



Introduction

You are a cult leader, in a vaguely American 1920s setting. Sworn to restore the Ancient Gods to their power and return the world to its primeval chaos, whether you'll succeed in your goals or simply be busted by the police is up to the luck of the draw. Thankfully, with the aid of the gods and some Underhanded tricks you're sure to get what you want.

The God of Beginnings has provided you with 1000 Cult Points, spend them wisely.

Perks - One 100 CP perk free, One perk of every other price tier discounted

Card Count - Free

You are able to represent your resources, cultist manpower, monetary funds, supernatural relics, prisoners and food, as a hand of cards. When faced with problems to be solved, ventures to be undertaken or transactions to be made you can see the relative cost and reward of the options presented to you. Furthermore, you can also represent the amount of heat you have from law enforcement with these cards.

Philanthropist - 100 CP

Good will towards the community, though feigned, will do much to endear your cult to those who don't know. You are excellent at getting in touch with "good causes", making public and easily traceable donations, whether it's money for the poor or food for the hungry. The boost in reputation these acts provide, make it harder for the police to justify their continued pursuit of you and your followers.

Recruiter - 100 CP

Whether it's putting up fliers all over town or abducting people off the street, you are very good at increasing the size of your cult. You know how to induct ordinary citizens into becoming your cultists, unwavering instruments of your will that would rob banks without blinking an eye. You also know how to organise snatch and grabs off the streets, targeting those whose disappearances would raise no suspicion.

Tax Writeoffs - 200 CP

It seems that any organisation that you front, whatever it may be, can be officially registered and recognised as a religious non-profit organisation. Even if you're literally worshipping a

tsunami-causing whale or an endlessly hungry crocodile, you'll be on the same level as the most well respected and influential religious institutions around. Beyond the improved reputation this provides, your cult will have a steadier financial situation courtesy of tax breaks.

Child Magnet - 200 CP

You sure are good with kids... Not only can you raise your own children very well, indoctrinating them into being perfect little cultists but you also have an aura that's akin to a travelling ice cream truck. This aura of minor luring can be turned off and on at will.

Furthermore, for your intents and purposes, a child cultist is just as capable of performing their duties as an adult, being effectively interchangeable in terms of physical capability, quantity of flesh harvested and general ability to follow and carry out your orders.

Time Heals - 400 CP

It seems like it's on your side too. Whether your investments pay dividends, new cultists are born to join the covenant or unwanted attention simply dying as the days go by, simply waiting is never not beneficial to you.

Merchant Network - 400 CP

Potion vendors, milkmen and even innocent old ladies. A surprising number of travelling merchants choose to turn up on your doorstep to peddle their wares. Arriving at practically regular intervals, they're also willing to buy your surplus supplies too whilst selling a whole variety of useful things to you, whether it's milk, supplies for your expeditions or even down right magic potions.

And even if you keep kidnapping them to serve as ritual sacrifices for your dark gods, they won't stop coming. Sure, the police might grow a little more suspicious, but the merchants themselves seemingly don't care and continue to come to sell stuff to you.

The Cycle of Reshuffling - 600 CP

To be truthful, the fate of a cult, more often than not, comes down to the whims of fortune and the cards they've been dealt, instead of the skill of the cultmaster or any particular strategy they implement. Thankfully, you are a special sort, able to read the ripples of fate and ride them to victory. Events, or at least the effects of events repeat for you over time. Finding a diamond in the rough or an abandoned suitcase full of dollar bills is what someone would typically consider to be a once in a lifetime event, but for you, once it happens, it'll regularly occur over an extended period of time. While this does also apply to unfortunate events, like an outbreak of disease, you thankfully find yourself much more fortunate than before, with such events being much less likely to occur while massive windfalls become incredibly more probable.

You may reset this pseudo recursion at will, becoming a blank slate to build up good luck and bad luck alike.

Delving Deeper - 600 CP

The world is a vast and terrible place, full of terrors in the night and mind-rending abominations beyond the mortal ken. All the better for your purposes.

You hold an instinctive knowledge on how to seek out and find these dark deities, as if forbidden knowledge is being whispered into your ears. Being capable of deciphering their desires ahead of time gives you a head start on preparing the components for any rituals they require and allows you to avoid and mitigate the worst of the perils that are common to this line of work. In future worlds, you will be able to find and summon forth new gods like the ones in this one.

Items + 300 CP Stipend

Radio - Free

This old-timey radio provides the perfect ambience for your culty activities, playing a smooth jazzy background track, alongside snippets of any news pertaining to your activities.

Day Job - 100 CP

It's an odd look for a robed cultmaster to clock into a 9 to 5 but this residence of work is very willing to take you in. The pay is both daily and good enough to support your cult's operations, and they won't mind if you take announced break days. Furthermore, you can pilfer and take money from the place directly, raking in loads of cash at the cost of increasing your bad standing with the police.

No matter how many times you fucking rob this place, they'll always be willing to let you clock into another shift and make money that way.

Undercover Network - 200 CP

A group of your cultists that have taken up to infiltrating society at large. Acting as a spy ring, they can plant loyal agents in financial institutions and police departments alike. While it may take time for them to crack bank security codes or find their way into the precinct's evidence locker, their discretion and efficiency are practically unmatched.

Auction House - 400 CP

Security at this graciously opulent auction house is rather lax, which is all the worse for it when they hold auctions for incredibly expensive but verifiably real magical artifacts. Seemingly never running out of willing auctioneers nor relics, it's a reliable place to acquire them through flexing your monetary might or simple smash and grabs.

The Necronomicon - 600 CP

THE ancient grimoire of dark knowledge. Simply having the Necronomicon increases your cred as a cult leader by a significant degree, making it much easier to recruit new initiates. Actually reading from the Necronomicon will grant you vast eldritch power but will come at a price, which may be many things.

Cultists going permanently mad, food supplies spoiling, the mere byproduct of these creating a malevolent aura that draws unwanted attention, undergoing these tribulations is surely worth it to provide you the ability to directly call forth eldritch power and conjure powerful relics.

Companions

Import/Create - 50/200 CP

If it's not enough to lord over cultists, if you need more competent help at your side, you may choose to import or create new companions.

One companion comes at the cost of 50 CP while eight cost 200 CP. They will each come with 700 CP of their own to spend along with the same Perk discounts that you have though not an item stipend.

Drawbacks

Poor Draws + 100 CP

When it comes to the random day to day events that occur to your cult, you are plagued with a sort of bad luck that makes it so it never goes exactly the way you would want it to. A bounty of extra food only comes after a merchant looking for produce to buy at rates favourable to you leaves the area, a windfall of money may find itself suddenly cut short by unforeseen expenses, so on and so forth.

Tainted Lineage + 100 CP

Perhaps long ago, one of your ancestors was a traitor, a heretic to the gods. Whether this truly is the case or not matters not, for rumours and hearsay travel much faster than the truth. The capricious deities that your cult seeks to awaken don't particularly care, but the lay cultist will find this lack of ancestral faith disturbing, increasing the likelihood of apostasy and desertion your following may suffer.

Avaricious Gods + 200 CP

Every so often, the Gods will demand sacrifice from your cult. Needless to mention, these sacrifices are those of human life. Interestingly, they prefer willingly given lives, the sacrifice of a cultist equalling twice their number in captive prisoners. The consequences of denying a sacrifice are dire, but the gods will not demand more than one cultist at a time.

Infestation + 200 CP

Maggots and other vermin assail your food stores. No matter what you do yourself, at least half of your current stores will be rendered indelible. While simply allowing your following to eat the tainted food is an option, it's also one that will exponentially diminish your numbers. Hiring an exterminator on the other hand, will ward off most (but not all) of the damage, but the rats and maggots will continue to come back to ruin your stock of sustenance.

Plagued + 200 CP

You'll soon grow accustomed to the sound of screams and moaning and the fetid smell of death. Disease and pathogens will regularly come to visit your cult. While you might not have anything to worry about getting sick yourself, the choice between spending money for the service and silence of a doctor or simply allowing your cult members to be culled by disease is sure to be a Morton's Fork for you.

The Tax Man Cometh + 200 CP

They really want your money. And no matter how many IRS agents you abduct, they'll always come back. And of course, the government will obviously take umbrage at such actions.

Rival Cult + 300 CP

Yours is not the sole cult in this world, for others have pledged their allegiance to the eldritch forces in the shadows. While one might hope for jolly cooperation, those hopes have been dashed by the fact they really like raiding you for your stuff. Expect your cultists to fight an unrelenting and bloody war in the shadows, for it seems impossible to properly stomp out these contenders.

A Hand Overfilling + 300 CP

The deities do not look upon overt avarice too fondly. Gather too much food in your larders, money in your coffers, cultists in your following... and you will be forced to discard a third of all of your resources.

While this punishment may be stayed temporarily by the sacrifice of precious Relics, it will raise its ugly head whenever your resource stockpiling grows too greedy.

I Fought The Law... + 300 CP

... And The Law had a pretty good chance of winning. The eye of the authorities shines down upon you, and it doesn't like what it sees. Not only is police suspicion and competence highly widened, catching onto the cover actions of you and your cult much better than before, the raids the police unleash upon you when their suspicions reach a peak are truly bloody ordeals, with nothing short of tremendous bribery or the sacrifice of many cultist lives able to save you from being sent to the slammer.

Entering police custody will also result in a chainfail.

Wrath of The Gods + 300 CP

They just don't like you. As such, it is much easier to incur their anger than before, with even lesser transgressions setting them off.

Expect to give up many precious relics or scores of human sacrifices in the name of holding off the nameless fury that they hold for you. Otherwise, you will be smote dead by them.

Scenario - Cult Calling



What is the purpose of a cult, if not to bring forth the eldritch deities that exist beyond the veil?

The God of Beginnings already provides your cult with blessings, but the others require rituals and spiritual journeys to find and bring forth.

By paying an advance of CP, you can just skip said endeavours and directly acquire their blessings.

Furthermore, certain deities require prerequisites to be summoned (though not purchased).

Jhai'ti and Kekujira can only be called forth after Rhybaax and Wiindigo have been called or have had their blessings purchased. In turn, Yacare and Uhl'ut'c require Jhai'ti and Kekujira.

Jungle King, Rhybaax - 200 CP

Rumours whisper of ancient jungle ruins. Send teams of cultists to plumb its depths and awaken the hidden deity. As the halls of the ruins are twisting and full of dead ends along with nameless cyclopean horrors, it's well advised to send both large contingents of cultists and plentiful food provisions to explore the ruins. From there, simply finding the great beast is enough to awaken it and bring it into the fold.

The cyclopean reign of Rhybaax provides your cult with the blessings of Haruspicy and Necromancy.

Haruspicy

The ancient practice of divining the future from the corpses of slaughtered animals dates back to Roman times and has now been revived by your cult. By sacrificing a somewhat substantial amount of animal entrails, you can gain knowledge of the next three major events that will occur to you or the organisation you lead, providing an uncanny and doubtlessly valuable foresight. This knowledge, while only providing you with broad strokes of events, is infallible.

Necromancy

The dead will make for willing cultists. Whether it's by abducting townsfolk or simply sacrificing your captives, the undead raised by these foul sorceries are exactly as capable of regular cultists. Even for more esoteric purposes that one would ordinarily assume these zombies to be incapable of being used for, like ritual human sacrifices, your undead servants remain perfectly suited for them.

Wiindigoo the Insatiable - 200 CP

Dine in exotic tastes enough and this deity will arrive at your doorstep. Though cults inherently tread close to the line that separates sanity from madness, engaging in the outright cannibalism required to draw the attention of the Wiindigo's followers will require a situation dire enough that Desperate Measures are required. Continuing to partake in long pork will attract the attention of others who share a Peculiar Palate, who will ask to feed your cultists to their god. In order to summon Wiindigo to the world proper, it is necessary to offer it a relic, alongside a nice meal. On Wiindigoo's menu of blessings are Organ Harvest and Tasting The Future.

Organ Harvest

People are just clown cars of meat for you. You can endlessly harvest the soft innards of your prisoners, making them excellent sources of black market income or food for your larders.

Tasting The Future

Visions of tomorrow, imprinted on flesh. Similar to the practice of Haruspicy, you can divine the future from animal entrails, seeing the next three major events to occur. Though in this case, the divination only works if the entrails of a specific animal are used: that of the Homo Sapiens. Though, unlike Haruspicy, the flesh used for fortune telling remains fit for human consumption, bolstering instead of reducing your food supply.

Jhai'ti the Jasmine Dragon - 400 CP

Setup a tea shop. Earn renown for your brews and attract attention far and wide, a course of action complicated by the need to keep your cult's activity secret. Eventually, at the zenith of your tea shop's wealth and prosperity, the Jasmine Dragon itself will arrive. Provide it with an offering of your finest tea, using a relic to hold it, and the quest to call forth Jhai'ti will come to an end.

The wisdom of the Jasmine Dragon grants you Assassination and Importing Tea.

Assassination

A crosshair aimed, a trigger pulled in the dark. Though you're not even poisoning their tea, you and your cult's ability to remove obstacles, erase enemies and kill undetected is matched only by your ability to benefit from these killings. Whether it's silencing a key witness to your cult's activities, erasing the police's suspicions or ending the life of a rich mogul to earn a windfall of inheritance money, no one ever seems to be able to connect these fortuitous deaths to your cult.

Importing Tea

Originating from faraway lands, these shipments hold no ordinary tea leaves.

From a brew that beguiles the mind and hypnotises people into loyal cultists, to a beverage so sacrosanct and steeped in mystery that it qualifies as a Relic in its own right or leaves that provide the perfect consistency to read the future from.

Though arrivals only come every so often, these crates are abundant enough to serve as a sizable supply of sustenance or a decent source of income.

Kekujira the Cursed Whale - 400 CP

Go out to sea, further and further from the coast. There you will find great bounties of wealth and food, but they must be cast back into the ocean, until you meet Kekujira. Then, the whale must be appeased, either with holy relics or a vast sum of human life.

The Old God of the Sea showers you with the gifts of Aeromancy and Holiday.

Aeromancy

To pray for sunny days or drizzling clouds you now hold the knowledge to control the very elements themselves. Simply by offering up a human sacrifice, willing or otherwise, you send the metaphorical rock rolling down the hill, creating a tangible and incremental change in the weather. Whether you call forth rain to wash away the evidence of your criminal deeds or manifest sunny days for abundant harvests, the magnitude of these benefits will only grow greater over time, without any further need to feed it. However, these manipulated climate

events will eventually intensify to cataclysmic levels. Floods that sweep away everything, or equally annihilating heat that desiccates the land, such devastation will arrive unless a sacrifice of a Relic or even greater quantities of human life, is performed to cease the magic.

Holiday

Festivities may seem frivolous and inconsequential to the operation of a cult, but these occasions of merriment and joy hold a deeper power.

Whenever you throw a party or celebration, your cult will receive blessings proportional to the amount of funding provided. From bounties of food to fill your stocks to loyal new recruits, lured in by the merriment, the holiday season will provide you with more than one reason to rejoice.

Yacare Fury of the Wild - 600 CP

After encountering and acquiring a mysterious egg in a local shop, whether through monetary or more attention raising means, you (or perhaps another cultist), then hatch the egg, bringing forth the nascent Yacare.

Feeding Yacare will take a truly tremendous amount of food, entire cows may have to be slaughtered to feed its appetite, and it will only grow hungrier and hungrier as it grows from a Carnivorous Caiman into a Rampaging Reptile. Once the creature reaches the apex of its growth, sacrificing a relic to it will truly bring it forth into the world.

The Spawn of Caiman bequeaths you with Start A Farm and Oomancy.

Start A Farm

Agriculture may be a surprising career for someone of your cult leading talent, but it is a rather fruitful set of activities to dig into. Not only do you now have a reasonably adept green thumb, letting you start and maintain a farm that can feed and financially provide for your cult by yourself, Yacare's power makes it so that you're more likely to have bountiful harvests than before. Sometimes these blessed harvests will even have outright magical crops sprout out from the ground, being equivalent to a Relic.

Oomancy

An eggcellent way to see the future.

Breaking just a single egg, not enough to properly produce an effect on the quantity of food in your stores will provide Foresight. Break enough eggs however, and you may change the future you see, discarding unfavourable events like they were shattered eggshells.

Uhl'ut'c - 600 CP

A whisper will come to you in the dark, resounding in your soul. Answer its call and fulfil its five request: speaking its name (a deed, that will attract a great deal of unwanted attention due to how profane its name is) to stir it from its slumber, sacrificing human souls to feed its power, preparing a host for it with material wealth by making a body made of gold and iron, creating a circle of blood (that requires the sacrifice of wealth, human resources and food) and finally calling it forth in a ritual that consumes a Relic.

The dread Call of Uhl'ut'c teaches you of Soothsayer in Town! And Sacrificial Pact.

Soothsayer in Town!

Robed madmen, with frenzied eyes and shining crystal balls will approach you from time to time. Capable of the same Foresight as the blessings of the other gods can provide, they predict the future for you for free and may change your fate with a small fee.

Sacrificial Pact

Great power at a great price. Uhl'ut'c's power can consume a Relic wholly to great effect, calling forth more souls to join the cult, or an enormous windfall of material wealth. More esoteric effects may be acquired in the future.

Stay Here to unleash more eldritch gods?

Go Home with new divine providence?

Continue on your journey?

Notes

Re: Relics

In game, they're basically a universal resource type that can substitute for any other (including Suspicion).

Re: Summoning Scenario Gods

In future jumps, recreating the conditions that allowed you to call forth the god(s) you summoned in this jump lets you bring them forth again. While their powers and strength aren't exactly well defined, they do instantly win the game in spite of any looming hurricanes, law enforcement raids, starvation or heatwave induced desolation.

Simply purchasing the blessings of a God does not allow you to call them forth in future jumps.

Changelog

0.1 Changed the intro a little.