

Cultists in the Dark

Go back to [Blades in the Dark](#)

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](#)

From:
<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:
https://www.curufea.com/doku.php?id=roleplaying:bitd:cultists_in_the_dark&rev=1747021035

Last update: **2025/05/11 20:37**

