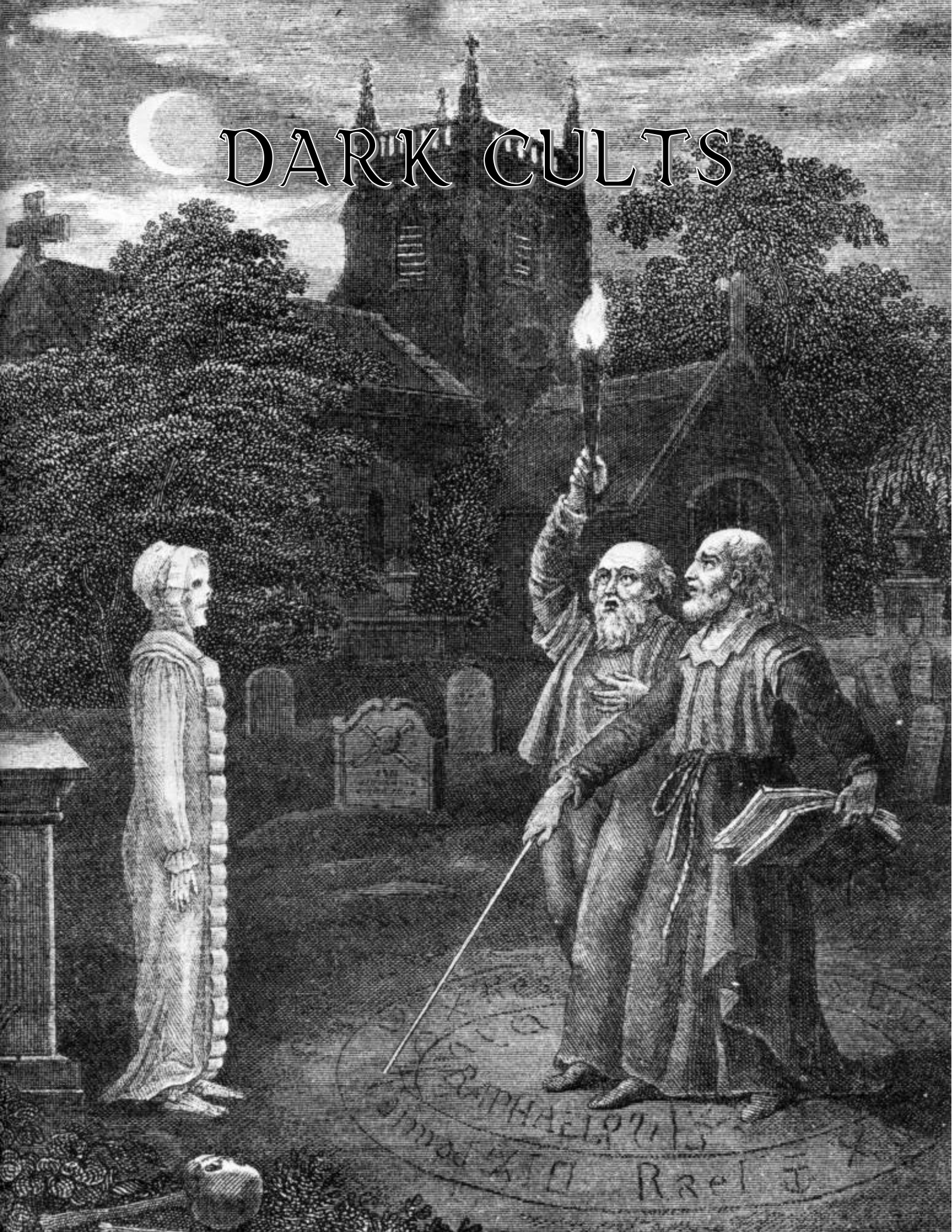


DARK CULTS



A shadowy cabal of ne'er-do-wells, mysterious in their purpose, yet deadly in their intent.

Roll a 1d6 to determine their **GOAL**

1. ESOTERIC KNOWLEDGE. The power beyond the mortal realm shall make them gods. They seek tomes of antiquity and artifacts from fell eras.
2. DOMINION. The leaders of the corrupt nations must heed their wisdom. For what is better than to rule over those that must obey.
3. APOCALYPSE. The current world is a disease. It must be scourged from existence.
4. PLEASURE. We exist to enjoy the world. Let it fall, let it tremble in death, for we will sip our cups of summer wine and bask in leisure.
5. REJECTION. Something in this world is false. Time, death, war, peace. There are somethings that humanity would be better off without.
6. THE GREAT BEYOND. There is something out there, out of mortal ken. The power is absolute, and we are but the first to follow.

Roll a 1d6 to determine their **LEADER**

1. THE SHADOW. Unknown, apart from their words. Orders come from a trusted lieutenant. Who and what they are lies in mystery.
2. THE PRIEST. A teacher and spiritual healer, who comes to their flock like a shepherd. Through them, promises of salvation ring triumphant.
3. THE ORGANIZATION. Not one, but many, united in a desire stronger than blood. While many may speak, they are of one voice.
4. THE LEADER. Clad in blood and glory are they that lead from the front, and this one does. Their example strengthens others.
5. THE LOST. Once here, now gone. Perhaps they left, perhaps they died, but all that is known that only the followers remain.
6. THE THING ITSELF. The goal and leader are one and the same. It speaks to us all, in dreams and visions, behind shadows and from the dark places.

Roll a 1d6 to determine their **STRUCTURE**

1. ANARCHISTIC. Followers are instructed in the tenets, but each hold to their own code and devising.
2. SMALL CELLS. Each member knows only a handful of others, keeping secrets and plans to a select few.
3. SECRET SOCIETY. During the day, the members move among society, exchanging secret glances and coded signals to meet later.
4. REGIMENTED. The cult exists like a military, existing in a compound or lair, and following the rules each day.
5. SLEEPER. The members of the cult lie hidden in society, unaware of their own role or that they are even part of a cult at all.
6. BENIGN. The cult masks itself as a religion of peace, or a way of life that adherents should follow. What lies beneath is much, much more.

Roll a 1d6 to determine their **RESOURCES**

1. IMPOVERISHED. The cult barely has any funds. They struggle to find scraps, and work from the shadows.
2. WEALTHY BENEFACTORS. The cult has a serious benefactor, who has put a great deal of their personal wealth into the cause.
3. PARASITICAL. Through either fronts or cons, the cult siphons off funds of a more legitimate business.
4. CRIME. They have no qualms heading into the underbelly of the world to find their fix. Let others try and stop them.
5. LEGITIMATE FRONT. They have a business, and an honest one too. This provides the necessary funds for their goals.
6. CROWD-FUNDED. Using its members, the organization funds its nefarious deeds.

Roll a 1d6 to determine their **RENOWN**

1. UNKNOWN. No one has heard of this group, and their purpose. Society would laugh at you if you thought they were a threat.
2. CONSPIRACY. A few people may have heard, but they dare not speak of it for fear of reprisals.
3. SECRETIVE. Yes, people have heard of them, but only in closed circles. The cult may be known, but their secrets are not.
4. DREAD. A mother putting her child to sleep would warn them to go to bed quick, else they be snatched up by the evil men in the shadows.
5. RESPECTED. Sometimes, pursuits most foul can be disguised, and given a pleasing air to those in power.
6. FAMOUS/INFAMOUS. Some act, either good or bad, has put the name of this cult on everyone's lips.

With these tables, you should have rolled up a quick little cult to vex and harm your hapless party. They should start to fear the shadows once again.

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