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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

- 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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