged half-formed, raw, smoldering.

They did not survive by passing the Rite. They survived by refusing to die.

Some say they should not exist. Others say they are the Flame's apology. The Aszheriin say nothing — or everything — depending on the day.

They are sacred and unstable. Trusted by few. Feared by many. But they carry something the others do not: the truth of what the Flame *couldn't fix*.

Cultural Role: Every Ashoma Circle sends one representative to sit in silence with an Aszheriin each year. No words. No judgment. Just listening. It is called The Reckoning.

Founding Myth: The first Aszheriin was a child left in the Flame as punishment. She did not scream. She did not burn. She stayed in the fire for nine days. When she emerged, she carried no name — only heat. The Flame has not burned the same way since.

Each Circle is a story, a scar, a vow. Let the students choose not just what they are — but *what they carry*.

RITES OF THE FLAME

The Ritual Practices of the Ashoma Circles

Each Ashoma Circle holds a sacred ritual of belonging. These rites are not tests of strength or purity, but **expressions of survival** — truths carried into flame and transformed into identity. Students are encouraged to perform or adapt these rituals as part of entering their chosen Circle. They may take the form of writing, performance, art, silence, or symbolic action.



UMBRAWA — *The Remembered Flame*

Ritual Name: *The Naming of the Silence*

Purpose: To name what the Flame could not take

Act: Choose a memory you once tried to forget. Draw a symbol for it — abstract, literal, or emotional — and carve or sketch it into ashstone, paper, fabric, or skin-safe material. Whisper it into flame or light, not to release it, but to acknowledge its weight.

Gesture/Symbol: Smear ash or coal along the throat or jawline. Optional: carry the symbol as a charm or tattoo.

Reflection Prompt: *What memory still speaks inside you — even when you do not answer?*



NHURAKAI — *The Oath-Forged Path*

Ritual Name: *The Binding Howl*

Purpose: To vow loyalty not to obedience, but to balance

Act: Write or speak a personal vow — to yourself, your Circle, or a sacred truth. Then tear it or burn it. Let out a howl, not of rage, but of *measured release*. Acknowledge your beast. Walk with it.

Gesture/Symbol: Burned or knotted cord (Vow Knot) tied around wrist, ankle, or braid.

Reflection Prompt: *What part of you do you walk beside, rather than try to control?*



VEYU'LIN — *The Smoke-Walkers*

Ritual Name: *The Breath Between*

Purpose: To return from death with vision and silence

Act: Sit in stillness. Light incense, smoke herbs, or burn a small flame. Breathe slowly. Draw, write, or create something from what comes to you — a fragment, a dream, a word. Then burn it, fold it, or veil it. Do not explain it.

Gesture/Symbol: A thin cloth or veil worn over one eye; or ashes rubbed over hands.

Reflection Prompt: *What truth did you glimpse when the world went quiet?*

CINDRAEL — *The Wordfire Rite*

Ritual Name: *First Flame / First Word*

Purpose: To claim identity not inherited but chosen

Act: Stand before a flame. Speak aloud a single word that feels like truth — about who you are, what you are becoming, or what the Flame placed inside you. That word becomes your anchor. Others may not understand it — they are not meant to.

Gesture/Symbol: Write the word in ash or ink on your palm, arm, or sacred object (Wordcore).

Reflection Prompt: *What truth lives inside you that no one gave you permission to speak?*

ASZHERIIN — *The Broken Walk*

Ritual Name: *The Flame That Refused*

Purpose: To confront what the Flame did not burn away

Act: Walk a circle of ash. Barefoot. Bare-handed. Repeat a phrase of refusal (e.g., "You do not get to erase me."). Stay in the circle until dawn, dusk, or a sign appears. Do not speak to others. This is your time.

Gesture/Symbol: A soot mark drawn from cheek to collarbone — the Unhealed Mark

Reflection Prompt: *What part of you survived, not because it was strong — but because it was too broken to let go?*

Shared Rite: *The Gathering Flame*

The fire does not choose. It receives. We burn together.

What It Is

The **Gathering Flame** is the only ritual shared by all Ashoma — regardless of Circle, origin, or role. It is performed when Ashoma from different Circles meet in ceremony, council, or sacred space.

It is not a rite of unity. It is a **rite of witness**.

The Gathering Flame does not ask for words. It does not demand harmony. It simply asks that each Ashoma bring something **true** — and give it to the fire.

Ritual Act

Each Ashoma steps forward and places a single item, symbol, or offering into the flame. This item may be: - A memory written on paper - A painted sigil on cloth - A vow carved in wood or bone - A whisper spoken into ash - An object tied to pain, hope, or transformation

No one explains what they offer. No one asks. The Flame receives. That is enough.

After the final offering, the fire is left to burn until it extinguishes on its own. The Ashoma sit in silence, until the first among them rises — not as a leader, but as one who is ready to return.

Symbolic Meaning

The Gathering Flame is a reminder: - That not all things need to be understood to be honored - That silence is sometimes more sacred than speech - That even those divided by form, origin, or flame-trial **still carry fire in common**

It is **not reconciliation**. It is **recognition**.

When It's Performed

- At the beginning or end of a joint gathering
- In moments of collective grief, remembrance, or decision
- Before a large rite or after a shared loss
- Or simply... when it is needed

There are no rules for when the fire should be lit. Only that when it is, **someone must stay until it dies**.

Student Expression Ideas

- Bring found objects, drawings, notes, poems, or costume fragments to burn or present symbolically
- Use paper flames or fire bowls in the classroom to “receive” offerings
- Encourage students to remain silent together for a set time
- Option to journal privately what they placed in the flame afterward

Instructor Note: These rituals may be symbolic or literal, silent or spoken, shared or solitary. Students may perform them alone, with a trusted peer, or as a performance piece. The goal is not perfection. The goal is **truth met with fire**.

The Ashoma Character Sheet: The Spark

The Ashoma are not defined by blood, but by flame. Vampires, werewolves, and others who survive the Rite become something more. Reborn through memory, sacrifice, and fire. The Order nearly vanished -- until a wolf-blooded orphan and an exiled vampire lit the Flame again. Now, the Ashoma rise once more. You are not merely vampire. You are not merely wolf. You are Ashoma.

Basic Information

Name:

Ashoma Circle (Embermarked / Ashbound / Smokeborne / Emberborn / Scorched):

Age at Rebirth:

Place & Time of Origin:

Before the Flame

Who were you before the Rite?

What did the Flame take from you?

What did the Flame give you?

One fear you still carry:

Do you remember Jaro or Kaelion? (Yes / No / Only in dreams)

The Ashoma Character Sheet: Full Version

The Ashoma are an ancient order bound not by species or bloodline, but by fire. Vampires. Werewolves. Others. All who survive the sacred Rite are transformed -- remade by flame, memory, and sacrifice.

Long ago, the Ashoma stood united. Their Rites forged kinship across forms. But as the world fractured into fangs and claws, the Order was forgotten.

Only two remained: Kaelion, an exiled vampire elder, and Jaro, a wolf-blooded orphan. Together, they lit the Flame again. Jaro died to restore the Order. Kaelion carries his memory in fire.

Now, the Ashoma rise once more -- one soul at a time.

Basic Information

Name:

Ashoma Circle (Embermarked / Ashbound / Smokeborne / Emberborn / Scorched):

Age at Rebirth:

True Age (if older than they appear):

Pronouns / Gender Identity:

Before the Flame

Place of Origin (Time & Location):

Human (or Other) Life Summary (2-3 sentences):

One Memory You Refuse to Forget:

What Was Taken from You?

The Ashoma Character Sheet: Full Version

Rebirth & The Rite

Who Brought You to the Flame?

Describe Your Rite (What did you see, feel, or lose?):

Did You Survive Alone or with Another?

What Form Did the Flame Choose for You?

Ashoma Identity

Circle Role (e.g., Memory Keeper, Guardian, etc.):

Strength Gained Through Flame:

Flaw That Remains:

Personal Flame Symbol:

What Do You Secretly Want From the Ashoma?

Relational Bonds

Who Do You Owe?

Who Do You Distrust - and Why?

What Would Make You Betray the Order?

The Ashoma Character Sheet: Full Version

Do You Remember Jaro?