

The Pilgrim, the Wandering Halfling God

Description: This deity is only known by the name of The Pilgrim, a Halfling with insatiable wanderlust. The deity has a frisky and cheerful disposition with a quick tongue and restless feet. The Pilgrim is known for the embellished tales of his adventures. He wanders the roads and rivers of the Old World, making good on his claim of having been everywhere and seen everything. In myth and legend, the Pilgrim is often the constant companion of the more popular gods, especially Ranald, Rhya, Shallya, and Taal. He is not featured as a figure of bold action and challenge, but more of desperate and clever reaction and improvisation -- a hero of circumstance. In great quests, the Pilgrim is rarely the primary actor, but often a pivotal figure in the final telling. His greatest virtues are his independence and charm, and his excellence as a companion. The Pilgrim knows healing and cookcraft, courtesy and storytelling, and the other skills that make him a welcome guest, even doing whatever work his host needs done.

Alignment: Neutral.

Symbol: The cloak, staff, pipe, and oversized backpack are the common trappings of followers, and a staff, pipe, or spoon is most commonly used by priests as a sacred token. Clerics wear no distinguishing emblems, as there is little formal interest in symbols or clerical dress.

Area of Worship: The Pilgrim is a minor cult that is worshipped in the northern Old World by the few Halflings that make their living travelling on the roads and rivers.

Temples: There are no temples of the Pilgrim, no ecclesiastic hierarchies of priests and doctrines. There are occasional roadside shrines, most of which are part of a larger shrine of Taal or Rhya.

Friends and Enemies: Followers of the Pilgrim are on friendly terms with the entire Halfling pantheon as they are all members of the same divine family. The cult is also friendly with the pantheons of the Dwarfs (particularly Valaya), Elves (partial to Liadriel), and Humans (mostly, those of Ranald the Gambler, Rhya, Shallya, Sigmar, and Taal). Followers of the Pilgrim dislike the enemies of the Halfling race, particularly Goblins and Skaven.

Holy Days: Every day is a Pilgrim cult holiday save one week – Homesickness Week, which is 1-8 Erntezeit, the same week as the “Pie Week” of Esmeralda. During Homesickness Week cultists are supposed to reflect on the family and friends they miss and recite a prayer to Esmeralda for their good health and well-being. If possible, cultists are expected to visit their family and friends during this week. The visiting cultist offers the ritual greeting of: “Blessings to hearth and home for your generous hospitality. Allow me to regale you with a story for permitting me to rest my weary feet.” At the conclusion of such visits in this week, cultists of the Pilgrim use the ritual farewell of: “Thank the sun and moon for the roof that's over your head.”

Saints: The cult of the Pilgrim does not have saints in the tradition sense of the Human cults. Still, the cult does celebrate those whose lives do the Pilgrim honour. One such Halfling was Gundo Furrfooter, who was the companion and chronicler of the Norse explorer (and pirate) Leif Red-Beard. Gundo travelled the length and breadth of the Western Ocean with Leif and his crew

until the death of the Norse at the hands of Elven marines. Gundo then began a career of travelling about the coastal villages of Bretonnia and the Empire telling fanciful tales of his days with Leif Red-Beard: rescuing Elven princesses from Estalian pirates, fighting off fleets of Elven ships, and raiding Arabian ports. Another famous follower of the Pilgrim was Falgo Goldfoot, friend of Damean the Wise, a wizard of renown who travelled throughout the Old World seeking lost magical artefacts whose existence was only known by rumours. Falgo accompanied the good wizard on many of his quests, including the one that proved fatal to the wizard. Some believed that Falgo's embellished tales inadvertently led some Dwarfs to mark Damean as someone who was seeking lost Dwarfen artefacts. This belief led to Damean's death when he crossed the Grey Mountains on the basis of a rumour of a lost Elven magical item from the days of the War of Vengeance.

Cult Requirements: The cult is open to any Halfling who has essentially turned his back on family, friends, home, and hearth, and dedicated himself to the life of the road. The Pilgrim cult is also open to Humans and Elves who make their living travelling from town to town, such as entertainers, minstrels, and troubadours.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of the Pilgrim must abide by the following strictures:

- Never turn down hospitality -- especially food and drink --when it is offered nor abuse that hospitality.
- Always strive to aid and entertain one's hosts and companions.
- Always listen to and remember a tale so that it can later be told with artistic embellishments.
- It is wisdom to appreciate the false tale that ought to be true, that the world might seem a better place.
- It is not necessary to tell the truth all the time; the world is bad enough as it is.
- Never pass by a traveller on the road in need.

Spell Use: Priests of the Pilgrim may use the following spells:

1st level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Fleetfoot, Immunity from Poison; [Clerical-Shallya] Cure Poison; [Petty] Glowing Light, Magic Flame, Magic Alarm, Protection from Rain

2nd level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary; [Clerical-Shallya] Treat Illness

3rd level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura; [Clerical-Shallya] Heal Injury

4th level: [Battle] Aura of Invulnerability, Cure Serious Injury, Drain Magic

In addition, Priests of the Pilgrim may use the following spells:

Heighten Senses

Spell Level: Third

Magic Points: 6

Range: Personal

Duration: Instantaneous

Ingredients: None

This spell improves the senses of sight and hearing of the invoking priest for 10 minutes. This provides the priest with an additional +10 modifier on any **Listen**, **Observe**, and **Search** tests, and is cumulative with such skills as *Acute Hearing* and *Excellent Vision*. In addition, this spell provides the invoking priest with the *Sixth Sense* skill for its duration.

Invisibility

Spell Level: Fourth

Magic Points: 14

Range: Personal

Duration: Instantaneous

Ingredients: A small, clear quartz gemstone

This spell allows the invoking priest to become invisible for ten minutes so they can avoid detection by sight and smell. This spell does not eliminate sounds, but it does lessen the chance of being detected in such a manner (-10 modifier to **Listen** tests by anyone other than the priest). This spell is at its most effective when the priest needs to only stand still while danger passes by.

Sanctify Food

Spell Level: Fourth

Magic Points: 10

Range: 10 yards

Duration: Immediate

Ingredients: A pinch of salt

This spell grants the invoking priests the ability to neutralize any poison, toxins, and deleriants added to any food and drink within an area of effect of 10 feet radius. Additionally, this spell reverses any spoilage and resulting (natural) toxins from the effected food and drink. So healthy does the food and drink become that anyone wounded will recover D3 wounds simply by consuming such food and drink. Should the consumer be suffering from the effects of disease, poison, etc., they will be able to take another **Toughness** test with a +30 modifier to overcome their affliction.

Note: the benefits of the spell occur immediately upon consumption of the food and drink. Any failed test cannot be retaken until another spell is invoked.

Skills: In addition to the skills normally available to them, Initiates and Priests of the Pilgrim may choose two extra skills at each level at normal experience points costs: Blather, Charm, Comedian, Concealment Rural, Heal Wounds, Herb Lore, Identify Plants, Marksmanship, Orientation, Silent Move Rural, Story Telling, Wit

Trials: Trials typically involve journeys and adventures that promise the dire risk of infrequent or interrupted meals. In rare cases, such trials may involve travelling to remote and dangerous regions of the world.

Blessings: Skills favoured by the Pilgrim include Charm, Cook, Story Telling, and Wit. Favoured tests are Bluff, Busk, Gossip, Listen, and Observe. Other blessing might include temporary increases to Intelligence and Fellowship.