

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 Foundation⁷⁾** (iv): +1 (friends of Mateas)

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

The Scores

These are Score notes - not all notes were used and many were changed ad hoc as needed.

1. [Echoes of the Spark](#)
2. [Echoes Beneath the Tide](#)
3. [The Butcher's Bill](#)
4. [The Forgotten Depth](#) (a mandatory job from The Circle of Flame)

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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