

INITIATIONS AND CULT SKILLS

As the WFRP 4e rules are written, there is no difference (skill or talent-wise) between a priest of Sigmar and a priest of Shallya, let alone between priests of the same god but within different orders in the cult. Priests (and other religious careers like Nuns and Warrior Priests) all possess the same attribute advances, skills, and talents, regardless of cult. All differences between the cults are left to the realm of blessings and miracles, the role-playing devices of the players, and the ad hoc decisions of the GM.

However, not all priests are *Blessed* and have access to blessings or can *Invoke* miracles - in fact, *most Old World priests are not Blessed* (player-characters are notable exceptions). Having the *mechanical* difference between priests (and nuns or warrior priests) boil down to what blessings and miracles they can perform when *most Old World priests can't perform blessings let alone miracles* is an unusual conceit in the basic rules.

However, by examining the activities and purposes of each cult, we can extrapolate what the mechanical differences between cults and layer these differences as unique skills and talents followers of those cults gain over the generic religious careers, like *icing on a cake*.

THE INITIATED

There are three principle initiated careers in WFRP 4e: the priest, the warrior priest, and the nun (or monk). Each of these careers represent those careers that are initiated into the mysteries of their cults. Each of these careers notably has access to the *Bless* talent. Taken together, these rules shall refer to all these careers in a cult as the cult's *initiates*.

Other worshippers of the cult are *lay members*. Lay members who are learning the mysteries of the cult to become initiates are called *novitiates*.

The Uninitiated Blessed

It is possible, though unusual, for characters who are not initiated to gain the *Bless* talent. These characters have the direct blessing of their god and generally operate outside the cult mysteries. They do not normally gain access to any of the cult skills or talents.



Devotees

Initiates (and lay members) who join a particular order within the cult are referred to as *devotees* of that order. For example, a monk of Manaana who joins the Order of the Albatross is both an initiate of Manaana and a devotee of the Order of the Albatross.

WHAT ABOUT FLAGELLANTS?

Flagellants are not included as a principle initiated career, as flagellants in the Empire of Man are (principally) a particular manifestation of extreme behavior by the laity of the Cult of Sigmar and the career, as written, reflects this. Of course, this should not stop an initiate of Sigmar (or more rarely another god) from also being a flagellant, if their belief leads them in that direction.

WHAT ABOUT ANCHORITES?

The rules also consider Dan St. Cyr's Anchorite career, which was published in the *Ratter Volume 1, Number 2* as an initiated career. A slightly tweaked version of the Anchorite is included in the Appendix.

INITIATION

All cults initiate lay members into their priestly ranks. Some cults (like Mana'an) expect their members to already possess certain qualities and skills before they are initiated. Others (like Shallya) accept any who would profess a desire to follow the Goddess, then help them refine the skills and qualities they expect the initiate to have.

REQUIRED CAREERS

Some cults (like Mana'an) require that novitiates have followed a career before the cult will initiate them. In these cases, the novitiate must have *completed* the first level of one of the cults required careers before the cult will initiate them.

Required Careers and Starting Characters

It may occur that a player desires their starting character to initiate to a god that has a required career for initiation. In these cases, the player should create the character using a required career, spending all advances as they desire in the required career during character creation, then immediately switching to the first level of the initiated career they wish to follow as play commences. The player cannot spend advances in the initiated career - they are assumed to have just undergone and passed

initiation as play begins. Some cults provide an exception to this rule. Exceptions will be noted in the required career section for these cults.

Initiation During Play

If a player desires to enter an initiated career that has career requirements, they must have completed one of the required careers expected by the cult. If the cult has no required career, the cult will initiate anyone who professes a strong desire to serve the cult's god.

The GM is encouraged to role-play out, or at least describe in detail, all cult initiations. Most initiations take weeks, months, if not years, of training to complete, though every cult is different in this regard. If the cult demands a lengthy initiation process, these may be handled during downtime with Endeavors. Or perhaps the GM can require that the player-character complete an appropriate career to represent the character training to initiate even if the cult has no stated required careers. Or, the GM and player can role-play the event for a few minutes and be done. Whatever the method, the take-away is that entering the mysteries of a cult is **not** an event to take lightly: it is an *momentous, life-changing, experience* for the character. *They are becoming one with their god.*



Apostasy - Abandoning Your Faith

Sometimes, initiates abandon their faith, sometimes to join another cult and sometimes because they wish to become irreligious. Lay members, the uninitiated worshippers in the cult, often change their primary religious affiliation, shifting allegiance from deity to deity depending on the needs, prejudices, and dangers of the moment. While fickle worshippers may chagrin a god's mortal servants, the gods themselves seem generally unconcerned about this behavior.

However, once a person initiates into the cult mysteries, abandoning faith presents some risks. For most initiates these risks are temporal and political, mundane disapproval from the community and possible threats of reprisal from the cult. *Blessed* initiates, on the other hand, who abandon their god are *apostates*.

The god will *censure* the apostate, regardless of rank, for **a year and a day**. A *censure* is one of the god's blessings (WFRP p. 202) inverted to hinder, rather than help, the recipient. For example, a god who grants the Blessing of Battle (+10 WS) may also impose its opposite, the Censure of Truce (-10 WS). For more detail about *cenures*, see the related document, *Divine Censure*.

Second, the apostate will gain their Willpower Bonus in Sin Points. These Sin Points are a divine "black mark" against the apostate. They can be removed via the normal methods (WFRP p. 218-219), although prayers and penance may be directed towards the apostate's new god.

Finally, there is a chance that the god will send a cult spirit or other supernatural agent to inflict punishment upon the apostate. Make a **Very Hard (-30) Willpower Test** for the apostate. If the test *succeeds*, the god sends a spirit or other agent to express their disappointment. For more about cult spirits and agents of reprisal, see the related document, *Cult Spirits and Supernatural Agents*.



CULT SKILLS AND TALENTS

In the sections below, in addition to details regarding cult initiation, each entry has a list of cults skills and talents that initiates may add to their initiated career (priest, warrior priest, nun, or anchorite) when they reach the appropriate level in the initiated career.

Order Skills and Talents

If an order is listed with skills and talents, these are added to *any* career an initiate or lay member follows while a member of the order. Both order-related skills and talents are available at any career level (which is a change to the basic rules for talents).

Unique Rules or Abilities

Some cults have unique rules regarding careers (like Ranald) or unique talents (like Shallya and Verena) for their initiates.

INITIATES OF MANAAN

Manann is worshipped along coasts throughout the Old World, wherever people make their living from the sea or live close enough for storms and floods to threaten their homes. Even those who know little of Manann will throw a coin or other small treasure into the water before beginning a sea voyage in the hope of a smooth crossing.

INITIATION

Required Career: Any Riverfolk career (WFRP pp. 93-100)

Those interested in becoming a priest of Manann almost always begin as a sailor, fisherman, or other vocation closely tied to water in some way. In rare cases, a “landlubber” may feel the distant, but overpowering, call of Manann and travel far to serve him. Those interested in becoming an initiate must seek out one willing to act as a mentor, and typically strict taskmaster. In addition to learning the wisdom, edicts, and will of Manann, the initiate must also prove their skills as a sailor, stevedore, pilot, or other vocation tied closely with the sea or river. In most cases, the acolyte “studies” for many years under the watchful eye of their mentor, performing various odd-jobs and tasks that seem to have nothing to do with the lore of Manann, and come to believe they are little more than an indentured servant. However, it’s the usual case that when confronted with this situation, the mentor demands the initiate use these skills in the face of adversity, thus proving the value of what they have learned.

As the final act to prove one is ready to become a priest, the mentor ties the novitiate to the mast of a ship or to the edge of a pier prior to the coming of a massive storm. The candidate, lashed so they can do little more than move their head, must endure the full wrath of the storm, followed by another full day in the sun (or chill wind) of its aftermath. During the storm itself, novitiates often wear copper crowns in imitation of Manann’s own. Should the God deem these individuals unworthy of wearing the crown, and therefore



unfit for his service, he will strike them down in a bright flash of anger. Those who survive know this rite as *going before the mast*, coming to understand the full wrath, capriciousness, cruelty, and majesty that is Manann. The absence of such a storm does not put off the priests. Instead, they strap the candidate to the front of the ship to serve as a figurehead. Even though hardened by the harsh training regimen, many acolytes perish in this final test, and many more, though they survive, abandon their course, turning their backs on the sea and its fickle God forever.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Lore (Riverways or Sea Lanes), Row, Swim

Level 2: Intimidate, Sail, Trade (Carpenter); *Savant (Riverways or Sea Lanes)*

Level 3: Trade (Shipwright); *Menacing*

Level 4: *Old Salt*

Devotees may add the following skills and talents to any career they pursue.

Order of the Albatross: Lore (Astronomy), Navigation; *Pilot*

Order of the Mariner: *Sea Legs*

Warrior Priests of Manaan typically devote to the Order of the Mariner.

Initiates of Manaan may use their cult Trade skill as an Earning Skill (see WFRP pp. 51-52).

INITIATES OF MORR

Outside Ostermark, where Morr has special importance, few wish to attract the God of Death's attention, so normally only the bereaved pray to him. However, those desperate or brave enough may pray for dreams of what the future may bring, though it is said he rarely divulges anything not associated with dying.

INITIATION

Required Career: none

Although Morr's cultists abide by the fundamental beliefs that underpin their organization, each group is independent, and over the generations each branch has developed its own set of initiation rites and procedures. Lay followers, though far less common than with other cults, tend to be servants of the priests, digging graves, helping to prepare corpses, or even just acting as guards for their temples - the sombre Gardens of Morr.

Acquiring new initiates is not something the cult actively pursues, since all come to Morr in their own ways - either in life or in death. For the most part, the signal event occurs in the realm of dreams, with a candidate experiencing a vivid, or even shocking nightmare involving the Lord of the Dead. Shaken, the candidate flees in all haste to a local temple, prostrating themselves before the priests and begging for acceptance into the cult. Rarely, these dreams may be experienced by someone already ensconced within the cult, whereby the priest receives explicit instructions to recruit a particular candidate.

Novitiates and level 1 initiates generally find themselves doing prolonged, boring tasks that require constant concentration. They are also subjected to lectures on the inviolability of the dead, and the duty of a priest of Morr. Level 1 initiates are allowed to quit without penalties for apostasy; this is how the cult weeds out the unsuitable who make it this far. Most initiates do persist, however.

Cult Skills and Talents

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Intimidate; *Coolheaded*

Level 2: Lore (Necromancy), Trade (Embalmer); *Menacing*

Devotees may add the following skills and talents to any career they pursue.

Order of the Augers: Charm, Lore (Astronomy or Science); *Blather*

Order of the Black Guard: Melee (any); *Enclosed Fighter, Fearless (Undead)*

Order of the Doomsayers: Navigation, Outdoor Survival; *Frightening*

Order of the Shroud: *Commanding Presence*

Warrior Priests of Morr typically devote to the Order of the Black Guard.

Initiates of Morr may use their cult Trade skill as an Earning Skill (see WFRP pp. 51-52).



INITIATES OF MYRMIDIA

Myrmidia grants generals the insight to win battles with minimal losses, and soldiers the skill-at-arms to defeat enemies quickly and without significant losses.

INITIATION

Required Career: Soldier, if the novitiate has not already completed a Warrior career

Starting Career Exception: Starting characters may begin as Warrior Priest novitiates.

In the Empire, most believe the Cult of Myrmidia is only open to those from military careers or expatriate Estalians and Tileans. However, almost anyone, if they show the proper interest in the Myrmidian cult and the honorable lifestyle it demands, will be accepted if the local temple priest is sufficiently impressed.

Once accepted, novitiates are given a white, hoodless robe, and are each attached to a priest, who may be training up to four other novitiates at any one time. These novitiates form a "Flight," and they do everything together, including eating, sleeping, listening to lectures, and physical training. If a temple has enough novitiates to have several Flights, they will be pitched against each other in various war games and tasks. Honing the mind is as important as honing the body, so lessons in meditation whilst inhaling sacred smoke, or periods of contemplation during prolonged isolation, often accompany the extensive lectures in Myrmidia's teachings. The best of any Flight will soon be elevated to become the "First Eagle," a Flight's leader. No novitiate can be elevated to an initiate until they have been a First Eagle and have done something to distinguish themselves. What this entails differs from temple to temple. It could be something seemingly simple, such as demonstrating insightful wisdom concerning a difficult trial, or showing strong leadership skills. Or, it could be something more challenging, such as bettering Myrmidia's successes in a battle recreation using painted figurines to represent opposing armies.

Whatever it takes, eventually an novitiate proves themselves worthy of consideration to become a priest, or they will be taken aside and told to leave. Those that are worthy are given a task to complete by the temple priests, which varies according to the temple. It may involve navigating a puzzle-filled maze beneath the temple, or ritualistically evading a powerful creature from the myths of Myrmidia, such as a bull or wild boar. It may require that the initiate survives abandonment in a hostile environment, or quests to uncover the secrets of a distant holy site. Whatever it may be, once the task is completed, the prospective novitiate becomes a full initiate, and a temple sergeant takes command of his training.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career. Initiates of Myrmidia have several opportunities for gaining new Melee skills. The initiate selects a new weapon group each time.

Level 1: Language (Battle Tongue), Lore (Strategy), Lore (Tactics); *Warrior Born*

Level 2: Melee (any); *Combat Aware*

Level 3: *War Leader*

Level 4: *Combat Master*

Devotees may add the following skills and talents to any career they pursue.

Order of the Blazing Sun: Language (Estalian or Tilean), Lore (Estalia or Tilea), Melee (any); *Seasoned Traveller*

Order of the Eagle: Melee (any); *Inspiring*

Order of the Righteous Spear: Language (Estalian or Tilean), Lore (Estalia or Tilea), Melee (any); *Drilled*

Order of Fury: Melee (any); *Frenzy*

Order of True Insight: Language (Estalian or Tilean), Lore (Astronomy), Lore (Estalia or Tilea); *Luck*

INITIATES OF RANALD

Ranald most commonly stands as a patron to thieves and rogues, but the cult also attracts gamblers, liars, merchants, tricksters, and the poor and downtrodden.

INITIATION

Required Career: Beggar, Merchant, Pedlar, or any Rogue career *except* Witch (WFRP pp. 101-107)

Although the cult itself is remarkably free of restrictions, becoming an initiate of Ranald is much harder than one would think. Often, potential candidates have no real desire to become a cultist at all, but are approached by other initiates of Ranald after being observed from afar for at least several months. Individuals that show great zeal in becoming an initiate are often viewed with suspicion, as the cult has been infiltrated several times in the past by both other cultists and law-enforcement officials attempting to bring the cult down.

If an initiate of Ranald notices a potential candidate, the prospect is approached under some sort of guise that has nothing to do with the cult. The Ranaldian offers their patronage and friendship, occasionally asking for "some help on little matters," which test the skill and mettle of the candidate in matters of lying, theft, charm, and stealth. If the candidate shows the proper attitude, skill, and cool under pressure, they are then informed of the patron's intentions. If they're interested, then formal instruction begins. If they're not, then the patron quietly slips away, never to return, although this "failure" is reported to other local cult members so the same attempt isn't made twice.

The final initiation into the cult typically involves a daring theft, con, or other brazen, illegal act. Often, the novitiate is trained and prepared for one sort of mission, but finds themselves in a completely different set of events - success depends on how well they deal with this change of plans. If the novitiate handles the altered mission successfully without getting

caught (or dying) in the process, they're made into a full initiate, often culminating in an enormous party.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career.

Cant

Cant is a cult-specific language related to the Thieves Tongue. Speakers of Cant can understand Thieves Tongue with a Difficult (-10) penalty. Speakers of Thieves Tongue can understand Cant with a Hard (-20) penalty.

Level 1: Language (Cant), Sleight of Hand; *Savvy*

Level 2: Secret Signs (Ranald), Stealth (Urban); *Luck*

Devotees may add the following skills and talents to any career they pursue.

The Brotherhood: Evaluate, Haggle; *Dealmaker*

The Crosses: Gamble; *Diceman*

The Crooked Fingers: Etiquette (Criminals), Pick Lock

COVER CAREERS

The cult encourages initiates of Ranald to follow two careers: a public "cover" career and their true "secret" initiate career. For player-characters, when they initiate to Ranald, they may select their character's public "cover" career (usually this is the same they used to qualify for initiation but it can be any career). They write this public career in parenthesis next to their true "secret" initiate career. In effect, they have made a unique career for themselves. This unique career pairing between public and secret sub-careers is called their *Cover Career*. The levels of the sub-careers are tracked independently; thus, one could have a Cover Career of Nun 1 (Thief 2).

If the character later enters another initiate career - a Nun (Thief) becoming a Priest, for

example - they have left their *Cover Career*. They do not get to create a new *Cover Career*.

COVER CAREERS DURING PLAY

A Ranaldian initiate with a Cover Career gains the following benefits:

- ◆ For XP expenditures, they must identify which sub-career, public or secret, they are currently focused on and following - underline or place an asterisk next to the sub-career they are focused on on the character sheet. They may spend XP normally on this sub-career. To change focus, they must use a Changing Career Endeavor to *freely switch* their focus between their public and secret careers (as if they had completed the career) during downtime. If raising the level of a sub-career, they must pay the normal XP costs.
- ◆ In public, to the world at large, the character's Social Status is that of their public sub-career, as are their Trappings. However, in secret, among cult members, the character may use whichever sub-career Social Status and Trappings, public or secret, they want or need to at the time.
- ◆ For Earning and Income Endeavors, the character may select either to use the Earning Skill and Social Status from either their their public or secret sub-career, whichever they want.
- ◆ For Cost of Living calculations and Duties & Responsibilities Endeavors, the character **must** abide by the highest Social Status from their public or secret careers. It is thus possible that a character publicly looks destitute but is in fact something far more than they seem - Beggar Priests of Ranald, for example.

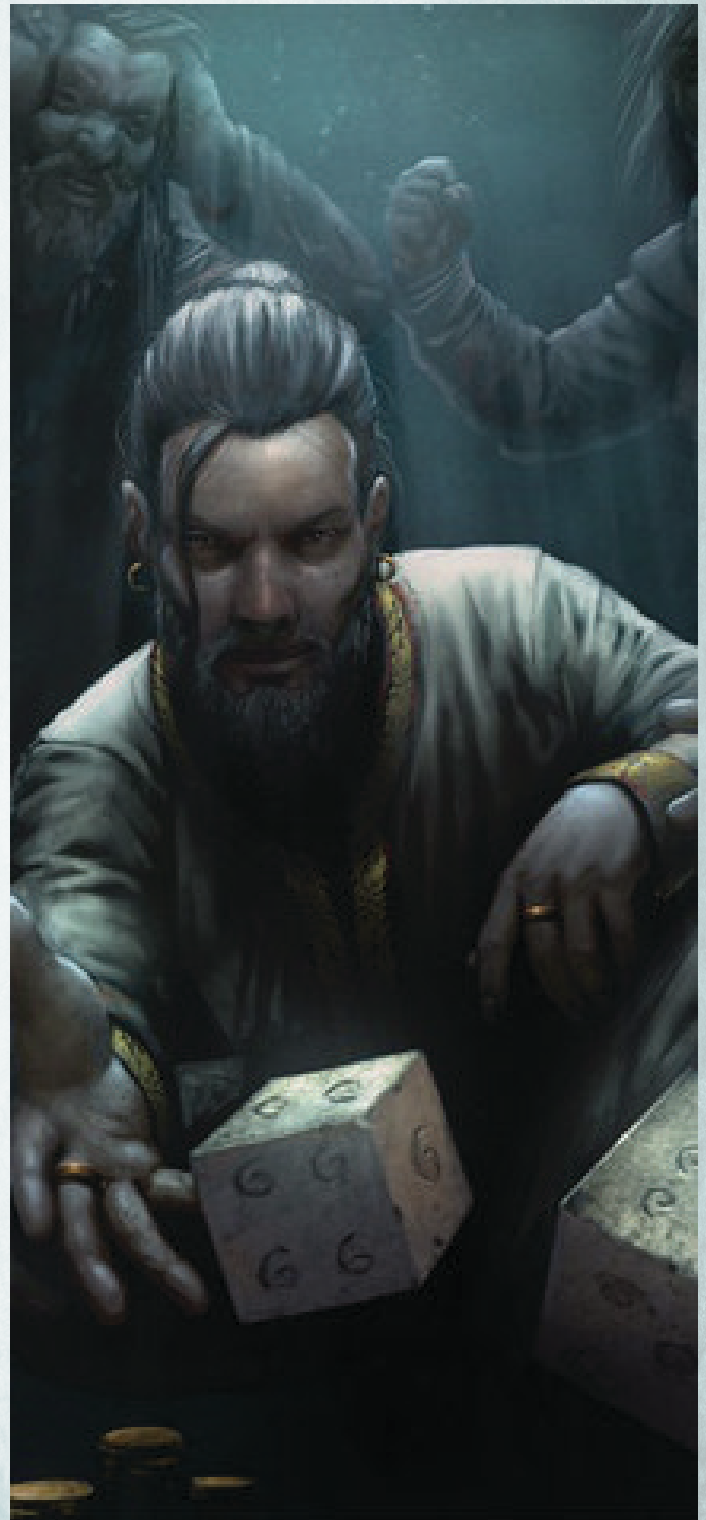
STARTING PLAY WITH A COVER CAREER

To simplify character creation, if a player wants to begin play as an Initiate of Ranald with a Cover Career, they may do so by creating their Cover Career during character creation, skipping the normal career

requirements. They may freely spend advances (and bonus starting XP) in both sub-careers, then select which sub-career they are focused on as play begins.

KEEPING THE SECRET IN PLAY

It is strongly suggested that the GM assist the player with keeping their character's true career a secret, even from the other players.



INITIATES OF RHYA

Rural folk across the Old World venerate Rhya, relying on her to provide the crops upon which their lives depends. Womanfolk comprise the main body of the cult, and most midwives pay at least lip-service to Rhya's Wisdom, a set of oral traditions surrounding childbirth. Although she is not openly worshipped in the towns and cities - townsfolk often turning to Shallya in her stead - her name is frequently tied with Taal's, so she is still well known amongst such people.

INITIATION

Required Career: None

Initiates of Rhya have a subtle training. They learn the skills of taking care of others - planting and raising healthy crops, learning to council people with their problems, and assisting in childbirth and rearing. Actual initiation is a simple matter of the mentoring priestess deciding that the initiate is ready to move on, culminating in a small feast, complete with dancing and song. The initiation is shrouded in mystery, particularly among most men, whose fathers whisper lurid rumors of blood sacrifices, moon worship, and stranger

events. Most men are strictly forbidden from witnessing these rites and most go out of their way to avoid doing out of abject fear - it is believed that a man who stumbles into this initiation loses his potency. Others believe the man loses much more than that. Nevertheless, men who demonstrate a strong desire to devote themselves to the Goddess are admitted into the cult and may take part in these rituals.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Gossip, Heal, Lore (Plants or Herbs); *Savvy*

Level 2: Trade (Farmer, Gardener, Herbalist or Midwife), Secret Signs (Taalrhya)

Level 3: Lore (The Old Faith); *Gregarious*

Level 4: *Master Tradesman (Farmer, Gardener, Herbalist, or Midwife)*

Rhya has very few Warrior Priests, as persons with such temperaments gravitate towards Taal.

Initiates of Rhya may use their cult Trade skill as an Earning Skill (see WFRP pp. 51-52).




INITIATES OF SHALLYA

Most Old Worlders think of Shallya's cult as composed of healers and physicians, but her worshippers also include many who work to help alleviate suffering of other kinds: charitable souls who help the poor; workers in orphanages, asylums, and refuges; and even brave folk who go in search of lost and missing people on behalf of their loved ones.

Initiation

Required Careers: None



Most initiates of Shallya are orphans, raised in a temple and destined for cult service almost from birth. Persons who wish to become initiates of Shallya must first demonstrate their continuing devotion to the Goddess. A single spectacular act of selfless mercy is almost never enough; rather, the character must pour much of her energy into helping others over a substantial period of time, typically at least a year, although temple wards spend their childhood at this stage. Different temples favor different kinds of service.

Novitiates of Shallya are expected to spend all their time working with those in need, and to show, at least, a lack of concern for their own comfort. Those who do so may initiate into cult, and continuing selfless work results in promotion within the temple.

Most Shallyans spend some time traveling the Old World early in their careers, relieving distress as they find it. Almost all temples encourage this, both because it grants a wider understanding of the world, and because traveling is generally a hardship and a sacrifice, and thus appropriate to followers of the Goddess. Some Shallyans also spend time at a temple in a particularly dangerous location; this is as respected as travel. A few initiates spend their whole careers traveling, never becoming part of a temple, and while these individuals are revered, this is not considered normal.

Cult Skills and Talents

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Heal, Lore (Plants or Herbs); *Field Dressing*

Level 2: Trade (Apothecary or Herbalist); *Resistance (Disease)*

Level 3: Lore (Medicine); *Surgery*

Level 4: *Merciful Presence*

Devotees may add the following skills and talents to any career they pursue.

Order of the Bleeding Heart: Intuition, Leadership; *Coolheaded*

Order of the Chalice: Melee (Basic), Outdoor Survival; *Fearless (Nurgle)*

*Shallya does not have many Warrior Priests, but those few she has **always** devote themselves to the Order of the Chalice.*

Merciful Presence Talent

Max: Willpower Bonus

Tests: Leadership

Merciful Presence is very similar to *Commanding Presence*, though it represents the deep reverence sane and civilized people hold for a high ranking Sister of Mercy rather than the physical impressiveness of the Shallyan's person.

Your presence fills others with hushed awe and admiration. Such is your aura of mercy, those with a lower Status may not resist your Leadership tests with their Willpower..

You may also comfort the sick or wounded and bring peaceful absolution to the dying, gracing them with *peace of mind* which lasts your WPB x idio minutes. This *peace of mind* grants the patient *Immunity to Fear (any)*, ushering them gently into the care of Morr for restful sleep and respite from pain or eternal slumber.

Merciful Presence only works if the initiate is revealed or known to be a Shallyan and only if the person being impressed understands what Shallya represents.

In any follower of Nurgle, it causes *Hatred (the initiate)*.

INITIATES OF SIGMAR

Most folk of the Empire pay at least lip-service to their patron deity. In the most devout provinces, like Reikland, Sigmar worship is an unquestioned part of daily life. Folk attend weekly ‘throng’ where the lessons of Sigmar are preached. Many also attend temple to train as local militia, confess sins and purify the soul, or receive advice on how to be more like the God-King of old.

Initiation

Required Career: None

Although every temple has its own traditions for initiating new members into the cult, the general process varies little. First, the novitiates is accepted into an order by a priest, an event that is often marked with ritual shaving. Next, they are taught the ways of Sigmar. Finally, when the training is completed, the novitiate is tested by a ranking member of the cult.

Most temples only accept novitiates when young; but, theoretically, anyone called to Sigmar, regardless of age, can join the cult. Those temples that practice ritual shaving have many different traditions, but hammer or comet-shaped tonsures are common.

Novitiates rarely have any free time between the daily prayers and degrading chores they perform. What little they do have is often spent in contemplation of sacred texts. Many temples have a master of novitiates who leads weekly lessons in history, theology, literacy and Dwarf lore, but it is also common to attach novitiates to a priest who acts as their “Father,” and teaches them what they need to know using whatever, often brutal, methods he prefers.

Eventually, when their superiors deem the time is right, novitiates are tested. Common tests included perfectly reciting the *Twelve Prayers of Righteousness*, or singing the *Canticles of Sigmar* without error, followed by intensive questioning by ranking members of the cult. However, there is no standard, and tests can take many forms. Some temples in southern



Averland demand novitiates kill a Greenskin and carve the “Litany of Great Deeds” into its chest. And one Stirlander flagellant order subjects all novitiates to the “Rite of the Three Brothers” after a three-day fast, which is considerably more painful than it sounds.

CULT SKILLS

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Lore (Dwarfs), Lore (Sigmar)

Level 2: Language (Khazalid)

Devotees may add the following skills and talents to any career they pursue.

Order of the Anvil: Lore (Law); *Savant (Theology)*

Order of the Cleansing Flame: Intimidate, Lore (Torture); *Fearless (Witches)*

Order of the Silver Hammer: Leadership, Melee (Two-handed)

Order of the Torch: Leadership, Lore (*Local*); *Public Speaker*

Knights of Sigmar’s Blood: Lore (Vampires), Melee (Cavalry), Ride; *Fearless (Vampires)*

Knights of the Fiery Heart: Lore (Greenskins), Melee (Cavalry), Ride; *Fearless (Greenskins)*

Knights Griffon: Melee (Cavalry), Ride; *Warrior Born, Noble Blood*

There are dozens of Sigmarite templar orders.



INITIATES OF TAAL

Rural folk across the Old World venerate Taal, and any who make their living in wild places take care not to offend him. Taal is the patron deity of Talabecland in the Empire, where his cult holds significant sway, influencing all levels of society.

INITIATION

Required Career: None

Novitiates of Taal are tested on their strength of character, ability to survive in the wilds, hunting prowess, and connection with the wilds. With the onset of puberty, many young men and women are taken by priests to learn the mysteries of the wilderness and the wisdom of Taal. This rite, known as the *Quickening*, is extremely difficult and not everyone survives - those that do are sworn never to reveal what occurs during this time. However, secrets do slip out, and it is suspected that in addition to learning crucial hunting and survival skills, initiates also undergo intense sweat lodges, often under the influence of powerful alcohol and hallucinogenic herbs and fungi.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Outdoor Survival

Level 2: Charm Animal, Navigation, Secret Signs (Taalrhya),

Level 3: Lore (The Old Faith); *Strider (Woodlands)*

Level 4: *Animal Affinity*

Devotees may add the following skills and talents to any career they pursue.

Longshanks: Consume Alcohol, Perception, Track; *Hardy*

Order of the Antler: *Orientation, Rover*

Most priests of Taal belong to the Order of the Antler. Devotees of the Longshanks are often Warrior Priests.

INITIATES OF ULRIC

Ulric's cult is strongest in the north of the Empire. The city-state of Middenheim, with its enormous high temple to Ulric, is the heart of his cult, and the god is regarded as the city's patron. Elsewhere, he is worshipped mainly by warriors and soldiers. Devout Ulricans can usually be spotted by their long hair and beards, for most choose not to cut it, imitating their wild deity.

INITIATION

Required Career: None

The Cult of Ulric is theoretically open to all. However, as the cult's training is physically demanding and dangerous, and corporal punishment is common, the motivation to serve Ulric must be strong to outweigh the fear. Unsurprisingly, most novitiates are fiery-tempered young Middenlanders with bad attitudes. Some temples only accept those who have already proven themselves in battle, and will only consider soldiers, mercenaries, militiamen and similar, or those of pure Teutogen blood.

Novitiates are provided with an austere cell and simple robes, and must immediately join the temple's strict training regime. The daily life of novitiates is largely controlled by their temples, but there are no cult-wide laws saying what must, or must not, be done. As long as novitiates do not disobey orders, all is well. Martial training and theological teachings are common activities, but many temples demand other subjects be mastered, such as winter-survival techniques, wrestling, and lessons in history or rhetoric. Some temples restrict the movements of their novitiates, but this is not universal, and some novitiates can go where they please as long as they complete their training as ordered. Dismissal from the cult is very rare, as Ulricans can beat discipline into even the most stubborn rebel. It is far more common for novitiates to flee.

When their superiors deem them worthy, novitiates are sent many miles into the wilds with nothing but their robes, and left to fend

for themselves. This ritual often takes place during the Hochwinter festival, which celebrates the discovery of the Eternal Flame. Some temples have the novitiates find their way back to the temple, others stage attacks on the "abandoned" souls to test them. Whatever happens, this final rite is often harrowing, but rarely fatal. Upon their return, if the novitiates have proven themselves before Ulric, they take their vows of celibacy and join the ranks of the priesthood. It is common for a great party to be held before these vows are sworn, offering the novitiate one last chance to let loose before he eternally swears to chastity and dons the priestly robes.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career.

Level 1: Outdoor Survival; *Very Resilient*, *Warrior Born*

Level 2: Intimidate, Melee (Two-handed); *Frenzy*

Level 3: *Battle Rage*

Level 4: *Child of Ulric*

Devotees may add the following skills and talents to any career they pursue.

Order of the Howling Wolves: *Menacing*

Order of the White Wolves: Melee (any); *Furious Assault*

Most priests of Ulric belong to the Order of Howling Wolves, while Warrior Priests gravitate towards the White Wolves.

CHILD OF ULRIC TALENT

Max: 1

Once per day, the initiate may transform into a *Child of Ulric*, a special blessed type of Were: for more on Children of Ulric refer to *Weres on the Road* or use the Wolf profile (WFRP p. 317), adding the Champion, Elite, and Frenzy traits and removing the Bestial and Skittish traits. **This talent requires that the initiate already possesses the Blessed Talent.**

INITIATES OF VERENA

Verena is worshipped throughout the Old World, especially in the south. Her devout followers include scholars, lawyers, and magistrates, as well as some wizards of the Colleges of Magic, particularly of the Grey and Light orders.

INITIATION

Required Career: None, but novitiates usually follow one of the Academic careers before committing to the cult (WFRP pp. 53-60)

As with other cults in the Old World, the path of becoming a servant of Verena is not an easy one. In fact, it requires a great deal of patience and study, for the cult does not suffer fools. From the moment a candidate comes to a temple to partake of the accumulated lore, they become ensconced in a rigorous regimen of lectures, research, and learning. Their existence, henceforth, is committed to gaining wisdom.

Clever candidates take the time to study at a university prior to seeking admittance to the



Cult of Verena, since doing so expedites the process of acceptance. Many study at the University of Nuln, but some seek other, more *avant-garde*, institutions such as those found in Altdorf. Those who train to become scholars and lawyers find the most success once they join the Cult of Verena.

Once the high priest decides novitiates have received sufficient training, they must face a panel drawn from the wisest of the priests. The panel ask them questions on a variety of topics, from common knowledge to more specialized subjects, to judge their wisdom, and engage them in debate and discourse to judge their oratory and reasoning skills. Candidates that satisfy the panel are ordained as new initiates.

CULT SKILLS AND TALENTS

Initiates of the cult may add the following skills and talents to their initiated career. Initiates of Verena have several opportunities for gaining new Lore and Language skills. The initiate selects a new Lore or Language each time.

Level 1: Intuition, Lore (any); *Savvy*

Level 2: Lore (any), Language (any)

Level 3: Lore (any)

Level 4: *Savant*

Devotees may add the following skills and talents to any career they pursue.

Order of the Lorekeepers: Art (Calligraphy), Language (Classical); *Savant (any)*

Order of Mysteries: Evaluate, Language (any), Navigation

Order of the Scalebearers: Charm, Lore (Law); *Public Speaker*

Knights of the Everlasting Light: *Warrior Born*, *Bad Luck* (automatic)

Devotees of the Order of Mysteries and the Knights of the Everlasting Light are often Warrior Priests.

BAD LUCK TALENT

Max: 1

Tests: Any Test that involves relies on more luck than skill

Bad Luck is a special talent that all Knights of the Everlasting Light gain when they join the order. *Bad Luck* causes misfortune to surround the knight wherever they go, causing the knight and the people accompanying them to find themselves landing in quandaries, inconveniences and sticky situations far more than “ordinary” people. Trouble seems to dog the heels of the knight and misfortune always appears just around the corner. *Someone* has their thumb on the scales of fate, but not in favor of the knight.

Tests the knight makes that rely on luck (rather than skill) suffer a -1 SL penalty.

Furthermore, whenever a character with *Bad Luck* spends a Fortune Point, an *unlucky inconvenience* also occurs. The added *unlucky inconvenience* is *never* deadly (directly), and doesn't necessarily affect *just* the knight, though it will always affect *at least* the knight. Distance from the knight doesn't matter, as long as the *unlucky inconvenience* affects the knight as well.

A character can have *Luck* and *Bad Luck* at the same - they just have a lot of bad luck.

Rather than being a talent that the devotee purchases to obtain, *Bad Luck* is a talent the devotee pays to remove (the XP cost is the same). *However*, if and when the devotee pays off the *Bad Luck*, they in turn **gain** the *Nose for Trouble* Talent. Unfortunately, the knight must endure a period of service to the Order encumbered by *Bad Luck* that is equal to their Wounds in months before they can remove *Bad Luck*.



CREDITS

This WFRP 4e rules adaptation owes a lot of credit to the WFRP Second Edition *Tomes of Salvation*, published by Fantasy Flight Games and written by Eric Cagle, David Chart, Andrew Kenrick, and Andrew Law.

WFRP Fourth Edition is published by Cubicle 7 and was written by Dave Allen, Gary Astleford, Graeme Davis, Jude Hornborg, Andy Law, Lindsay Law, Andrew Leask, TS Luikart, Dominic McDowall, and Clive Oldfield.

The Anchorite career was created by Dan St. Cyr.

Original material by claycle.

Version 1.0.1



MAY VERENA
SAPIENTIA BLESS
AND PROTECT
THIS BOOK.



APPENDIX

ANCHORITE

Human

You have shunned society to dedicate your mind, body, and soul utterly to the pursuit of spiritual enlightenment.

ANCHORITE ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✂		+	+				☠	+	⛶

Career Path

+ Hermit **Brass 1**

Skills: Animal Care, Endurance, Lore (Theology), Navigation, Outdoor Survival, Perception, *Pray*, Stealth (Rural)

Talents: Animal Affinity, Bless, Stone Soup, Very Resilient

Trappings: Crude holy symbol, rags, begging bowl, strange ideas about your god

✂ Anchorite Brass 2

Skills: Climb, Cool, Heal, Melee (Basic or Flail), Perform (Feat of Endurance), Secret Signs (Vagabond)

Talents: Field Dressing, Holy Visions, Iron Will, Orientation

Trappings: A post or cell for use in meditation, no shoes, scribbled ravings, idio holy trinkets

☠ Mystic Brass 4

Skills: Art (Any), Charm, Entertain (Sermonize), Lore (Heresy)

Talents: Invoke, Read/Write, Second Sight, Sixth Sense

Trappings: A small group of hermit and anchorite followers, quill and parchment or blank book, a relic of a saint

⛶ Living Saint Silver 3

Skills: Intimidate, Leadership

Talents: Argumentative, Inspiring, Public Speaking, Savant (Theology)

Trappings: Large group of lay followers, the respect of at least one notable priest, your heretical magnum opus, a place of gathering

Anchorites are those souls whose lives are consumed completely by the contemplation of the divine. What sets these individuals apart from their more secularly inclined priestly cousins and hate-filled flagellant brothers is a deep mystical streak that finds most anchorites looking to rather unorthodox and unique ways of achieving spiritual fulfillment, sometimes bordering on heresy.



Anchorites can be found as naked hermits in the wilderness, living only on berries and water; walled into tiny cells next to monasteries, taking food and dispensing spiritual advice through windows; sitting in utter silence atop raised platforms for days on end. In whatever form they are found, anchorites are deeply pious, poorly bathed, and extremely eccentric. While most anchorites are seen as curiosities, those who develop large followings of both other anchorites and lay-people can wield a great deal of influence.

It is not unheard of for anchorites to take up the adventuring lifestyle. Some feel a divine calling to wander and subject themselves to hardship. Others see adventuring as a way to support themselves while on pilgrimage, others wish to meet and learn the practices of other anchorites. And of course, some are on the run from the authorities, persecuted for practicing their un-orthodox beliefs.

“You, and I, and all that you can see bares a small spark of divinity. I can hear it in the birdsong, in the rock of the mountain, in your very voice. You could hear it too... should you choose to.” - Brother Klaus Tremmen, of the Servants of His Name, revealed in all his glory.

Anchorite by Dan St. Cyr, with a few tweaks by claycle