

Blasphemous Cults, vol. III

# The Cult of the Possessed



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## Birth of the Cult

In the year of 1999 the whole Empire was in such a shape of decadence and corruption that Sigmar rained his fury on the whole land. Mórrslieb wept before the wrath of the god with heavy tears. One of those tears fell on the greatest nest of sins in the land, Mordheim. The city could not take the judgment and fell to ruin before the might of our Defender.

The clear wrath of Sigmar was not enough to drive the people out of the city however. They had come to love Mordheim in a twisted and unnatural way. Many saw the destruction as a sign that the gods had abandoned them and in their lunacy, turned to worshiping foul and depraved entities.

The Book of Lamentations tells us that in this time from the shattered pieces of Mórrslieb an ancient evil crawled into the city. So ancient was this being that no name existed for it in the languages of man. This terror from the stars was simply known as the Master of the Possessed.

At first it was only the men and women of Mordheim who turned to this shadow of madness but soon the tears of Mórrslieb lured others to the forbidden city. These joined the mad ranks of the former citizens of Mordheim and together, they prayed to the Master. Thus was formed the Cult of the Possessed.

According to folk lore, the men who turned to worshiping this ancient evil used every tool at their disposal to find and gather the Tears for some unknown agenda. As the stories go they had obscene relations with daemons and even summoned these creatures of chaos from otherworldly dimensions to come and inhabit their bodies.

It goes without saying that such debauchery could not be tolerated. Immediately following the Great War against Chaos, Magnus the Pious led his forces to Mordheim and razed the remnants of the once proud city.

There is little mention of the Cult of the Possessed afterwards in the Book of Lamentations or in any other book of history. There seem to be some hinted connections to the cult for the next five centuries but all are vague and hardly believable. Most of them are connected to the northwest coast of Bretonnia; and it is not a secret that Bretonnians are not to be trusted! What we can be sure of is that during these last years the Cult of the Possessed has raised its ugly head again inside the borders of our great nation. The witch-hunters of the Cult of Sigmar have uncovered fragments of information about human-bound daemons that are too common to be a coincidence.

After exorcisms these unfortunates have confessed that they made a willing choice to serve "the Master of the possessed", "He-who-heralds-the-conquerors" or "the One who waits at the doorstep" and so on. Even though so many different names are used, it is beyond a doubt that they all point to a single entity – very likely some greater daemon that lurked in the cursed city of Mordheim before it was absolved.

*So my knowledge the references to the Tear of Mórrslieb seem to indicate pieces of the strange substance known as wyrdstone or wargstone.*

## Organization and Influence

There are only a few clear accounts of the Cult of the Possessed. Still it seems most likely that one of the favored techniques of this chaotic being is the corruption and deterioration of the human mind. Even the most skilled interrogators of the Cult of Sigmar have had little success with these lechers. Those few marginal successes only tell us about the prisoners themselves and never about the cult. Our main sources of information are writings from before the time of Magnus the Pious as much as presumptions and hear-say.

It is suspected that the cult's influence has spread far and wide when at the same time it has been kept a closely guarded secret between a chosen few. Praise to Sigmar can be raised as most information we have about the cult seems to indicate that it is quite militaristic. If the number of possessions and rumors about the cult are to be trusted the cult's main focus seems to be on the northern parts of Empire – and around the former site of Mordheim.

The cult is divided into smaller cells that have a variable number of members, mostly from five to fifteen. These cells are led by an unsanctioned wizard, most likely a demonologist. He is in contact with the rest of the cult and his horrifying lord and performs all sacrilegious rites; including summoning evil spirits and binding them to a human host.

Some years ago the venerable lord Kranich von Fleischer managed to imprison a truly horrible possessed cultist in Carroburg – the fiend had made such a pact with chaos that his flesh not only hosted the daemon but blasphemous sigils of iron and living snakes as well! This monstrosity was beyond exorcism so von Fleischer burned down the house with the thrice cursed sinner still inside.

For an unknown reason, some of the willing subjects of possession are rejected as vessels for whatever abomination the cult summons. Most likely they still have some faith in Sigmar and His light forces the darkness out.

In such cases however, the host suffers tremendously as having the daemon even touch a man's soul steals away his mind. These madmen remain with the cult acting as devout fanatics. During interrogations the captured cultists have called these men and women darksouls – a name that many of our brethren have heard on the lips of the northmen.

In the rural areas of the Empire the cult has even been known to ally with beastmen – though these cases seem to be quite rare. The nature of beastmen is akin to chaos and destruction whereas the cultists use subterfuge and deception to reach their goal – which is considered a sign of weakness by beastmen.

*and I managed to follow them in the cover of darkness. Through crooked alleys and endless stairways they ascended towards the top of Schlaefanstieg hill and I shivered when I noticed that we were getting closer to the imposing Cathedral of Sigmar!*

*Now I make penance for my lack of faith for naturally the cultists avoided the temple of Deus Sigmar and made their way to a small stone building standing next to the petty shrine of Ulric, the Wolf-god.*

*The house had a small bird skull painted black and white on one window board marking the house as the hideous hideout of the Children of Doom – the name these sinners had chosen.*

*I approached the house I could hear their silent chanting from the cellar calling out their daemon 'la' krothogor. I managed to peek inside the cellar through a through a trapdoor left ajar.*

*I saw was enough to drive most people insane.*



It can be argued that the greatest of sinners in this cult are those who have willingly given their body as a vessel for daemons to inhabit. Something so horrible has been conjured inside them that they will go insane almost immediately. As such mental illness and lunacy is held as something of a sacred state to the members of the cult and seems to be more common than the usual appearance of carnal mutations. No sane mind could grasp the ideology and devotion that drives these doomed ones.

There is one recorded case where, under torture, a cultist mentioned a term "Dorcha Toscaire" which can be translated to "Ater Orator" or the Herald of Darkness. It is uncertain whether this Albion term refers to the chaotic entity the cult worships, the leader of the whole cult or just mad ramblings of the accused. Should any further mention be encountered, an immediate briefing to the Cult of Sigmar is mandatory.

### Beastmen

It is commonly known in the ranks of our most holy Order that the beasts of Chaos tend to strengthen the ranks of various cults throughout the land. It is the nature of chaos that draws them to these heretical communities to serve and lead when needed.

The link between the beastmen and Malal is an unclear one. As these beasts mainly serve chaos to cause chaos they usually have no need for direct involvement with any of the Great Four, worshiping them in their own sickening ways whenever needed.

Malal however seems to exist to oppose chaos and even though this might be seen as the most chaotic form of chaos, it usually does not serve the greed of the beasts. There are only a handful of records about these mutants working with the cult namely from Mordeheim and from the beginning of this century when the warherd called Claws of Malal terrorized the Grey Mountains.

### Fimir

The people of Nordland and Wasteland tend to tell horror tales about one-eyed monsters lurking in the great marshes of the North. Some scholars claim that such a race exist, but these "fairy tales" contain not one grain of truth.

# Practices



For those not actively opposing the forces of darkness and destruction it might seem that the Cult of the Possessed is actually helping the Empire. The minions of the Possessed are masters of manipulation and have even been able to convince some late witch hunters that they are only summoning the daemons to oppose chaos. Such acts are naturally so obscene that even considering this should be a punishable by death. This argument is the true weapon of the cult and such ideas should be crushed and rooted out wherever encountered, along with the individuals that spew them.

The notable madness of the cult is one of the things that make tracking them very hard. As they have no clear agenda and work mostly on impulses or "by the commands of the daemons of

mind" infiltrating their ranks has proven futile.

It has been found that the cultists of the Possessed are extremely cautious and trust only a select few. Information of any kind between cults is scarcely transmitted and no messages have ever been intercepted thus far. One can only assume that the cult uses some daemon-ic means to carry their messages or that they have managed to perfect such a code that communication can be sent in plain sight.

*The Carroburg Incident mentioned earlier could not have happened if the venerable Lord von Fleischer hadn't noticed a secret message left on a wanted poster on the crow's post at the local market square. In said poster the culprit's face was drawn in a hurry and his face painted half black half white which seems to convey some secret meaning to the cult.*

## Symbols and Iconography

Since the Cult of the Possessed is not as uniform as most other cults, there have been numerous symbols and icons that can be linked to this chaotic force. Usually these include iconography that deal with the parasitic, cannibalistic and dualistic nature of the cult.

The most common symbol seems to be a black and white pattern, like the skull painted half black and half white, found at a small burned down village that was suspected to harbor a dark soul.

The many names of Be'lakor also serve as his symbols and are used in the dark rituals performed to summon his will to humans. As a chaotic being there is no knowing what the actual name of this force is but the most common names he is known include: One Who Heralds the Conquerors, The Master of the Possessed, The Eater of Chaos, The Imprisoned One, The Lurker on the Threshold, Be'la'krothogor, Be'lakor and Malal.

*For those foolish enough to even consider such blasphemy I warn thee, to pronounce the names of the Lord of Shadows is to summon his will into thy very soul!*

## Motivations and Teachings

It is quite impossible to learn the about the cults inner meaning as most of the cultists dedicated to Be'lakor are either utterly insane or have been tainted by chaos in such a way that anything they say must be doubted. If the records and the testimonies are to be believed, the main motivation of the Cult of the Possessed is to rid the whole world of Chaos. It is this paradoxical idea that seems to hold the cult together.

For servants of Sigmar the mindset of those who have turned from the light cannot be perceived as logical as the destruction of chaos would also mean the destruction of the Lurker on the Threshold. Most captured cultists have assured their captors that they work only to oppose the Great Four that will not be named and have little to gain from corrupting humankind.

*I warn thee, to*

## Goals

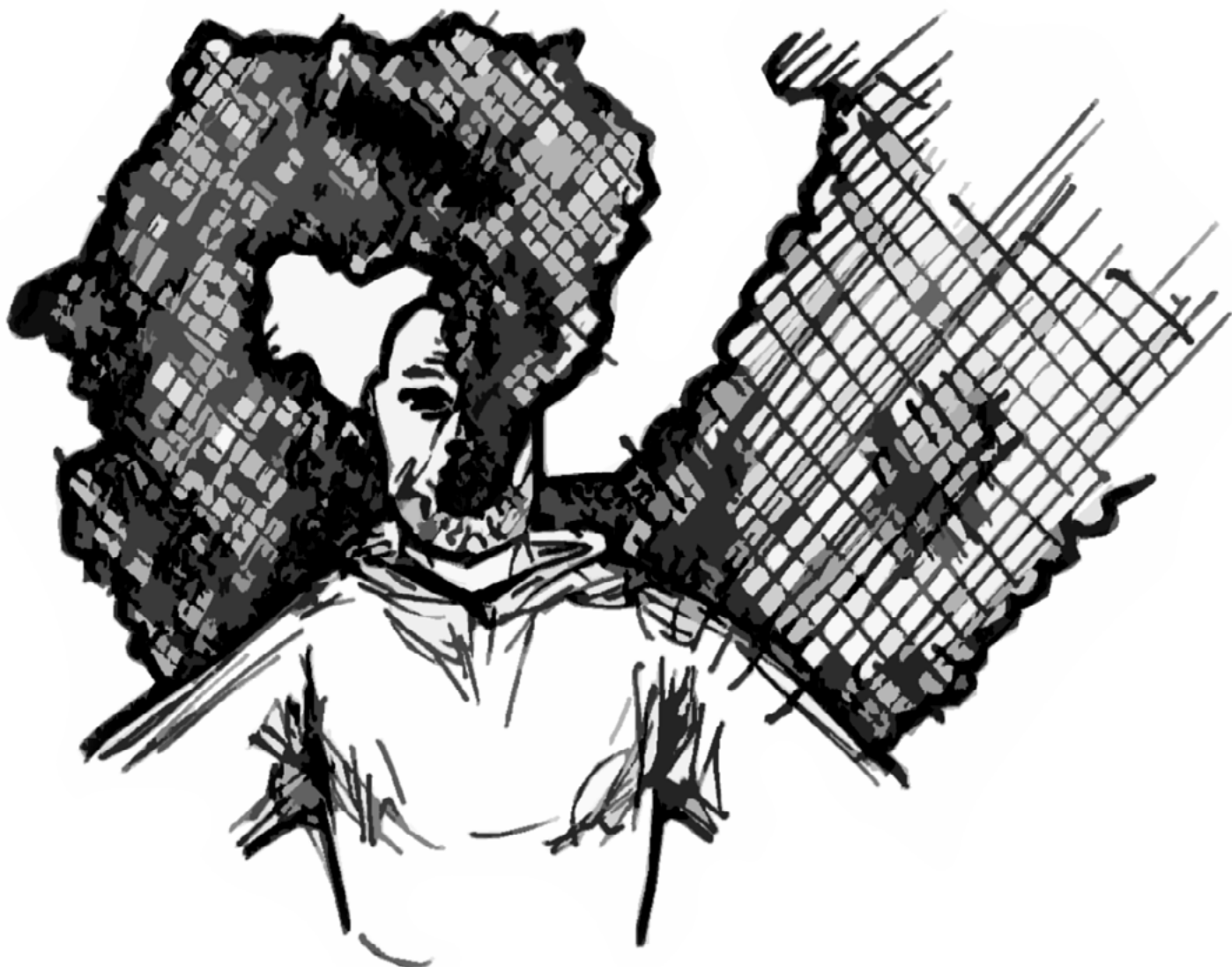
It seems likely that the cult is set on creating enough worship so they can oppose the cults of chaos openly. According to some rumors gained from tortured cultists there is a great army of daemons gathering in the north. Dark-souls and other cultists are constantly trying to increase to power of this "Daemonic Legion" so that it can take war directly to the Chaos Wastes.

This is false information as it is simply impossible for such an army to stay unnoticed. More likely, as with other forbidden cults, their goals are much more sinister and somehow involve the great nation of Empire more directly.

## Fighting the Lunacy

As encounters with the Cult of the Possessed have been rare, no clear guidelines exist on how to challenge them. Having strong faith in Sigmar should be your first weapon against these servants of utter chaos, purging fire and exorcism a close second. There has been some indication that prayers to Shallya could work against these doomed ones as well. The corrupted wretches might recall the words of sanity.

In some cases common folk have been using thornapple to avert the "eye of the lord of shadows" but as this is known also by the name of Khaine's trumpet and it would be foolish to trust in such superstitions. Other folk remedies include averting the light of the moons, bloodletting, hanging fennel over doorways, carrying buttercups in a bag worn around the neck, carrying parchments with words of Shallya written on them etc.





*Warning!*

*For Grand Masters' eyes only!*



*On the following pages can be found such malevolent thoughts and mind bending schemes of Chaos that all who are not baptised as Grand Masters of the Order should avert their eyes from it.*

# The History of the Cult of the Possessed

## The Coming of Chaos

He Who Heralds the Conquerors is a renegade chaos god. Aeons of abuse, imprisonment and torture by the Great Four have turned him into an insane force bent on their destruction. Referred to by his cultists as Malal or Be'lakor (which together form the most used mantra of the cult: "Malal Malal Be'lakor") this creature is actually an immensely old (and possibly the first) daemon prince.

As the Lurker on the threshold, Malal was the first daemon to cross into the material world when the Northern Gate collapsed. This created a portal to the Chaos Wastes, and after him legions of daemons followed. He conquered many lands and eventually rose to be seen as a rival to the Four Great gods of Chaos. This pleased him and he encouraged the men to worship him, feeling that their belief was quite literally making him stronger.

But Tzeentch saw the arrogance and pride of Malal - some could argue Tzeentch actually saw a future where Malal reigned - and cursed him. Malal lost his physical form and was cast out from the realm of men.

## The Prisoner

When the great gates at the poles of the world were destroyed, from them the Chaos Moon, Mórrslieb, was formed. It became the symbol of death and chaos for all living things. The Will that once was the daemon Malal was so great that even the gods of Chaos were not able to extinguish it and so they bound it to the great prison of Mórrslieb.

Without a form, Malal existed for millennia only to be given form in mockery when a new champion of Chaos was to be crowned as a destroyer of mankind. Such was the price of his treason and arrogance that the Four Gods of Chaos wanted to see the usurper suffer, forced to do their bidding over and over again. Being

made to crown those who took his place and denied his revenge gradually drove Malal insane.

## The Master of Pits

In his eternal prison Malal was only able to contact the minds of a few lunatics and madmen whose minds were weak enough to be easily influenced. These wretches, together with those daemons who were still loyal to their master, spread the faith in the Master of the Possessed throughout the Old World. For Malal knew the faith and worship of men was a force most powerful, able to birth even gods! It is the faith of these Doomed Ones that allowed Malal to escape the clutches of Tzeentch, if only for a while.

First of these times was when the great meteor struck down the dreaded city of Mordheim. The people of Mordheim were at the height of their debauchery and a great number of them had turned to consorting with daemons. They had been lured into summoning the Lurker at the Threshold and in an ecstatic ritual of enormous magnitude they succeeded. Sending their will, faith and magic through space and time, they reached Mórrslieb managing to pull a piece of it free.

The meteor was such a large amount of raw magic that Malal was able to summon his will to it and possess it. It cannot be known for sure but it seems most likely that Malal was trying to use it to travel to the Old World to possess another, stronger form in flesh. As the meteor struck the ground, it shattered in a thousand pieces, as did Malal's will. The already insane daemon was left with only fragments of his mind as he grew to be a part of the city itself.

The presence of his will in the city was enough to summon a large quantity of feeble-minded men and women to Mordheim and by the power of wyrdstone, they summoned various daemons and pledged service to the Mad



Prince. They tried to piece the meteor back together to free the Lord of Shadows Be'lakor but their effort proved useless, when the wyrdstone shards were stolen and carried all around the lands of men and the city raised and leveled by the attack of Magnus the Pious. With his cultists hunted down one coven at a time, Be'lakor's power faded, and finally he was drawn back to his prison.

## The Dark Master

Ever searching for a crack in his prison Be'lakor eventually found such a chink after more than five hundred years when the mists of Albion faded. He was drawn to the island by its magic and furiously tried to harness enough of its power to break his chains. But the Great Four took notice of his struggle too soon and forced him to crown another champion of chaos, again loosening his grip on reality.

Malal's effort was not wholly in vain however, as he had managed enough time and power to summon those few followers to the island, who had worshiped him since Mordheim. They were seduced by his dark powers, giving rise to Malal's new emissaries. They were sent into Bretonnia and Empire to prepare their master's final escape.

## The Shadow Lord

The men of the Empire say that the victory of Fauschlag was of their own doing, but with Be'lakor freed from his prison, it is almost a given that he had his share in the victory. After all the outcome of a single war would mean nothing to Malal if he achieved his freedom. Commanding an army of possessed would have proven his existence to Teclis. And having such a powerful mind believe in him, meant that Be'lakor's power could only rise.

It is in the dark shadows of the Old World that the cultists of Malal gather. Though their numbers are few, it is their devotion in their

mad, renegade god that counts. They worship Malal as the savior of mankind from the clutches of chaos and do so willingly, ready to service their bodies as hosts to daemons to rid the world from the taint of Chaos.

## The Great Storm in the North

After the mists of Albion were restored, the existence of Be'lakor was plain to witch hunters in the Empire, and they began to hunt down these doomed ones. Little did they know that Be'lakor had faded from the world of men and was cast back to his prison in the skies to be used as a puppet and plaything to crown a new champion of Chaos.

This was not for a long time though as the Great Four had the need of He-Who-Heralds-the-Conquerors to crown their new champion. Some say Be'lakor was finally set free from his prison after crowning Archaon - who was to be the ever-chosen of Chaos. It is more likely however that Be'lakor used the power he gained from Mordheim and Albion to free himself.

Assuming that Be'lakor would take a true and stable form after aeons of insanity would be foolish at the very least. Rumors speak of an avatar of Be'lakor walking the earth as his image much like Orion, who is the avatar of Kurnous in the Asrai pantheon.

It is an undeniable fact though that a being worshipped as Be'lakor lead an army of lunatics and fanatics to the Great War. The spirit of Malal was a part of the army itself and in a way every man and woman in that army was possessed with his essence as well as the essence of his damned legions.

For men of the Empire to encounter such a host would seem like an incursion of daemons indeed. This is what the Grand Theogonist Volkmar the Grim worried about, when he rode to oppose this daemoniac host. Some say that

Volkmar fell in battle and was brought back by the power of Be'lakor. Some claim that he was not killed at all. If he was brought from the brink of death, it is highly unlikely that Be'lakor would have done so without a price.

There is little known about what came of the army of Be'lakor after the war. The official story tells of the High Elf mage Teclis, facing the hordes of daemons and sending them back to the Realm of Chaos. If this is true it would mean that Be'lakor too was cast back again by a mere mortal – for even Elves are mortal in the eyes of the gods.

It is likely that Be'lakor was in such a weakened state that if his army really encountered Teclis, he would have not had the power to counter the arch mage's exorcism which could have caused his armies to lose their daemonic aspect. The outcome of the war is well known and no army of daemons ever reached the Empire. The northmen may whisper about the lunatics in their wilderness gathering like beastmen but that is surely only their problem.

## Relation to other Cults

As an opposing force to the principal gods of Chaos, Malal is always in conflict with them. His cultists carry out his mission to rid the world of the Enemy Within by either hunting down cults dedicated to chaos or influencing the powers-that-be behind the scenes.

Of the great four Tzeentch is the greatest opponent of Malal as it was he who trapped Malal aeons ago. It could argued that this zeal to oppose Tzeentch serves only to further the plans of the Great Architect as the cult of the possessed tracks down and slays the cultists not clever enough to fabricate adequate cover for their work.

Khorne on the other hand has been known to ally his forces with Malal on some rare occasions, mostly when opposing Tzeentch is the main concern of both powers. The Cult of the Possessed has a simple militaristic

structure and ideology that pleases Khorne enough to encourage the doomed ones to fight alongside with his cultists. However, this could be only to lure them away from Malal.

Slaanesh and Nurgle are chaotic powers and as such opposed by the cultists of Malal but there have been cases where Malal has disguised himself as either, in order to weaken their influence in certain areas.\*

As the Cult of the Possessed has been gathering warpstone since the destruction of Mordeheim (believing that gathering enough of this magical substance will free their master) the cult has had some encounters with the Skaven. The followers of the Horned Rat have been known to barter with the doomed ones but most of the time their relations are hostile.

\* In WFRP Nurgle is sometimes connected to necromancers and undead. I believe that in these cases Malal has betrayed the worshippers of Nurgle as it would seem odd that the Great Grandfather would accept the state of absolute static existence that the undead represent.

# The Keepers of Faith

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## Wilhelm Steinberg

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Before encountering Blind Jasper, Wilhelm was a pure hearted witch hunter and a true servant of Sigmar. But the visions of chaos he tortured out of the blind beggar were enough to turn his head. He realized that even by following the rule of Grand Theogonist Johann Esmer, Wilhelm could not purge the whole world of chaos. And the daemon in Jasper sensed his doubt.

In the dark dungeons of Altdorf, Wilhelm Steinberg pledged his life to opposing chaos – but this time with the power of Malal. Steinberg already had a band of devout followers consisting of templar, flagellants and other men of the faith. To them he explained his visions of slaying those who opposed Steinberg as servants of darkness.

Ever since the War, Steinberg has been the hammer of Sigmar in service of a much darker lord. He has burnt more cultists, mutants and witches than anyone can count, yet his delirious mind relentlessly seeks the next poor soul to be purified. It could be that he sees the monster he has become and tries to save his soul by taking others to judgment before him. Or it could be that he truly still believes in the work he is doing, physical form and was cast out from the realm of men.

## Arawn Adharc Ri

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Arawn the Horned King is a dark emissary from the Isle of Albion that came into Old World centuries ago. As the herald of Malal, he is a master of the shadows and rarely seen or even heard of. Those that tell tales describe him as a tall man dressed in a red cape and wearing an antlered skull mask.

According to the legends he comes to aid the rulers of men when their need is most dire. He offers them a pact of blood and serves them in the battle against the forces of darkness before abandoning them at a crucial point.

To some the Crimson King is a thing of utter lunacy and not a man at all. As such he is known to be only vulnerable to his true name. This would seem to indicate that he is a daemon but more likely he is a powerful sorcerer who struck a pact with Malal.

## Zonder Broek

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An inmate in a Shallyan monastery, Zonder was once a proud student of the Altdorf University. As a fourth son of a minor Marienburger noble, he had no real hope for a bright future and so dedicated his life to science. His peers remembered him as a keen student of the hidden truths about passing through the fabric of reality.

It is supposed that in his frantic study of ancient philosophy and zoology, Zonder dug too deep and found some forbidden tomes in the University's library.

Zonder actually did find some texts that he was not supposed to in the library. When he contacted the clerk working there and told him about his find, Zonder was soon tempted into a secret society of noble scholars. These like-minded young men and women came from similar background as Broek and provided him an excuse to dabble in the dark powers.

On a dark night, the group gathered in the library and tried a single summoning spell that was supposed to conjure a small elemental. What heeded the call no sane man can tell. The next morning the library workers found the students dead of horror, with Broek gibbering in their midst. He was explaining to his hand that it should not be a door handle and that such things were better left to those with a burning candle.

As neither the priest of Sigmar nor the wizard summoned to investigate the event, could tell what had happened, Broek was imprisoned for further questioning (which naturally has been forgotten). Now this poor young man sits in the dark waiting for the daemon who tried to possess him to return.



## How to use the Cult of the Possessed



The cult is written as a way to add more shades of gray to the Warhammer world. Malal/Be'lakor is a forgotten, Lovecraftian god who is more or less beyond good and evil. Mankind is only a tool for him to get revenge on the gods of chaos for imprisoning him.

His themes are insanity and the gain of power which should both be quite familiar for adventurers in Old World. This cult is more than an average sacrificial cult and should be used to show the characters that they are not the only ones opposing chaos. The cult could serve as a warning not to take the easiest road to victory or it could as easily turn out as the only way left to fight the darkness.

The cult is about daemonic possessions, a different kind of enemy within. Mutants are still the same person that they were before receiving their gifts and most of them made their choice freely. Possessed men and women should present a new kind of dilemma as they might still see the light of Sigmar if freed from their tormentors.

The plans and actions of the cult depend highly on the time the campaign takes place. If it happens prior to Storm of Chaos (or if the Storm is not even going to happen), the cultists are most likely gathering warpstone to be used to create more possessed. They might also be gathering their forces as Be'lakor would have foretold them about the coming of a great war against chaos.

If the Storm is already in the past, Be'lakor is relatively free, but still shackled outside the material world, seeking a way in. In this past-war setting there is a strict cult order, but raving fanatics all over the Old World might be trying to summon their god to finish the work that was started.

As a cult of insane and self-destructive behavior, the goals and plans of the Cult of the Possessed should never be clear. Having the players suspect something and then doing the exact opposite is a good way to confuse them until they wise up to this kind of behavior. At this point, you should naturally have them act as expected.

# Adventure Hooks



## The Simulacrum

The Cult of the Possessed is gathering warpstone and building an unholy Simulacrum for Be'lakor to manifest in. Should they finish their work, Be'lakor would be able to possess the magical golem and wage war against chaos.

## The Proposition

The party encounters a daemon that promises them power in their fight against chaos. He is quite convincing and truly wants to see the destruction of a certain Tzeenchi-an cult. He however forgets to mention that with the great power comes great insanity.

## Hammer of Sigmar

The characters are on the trail of a cult hiding in a small mountain village when they meet with Wilhelm Steinberg and his retinue. Wilhelm gladly welcomes the company of other soldiers of light but soon the characters will notice that even for a witch hunter Steinberg is quite insane, brutal and driven. And when he butchers the whole village without a question the characters may well begin to doubt who the real evil here is.

## Cursed Ruins

Having been hired by a strange but wealthy patron, the party is closing in on the cursed ruins of the city of Mordheim. Each day they draw nearer, their patron begins to act more and more irrational, even insane. What is he searching and why has the party been followed since leaving Talabheim?

## The Gathering Storm

While meeting with a local ruler the characters hear rumors about strange beasts and monsters that have been spotted around the country-side. Such monsters have not been seen in ages and most men have thought them to be nothing but myths.

The Ruler however is interested about these horrible creatures and soon the characters will learn that he has an unsolved dispute with a neighboring ruler.

When a figure wrapped in a red cape enters the castle and promises the ruler the control over these beast the characters have to choose their side in the coming conflict.

## Legacy of the Living Banner

It is a well-known legend of war that Grand Theogonist Volkmar the Grim was slain by the forces of Be'lakor in the North. The same legend tells that Volkmar was able to break free from the spells of the Shadow Lord causing great harm that allowed the high elf Tec-lis to banish Be'lakor and his daemonic host from the realm of men. This is the legend.

But what really happened on the frozen tundra of Troll County? Volkmar recovered his position at the head of the Cult of Sigmar and they have been hunting the followers of chaos ever since with a fury greater than before. Could it be possible that Be'lakor really let Volkmar escape and allowed a mere wizard to cast him down?

Or were these events part of the renegade god's plan? It is rumored that Tec-lis left a small group of his best fighters in the North. Why do they still keep guard there and why has Tec-lis himself not spoken of these events since?

## Final Words

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To facilitate the use of this supplement with all editions of WFRP, all statistics have been dropped as it should not be too difficult to use any cultist, witch hunter or daemon as is.

There is no list of preferred mutations as Malal has no interest in given them to his followers generally. On the rare occasion where a mutation IS granted, it will be chosen by him (or the Game Master) to suit his follower's need.

The gifts of the Dark Master are gifts of the mind and it should be more likely for a character corrupted by Malal to develop mental insanity rather than physical mutation.

The possessions should be as portrayed as in movies and TV-shows – violent events where the host has no control over his body and the daemon just rides it as it pleases. They should be horrible and rare encounters though and have a touch of anti-chaotic air on them.

As Malal and Be'lakor are not canonically the same being, this document makes several assumptions and simplifies matters. GMs are advised to treat the cult as they like.

If the idea of a fifth Chaos God who worked his way up to this status, sounds too absurd to you, it could even turn out that the whole cult is one of the many ploys of Tzeentch.

## Sources and Additional Reading

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### **Mordheim Corebook**

**Hordes of Chaos** – 6th edition

**Shadows over Albion** – Warhammer Fantasy Battle Campaign

**The Storm of Chaos** – Warhammer Fantasy Battle Campaign

**Storm of Magic** – Warhammer Fantasy Battle Supplement

**Darkness Rising** – Black Library

**The Witch Hunter's Handbook** – Black Library

**Chaos Marauders** – Card game

**Warhammer Fantasy Roleplay** – 1st edition

**Tome of Corruption** – 2nd edition

**Warpstone** #12, #25

<http://whfb.lexicanum.com>

<http://malal-lives.webs.com/>

## Contact Information

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