

# 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, tinkers, 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

- [Myriawhoel "Ink" Kahllimna](#), a whisper
- [Arvus "Cricket" Keel](#), a lurk
- [Asmoden "Brick" Hellyers](#), a cutter

## 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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