

Cultists in the Dark

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Acolytes of a forgotten god

You heard the secret voice calling in the darkness. You obeyed. You are its instrument—and the world shall bow before its glory, or burn.

When you play a Cult, you earn xp when you advance the agenda of your deity or embody its precepts in action. Instead of hunting grounds, you have **sacred sites** that you use for your operations.

DEITY : TBD, but it is Monstrous and Transcendent

STARTING UPGRADES : **Training**: Resolve. **Cohort**: Gang, type Adepts (Scholars, tinkerers, occultists, and chemists.)

ADDITIONAL UPGRADES : **Ritual Sanctum** in Lair: This counts as a sacred and arcane workshop for occult practices and rituals. **Quality**: Documents, Each upgrade improves the quality rating of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items.

SACRED SITES : TBD



CONTACTS : [Mateas Kline](#), a noble

The Crew

Members of the Cult that aren't PCs:

Cohort

1. Adept (tier 0, quality 0)
2. Adept (tier 0, quality 0)

Instructors

1. Resolve (tier 0, quality 3)

The Characters

The NPCs

- [Mateas Kline](#), a noble (crew contact)
- **Friends**

- [Flint](#), a spirit trafficker ([Ink](#))
- [Roslyn Kellis](#), a noble ([Cricket](#))
- [Mercy](#), a cold killer ([Brick](#))
- [Stazia](#), an apothecary ()
- [Bryl](#), a drug dealer ()

• **Rivals**

- [Nyryx](#), a possessor ghost ([Ink](#))
- [Darmot](#), a bluecoat ([Cricket](#))
- [Marlane](#), a pugilist ([Brick](#))
- [Malista](#), a priestess ()
- [Harker](#), a jail-bird ()

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