

## rites

Rites work pretty much like Gifts, except that while Gifts are instant, Rites take time – a prolonged ceremony, an official celebration, a formal interaction with a spirit, and so on. To perform Rites, you need at least 1 dot in the Rites background and at least 1 dot in the Occult skill. Some Rites require Gnosis to power them at a rate of 1 point per level of Rite. If it is a group ceremony, all those attending can contribute Gnosis, not just the ritemaster.

Any auspice can learn Rites, but those who will know a lot are Theurges (seers) and Philodox (law and lore keepers).

- All Rites have a **level**. You can buy rites of a level equal to or less than the number of dots you have in Rites. E.g. if you have 3 dots in Rites, you may buy level 1, 2 and/or 3 rites.
- The total **number** of Rites you can have is equal to your Occult + Rank.
- You can increase your Rites and Occult scores with xp, as normal. However, this doesn't give you any new Rites – you'll have to roleplay finding a teacher.

### Dice rolls for Rites

The dice roll depends on the type of rite:

TYPE	ROLL	NOTES
<b>Rites of Accord</b>	Presence + Occult	Restore a place or person to harmony and balance with Gaia.
<b>Caern Rites</b>	Varies + Occult	Opening, protection and renewal of sacred spaces (caerns). Maximum dice pool is equal to ritemaster's Gnosis.
<b>Rites of Death</b>	Presence + Occult	To honour the dead. Bonus dice equal to the Rank of the deceased.
<b>Mystic Rites</b>	Wits + Occult	Brings the Garou into direct contact with spirits and the Umbra (spirit world). See <i>Rite of Talisman</i> dedication for one rite which most PCs want to know.
<b>Rites of Punishment</b>	Presence + Occult	These Rites levy the sanction of the tribe or sept against a transgressing Garou.
<b>Rites of Renown</b>	Presence + Occult	Celebrate the accomplishments of an individual Garou.
<b>Seasonal Rites</b>	Stamina + Occult	Celebrate the turning of the seasons and important dates in the tribal calendar.
<b>Minor Rites</b>	No dice roll required	Daily rituals. Two minor rites are equivalent to a level 1 rite when you are picking the ones you know.

NAME	TYPE	ACTION	GAME EFFECT
<b>MINOR RITES</b>			
Bone Rhythms	Minor	Drum out a special rhythm to honour your totem spirit.	Do it 3 times a day for 3 consecutive days for +1 die in the spirit realm.
Breath of Gaia	Minor	Breathe deeply 13 times while thinking of your love for Gaia.	Do it every day of a lunar cycle for +2 dice on <b>one</b> healing or detection roll.
Greet the Moon	Minor	Howl an elaborate greeting to the moon.	Do every day of lunar cycle for +1 die to <b>all</b> social interactions for the phase of the moon you ended on - if the target Garou is <b>of that auspice</b> .
Hunting Prayer	Minor	Pause before start of a hunt and pray over an object.	Do for 3 months for +1 die to all tracking rolls. Skip a prayer = reset to 0.
Prayer for the Prey	Minor	Step into the spirit world after a kill to thank the animal's spirit.	Do for 1 month for +1 die with Nature spirits. Skip a prayer = reset to 0.
<b>LEVEL ONE</b>			
Rite of Cleansing	Accord	Purifies a person, place or object of contamination by the Wyrn.	Need to spend 1 Gnosis point per extra person or thing being cleansed. Bonus die to ritual if performed at dawn.
Rite of Contrition	Accord	This rite is a form of apology, and is used to prevent or end the enmity of a Garou or spirit the petitioner has offended.	A gift must be given as part of the apology. In the case of a spirit, this needs to be something related to the spirit (e.g. a clay falcon for Falcon Totem Spirit).
Moot Rite	Caern	This rite marks the formal beginning to a Moot (tribal meeting), and fills the participants with mystic energy.	All participants refresh their Gnosis. This rite must be done once a month to keep a caern consecrated.
Rite of the Opened Caern	Caern	The ritemaster taps into the special power of a caern (Gnosis, Strength, Enigmas, etc).	Opposed roll resisted by spirit of the caern. If you succeed, you get a bunch of dice equal to the caern's rating to save and add to dice pools.
Gathering for the Departed	Death	A rite for the newly dead, to mark their passing and release the grief and associated emotions of the attendees into the Umbra.	If you are the deceased, your next incarnation will have the Past Life background.
Baptism of Fire	Mystic	Babies born to kinfolk are 'baptised' in moonlight, marked by a spirit sign and have a Kin-fetch spirit set to watch over them.	If the Kin-fetch spirit loses track of its charge, the child may become a lost cub.
Rite of Binding	Mystic	The Garou binds a spirit to herself, making it her servant.	No spirit willingly allows itself to be bound.
Rite of the Questing Stone	Mystic	Allows the Garou to find someone or something.	You must know the name of the object or individual. Get +1 die if you have something from them – hair clipping, piece of cloth, etc.

Rite of Talisman Dedication	Mystic	This rite allows a Garou to bind objects to her body, allowing them to change or merge with her as she shapeshifts.	It costs the ritualist 1 Gnosis point per object dedicated. A Garou may not have more objects bound to herself than her Gnosis score.
Rite of Wounding	Renown	A celebration of the first wound taken in battle by a Garou.	The wounded Garou gains 2 Glory points if the rite is successful.
Speaking of the Name	Renown	When a wolf earns her Garou name, this Rite "seals" that new name and makes it part of the wolf.	Some tribes accompany this ritual with ceremonial tattoos, piercings, etc.
<b>LEVEL TWO</b>			
Rite of Renunciation	Accord	Very rare rite. The Garou rejects the auspice he was born under and chooses a new one.	Rank drops to 1. Keep the Gifts you've got but you can never again buy Gifts from your old auspice.
Rite of Becoming	Mystic	Enables the Garou to travel into the Deep Umbra.	
Rite of Spirit Awakening	Mystic	This rite awakens a sleeping (inactive) spirit. It requires the ritualist to play a rhythm on some sort of instrument.	Improvised instruments -1 to roll. Difficulty is the spirit's Rage. Plant spirits awakened in this way will lend their powers for one use. Different plants have different abilities.
Rite of Summoning	Mystic	Used to call a spirit. This is a long and complex ritual, involving long periods of chanting, meditation, burning of offerings, etc.	The more powerful the spirit, the more successes are needed. For each additional hour spent performing the ritual, add +1 to dice pool, to a maximum of 3. This rite is easier to perform in the spirit world.
Rite of Ostracism	Punishment	A common punishment for lesser crimes. The Garou is temporarily ostracised by tribe, sept and sometimes pack.	The offender will be ignored for 1 month or more. She loses 1 permanent point of Glory, 5 of Honour and 1 of Wisdom.
Stone of Scorn	Punishment	The offender is forced to watch and listen as septmates pass a rock from person to person. Each recipient paints or carves a symbol of derision or shame on it and tells a mocking or embarrassing tale about the miscreant.	The offender loses 8 permanent points of Honour and 2 of Wisdom until he performs an honourable deed as atonement.
Voice of the Jackal	Punishment	Performed when an offender's acts have shamed not only himself but the sept or tribe. The offender will speak in a shrill and piercing nasal whine until the ritemaster repeals the punishment.	All social rolls are at -2 dice. Lose 2 permanent points of Glory and 5 of Honour.
Rite of Accomplishment	Renown	An elder calls a Garou forward to tell the sept of her deeds.	You can convert 10 temporary renown points into 1 permanent point.
Rite of Passage	Renown	After they have undergone their First Change, cubs must undergo a quest or task to prove that they are worthy.	
Rite of Praise	Renown	An individual Garou is singled out for praise. For the next three moons the praises of the honoured Garou will be sung at the moots of her sept.	The praised Garou must have performed some action above and beyond the call of duty, and placed her life, or something of great value to her, at risk.
Rite of Recognition	Renown	Performed to promote a wolf to a new Rank. It can be performed by an elder or a mentor.	The Garou wishing to gain Rank must make a good impression with a Presence or Manipulation + Occult, Expression or Politics depending on the audience.
Rite of the Winter Winds	Seasonal	Winter solstice celebrations.	
Rite of Reawakening	Seasonal	Spring equinox celebrations.	
The Great Hunt	Seasonal	Summer solstice celebrations.	
<b>LEVEL THREE</b>			
The Hunt	Punishment	Ritual hunting down and slaying of Garou who have committed capital crimes, but who still retain a vestige of honour.	
Satire Rite	Punishment	A more serious version of Stone of Scorn. The Satire will be remembered and passed down through the generations.	Lose 1 Rank, and some permanent Renown (minimum 8 permanent points of Honour and 2 of Wisdom).
Rite of the Fetish	Mystic	Used to create a Fetish by binding a spirit into an object, by persuading or forcing the spirit to enter the object. The rite is performed over 3 consecutive nights.	Each point of <b>permanent</b> Gnosis spent adds +2 dice to the roll. The type of spirit determines the properties of the fetish.
Rite of the Totem	Mystic	Binds a Totem Spirit to a pack of Garou, assuming the Totem finds them worthy.	Everyone in the pack must have the Totem background to benefit from this rite.
Rite of the Winter Wolf	Death	Performed for a Garou too wounded or aged to fight for his tribe, as a prelude to his ritual suicide.	Not all tribes perform this rite. Get of Fenris and Red Talons are famous for it. Children of Gaia have not performed it in generations.
<b>LEVEL FOUR</b>			
Badger's Burrow	Caern	The ritemaster scrys to see a vision of somewhere on the tribal lands.	Each success gets you the answer to one question. Minuses to dice pool for large areas, e.g. a room is no penalty, a small forest is -2 dice.

Rite of the Opened Bridge	Caern	This rite creates a Moon Bridge – a portal between two sacred sites. A Moongem or Pathstone (special stone from the spirit world) is required to enact this rite.	Willpower may be spent to add extra dice to this ritual's dice pool. This only <b>creates</b> the Moon Bridge – to travel it other rites or gifts are needed. The Moon Bridge must be renewed once a year.
Rite of the Open Sky	Caern	Purifying rain is called down on the caern and all those within it, cleansing them of impurities.	Wyrn taint removed. For every 2 points of Gnosis spent by the ritemaster, each wounded Garou gets 1 Health back.
Rite of the Shrouded Glen	Caern	An area of the spirit world is made invisible to those outside said area.	Requires at least 5 Garou and 3 days. You don't have to be inside the area to hide it.
Rending of the Veil	Punishment	Used to punish a human who offends the Garou. The Veil is lifted and they are subjected to an all-night hunt.	If the human survives the hunt, they are often rendered insane.
Rite of the Lone Wolf	Punishment	The Garou is declared Ronin – an outcast – and she renounces all ties to sept, tribe and lineage.	Although this fate is horrifying to most Garou, some individuals have voluntarily taken on Ronin status.
Rite of the Stolen Wolf	Punishment	The offender is stripped of all Rage and loses the ability to shapeshift.	After a long period of atonement the recipient may be able to regain Rage.
Rite of Keres	Seasonal	Autumn equinox celebrations.	
<b>LEVEL FIVE</b>			
Rite of Caern Building	Caern	Creates a new caern.	Needs a powerful Theurge and expenditure of 100 Gnosis.
Gaia's Vengeful Teeth	Punishment	Reserved for traitors who consort with the Wyrn, cowards who cause many deaths, etc. Anything of Gaia turns into razor sharp silver when the offender touches it.	No-one survives this rite. They cannot step into the Umbra to escape.
Rite of the Shattered Soul	Punishment	The most solemn and terrible rite of the Garou. The offender is cast out utterly from the Garou, including expunging their soul from the Umbra.	The Garou will never reincarnate as Garou or Kinfolk, but will instead return as a creature of the Wyrn.
Rite of Lasting Glory	Renown	To honour a Garou who has performed such a great service for the Garou & Gaia she will be remembered for generations.	Very rarely performed. Often posthumously. If the Garou is still alive they automatically gain 1 Rank and are given a level 5 Fetish.