

About Rites

Rite of Talisman Dedication (Mystic Rite level 1)

This common rite allows a werewolf to bind objects to her body, allowing them to fit her various forms (jeans will grow to accommodate the Crinos form rather than splitting at the seams, for example) and accompany the Garou into the Umbra. Such talismans are most commonly mundane items, for spiritual items such as fetishes and talens remain with the werewolf in all forms and in the Umbra automatically. A werewolf most often performs this rite during the phase of the moon under which she was born. Each auspice has its own peculiar ritual.

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The cost is one Gnosis point per object dedicated, and a character may never have more objects bound to himself than his Gnosis score. Conceptually linked groups of objects may count as a single object as the storyteller's discretion. For example, as a set of clothing would be considered one object rather than one shirt, one pair of pants, two socks, and so on; or a box of ammunition might be dedicated to the character, rather than requiring one dedication per bullet. Objects will generally resize themselves to accommodate the character's various forms (such as a backpack's straps lengthening to accommodate Crinos form), but may simply meld with the character in forms where they can be of no use — for example, a knife may become a knife-shaped tattoo in Hispo. Others must spend a point of Willpower to attempt to steal dedicated objects from the werewolf. [Wits+Rituals]

Rite of the Opened Caern (Caern Rite level 1)

Each caern has a specific power associated with it, generally of a beneficial nature. Thus, there are caerns of Rage, caerns of Gnosis, Strength, Enigmas, and so on. If a character is knowledgeable enough, she may tap into the caern's power and use it herself. Doing so is commonly known as "opening" a caern. Such a feat shouldn't be attempted lightly — Gaia's sacred places don't give up their power easily, and failure to harness such power can seriously harm the Garou. Each caern has its own requirements of the ritemaster. In order to open a caern of Enigmas, a Garou might walk a spiral path while calling out the Greek myth of Persephone; to open a caern of Rage, the Garou might change into Crinos and chant the litany of his ancestors who have fallen in battle against the Wyrm. The key is forging a connection to the particular spirit of the caern.

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To open a caern, the character engages in a resisted, extended test of Wits + Rituals (difficulty 7) against the caern's spirit, seeking to gain a number of successes equal to the caern's level. The caern spirit uses the caern's level as its dice pool (difficulty of the ritemaster's Gnosis), seeking to gain (Ritemaster's Willpower) successes. The first party to reach their target number of successes triumphs. If the character wins the test, she can add the caern's rating to her dice pool when performing actions appropriate to the caern's focus. If she loses, she takes lethal damage equal to the number of successes by which the caern beat her; a botch makes this damage aggravated.

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 Wyrm. 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.

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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]