

# Baqnor (move from youth)

This page describes one of the *rituals* of the *Poku Saeruo Degonjo*.

<b>Ritual name</b>	Baqnor
<b>Meaning</b>	move from youth
<b>Pronounced:</b>	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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