

# Cult of Possessed v.2.0

## Warband Special Rules

### Blasphemous Pilgrimage

Whenever a warrior with this rule gains a new skill, he may roll on the 'Pilgrimage to the Shadowlord' chart instead of picking a skill.

- *(Henchmen with this rule do not derive any effect from it until they are promoted to heroes.)*

### Spawn Mutations (10gc)

Warrior may acquire Mutations from the Mutations skill list at 10gc per Mutation. Any number of Mutations may be acquired in this way when the warrior is first hired, as well as between each battle.

### Mutated Monstrosity

Fight Unarmed; Never use Weapons or Armour *(not even if a skill or ability would otherwise allow it, but may use Special Equipment as normal)*.

### Beseech the Shadowlord (4+)

Whenever a warrior with this rule takes an enemy *out of action*, roll a D6: On a roll of 4+, the warband gains +1 Power Dice that may be used by any wizard *(not priest)* in the warband.

### Fanatical

Warrior is immune to fear and panic and may *not* leave close combat voluntarily.

### Cloven Hoofs

Warrior may re-roll failed Jump Down tests.

### Primal Fury

Warrior *hates* all enemies in the first round of each close combat. *(i.e. all of his close combat attacks have +1 to hit.)*

### Murderous Rage

Warriors with this rule may re-roll their first natural 1 'to wound' in each close combat phase *(i.e. also opponent's)*.

## Warband Special Rules

### Shadowcoil

Warrior may attempt any number of spellcasting rolls in each of his Shooting Phases, not just one. He still cannot cast spells the same turn he fired a missile weapon *(or vice versa)*.

### Fly (10")

Warrior may *fly* 10" instead of moving. He *may* use flying moves to move into close combat with enemies, in which case he counts 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.

### Brayherd Skills

Only warriors whose race is Gor or Ungor may choose Brayherd skills as one of their skill lists when promoted to heroes.



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## Warband Special Equipment

### Daemonscale Cloak 10gc

**Suit of Armour:** Prevents wizards from casting spells. May be worn in combination with Light or Heavy Armour.

**Wearer gains 'Scaly Skin (6+)' vs. shooting attacks.**  
(No effect vs. spells or prayers.)

### Sacrificial Dagger 5gc

**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.

### Shadowtangle Familiar 10gc

**Special Equipment:** Enemy wizards within 1" of this warrior suffer -3 to their spellcasting rolls. Being within 1" of multiple Shadowtangle Familiars does *not* stack.

### Chaos Icon 10gc

**Special Equipment:** Wielder cannot *hide* and loses 'Stealth' if he has it.

**Magical Vortex:** In each of your turns, the *first* wizard in your warband who attempts to cast a spell within 12" of this wielder gains +1 to his *first* spellcasting roll that turn. Only the *first* spellcasting roll from the *first* wizard attempting to cast a spell each turn is affected, even if that spellcasting roll fails.

- Does *not* require line of sight and *also* affects wielder himself if he is a wizard.
- Is not active while wielder is *fleeing*.

# 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

Warrior is killed. All weapons, armour and special equipment he was carrying is retained, but any Heirlooms 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) Warrior suffers one roll of 'Multiple Injuries' from the Campaign Injuries chart. (2-6) Warrior gains one Mutation of your choice from the Mutations skill list that he does not already have. *(He may gain this Mutation even if he does not normally have access to Mutation skills.)*

## 9: Magical Artefact

The warrior gains one random Magic Item that becomes his personal Heirloom. The artefact is always one that the hero is proficient with. Keep re-rolling the result on the Magic Items chart until an item 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 +1 Strength 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

**Suit of Heavy Armour:** Is affected by anything that affects Heavy Armour but is a separate proficiency from normal Heavy Armour.

**Armour Save:** 4+

**Initiative Penalty:** Wearer has -1 I throughout the battle. Even if wearer's armour save has been completely Sundered, the penalty still applies.

**Arcane:** Does *not* prevent Wizards from casting spells.

- If warrior also has the 'Metal Skin' Mutation, that Mutation is forfeit.

## 12: Possessed!


The warrior gains all of these:

- Warrior's race becomes Daemon instead of his former race, and he now uses the maximum characteristics of Daemons when determining advances. *(Any characteristics values he had that exceed the maximums 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 roll on this chart.)*
- 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 'Spawn Mutations' rule).*

# Possessed Skill Table

	Combat	Shooting	Academic	Strength	Speed	Mutations	Brayherd
Coven Master	V		V		V	(+5gc)	
Possessed	V			V	V	V	
Magister	(+10gc)		V		V	(+10gc)	
Ungor Shaman	(+10gc)		V		V		V
Initiate	V	(+10gc)	(+5gc)	(+10gc)	V	V	

# Possessed Equipment Lists

Coven Master, Ungor Shaman, and Magister	Initiates and Cultists	Ungors
<p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Sling</p> <p><b>Armour</b> None</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>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> Sling 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> Sling Short Bow Throwing Axes</p> <p><b>Armour</b> Light Armour Heavy Armour Daemonscale Cloak</p>	<div style="text-align: center;">  <p>© Giorgos Magkakis</p> </div>

## 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, Shadowcoil, Wizard (Shadow or 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, Spawn 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, Shadowcoil, Wizard (Shadow 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, Wizard (Shadow, Beasts, or 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

25gc to hire

Starting Experience: 6

Race: Human

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

#### SPECIAL RULES

Beseech the Shadowlord (4+), 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, Murderous Rage, Heirloom: Daemonscale Cloak

### 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: 8

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 (10"), Unruly

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

**v.1.7**

Cultists +1 BS, +2 XP, +5gc.

Corrected Typos.

Darksouls replace +1 S on charge with Murderous Rage.

Darksouls may use Sling.

Ungor Shaman may use Lore of Shadow or Beasts.

Gors +2 XP.

Darksouls +2 XP.

Added Chaos Icon.

Magister gains Unholy Scribe.

**v.1.6.2**

Revamped Beseech the Shadowlord rule.

**v.1.6.1**

Gors may use Slings.

Sacrificial Dagger 5gc.

**v.1.6**

Cultists -1 BS, +1 Ld.

Darksouls Crazy Rage replace free Strength skill with +1 S on charge.

(Thanks to Carlos3)

**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.