

# Cult of Possessed v.1.5.3

## Warband Special Rules

### Blasphemous Pilgrimage

Whenever a warrior with this rule gains a new skill, he may roll on the 'Blessings of the Shadowlord' table instead of picking a skill. (*Henchmen with this rule do not derive any effect from it until they are promoted to heroes.*)

### Buy Mutations (10gc)

Warriors with this rule may buy Mutations from the Mutations skill list at 10gc per Mutation. Any number of Mutations may be bought when the warrior is first hired, as well as between each battle.

### Mutated Monstrosity

Warriors with this rule suffer no penalties for fighting unarmed and *never* use weapons or armour (*not even if a training skill would otherwise allow them to do so – they may use Special Equipment as normal.*)

### Beseech the Shadowlord

Whenever a warrior with this rule takes an enemy *out of action*, add +1 Power Dice to the warband's next spellcasting roll. This ability stacks and is *not* optional. (*I.e. it may add more than one Power Dice to the next spellcasting roll and all such accumulated Power Dice must be used with the warband's next spellcasting roll.*)

### Fanatical

Warriors with this rule are immune to fear and panic and may not leave close combat voluntarily.

### Cloven Hoofs

Warriors with this rule may re-roll failed Jump Down tests.

### Primal Fury

Warriors with this rule *hate* all enemies in the first round of each close combat. (*I.e. all of their close combat attacks have +1 to hit.*)

## Warband Special Rules

### Crazed Rage

Warriors with this rule start with one free Strength skill, chosen by you.

### Fly (8")

Warriors with this rule may *fly* 8" instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

### Unruly

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

## Warband Special Equipment

### Sacrificial Dagger 10gc

**Special Equipment:** Whenever owner takes an enemy *out of action* with a close combat attack, he gains +1 Power Dice. Can only be carried by Wizards.



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# Pilgrimage to the Shadowlord

## Visiting the Shadowlord

Whenever a warrior with the 'Blasphemous Pilgrimage' rule gains a new skill, he may roll 2D6 and consult the following chart instead. Each warrior may visit the Shadowlord as many times as he wishes over the course of a campaign – as long as he has the skill advances to do so.

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### 2: Displeased the Shadowlord

Hero is killed. All weapons, armour, and equipment he was carrying is retained, but any Heirlooms that he had are lost.

### 3-6: Ignored by the Shadowlord

Nothing happens and the skill advance is forfeit.

### 7-8: Entropy or Mutation

Roll a D6: (1) The warrior suffers one roll of 'Multiple Injuries' from the Campaign Injuries chart. (2-6) The warrior gains one Mutation of your choice from the Mutations skill list that he does not have already. *(He may gain this Mutation even if he does not normally have access to Mutation skills.)*

### 9: Magical Artefact

The warrior gains one random Magical Artefact that becomes his personal heirloom. The artefact is always one that the hero is proficient with. Keep re-rolling the result on the Artefacts table until an Artefact that the hero can use is rolled.

### 10: Daemon Weapon

The warrior gains a Daemon Weapon that becomes his personal Heirloom. Roll a D6 to see which one: (1) Club (2) Axe (3) Sword (4) Great Club (5) Great Axe (6) Great Sword. The weapon has all the properties of a normal weapon of its kind, as well as a +1 Strength bonus in *all* rounds of combat.

### 11: Chaos Armour

The warrior becomes proficient with Chaos Armour and gains a suit of Chaos Armour that becomes his personal Heirloom.

- Chaos Armour confers a 4+ armour save, has no Initiative Penalty, and does not prevent Wizards from casting spells.

### 12: Possessed!

The warrior gains all of these:

- The warrior's race becomes Daemon instead of his former race, and he now uses the maximum characteristics of Daemons when determining advances. *(Any characteristic values the warrior had that exceed the maximum profile of Daemons are reduced to the maximum value of Daemons.)*
- Warrior gains +1 Strength, +1 Initiative, +1 Attack and causes *fear*. *(These bonuses may not take him above the racial maximums of Daemons.)*
- Warrior loses the 'Blasphemous Pilgrimage' rule. *(I.e. he can no longer visit the Shadowlord.)*
- Warrior gains access to Combat, Strength, Speed, and Mutation skills and loses access to all other skill lists.
- Warrior gains the 'Mutated Monstrosity' rule. *(But not the 'Buy Mutations' rule.)*

# Possessed Skill Table

	Combat	Shooting	Academic	Strength	Speed	Mutations
Coven Master	V		V		V	
Possessed	V			V	V	V
Magister	(+10gc)		V		V	
Ungor Shaman	(+10gc)		V		V	
Initiate	V	(+10gc)	(+10gc)	(+10gc)	V	V

# Possessed Equipment Lists

<p><b>Coven Master, Ungor Shaman, and Magister</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Sling</p> <p><b>Armour</b> None</p>	<p><b>Initiates and Cultists</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon Spear</p> <p><b>Shooting</b> Sling Bow</p> <p><b>Armour</b> Light Armour Shield</p>	<p><b>Ungors</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon Spear</p> <p><b>Shooting</b> Sling Short Bow Javelins</p> <p><b>Armour</b> Light Armour Shield</p>
<p><b>Gors</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon Morning Star</p> <p><b>Shooting</b> Throwing Axes Javelins</p> <p><b>Armour</b> Light Armour Shield</p>	<p><b>Darksouls</b></p> <p><b>Close Combat</b> Great Weapon Flail</p> <p><b>Shooting</b> Throwing Axes</p> <p><b>Armour</b> Light Armour Heavy Armour</p>	

## HEROES

### 0-1 Coven Master

45gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	4	1	8

#### SPECIAL RULES

Leader (6"), Blasphemous Pilgrimage

Wizard (Chaos Rituals): Starts with 1 spell.

### 0-2 Possessed

45gc to hire

Starting Experience: 14

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	3	-	4	3	3	4	2	8

#### SPECIAL RULES

Cause Fear, Mutated Monstrosities,

Buy Mutations (10gc)

### 0-1 Magister

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

#### SPECIAL RULES

Blasphemous Pilgrimage

Wizard (Shadow, Death or Chaos Rituals): Starts with 1 spell.

### 0-1 Ungor Shaman

30gc to hire

Starting Experience: 6

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs

Wizards (Kin-Magic): Starts with 1 spell.

### 0-3 Initiates

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

#### SPECIAL RULES

Blasphemous Pilgrimage

## HENCHMEN

### Cultists

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

#### SPECIAL RULES

Beseech the Shadowlord, Blasphemous Pilgrimage

### 0-3 Darksouls

30gc to hire

Starting Experience: 8

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	6

#### SPECIAL RULES

Fanatical, Crazy Rage

### 0-3 Ungors

20gc to hire

Starting Experience: 4

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	3	1	5

#### SPECIAL RULES

Cloven Hoofs

### 0-3 Gors

35gc to hire

Starting Experience: 6

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	4	3	3	1	6

#### SPECIAL RULES

Cloven Hoofs, Primal Fury

### 0-3 Harpies

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
3	4	-	3	3	3	5	1	4

#### SPECIAL RULES

Fly (8"), Unruly

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

**v.1.5.3**

Darksouls replace Scaly Skin with Crazy Rage (1 free strength skill).

**v.1.5.2**

Harpies 0-3

Cultists +1 WS, +1 BS, +5gc +4 XP.

Magister can also use Lore of Death

**v.1.5.1**

Fixed typo. Hat tip to Daelnoron.

**v.1.5**

Ungor Shaman cannot use Lore of Beasts.

Mutant hero type: name changed to Initiate since some players found the other name confusing.