



"Eons ago, these lands were rife with gods and their adherents. What befell this pantheon? Alas. 'Tis the nature of beasts to forget, and of Gods to be forgotten. Mayhap they left. Mayhap they slept. Mayhap they devoured and were devoured in turn. Those few who remained spread roots, spun webs, molded this world to meet them and theirs. 'Twere a land of many Gods once. Hundreds. Now..."

These lands, the lands of the Old Faith, stagnate. Ruled under the watchful gaze of the four great Bishops and their cults. For centuries now they have claimed total dominion over this world and if left unchecked they will rule for centuries more. Their followers, emboldened by the dark powers granted by their tyrand lords, run rampant, looting and killing the non-believers of the land for pleasure and tribute to their masters.

Far beyond, in a place outside both time and space, sits the chained form of The One Who Waits, imprisoned by the four Bishops and forever straining against their shackles.
However.

There is a prophecy that The One Who Waits will be freed of their prison, aided by a lamb, the last recipient of the chained god's favor.

You arrive in this world at this pivotal moment. In minutes, the Lamb, last of its kind, is to be slaughtered by the Bishops who hope to render the prophecy impossible to fulfill. Unbeknownst to them by doing so they are sending the last lamb right into the embrace of The One Who Waits.

The choice is now up to you. Will you sit idly by? Attempt to salvage the rapidly dwindling ranks of the members of the Old Faith? Or aid the last lamb as they cut a bloody trail of vengeance through these lands in the name of their imprisoned god?

+1000CP



Drawbacks

No Limit. Take as many as your mind and flesh can withstand.

Seasons Gone By (+100) You will notice as you spend time in this world that the seasons and weather never seem to change much. Before, this would be a simple quirk of the world, nothing to pay mind to. Now though, it matters very much. You enter this world during the warm embrace of summer, and for each Bishop slain the world will advance one season. Summer-Fall-Winter-Spring. For those that accomplish the herculean task of killing more than one Bishop in quick succession, each season will still last a minimum of one month before turning to the next. Be warned, there are likely very few in this world that remember there are other seasons at all, and most will be ill-prepared for the change.

Unsanitary (+100) Those that live in this world seem to be curiously lax in the issue of proper sanitation and cleanliness. Now this issue seems to be a more hard-set rule of the world. For the duration of your stay here, you will often find yourself in unclean or even disgusting situations. Mud, Blood, and other unclean things will cling to you, becoming much harder and taking longer to properly remove. I hope you have a strong tolerance for grime.

Less Feast, More Famine (+100) Resources have been running thin in these lands as of late, a sure sign of Bishop Heket's displeasure. Expect to work harder than usual to

cultivate anything natural. Plants and animals both will grow at a slower rate, and be less generous in what you can harvest from them. In addition those that live here as well as yourself will require slightly more in the way of food and drink to stave off the ever-gnawing hunger.

Taken III (+200) These lands are not the most clean, as evident by the rampant killing, lack of proper understanding of hygiene, and the existence of Kallamar, Bishop of Plague. A Bishop who as of late has been growing increasingly worried about his continued dominion of his territory of Anchordeep. In his paranoia he has become more zealous in his use of plague to control his adherents. But plague, as many would know, has a life of its own, growing and changing and spreading like fire if not properly contained. This has taken full effect now in these lands. Disease is more common and easier to catch. Ridding oneself of it, where before could be done with a simple few days of rest, now requires much more active attempts to combat. Additionally, sickness here is now much more severe in its effects, and one could easily find themselves laid out on their deathbed from it. Regardless of what defenses you normally might have, you are guaranteed to become sick at least once before your time here is over, and it will not be a short or pleasant experience to recover from it. You may still move, work, and fight if you have the fortitude for it, but doing so will only increase how long it takes to fight the illness off.

Faithless (+200) Whether it be through lingering devotion to the Old Faith, or general weariness of others, you will find it much harder to gain the faith and trust of the citizens of this world. Friends and followers will be harder to come by, and will take longer to truly feel comfortable lowering their walls to you. In a world where faith is everything, lack of it becomes all the more hindering.

Long Shadows (+200) The day/night cycle of this world is odd in its imbalance. The nights wane short, and the days wax long. Now, that dichotomy is reversed. Expect nights to last for significantly longer than before. In your time, something akin to a 16/8 split, night and day. While this may not be a problem for you, the creatures and people of this world need rest, and their cycles have adapted to meet this new norm, sleeping for longer stretches. Take heed, should you take this drawback as well as Seasons Gone By, this effect will become further amplified by the change in season. Bring plenty of light, you will need it.

See/Speak/Hear No Evil (+400) It seems your transition into this world was not as smooth as usual, and something malign has happened to your body, akin to what happened to three of the four Bishops of this world when The One Who Waits first rebelled against them. As a result, you have lost the use of something quite dear. You may choose one of the following: lose your sight like young Leshy, lose your voice like arrogant Heket, or lose your hearing like cowardly Kallamar. This drawback can be taken up to three times.

No Safe Harbor (+400) In their fear of the Lamb's coming, the Bishops have as of late implemented a policy of sparing no corner of their dominion from the advances of their followers and the dark creatures of their domains, offering the Lamb no quarter. Where before there were some places that could be considered "safe" from aggressive action, places such as the Smuggler's Den or Pilgrim's Passage, now there is only the ever encroaching tide of the Bishop's influence. Expect no place during your stay here to be completely devoid of threat. This extends to any properties you may own.

Think No More (+400) Poor Shamura, wisest of all the Bishops before their head was split by The One Who Waits. They still live, and still function but never again will they regain their lost wisdom and knowledge. It seems this is an ailment you carry as well, visitor from another world. Put simply, you will forget much of who you are should you choose to take this. Your companions, your powers, your items, and your experiences in past worlds. For the time in which you stay here, you shall know nothing of who or what you were before coming here. Your powers have not left you however, and given time perhaps you could rediscover them. Be warned that for your time here even if you should regain the use of your past abilities they will never function as well as they should otherwise. Additionally, attempting to recall or use anything associated with who you were before coming here will cause you great pain, as though your mind were split by the head of an axe. This will have no effect on anything gained within this world.

The King On His Throne (+600) Your arrival has come too late. The Lamb has succeeded in their goal of freeing the chained god, and submitted themselves to their final death at his hands. Now The One Who Waits is truly free and once again manifest in these lands. Combining all the stolen power of the four Bishops and his own great and terrible might, that of death itself, this world is now shrouded by death's dark fate. Those few who might oppose him are quickly snuffed out like candle flames in a winter breeze and his faithfuls command power more terrible than any wielded by the adherents of the now dead Bishops. He will know the moment you enter this world, and he will see you as one of the last possible challenges to his total dominion over all life. He will be relentless in his obsession to end you by any means he can muster and nowhere will be completely out of his reach. Watch for his shadow, and know it is the shadow of death itself.

Heaven's Wrath (+600) This land was once rife with gods and their adherents. Over time, most have been lost to time, eaten or vanished. Now though, the gods have seen fit to return. Hundreds of divinity all wishing to make their mark once again on a land that has forgotten them for too long. Each equal in power at least to the weakest of the four Bishops, with some far beyond that. None will be immediately hostile to yourself unless you have staked your claim on the land, and some may even desire your favor or allegiance. But with hundreds of deities all desiring power, it will likely be a bloodbath not seen for many millennia.

Perks

You may take one perk of each tier (100, 200, 400, 600) at a discount.

Web of Lies and Faith (100) They say that a liar must always remember what they say lest their words come crashing down upon them. What remains unsaid is that this is just as true in matters of faith. Neither shall be a problem for you now, as you have been granted much enhanced memory specifically in the field of things that you have said in the past. Never again will you accidentally tie yourself up in conflicting stories as any time you wish, you can perfectly recall what you have said in any past interaction at a moment's notice.

Attaining Heaven through Violence (100) Faith is a powerful tool against the lies and falsehoods of heretics, but at times where words fail, steel and violence prevail. With this, you are granted a baseline proficiency with most common forms of medieval weaponry as well as the athletic build needed to swing them for hours on end should you need to.

Stomach for Cruelty (100) This world is not a kind one, Visitor. Blood, gore, and filth are sights and smells far too common for many to handle. Now however, you have a stronger tolerance for all the filth and sin than most. If you wish, by steeling your will you can allow feelings of doubt and disgust to slide off your mind and soul like water, allowing you to do whatever you must to accomplish your goals.

God's Plan (200) Running a cult, or any other organization for that matter, requires more than just devotion. You understand this, and you seem to have a good head for managing the logistics of an organization. Efficient division of work, scheduling, food and material inventory, budget management, all the day-to-day tasks of people managing come easily to you now.

The Shepherd and their Flock (200) Charisma. The essence of true leaders, and that which you hold in spades. You have a natural understanding of people, and can quickly get a read on most in the span of a minute or two of interacting with them. People are subconsciously drawn to your quick wit and it would not take much to convince the average person of anything so long as they do not already have any feelings on it. This effect can be compounded by actively performing acts of goodwill towards people, and is less effective on those with strong wills or moral compasses contrary to your own.

Holding out for a Hero (200) Some may call this luck, but it is a curious sort of luck indeed. To win the hearts and minds of the people, it helps to be there when a chance for heroic presents itself. With this active, you will naturally find yourself coming across scenes of defenseless civilians in distress and other such atrocities. Perfect for one who wishes to gain the faith and goodwill of the people to swoop in and be the hero so sorely

needed. This may be turned on or off at will should you desire a break from your do-gooding.

Cut you down (400) Mastery of combat, a boon and a curse in equal measure. The dancing steps of war and violence have revealed themselves to you, granting you skill equal to the greatest paragons of this world in the ways of bloodshed. Be it by bow, blade, or something stranger, may you paint your legend across this land in the blood of your foes.

Blood of the Lamb (400) Power requires sacrifice! A core tenet of all those guided by ambition. Perhaps however, you may take it more literally than most. From now forward, any powers or skills you possess can be augmented temporarily by sacrifice. The nature of this sacrifice is mutable, and anything you can think to give can be given so long as it is something important to you. Precious memories, blood from your veins, even people you hold dear. For that which exists in the physical world, you must be the willing hand that executes your will, taking the knife to the throats of your loved ones and destroying or forsaking your possessions. For more ethereal matters such as memories or powers, so long as you are resolute and certain in your intent, you will find them fading from you. Regardless, anything you choose to sacrifice can never be reclaimed. The more you care about what you lose, the more power it will bestow, and the longer it shall remain with you. Melting your coins to slag may grant you enough strength to see your next swing with a weapon shearing through armor, while slitting the throat of your beloved would see you capable of destroying a small army singlehandedly.

Fire, Brimstone, and Fervor (400) The magic of this world, known by its inhabitants as curses, is now yours to wield. Manifested from fervor, an ethereal substance generated by one's conviction to their beliefs. Fervor is passively regenerated over time so long as one's faith holds strong, and the fervor of others can be torn from their cooling corpses and used to power one's own curses. This perk conveys the ability to use this magic, but true mastery will come with practice.

Crafter of Relics (600) Perhaps you share some kinship with mad Chemach, visitor. You now hold the ability to create relics, items of power containing the faded essence of powerful beings. A relic can be crafted from anything, so long as it holds some link to a being of great power. A favored weapon, a well-loved keepsake, or a piece of flesh, all can be made into relics, usable by anyone to channel the dregs of power held within. Be wary, though a being need not still live for a relic to be crafted of them, those who do still live may be unenthused at the idea of their powers being used by another.

Hearts, Minds, and Souls (600) A power only known to the gods, now bestowed upon an outsider. Faith in this world is more than an idea, it exists as a quantifiable force that can be detected and in the case of the gods and of yourself, channeled. There is power in prayer, and those that pray to you grant you this power. Faith can be used to enhance

the self beyond one's physical limits, enhance any powers or abilities already utilized by the wielder, and grant inspiration, channeling divine power into mental acuity for a short time. Capture the prayers of your faithfuls, and heaven shall be yours for the taking.

Items

You may take one item of each tier (100, 200, 400, 600) at a discount.

The Soundtrack (Free) The soundtrack to Cult of the Lamb, at your beck and call. You may freely start playing any song from the game from any sound system you may own, or you may simply let it play seemingly from nowhere, as if on invisible surround-sound speakers. Volume is adjustable at will. May cause some confusion from those not familiar with the concept of disembodied theme music.

Faithful's Finery (100) A set of fine robes of excellent make, light and durable in equal measure. They seem to bear twofold benefits upon whoever should wear them. Firstly, they act as a slight enhancer to any faith-based magic the wearer uses. Secondly and perhaps more curiously, the robes will morph to fit the aesthetics of any religious institution that the wearer wishes.

Nature's Bounty (100) A sturdy crate made of an unknown wood. Within is held a collection of raw materials such as seeds, wood, rock, and crystal from one of the four known domains of this land. You may choose which, between Darkwood, Anura, Anchordeep, or Silk Cradle. The contents of this crate will replenish at the beginning of every month, but take heed. Any material from the crate that has gone unused will vanish at the beginning of the next month as well.

Weapons Cache (100) A collection of medieval weapons of your choice. Sturdy but mundane in make, there is enough here to arm a small fighting force, perhaps 50 combatants. If any should break, a replacement will appear within a day.

A Curious Necklace (200) A selection of one of five necklaces, enchanted by the magic of the old faith. Feather, granting the wearer greater vigor and stamina and increasing their speed of movement twofold. Flower, making the wearer significantly more infatuated with whomever gave them the necklace. Moon, removing the wearer's need to sleep. Nature, granting its owner enhanced productivity and yields from any endeavors they embark on, such as double the number of crops harvested from and field tended to by the owner. And finally Skull, granting unnatural long life to the wearer, twice what they could normally be expected to live. This item can be purchased up to five times, granting one of each type of necklace.

A Mystic Armament (200) Barring the weapons of the gods, you have been granted access to one of the more esoteric weapons of these lands. In your hands rests a tool that far outstrips simple armaments of iron and steel. Poison your foes, steal their fervor

or vitality for yourself, strike with guided hands at their weakest points, or channel their souls to tear through their fellows, the choice is yours. (See notes for details)

A Relic of Old Faith (200) A relic, hand-crafted by the madwoman Chemach, has found its way to your possession. These relics channel the dregs of power of gods and other powerful beings, affording even those unable to wield the magic of these lands a fighting chance against the horrors of the Old Faith. (See notes for details)

Deck of Fates (400) It seems you have come into possession of a tarot deck with powers similar to that of Clauneck the Tarot Dealer, though slightly lessened in its scope of power. At the start of each new day, you may draw four cards from the deck. Each card will bestow similar powers to those in Cult of the Lamb. These powers can range from immunity to certain status effects, lessened costs for using magical energy, or bestowing greater vitality. While additional cards may be drawn from the deck, only the first four drawn bestow any power for that day. At the end of each day, the effects of the cards drawn that day fade.

Dark God's Church (400) A church much like that employed by The Lamb. Freely customizable in appearance, and able to comfortably hold up to 50 people. Spells cast here by you will be amplified significantly in effectiveness, and the church itself serves as an excellent conduit for communion with the greater powers of any setting that you may visit. Additionally, the church contains subtle mind-altering enchantments that will cause people who enter to view you and any god you might be devoted to more favorably. This enchantment compounds over time and repeat visits, but will begin to wear off should the person be away for long periods of time.

A Domain of One's Own (400) If one wishes to see heaven, one must only look around them. This is more true now for yourself than most, as you have been granted a domain to your liking, similar in scope to those governed by the Bishops. A pocket dimension accessible to yourself and those you grant entry, this space encompasses several miles worth of land that is receptive to your will, allowing you to mold it to best suit your needs. Should you desire a floral paradise or an idyllic beach, a dark and brimstone-wrought cavern or a field of fertile farmland, all you must do is will the land to the shape you wish and it will slowly shift to accommodate. In this space alone, you are unto a Bishop in your own right.

Fleece of Power (600) A selection of one of four powerful fleeces that exist in the world, granting terrible power at a cost. Fragile Fortitude, which grants threefold durability and fortitude, making the wearer significantly harder to kill at the cost of nullifying any healing, natural or arcane, while worn. Glass Cannon, which doubles the power and halves the cost of any magic cast while halving the wearer's physical strength and fortitude. Diseased Heart, which causes any who inflict harm upon the wearer to feel the harm they inflict just as strongly. However, wearing this fleece saps the strength and stamina of the user as long as they wear it at a rate which increases over time. One

minute might not show any noticeable difference, where ten may leave the user feeling as though they had done hard physical labor all day. Finally, the Golden Fleece. Those who wear it will feel themselves become stronger for every enemy they slay, compounding until even a normal person could crumble rock or crush steel. Should the user be harmed even a single time while wearing this fleece however, this benefit will be reset back to zero and the wearer will have to build back up again. Additionally, any harm done to the user will be compounded twofold. This item can be purchased up to four times, granting one of each fleece.

Forge of Everlasting Fire (600) A forge that has burned with the flames of the first dawn, only extinguished at the end of all time. This sacred site is a smithy like no other, capable of crafting weapons befitting the gods themselves. For those with the skill and determination, the fires of this forge will allow the user to create any weapon they can dream, imbuing it with great and terrible magic. For those that would challenge the gods, only a weapon worthy to slay one will suffice.

Notes

- Crafter of Relics/A Relic of Old Faith: See [here](#) for details about the relics available.
- A Mystic Armament/Forge of Everlasting Fire: See [here](#) for details about the weapons of the lands of the Old Faith.
- Deck of Fates: See [here](#) for details about what each Tarot card does in-game. Fanwank how that works outside of the game responsibly.