

Baqnor (move from youth)

This page describes one of the [rituals](#) of the [hidden_sun_clan](#).

Ritual name	Baqnor
Meaning	move from youth
Pronounced:	băkh-nor

This is a [Rite of Passage](#) that all [Qaktoro](#) undergo at the age of 16. The ritual is optional for the other [clan_people](#). However, not taking passing the ritual will affect how they are seen within the clan.

During this ritual they must pass a test from each of the [sects](#). Members of the [oath_binders](#) oversee the tests.

1. Test of Lore and History - ([lore_keeper](#)) The individual must pass a test involving their knowledge of [history](#) and basic clan law.
2. Test of Weapons - ([blood_tooth](#)) a member of this clan tests the individual's ability with [Qaktoro](#) personal weapons.
3. Test of Proficiency - ([silver_moon](#)) The individual has to pass a series of challenges involve clan tech.
4. Test of Patience - ([swift_knife](#)) The individual is taken to the [The Preserve](#), once there they are given three items, a knife, a length of rope and flask of water. They must cross the [The Preserve](#) within 24 hours while tracking and killing a specified animal along with way.
5. Test of Faith - ([faith_walkers](#)) The last challenge is a test of endurance.

It is a rare event for a [Qaktoro](#) to fail the Baqnor, but it does happen occasionally. A [Qaktoro](#) failing to pass the Baqnor has two choices: sterilization, or [sou_fofi](#). If a member of the other [clan_people](#) fails the Baqnor, they will forever been seen as inferior to the [Qaktoro](#).

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