

Tranquility of the Lake

A grand ritual which enforces the Tranquility of the Reflected Lake across the kingdom of the Craneslake Heights

The central imbalance of the ritual leaves open Control of Metal, as a simplification of protection against physical combat.

1 Setup, Preparation, and People

Twelve People of the Heights are the central figures. Each must be a native of the kingdom and be a grandparent. They should each bring with them their final (possibly their first!) masterwork¹.

A stonemason	(Bear)	(earth)	stone firebowls
A charcoal-burner	(Phoenix)	(fire)	charcoal
A glassblower	(Crane)	(fire)	glass bubbles
A woodsman	(Tiger)	(wood)	heartwoods
A potter	(Tortoise)	(earth)	dipping ladles
A bartender	(Monkey)	(water)	flasks of fortifying spirits
A instrument-maker	(Butterfly)	(wood)	bamboo wind chimes
A vintner	(Serpent)	(water)	wine
A matchmaker	(Dog)	(wood)	family tree scrolls for each of the twelve
A storyteller	(Fox)	(fire)	a story for telling around a fire
A fisherman	(Spider)	(water)	a great fish
A jewelry maker	(Magpie)	(earth)	tiny perfect crystals

Additional components:

- Twelve unfallen stars² (fire)
- Twelve barrels of ultra-pure water (water)
- Twelve fruits from the Bronze Fusang Tree; the only known ones grow in the Garden of Heavenly Peace to be brewed into the Emperor's draught of longevity (wood)
- Twelve barrels of soil cultivated by the gardeners of the House of the Eastern Flower³ (earth)

¹Each masterwork must be made/accomplished with at least twelve successes, and at least one karma. Some of the People may have karma already, but party members may assist with the karma spending by assisting with the masterwork in a useful way but not one which actually *does* the work. For example, a shopping roll to find ingredients for the bartender or a survival roll to accompany the woodsman to find the perfect tree for the heartwood.

²This is one of the "requires a run" components

³Raiding the Jade Gardens is the other required run

II What Happens In the Ritual

We'll abridge the list of all the rolls - there are thirty-six rolls per person over the course of the night, but everyone does them and they only need one success from each person.

The basic plot:

Night falls. When the first stars come out above the Lake, each of the Twelve People goes to the lake, and uses the dipping ladle to take a star and a dipper-ful of Lake water and put it into one of the glass bubbles. When surrounded by water, the star will not burn, only shine.

The people go from the lake in all directions to twelve mountains and hills near the edge of the country. (There is a map). Each of the people is accompanied by their family, who can help carry all the stuff (carts permissible). Anyone on the family tree scroll is part of the family.

They reach their mountains by midnight. Courier horseshoes, getting there in time, and other transport help permissible here too, and probably required for most of them.

On the heights of each mountain, a hole is dug and a fire is built with the heartwoods. The fruits are planted in the hole, with the Jade Garden soil. Dipperfuls of pure water are ladled over the soil, through the night, and the leftover earth from the hole is burnt in the fire.

The fish is cooked over the fire and eaten by the families, and the wine is drunk. Stories are shared around the fire. The wind chimes are hung nearby to provide counterpoint to the talk. The kids go to sleep around the fire; the adults (and the twelve People) stay up, and drink from the hearty flasks (still ladling the water).

Over the whole thing, each of the masterworks is used, and the various tasks balance between create, destroy, change, and seek. (i.e. seek the mountain. create the fire. destroy the earth from the hole in the fire. change the soil to mud with the water.)

If all goes well, then the Bronze Fusang seeds will sprout, and grow into star-white trees, over the course of the night. Hang the glass bubble with the star, and the small crystals, in its boughs when it is head-high, and when the tree has grown to full height, it will be a great white tree with stars in its boughs.

The starlight from the trees will be reflected in the Lake, and as they ring the country, the Reflected light will grant the whole country the boon of Tranquility. (Starting a physical combat is +3 difficulty or "for sevens", whichever is worse. This applies to everyone on the side who starts the combat, for the round in which it starts.)

Because the trees that ring and shield the country are from the Dragon's Throne, this covers the tag for Dragon.

The sacrifice is soaked by the Twelve People; for each of them, the thing they brought must be their last. That will be the fisherman's last fish caught, the storyteller's last story created or formally told, etc.