d30 Cult Generator



NAME OF GROUP ("The of")					
1	51: TYPE		S2: THEME		
_	alliance	1 2	1 51		
	brethren brotherhood*	2	the aurora		
-	church	-			
4 5	coalition	4	cataclysm		
-	circle	5	the convenant darkness		
7	clan	7			
-		-	accontinent		
	company		despair		
	confederacy	9			
	conference		the eclipse		
11		11			
	court	12			
	crew		the key		
	federation	14			
	fellowship	15	5		
	fraternity		the oracle		
	house		power		
	knights		the secret		
19	league	19	shadows		
	order		the shroud		
21	partnership	21	the skull		
22	ring	22	smoke		
23	sect	23	the spirit		
24	society	24	the star		
25	sodality	25	the sun		
26	table	26	the universe		
27	temple	27	the void		
28	union	28	winter		
29	unity	29	the word		
30	way	30	per CSS3 [†]		

css	3: WORSHIP/FOLLOW	С			
1	beholder				
2	demon, succubus				
3	demon, type I				
4	demon, type II				
5	demon, type III				
6	demon, type IV				
7	demon, type V				
8	demon, type VI				
9	djinni				
10	dragon, black	1			
11	dragon, blue				
12	dragon, green	1			
13	dragon, red	1			
14	dragon, white	1			
15	efreeti				
16	elf, female, magic-user	1			
17	elf, male, magic-user				
18	human, female, cleric	1			
19	human, female, magic-user	1			
20	human, female, unclassed	2			
21	human, male, cleric	2			
22	human, male, magic-user	2			
23	human, male, thief	2			
24	human, male, unclassed	2			
25	lamia	2			
26	lich (cleric)	2			
27	lich (magic-user)	2			
28	mind flayer	2			
29	naga, spirit	2			
30	rakshasa	3			

CSS	CSS4: IMMEDIATE GOAL*				
1	anarchy				
2	control, children (all)				
3	control, government (all)				
4	control, religion (all)				
5	control, wealth (all)				
6	control, magic (all)				
7	conversion, everyone				
8	corruption, everyone				
9	create massive evil army				
10	death, all clerics				
11	death, all monarchs				
12	death, all nobles				
13	debauchery/hedonism				
14	deliverance of "destroyer"				
15	destruction, churches				
16	destruction, libraries/books				
17	destruction, living beings				
18	destruction, magic items				
19	destruction, relgious artifacts				
20	experimentation (unabated)				
21	genocide (e.g., elves)				
22	hoard, magic items				
23	hoard, money (gold)				
24	isolation (from others)				
25	mayhem (general)				
26	servitude of others (to cult)				
27	spread hate & fear				
28	terrorism				
29	torture				
30	vandalism				
* 17-	and in a 20 in 20 alternate				

* There is a 29 in 30 chance the long-term goal of any cult is total world annihilation/destruction

CSS5: STRANGE CULT PRACTICES

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ł				
murder				
must always carry lit candle				
never cut their hair				
nudism				
shave all hair from body				
sleep on bed of rocks				
sleep suspended from a hook				
)				

* 1 in 30 chance = sisterhood

† use name of character where appropriate