

# 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](#)

## 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](#)

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