

# 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](#), a noble (crew contact)
- **Friends**

- [Flint](#), a spirit trafficker ([Ink](#))
- [Roslyn Kellis](#), a noble ([Cricket](#))
- **Rivals**
  - [Nyryx](#), a possessor ghost ([Ink](#))
  - [Darmot](#), a bluecoat ([Cricket](#))

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

Permanent link:  
[https://www.curufea.com/doku.php?id=roleplaying:bitd:cultists\\_in\\_the\\_dark&rev=1747027136](https://www.curufea.com/doku.php?id=roleplaying:bitd:cultists_in_the_dark&rev=1747027136)

Last update: **2025/05/11 22:18**

