

by the cult. Depending on the cult, this new name may be virtually unused, or practically replace her old name, at least when among other like-minded cultists.

For more information on sacred names, see **Chapter VI: Rites of Passage**.

SACRED SIGNS AND GESTURES OF THE CULTS

Cultists have various ways of showing their faith, both to the uninitiated and among their own kindred. The showing of signs, hand gestures, and other sacred salutes is one way of expressing respect, both to other cultists and to the Gods. These salutes are commonly used when cultists meet for the first time during the day, repeating the sign when they depart. Each cult has its own array of secret signs known only to trusted cultists, which can indicate distress, great admiration, or some other thing that can only be understood by those loyal to the faith.

Signs of Manann

The signs of Manann are intricately tied with the same gestures used by sailors. The sailor's salute of a flat hand held to the temple, then quickly moved away is used as a sign of respect by sailors towards their officers—this works as well when offering veneration to Manann. When a cultist faces bad luck, he does this with both hands, sweeping them down in a curl, and ending with his palms face up by his waist and his face cast down at the ground. Cultists in deep prayer sometimes hold an arm above their head with the index finger extended, feeling the wind in hopes of divining Manann's will—it is also considered a test of strength and will to see how long the cultist can keep his arm elevated. Cultists of Manann often clap to show disapproval of something, slapping their hands together to reflect the tumultuous seas.

Signs of Morr

Cultists of Morr greet each other with a strange salute that involves moving the hand from the top of his face down with an open palm. This salute is known as "Morr's Shroud," representing darkness and the symbolic gesture when a corpse's eyes are shut for the last time. Common citizens use this gesture when referring to beloved departed family and friends, in the hope that Morr has taken them safely to his realm. It is considered extremely bad luck to use this salute at any other time, as it is believed to draw Morr's attention to that person. A cultist that walks with his hands clasped behind his back indicates that he wishes to be left alone, in order to contemplate the nature of life and death. Morrian cultists also place both hands face down, as if pushing downward. This is done to urge his fellows to leave a matter alone as it is moot, dead, or best left alone.

Signs of Myrmidia

Myrmidia has a salute with the fingers on the hand spread wide, representing the rays of the sun, a common symbol of the cult. The salute starts with the palms open in front of the chest, then splayed out to the side. Cultists in deep meditation often hold their open palms in this way upon their foreheads with the eyes closed, in

SAMPLE HOLY SAYINGS

Here is a small sample of common holy sayings uttered by untold thousands of people every day. Players may wish to include some of these phrases in their Characters' vocabulary for roleplaying effect.

"By earth, tree, and bone."—Common oath given by cultists of Taal and Rhya.

"You have Taal's rigid horns!"—A term used to suggest a person is behaving badly.

"May you drink deeply of Rhya's nectar."—A blessing given to hopeful mothers.

"I am the metal. Sigmar is the hammer."—To show a person's supplication to Sigmar's will.

"By the light of the star."—Used by Sigmarites to suggest some ominous or portentous event.

"Walk the road east."—A Sigmarite invocation of courage

"May ravens alight upon you."—Morrian phrase meaning "may your death be easy."

"He took the black rose."—A Morrian saying that means a person died recently.

"Attend to your Garden."—A Morrian admonition used to tell someone that they risk their lives.

"Follow the eagle not the Tower."—Myrmidian urging to use common sense.

"The dart strikes truly."—A Myrmidian response to a dreadful revelation.

"I shall weep for your burdens forever more."—Shallyan term showing sympathy, typically to sufferers of disease.

"Her heart is empty."—A Shallyan phrase to reflect scenes of tremendous suffering.

"With dry eyes."—A Shallyan term for a person without mercy.

"Go cut off a black cat's paw!"—Common Ranaldan phrase meaning "good luck."

"With fingers crossed."—A Ranaldan phrase that signifies an untrustworthy person.

"May Ranald favour you."—A Ranaldan curse.

"The baying you hear be not mere curs."—Ulrican curse implying a grave threat is approaching.

"The cold fire reveals all."—Ulrican invocation for people to speak the truth.

"The word of a Sigmarite."—A rarely used Ulrican phrase used to describe a falsehood.

"Speak truth." "Be truth."—Common farewell between cultists of Verena. The first phrase is said by one person and the last phrase by the other.

"A heavy matter."—A Verenan saying warning of an unbalanced approach.



hopes of attaining spiritual understanding. In Estalia, cultists of Myrmidia may slap their necks when they feel betrayed, while in Tilea, they bow to the west when they feel hopeless.

Also, the militaristic cult of Myrmidia utilises salutes found among the armies of the Empire. The most common involves holding a clenched fist over one's heart with the arm held parallel to the ground. As a way of showing great approval, cultists hold their arms straight along their belly, while making a clenched fist—this sign is also seen among comrades-in-arms as a respectful, but casual, almost familiar way of showing respect. Among cultists, placing the back of the hand on one's sword pommel is a private, subtle way of disapproving of a given situation.

Signs of Ranald

Every person of the Empire knows the salute of Ranald—crossing the index and middle fingers on the right hand. It is used daily by everyone as a way to garner luck or to avoid a particularly bad fate. Holding crossed fingers behind the back is said to “hide” a lie that is told, while doing so openly for all to see is to express the fact that a person is telling the absolute truth. Cultists secretly show their allegiance to Ranald to each other by performing this salute with their left hand. This act is considered unlucky by the rest of the populace, but true cultists know better. Holding crossed fingers directly in someone's face is a grave insult and a sure way of starting a fight. Cultists make oaths to each other while both parties hook their index fingers together. When cultists of Ranald are in dire need of luck, they may cross the fingers on both hands and the toes of both feet. It's felt that the more crossed digits, the more you ward off bad luck. Other

cultists may walk their forefinger and index finger on the palm of their left hand as a sign of strange things afoot. Finally, when cultists of Ranald feel they have had a particularly bad spout of luck, they'll run the back of their hand under their chin, to alert the God that they've learned from their errors and would like their luck to change.

Signs of Shallya

The cultists of Shallya use a salute that involves making a crossing symbol over one's heart, typically with their head bowed. Another common sign is the touching of lips with the first and second fingers, then presenting those fingers towards a person—this is used to show great respect and admiration. Cultists tending to a person in their last moments of life hold one hand to the dying victim's heart while pressing the other hand onto their own as a way of showing sympathy and hope that Shallya shows mercy on their body and spirit. A rare few Shallyans actually slap each other in greeting to reflect their Goddess's suffering. Known as slappers, to many, they simply seem ridiculous.

Signs of Sigmar

Cultists of Sigmar have two primary salutes. The first is the “V” finger salute, representing the twin-tailed comet. The cultists hold their left hand on their chest, right arm thrust to the front, hand raised to head level with the fist clenched, and the first and second fingers extended. This sign is reversed (palm facing the face, rather than facing the person saluted) to be used as a taunt and insult to Sigmar's enemies. This salute is very popular with insolent children.

Sigmar's second sign is a ward, and involves making a hammer shape on the trunk. The cultist's forefinger touches the navel, the “V” of the collarbone, the right chest, and the left chest. It is commonly employed as a shield against the forces of Chaos.

When seeking the guidance of Sigmar, the cultist will take the same “V” finger salute and run it across his eyes in the hopes of seeing something he missed the first time around. When a Sigmarite slaps his fist, it's an invocation of anger, but when he pounds his fist in his palm, he's urging restraint.

Signs of Taal and Rhya

Taalites have their “Root, Trunk, and Branches” sign, which is used to bring good fortune when travelling through his domain, or under any circumstance where his aid may be of use. It involves touching or slapping the thighs, chest, and then arms in quick succession. Slapping one's thighs is also a lowbrow way of expressing the desire for intimacy, and is used by almost everyone in the Empire. It is employed by both men and women, but is considered extremely rude when used among people of fine breeding and stature.

Cultists of Rhya greet each other with a kiss to their hand, which is then placed on the cheek of the other person. It is an intimate salute, used only among trusted friends or those of the faith.

Another profoundly rude gesture outside of Taalite circles is to enclose the forefinger on one hand with the palm of another. Amongst these priests it is a sign of deep understanding and sympathy, but elsewhere, it is usually intended to suggest some other naughty activity.

Signs of Ulric

Cultists of Ulric make use of the “U” salute. It is formed with the thumb holding the middle and ring fingers to the palm, and the index and pinkie finger sticking up. This salute is used before battles and to greet other Ulricans. When reversed, it serves as a dire insult to the cultist’s enemies. Scholars of the various cults see great similarity between this symbol and that used by Sigmarites, and it’s possible that both salutes originated from the same tribes long ago.

Among the more primitive members of the cult, holding open your mouth, with your teeth not quite closed, is a sign of disrespect—much in the way a wolf would bare its teeth towards an enemy. This is often coupled with a feral growl, so the intent is rarely misconstrued.

Wagging the finger or tapping the foot is a sign of favour, shown to those who have made a good suggestion. Closing one’s eyes is construed as a sign of great trust. Finally, a rare few Ulricans make pacts by biting each other’s hands until they draw blood. They then mingle the fluid to form a pact.

Signs of Verena

Cultists of Verena greet each other with both hands held and cupped by their waist, then extended out to the sides, representing the scales of Justice. Cultists use many signs and salutes during their debates and when they stand in for someone in a court of law. In order to show disapproval, cultists hold their left hand straight out, palm turned in and down. The right hand, held out straight, palm in and up, shows approval. Tapping one’s throat is a silent, polite way of expressing a desire to speak, while stroking an ear is a sign that another person should remain silent.

When Verenans believe someone is lying, they’ll stroke their chin. Many Verenans also close their eyes before making a decision, to suggest the blindness of justice.

SHOWING FAITH

Having faith in the Old World isn’t merely a task of attending the various temples to the Gods. In order to be a pious believer of the Gods, a person should strive to wear the appropriate garb, utter the proper sayings, and intone the correct prayers. Some cultists erroneously believe simply wearing the trappings and adorning their home with altars is what makes them one of the faithful. However, the converse is true—cultists wear their order’s garb and arrange altars to their deities because they are faithful.

Although there are untold numbers of variations in clothing, talismans, and altars for each cult, there are enough similarities worth noting. Even pious citizens that do not belong to any particular cult still follow some rules when it comes to displaying signs of devotion. Tradition holds sway in the Empire, and it’s only the rare individual that flaunts convention and follows their own path.

This section looks in a general manner at the various ritual clothing, talismans, and altars that cultists can possess—for specific information of each cult’s peculiar manners of dress, see **Chapter II: Old World Cults**.

RITUAL TATTOOS, BRANDS, AND SCARIFICATION

Marking of the body is extremely common within the Empire. Most everyone—sailors, priests, soldiers, Magisters, and even nobles—adorn their bodies with tattoos, brands, scars, piercings, or other markings. Cultists prefer marking their body with symbols of their faith, for although a talisman can be taken away or an altar smashed, nothing short of death can remove a tattoo from the faithful’s skin.

Ritual markings can be hidden from view and revealed only to other cultists, or be brazenly open, showing the cultist’s zeal to the masses or to terrorise their enemies in battle. Cultists of Manann, Sigmar, Taal and Rhya, and Ulric are the most likely to adorn their body in places that are visible, while cultists of Morr, Ranald, Shallya, and Verena prefer to keep theirs hidden from view or have far fewer than normal. Cultists of Myrmidia straddle the middle ground, with some eschewing markings altogether, whilst others cover themselves from head to toe in tattoos, brands, and scars. Tattoo artists can be found in every large city and many smaller towns—some consider this marking an aspect of their faith, and charge nothing for their services or merely the cost of materials.

For many cultists, the act of getting one of these markings is considered a rite of passage by itself (see **Rites of Passage**). Although people can and do get these adornments just because they enjoy both the process and the way they look, many cultists combine receiving a new tattoo, brand, or scar along with a ritual in honour of the Gods.

Branding is a much more intense and barbaric custom, most commonly found in the far north of the Empire. Warriors, soldiers, mercenaries, and particularly cultists of Ulric apply searing hot brands to their arms, legs, or chests, both to permanently mark their body, and to show their bravery and ability to let pain pass through them. Scarification is similar in its level of pain and the dedication required by the person receiving it. Like tattoos, scars created in this

TABLE 3–2: RITUAL MARKING LOCATIONS

Roll	Result
1	Face
2	Leg (1–5) or Legs (6–10)
3	Back
4	Hand (1–5) or Hands (6–10)
5	Chest
6	Arm (1–5) or Arms (6–10)
7	Neck
8	Foot (1–5) or Feet (6–10)
9	Waist
10	Entire body