

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.

Circle of the Void

DEITY : TBD, The Void Sea, it is Monstrous and Transcendent, only ever glimpsed in minor manifestations of its vastness

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 : Consecration, a canal area



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

Faction that like Mateas : The Foundation

Faction that dislikes Mateas : The Church of the Ecstasy of the Flesh

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

- **Eye of the Void¹⁾**
 - She/her [Myriawhoel "Ink" Kahllimna](#), a whisper
- **Shadow of the Void²⁾**
 - Cricket [Arvus "Cricket" Keel](#), a lurk
- **Heart of the Void³⁾**
 - He/him [Asmoden "Brick" Hellyers](#), a cutter
- **Blood of the Void⁴⁾**
 - He/him [Nailer "Handel" Gia](#), a leech
- **Mouth of the Void⁵⁾**
 - She/her [Nashala "Knocker" Nah'Jan](#), a slide

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 ([Handel](#))
 - [Bryl](#), a drug dealer ([Knocker](#))
- **Rivals**
 - [Nyryx](#), a possessor ghost ([Ink](#))
 - [Darmot](#), a bluecoat ([Cricket](#))
 - [Marlane](#), a pugilist ([Brick](#))
 - [Malista](#), a priestess of a rival cult, the Docks ([Handel](#))
 - [Harker](#), a jail-bird ([Knocker](#))
- **Vice Purveyors**
 - [Ojak](#), a Tycherosi rooftop market vendor, Silkshore. ([Ink](#))
 - [Avrick](#), a powder dealer, Barrowcleft. ([Cricket](#))
 - [Grist](#), a Skovlan boxer, the Docks ([Brick](#))
 - [Malista](#), a priestess of a rival cult, the Docks ([Handel](#))
 - [Serg](#), a bluecoat, Charterhall ([Knocker](#))

The Factions

- **The Circle of Flame⁶⁾** (iii): +2 (paid 2 coin to have part of their turf as a sacred site of some sort)

- **The Foundation**⁷⁾ (iv): +1 (friends of Mateas)
- **The Church of the Ecstasy of the Flesh**⁸⁾ (iv): -1 (enemies of Mateas)

1)

Finn

2)

August

3)

Doug

4)

Michael

5)

Rowan

6)

The Circle of Flame (iii): A secret society of antiquarians and scholars; cover for extortion, graft, vice, and murder.

7)

The Foundation (iv): The powerful ancient order of architects and builders. Many of their enemies have disappeared behind the brick and mortar of Doskvol.

8)

The Church of the Ecstasy of the Flesh (iv): The “state religion,” if there is such a thing. They honor the life of the body and abhor the corrupted spirit world. Essentially a secret society.

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