

TABLE 5-1: FOREIGN GODS

Nation	Deity	Sphere of Influence
Brettonnia	Lady of the Lake	Brettonnia, Chivalry and Nobility
Estalia	O Prospero	Merchants
Kislev	Dazh	Fire, the Sun, Guests
	Tor	Storms, Battle
Norsca	Ursun	Bears
	Mermedus	The Sea of Claws
Tilea	Ursash	Bear Hunting
	Lucan	Luccini (Twin of Luccina)
Mercopio	Luccina	Luccini (Twin of Lucan)
	Mercopio	Merchants

together, as their cult is tiny within the Empire, but such shrines are as common as shrines to, for example, Morr or Verena in the parts of the Empire near the Kislevite border.

Attitudes to Kislevite deities are generally positive, as Kislev has been an important ally against the forces of Chaos for centuries. The cults of Taal and Ursun, for example, get on very well, as they have very similar attitudes. Taal's worshippers think the focus on bears is a little strange, while Ursun's cannot understand how Taal's followers manage to miss the true superiority of ursine existence. On the other hand, cultists of Ulric tend to see Ursun's worshippers as rivals, but not enemies, and the feeling is mutual. Each cult wants to prove itself superior, but recognises that the other has many fine qualities.

— DWARF, ELF AND HALFLING GODS —

The following deities are venerated by the other races that call the Empire their home.

THE DWARF GODS

Dwarf religion revolves around the worship of their ancestors, celebrating their deeds and giving thanks to their legacy. Although Dwarfs seem to worship a pantheon of Gods, these deities are really the most important of their ancestors, those founding fathers of the Dwarf race whom all clans have in common.

Dwarfs are stoic and private, and their religion reflects this. Dwarfs rarely speak of their religion, and do not seem to pray. Their temples are only found in the deeps of their holds. Worship is a personal matter between a Dwarf and his God, and religious rites and services are unheard of. Instead of prayer, Dwarfs worship their Gods by telling stories and singing songs, celebrating the heroic deeds of their ancestors.

Amongst Empire Dwarfs and other Dwarfs living amongst men this holds doubly true, for it is a way to maintain a connection with their homeland. Temples to the ancestor Gods do not exist,



Minor Gods are often identified with foreign deities. There are, for example, many Gods of merchants: Handrich in the Empire, Haendryk in the Wasteland, O Prospero in Estalia, and Mercopio in Tilean. Most people, both inside and outside the cults, tend to think that these are all different names for the same God. If one branch prospers and starts trying to impose its will on the others, this can change.

although larger shrines usable by Dwarfs exist within the larger cities of the Empire that have a sizeable Dwarf community.

Humans tend to treat the faith of their closest allies with respect, if not ultimately with understanding. Sigmarites in particular have a great deal of respect and honour for the faith of Dwarfs, seeing a great deal of similarity between Sigmar and the Dwarf Gods. In return, most Dwarfs respect Sigmar for his achievements as a man, although they do not worship him.

There are those Humans who come to identify strongly with a Dwarf God, especially those living in towns and cities with a strong community of Dwarfs, worshipping them much as they would a Human God, to the bemusement of Dwarfs. Of these Gods, Grungni has the highest number of Human worshippers, especially amongst artisans, and there is even a Human-built temple to Grungni in Nuln.

There are countless ancestor Gods—each clan, hold and Dwarf family have their own ancestors whom they worship. But there are three ancestor Gods whom all Dwarfs pray to.

DWARFEN INVOCATIONS

Dwarfs are famous for their oaths and curses, and the most common of these are the invocations to their Gods. Examples include: *Grimnir's Beard!*, *By the Orbs of Valaya!*, or the ever popular *Grungni's Trunnion!* Rarely do these invocations have an effect on the situation at hand, other than to express shock, dismay, or rage, but every once in a while, a God may show favour to the Dwarf, particularly when the need is dire and the Dwarf acts in a manner honouring his race. As an optional rule, the GM can grant a 1% chance for a Dwarf character invoking his God to gain a +5% bonus to his next Test.

Grungni

The God of Mines and Artisans, Grungni is the father of the Dwarf race. He taught the first Dwarfs how to dig deep into the earth, and how to mine ore and smith metal. Grungni is the one God of Dwarfs most identifiable to men, and the one with the most Human worshippers throughout the Empire.

Grimnir

A warrior God, Grimnir the Fearless personifies the courageous nature of the Dwarfs. He is especially popular amongst the Cult of the Slayer, who revere him as the Slayer God. Although the concept of a warrior God is a familiar one to men, the concept of slayers—and therefore the Slayer God—is utterly unfathomable.

Valaya

As the protector and mother Goddess of the Dwarfs, Valaya is the founder of some of the greatest holds, and guards both the concept of the homeland and the clan, concepts with which men have little empathy or understanding. As a result, there are few Human worshippers of Valaya.

THE ELVEN GODS

Ask most men about the Gods of the Elves and though they might be able to tell you wild stories they have heard, there would be little in the way of facts to their tales, for Elven religion is shrouded in mystery, much like the Elven

race. Elves worship a pantheon of Gods, much as do Dwarfs and men, but not in any way recognisable to the other races.

Elven culture is suffused in mysticism and magic, and Elves believe their Gods surround them and are a part of them. An Elf considers his every action, his every thought, to be mystical in some respect, and therefore everything they do is somehow connected to the Gods, every action is a devotion in its own right. It is unclear how the Elves worship their Gods or what rituals and ceremonies they might undertake. Some speculate that given the Elves live such a long time any way, how they regard these beings in necessarily

different from the ways Humans and other short-lived races might perceive them. A few whisper that perhaps the Elves are even Gods themselves!

Men would never profess to understand the faith of the Elves, most believing either the Elves do not believe in Gods, or those that they do worship are but different aspects of the Human pantheon. Of course Elves believe the reverse, claiming all Human Gods are merely a distorted reflection of the Elven pantheon. The truth, in all likelihood, is probably somewhere in between.

Due to this lack of understanding, there are very few Humans who worship the Gods of the Elves—the culture of the Elves is too alien to grasp, their faith too oblique and impenetrable.

Elves living within the Empire continue to worship their Gods in the same manner they would anywhere, for they have no formalised religions, and conduct all worship on a personal and intimate level. In some of the larger cities

COMMON VIEWS

“Look, it’s really quite simple. The Gods are fundamentally a reflection of the psyches of all sentient creatures. Which means the Gods are all one and the same—Elven, Dwarf, Human and, yes, even Halfling.”

—KARL JURGENS, A SCHOLAR ARGUING HIS CONTROVERSIAL THEORY (RATHER UNSUCCESSFULLY)

“Elves don’t pray, except to themselves. They’re so high and mighty they probably consider themselves to be Gods.”

—ALBERT HEINZ, DISAFFECTED DOCKWORKER

“Ever seen a Dwarf pray, sonny? It’s all drinkin’ and singin’ and laffin’! Much more fun than ol’ Father Magnus’ sermons, I’m tellin’ ya.”

—HANS JEIMES, FATIGUED WORSHIPPER

“You wouldn’t have thought a Halfling would be very righteous, but I’ve seen the looks on their faces during Pie Week. They’re giving thanks to Mother Esmerelda alright, and having tasted their pies, I’d be giving thanks if I was them, too!”

—BERTRAM STANHEIM, HUNGRY PEASANT

“I’ve spent a lot of time around Elves, and I was surprised by how religious they are. Sure, they dress it up in mystical mumbo jumbo, but I’ve seen them before battle or when preparing for a trip. They pray just as much as you or I, if not more, and not to one or t’other god, but to the whole lot, every last one of ‘em.”

—MAGDA VAN DYKE, WASTELAND MERCENARY

“It’s not right, worshipping the dead. Saying a prayer to keep Ol’ Pappy Morr at bay is one thing, but worshipping the ghosts of Ma and Pa and the rest of yer dearly departeds? That’s just wrong.”

—HILDA BRANDT, WOLFENBURG BONEPICKER

frequented by Elves, in particular Marienburg, small shrines to the Elven Gods can be found.

Although Wood Elves venerate the entire pantheon, they worship Kurnous, God of the Hunt and father of Elves, and Isha, Goddess of Fertility and mother of Elves, more than any other. In Wood Elf society these Gods are elevated in status, perhaps due to the presence of their king and queen—Orion and Ariel—taking on the role of their avatars.

Asuryan

Asuryan is the ancestor of all living things and guardian of the Elven race, in the form of the Phoenix King whom the Elves believe is chosen directly by Asuryan. Elves pray to Asuryan to grant them leadership and bravery.

Hoeth

Hoeth is the God of Knowledge, Learning and Wisdom, and is the patron of Elven wizards and scholars. Hoeth is prayed to when an Elf faces a difficult quandary or confusing problem, for his wisdom can help see the truth of the matter. Elven wizards also pray to Hoeth when preparing for a powerful magical ritual.

Isha

Isha the Mother is Goddess of Fertility, protector of the natural order and mother of the Elven race. She is worshipped by the Wood Elves of the Old World as one of their dominant deities, although other Elves pray to her to aid farming, for protection during childbirth, or for help when abroad in the wild.

Khaine

Bloody-handed Khaine is the God of War and Murder, and is very much a double-edged sword, for he is both the saviour and the doom of the Elven race. Although he aided Aenarion defeat Chaos and fought against Slaanesh, he also wars against his kin and is the patron God of the Dark Elves. Elves pray to Khaine when going to battle or when dark sins need to be committed for the greater good.

Kurnous

Kurnous is the father of the Elven race and God of the Hunt, but unlike Isha worship of him is waning, except amongst the Wood Elves of the Old World who venerate him as their principal deity. Elves pray to Kurnous when hunting, when abroad in the wilderness, and for tenacity and doggedness.

Lileath

Lileath the Maiden is the Goddess of Dreams and Fortune, worshipped as part of a triumvirate along with Isha and Morai-heg. She is the patron of seers and prophets, and is prayed to for clarity, prophecy, and foresight, especially by an Elf facing a great challenge or difficult decision, or in need of some good luck.

Loec

The patron of the Wood Elf wardancers, Loec is the God of Trickery, Music, and Revelry. Loec is a mysterious figure



because his followers guard the secrets of his rites and purpose behind a veil of secrecy. His servants are occasionally called Feastmasters for their part in the great festivals, where they lead the celebration and perform intricate dances that recount the history of Athel Loren.

Mathlann

As the lord of the sea and God of Storms, Mathlann is patron to sailors and explorers, and is prayed to by Elves about to embark on a voyage or seeking new lands. He is also prayed to by the loved ones of those Elves who are abroad so he will bring them home safe and sound. Mathlann is one of the main Gods worshipped by the Elves in Marienburg.

Morai-heg

The Crone is the Goddess of Fate and Death, holding the fate of all mortals within her rune pouch. Elves pray to Morai-heg when pursuing or fleeing from their destinies, and by those who seek to forestall death and the inevitable.

Vaul

The Elven God of Smiths, Vaul is the creator of the legendary artefacts wielded by the Gods and heroes, including the infamous Sword of Khaine. Vaul fought Khaine but lost, and was horribly crippled. Elves pray to Vaul for creativity and the willpower to withstand great hardship, pleading to him when making an impressive item or forced to endure great pain.