

# Cult of the Raven Queen

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After the Dawnchurch, the Cult of the Raven Queen is perhaps the most widespread and respected religious organization on the continent. The Cult performs an important but often invisible function - the care of the dead. It ensures souls are allowed to reach whatever afterlife awaits them and protects against the scourge of undeath. Cultists are often called the Silent; it's occasionally used pejoratively.

Cultists take a vow of silence when they join. They also don dark robes and dual laugh/cry masks - these are flipped to "laugh" when they are interring or caring for the dead, in celebration for the soul's passage beyond this world. In all other situations, they are flipped to "cry."

There are only two ways to lift the vow - leaving the Cult, or ascending to the rank of Speaker. There are no prohibitions against leaving the Cult, and some people come and go many times during their life. Becoming a Speaker is not a function of time or experience; instead they are blessed by the Raven Queen and become clerics. Speakers replace their laugh/cry mask with a raven mask.

There is also a third, hidden, rank within the Cult - the Talon. These are warrior monks that wear completely blank masks, and serve as the Cult's martial arm. In major cities Talons might number in the dozens, but usually there is not more than one or two for a given mausoleum. The average person (including all of Genesis Gambit) has no idea that the Talon exist.



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