

About Rites

Moot Rite (Caern level 1)

A moot cannot open until this rite is completed, recharging the caern with Gnosis. The rite always includes a prolonged howl led by a werewolf known as the Master of the Howl. This howl varies by tribe and sept, but always expresses the unique nature of the sept. All werewolves present must form a circle within the caern itself before they commence howling. Numerous variations on the basic requirements exist: The Red Talons often bite their paws and scratch blood into the earth, while Uktena pass their most powerful fetish from one to another as each in turn adds her voice to the howl. However it is done, the howl must echo forth and the eternal circle must form.

-- System

Max Gnosis (diff 7) The rite must be performed at least once per month to keep the caern consecrated. During the course of a moot, the participants must empower the caern with a combined total of five Gnosis points per caern level in order to replenish it fully.

Rite of Wounding (Rite Of Renown level 1)

This rite celebrates a Garou's first battle wound. Each tribe marks this moment differently, but all honor this sign of courage. Many tribes rub ash into at least part of the wound to form a scar of remembrance. The Set of Fenris always end this rite with a fierce all-night revel filled with drinking and fighting. By contrast, the Children of Gaia end their Rites of Wounding with prayers for peace and understanding among all creatures.

-- System

Only the wounded character and the ritemaster must be present for this rite, although the werewolf's pack and sept are normally present. The wounded character receives two points of Glory if this rite succeeds.

Rite of Cleansing (Rite Of Accord level 1)

This rite purifies a person, place or object, allowing it to be used without fear of contamination by the Wym. To perform this rite the Garou must inscribe a circle on the earth, walking widdershins (counterclockwise) around the afflicted person(s) or object(s) while holding a smoldering branch or torch. She must use a branch (preferably willow or birch) dipped in pure water or snow to asperge the object or person cleansed. As this is done, all Garou present release an eerie, otherworldly howl in an attempt to "frighten away" and thus banish the corrupting influence. Ideally, this rite is performed at dawn, but it can be performed at any time.

-- System

This rite can be cast upon more than one person or object, but the leader must spend one Gnosis point on each extra thing or person in need of cleansing. The difficulty level equals the Gnosis of the spirit that inflicted the contagion (maximum difficulty 10). Only one success is required. If the rite is performed at dawn, the difficulty level of the rite is reduced by one. Note that this rite cannot heal wounds or damage caused by contamination. It only removes any existing contamination. [Cha+Rituals]

Others

Experience Earned

Experience Spent

Experience Remaining

Challenge:0