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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.

# Circle of the Void

**DEITY**: TBD, The Void Sea, it is Monstrous and Transcendent, only ever glimpsed in minor manifestations of its vastness

#### **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: Consecration, a canal area

**CONTACTS**: Mateas Kline, a noble

Faction that like Mateas : The Foundation

Faction that dislikes Mateas: The Church of the Ecstasy of the Flesh

# **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

- Eye of the Void1)
  - She/her Myriawhoel "Ink" Kahllimna, a whisper
- Shadow of the Void<sup>2)</sup>
  - Cricket Arvus "Cricket" Keel, a lurk
- Heart of the Void<sup>3)</sup>
  - o He/him Asmoden "Brick" Hellyers, a cutter
- Blood of the Void<sup>4)</sup>
  - o He/him Nailer "Handel" Gia, a leech
- Mouth of the Void<sup>5)</sup>
  - o She/her Nashala "Knocker" Nah'Jan, a slide

# 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 (Handel)
  - Bryl, a drug dealer (Knocker)
- Rivals
  - Nyryx, a possessor ghost (Ink)
  - Darmot, a bluecoat (Cricket)
  - Marlane, a pugilist (Brick)
  - Malista, a priestess of a rival cult, the Docks (Handel)
  - Harker, a jail-bird (Knocker)
- Vice Purveyors
  - Ojak, a Tycherosi rooftop market vendor, Silkshore. (Ink)
  - Avrick, a powder dealer, Barrowcleft. (Cricket)
  - Grist, a Skovlan boxer, the Docks (Brick)
  - Malista, a priestess of a rival cult, the Docks (Handel)
  - Serg, a bluecoat, Charterhall (Knocker)

# The Factions

• The Circle of Flame<sup>6)</sup> (iii): +2 (paid 2 coin to have part of their turf as a sacred site of some sort)

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- The Foundation<sup>7)</sup> (iv): +1 (friends of Mateas)
- The Church of the Ecstasy of the Flesh<sup>8)</sup> (iv): -1 (enemies of Mateas)

Finn

August

Doug

Michael

Rowan

The Circle of Flame (iii): A secret society of antiquarians and scholars; cover for extortion, graft, vice, and murder.

The Foundation (iv): The powerful ancient order of architects and builders. Many of their enemies have disappeared behind the brick and mortar of Doskvol.

The Church of the Ecstasy of the Flesh (iv): The "state religion," if there is such a thing. They honor the life of the body and abhor the corrupted spirit world. Essentially a secret society.

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