

# Warhammer: The Dark Ages

## **The Cult Of Possession**

AKA: The Cult Of The Possessed, The Possesses, The Dark Father's Chosen

The Cult Of Possession was founded in the ruins of Mordheim in the opening years of the 21<sup>st</sup> century. It's deranged adherents, believing that the time of the world of man was ending, gave themselves over to the world's new masters; the daemons of the Shadowlord. The powers of the cult came directly from the presence of the Shadowlord, and hence its' adherents lived exclusively in and around the ruins of Mordheim. The cult died out almost exclusively when Mordheim was razed by Magnus, joining with the remnants of the Cult Of Shadows.

### Ideology

"Father Shadow is our master. We would serve him utterly. Servitude to him is our aim. Slavery is the ultimate servitude. And thus we make ourselves slaves to his agents. Doubt not the power given to such slaves, for even the lowest can rise to power..."

- Magister Holment, leader of the 'Children Of Night' Possessed warband, circa 2025IC

The Cult Of Possession give themselves over to slavery by the daemons of the Shadowlord. Through these Possessed, he grants them powers to move in the world, where they gather the fragments of his cage to return him to full power.

To the cultists, only total obedience, and hence slavery, to the most powerful of their number, is accepted. Their quest is nothing short of the elevation of the Shadowlord to full godhood, although many do not find out the truth until much later. This power lust often would pit the Shadowlord into conflict with Slaanesh, but fortunately the latter is unable to directly harm the former. This has not stopped several Slaaneshi cults working to bring down the Possessed cults. In practice, the Slaaneshies often become unwitting slaves of the cult...

### Methodology

In general terms, the Possessed cults' tactics are brutal and direct, showing no subtlety or guile. In the lawless streets of Mordheim, no one directly opposes their presence, and they worship Chaos openly.

The cult gains new adherents all the time as the supposed end of days approaches. The most obedient of these is then chosen next for possession.

## **The Cult Of Shadows**

AKA: Children Of The Shadow, The Dark One's Servants

The Shadow Cult is more conventional, if such a descriptor can truly be ascribed to a Chaos Cult. They move in secret, slowly inducting the unsuspecting into their number, their true motives hidden until it is too late.

The cult is spread throughout the cities of the Old World, it's insidious lies eating at the already corrupt social orders therein. Promotion within the cult is given only to those whose obedience is total & unquestioning. With each passing promotion, the deeds expected of the initiate become more and more extreme if promotions to be gained.

Failure to obey at any level leads to punishment. This can vary, from revocation of privileges at the lowest levels, up to having one's soul stolen, and body handed over to Possessed Cultists at the highest levels.

### Ideology & Methodology

The cult seeks to work it's way into a position where it can enact social change. It seeks to bring about an extreme form of feudalism and martial law, where all will be slaves to someone through the power they wield. They bring about social disorder to allow their agents in powers to introduce legislation to take freedom away from the masses.

They have links with the Cults of the Possessed, and the Cult Of Slavery, where they can 'dispose' of trouble makers.

### **The Cult Of Slavery**

AKA: The Bound Ones, Slaves Of Shadow

The Cult Of Slavery began near Mordheim in the early 21<sup>st</sup> century. An unidentified slave being transported south received chaotic visions. From that day forth, he evangelised to his fellows, that their true way was to follow a higher power...

#### **Ideology & Methodology**

The Slave Cult is composed entirely of slaves. In the dark ages, slavery went unchecked and work gangs of convicts, the poor and destitute, and unwanted rivals, were common. Within the Slave cults, all slaves have their own rank, and are subservient to all those above them. New initiates are typically predated upon by the higher echelons, and rape and torture are common occurrences.

All cultists are subservient in totality to their masters, and thus the Slavers encouraged the cultists, giving better quarters to those who joined.

#### **Relationships between the cults**

The Shadow Cults traditionally, kept contact with the other cults to aid in their disposal of unwanted political enemies. They see the others as tools to be used to further their nefarious schemes.

The Possessed Cults kept themselves mostly isolated but gained occasional recruit/victim from the other cults, on whom they look down on as being impure in faith.

The Slave Cults had little power, and also little contact with the outside world. At least, that's what they thought, being unable to tell if they were being manipulated by their masters...

#### **Using the cults**

Possessed cults will normally only be encountered in campaigns that pass through or very near to Mordheim itself. They are an unsubtle foe, but might present an obstacle. Perhaps they have an artefact the PCs need, or maybe a sacrificial victim that needs to be rescued. It is perhaps wise to keep any Possessed 'Warband' strong in numbers, forcing the PCs to actually deal with them, rather than just fighting it out.

Shadow cults are more insidious, and any scenario involving them would be seen to be the plot of a very subtle Chaos Cult. They might be hired by an incognito cultist, to do an incriminating job, and offered protection for loyal service. Perhaps a cultist might betray the cult, and come to the PCs asking for help. Or perhaps local social reforms will threaten the PCs' livelihood.

Slave Cults should be mostly a background element, unless the PCs become slaves for some reason. Being in a slave gang with cultists will be a fight to retain one's health, life, and perhaps, soul.

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