

The Wild Hunt

*By this action, I remove myself from my blood; I deny my own past; I do whatever I must; so help me.
By this intention, I remove myself from my birth; I deny my own lineage; I do whatever I can; so help me.*

By this ritual, I remove myself from my race; I deny my own heredity; I do whatever I should; so help me.

By this body, I remove myself from my need; I deny my own experience; I do whatever I will; so help me.

By this action, this intention, this ritual, this body, this being -

The Wild Hunt is a ritual undertaken by the God Parent to cut themselves off from time. This ritual is performed with another God Parent as their second and a number of lesser Faction ranks in their hunting party for their blooding. The hunters ride horses - of a sort. During the ritual of the hunt various protections are put into place to guard against unnecessary paradox and flux, but they are only capable of functioning for a limited amount of [metatime](#). If the hunt is not completed within this metatime, it fails and the God Parent may find themselves recursively suicided into being just another shadow on the wall of the Eleven Day Empire. In order for the new God Parent to protect their own timeline they ritually hunt and kill their immediate ancestors before those ancestors have offspring (or it doesn't count). The order is:

1. Mother
2. Grandfather
3. Great Grandmother

After which the God Parent:

- Gains 2 [completion](#)
- No longer ages
- Is invulnerable to time-based weaponry
- Has the same time immunities as a Homeworlder
- Reduces their maximum [malevolence](#) to 6 rather than 9. As such they no longer accrue wanted levels. Any increase in Malevolence over 6 is ignored

[moves](#), [godparent](#), [completion](#), [faction](#), [starting](#)

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