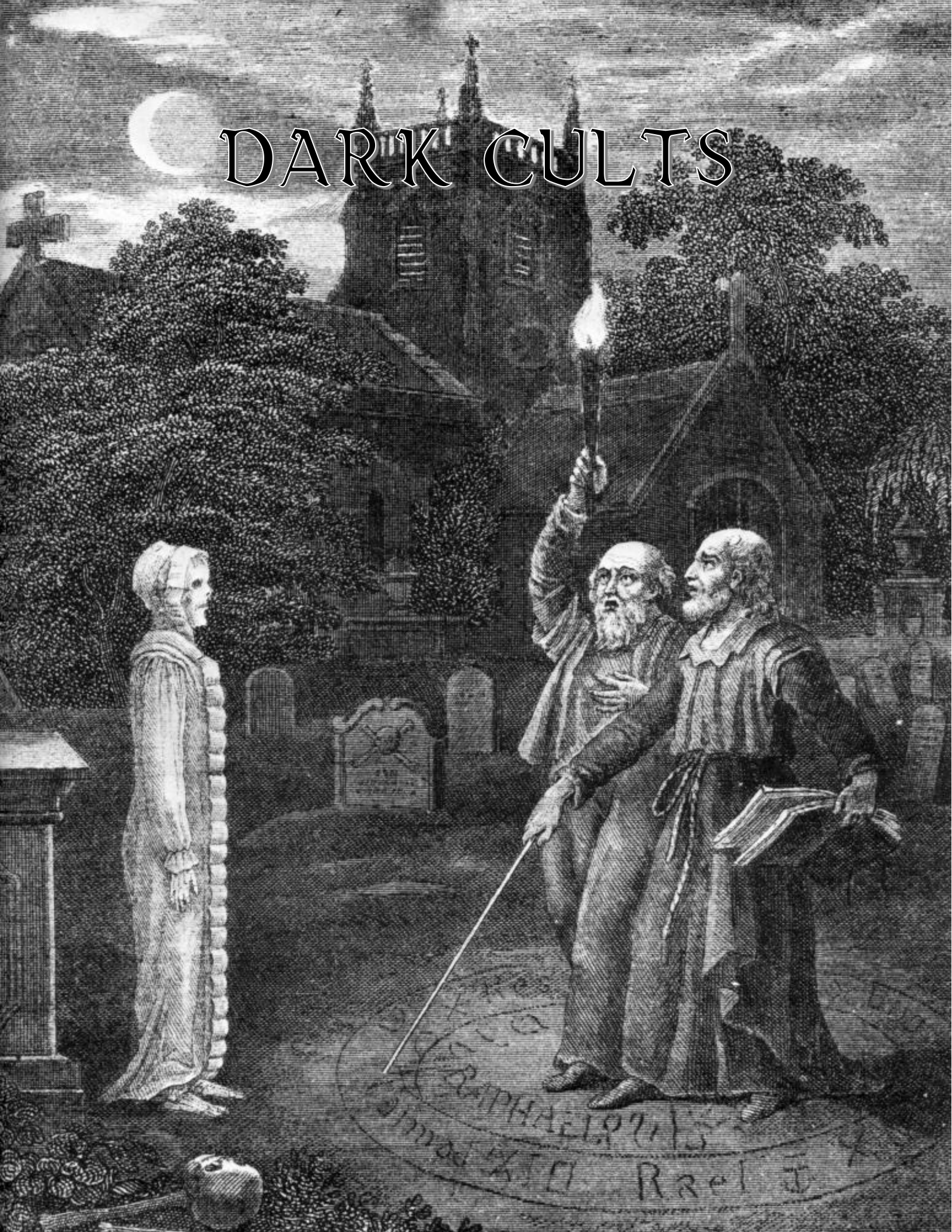


DARK CULTS



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 scoured 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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