

# d12 Monthly

**DARK CULTS  
ISSUE**

Issue 46  
April, 2025

**FREE VERSION**



## **CREATING CULTS**

UNIQUE CULTS TO ADD TO  
YOUR CAMPAIGN WORLD

## **THE DARK TONGUE**

AN INTRODUCTION TO CULT-SPEAK

## **KITS! KITS! KITS!**

KITS FOR CULTISTS

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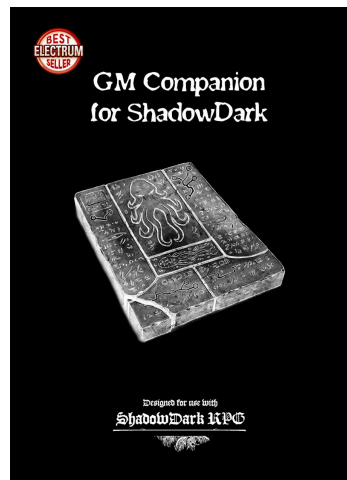
## World Building Made Simple



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## Dark Cults Issue

It was actually the roleplaying game Cthulhu that introduced me to cults. But they also work very well in our favourite fantasy game as well.

This issue is about using cults in your game, from creation to implementation.

Cultists themselves can be a thorn in the side of the characters for many sessions and campaign arcs, and if the cult is large enough, could dog the characters over multi-year campaigns.

You will find that I use Kits a lot in this issue - for cultists and for cult-hunters. If you don't use kits you can largely ignore them, but they do give some variety to various cultists the character may come across.

I mean, why just face another cultist when you could face an Initiate of Whispering Shadows, or a Possessed Oracle?

Either way, you should be able to find something in this issue that will spark your imagination and get you using more dark cults in your campaign world.

And, as always, happy gaming!

- Russ from YUMDM

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## Thanks to my Patrons

RollStats, Matt Kurowski, Jacob Alexander, ButterflyDefect, J. David Chrisman, Alex, Korg INC, NOLA Bert, GameCat, Kay Bee, Roll to Save, Lee Boden, DM Jangy, Joseph Hurley, William Mayorga, Dave Manley, Darryl McCarthy, Michael Brewer, Jason Lemieux, Eric Scheid, Steven D Warble, Qyubey, Magelord Bjorn, KAM, Peter Lawson, Arthur Braune, Paul Vandyke, Michael Reuter, Gregory Kirkpatrick, Michael Spredemann, Aaron Seigo, Lordfulmine, Christy, allan wakefield, Games With Dave, Jay Alan, AjaxVibe, Father Goose, Christer Enfors, George Fuentes, Alan, Geena, Jean-Claude Tremblay, Simon Williams, Floyd Zoot, John Snow, Matt bayliss, Daniel Harkins, Carl Russell, James F. Kelley, and Ronald Easterday, Jim "Wilmanric" Pacek, Keith Parker, Eric Babe, Robert Vilkaitis, Dennis Bretton, Michael Lee, Chet Cox, Craig Pettie, Bill Jaimez, Michael, Brett Bozeman, David Ross, Aaron Morgan, None of Your business, David Schnoll, Robert Alford, Colton Juhasz, David Risher, Phill Massey, Alien Spaces, Stephen Jolly, Louis DiThomas Keller, MechJack TV, Derek Reny, Andrew, Raith Richwine, Julio Scissors, Joe Johaneman, Jay Sivyver, Hart R, Chris Strahm, John Tenney, Chris de Haan, Van Davis, Grant G., Jamal L. Wilkins, Amos, Brother Who, JT, Andrew Spurgeon, André alias DD, Steven Landell, David, Riley, Eren Azcan, Greg, Tim Crolepy, Skinny Brian, Sherry Sheggrud, Andrew Pincher, Jose Perez (Bromos Sunstar), Steenstrupian, Paul Juliano, nikkiro, William Dvorak, Mark Kelly, Stuart Wiltshire, Alex Nicholson, LaughingBubba, Ivel, Frog Kniffin, Paul Delaney, Peter Banks, Aaron Davis, MSN2012, scott johnson, Xapur LeGeek, Matt Blakeley, Dale Poole, Brian Johnson, Rob Carignan, Bugbear Jingo, Ron Northway, KarlBob, Dustin F, A R HuffnPuffn, Raúl, Peter Benning, David White, Gustavo Campanelli, Hanzo Dakun, David Dierks, Steven Landell, Christopher kramer, Jacques Divol, Paul Graaf, Norwolf, Lucius1202, Michael Penkas, Mark Philip Willis, Jon Jones, MidnightWZRD, Jason, Kyle Houghton, Iain Russell, GM Wolfgang, Walt Ciechanowski, Heath Gordon, Jack McCarthy, Larry Curtis, Tomas Sanchez Tejero, Jez, ScytheLocke, Kyle Crider, Steve Brute (cupofsolo), Paul, Mike Musteric, Tina Haq, Alex van Wessem, Richard May, David Lynn, Anthony Vicente, Gustavo Marcovich, Ironcaster, Kenny Yeager, Laber Lampe, and Frederick Miller, Ben, Michael J Ladd, Zinfandel, & Lloyd MacPherson...

... for making this zine as good as it is.

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# Unveiling The Darkness

## Building Memorable Cults

Cults are a staple of fantasy storytelling, and are far more sinister than most realise. These shadowy organizations rely on manipulation, fear, and subtle acts of corruption to achieve their goals. Here are 7 ways to create cults that feel realistic, unsettling, and memorable.

### 1. Define Their Core Belief

Every cult is driven by a belief system that sets it apart from other factions. These beliefs should be rooted in plausible human desires, fears, or superstitions.

**Example:** A doomsday cult believes the world will end unless they appease a forgotten god.

### 2. Highlight Their Symbols and Rites

A cult's identity is tied to its visual and ritualistic elements, which serve to both unify its members and unsettle outsiders.

**Example:** Think of subtle, non-magical symbols like a specific colour, an animal totem, or an inverted common sigil.

### 3. Establish Clear Goals

Cults are more compelling when they have clear, achievable goals that evolve over time. Their ambitions will revolve around influence, power, or survival.

**Example:** Short-term goals would be recruiting new members, acquiring rare

artifacts, or sabotaging rivals. While long-term goals would consist of toppling a government, or carving out a territory.

### 4. Focus on Human Frailty

Cults thrive because of human vulnerabilities - greed, fear, and the longing for purpose. Show how the cult exploits these flaws to grow its influence.

**Example:** A town suffering from famine might be swayed by a cult promising bountiful harvests.

### 5. Create Memorable Leaders

The cult's leader is its heart and face. This figure should be charismatic, enigmatic, and flawed, embodying the cult's beliefs.

**Example:** The leader's strength lies in their ability to manipulate and inspire.

### 6. Make Their Threats Subtle and Insidious

While they could have access to grand magical rituals, cults should focus on slow, creeping threats that destabilize society.

**Example:** Corrupting local customs or traditions to align with their beliefs.

### 7. Allow the Players to Interact with the Cult's Worldview

The best cults force players to question their own morality. Present the cult's ideology in a way that seems reasonable.

**Example:** A cult sacrifices one life to save many.

# Corruption Of The Ordinary

## Cults in Society

Cults are not isolated phenomena - they are parasites that thrive within the fabric of society, feeding off its strengths and exploiting its weaknesses.

Without a connection to the ordinary world, cults would quickly wither and die.

It needs to recruit new members, train current ones, and have access to powers, abilities, and items they can use to achieve their goals.

### Cults as Hidden Members of Society

Cults operate in the shadows of everyday life, hiding in plain sight. They recruit from all walks of life, preying on the fears, desires, and frustrations of the ordinary people around them.

This includes recruitment, training, and integration into society - having them live double lives.

### Society as a Resource

Cults rely on the society around them to supply the tools they need to pursue their dark ambitions.

This includes people, wealth, knowledge, and magic.

### Cult Influence on Society

As cults grow, their influence begins to warp the communities they inhabit. The corruption is subtle at first but becomes more apparent as their power increases.

This includes leveraging fear and superstition, causing economic disruption, and partaking in political manipulation.

### The Ordinary Turned Macabre

One of the most unsettling aspects of cults is their ability to corrupt the mundane. Everyday objects and locations become tools for their dark practices.

Using a simple farmhouse serves as the site of ritual sacrifices, for example.

### Battling Cults Within Society

Fighting a cult is not just a battle against its members but against the influence it has woven into the community.

Difficulties like exposing the cult's activities without alienating the innocent townsfolk caught in its web is a good example.

Cults thrive because they know how to twist the ordinary into the extraordinary - and the players' journey into uncovering and combating this corruption creates stories rich with tension and moral complexity.

To root them out, the heroes must confront not just the cult but the societal flaws that allowed it to take hold.



# Dark Encounters

## Cultist Kits



Anyone could be a cultist. The local baker, the lord, or even the Queen herself.

These kits can be applied to any NPC. See *Issue 32* of **d12 Monthly** for more information about Kits and using them for OSE and other old school fantasy roleplaying games.

### The Initiate of Whispering Shadows

A newly indoctrinated member, eager to prove their devotion to the dark entity they serve. Often used as expendable pawns.

**Requirements:** Chaotic Alignment

**Role:** Minion, scout, or sacrificial offering.

**Secondary Skills:** Any one skill.

**Equipment:** Dagger, simple robes, a small idol of their deity, a pouch with a few coins.

**Special Benefit:** Gains +2 on all saving throws against fear-based magic from their patron deity.

**Special Hindrance:** Prone to fanaticism; may disobey orders in favor of pursuing the cult's goals.

**Example:** A human youth, driven by desperation, who joined a cult promising power.

### The Cultist Zealot

A fervent believer, driven by unwavering faith and a thirst for spreading their cult's influence.

**Requirements:** Chaotic Alignment

**Role:** Combatant, recruiter, or enforcer.

**Secondary Skills:** Initiate, plus any other.

**Equipment:** Short sword, leather armor, cult symbol (worn hidden or visibly), a small book of cult teachings.

**Special Benefit:** +1 to attack and damage rolls when fighting in their place of worship.

**Special Hindrance:** Suffers a -2 penalty to reaction rolls with non-cult members.

**Example:** A former soldier who found new purpose in a militaristic cult.

## The Ritualistic Chanter

A cultist trained in the arcane arts of chanting and ritualistic magic, capable of summoning minor entities and manipulating dark energies.

**Requirements:** Charisma 13+, Chaotic Alignment

**Role:** Initiate, Leader.

**Secondary Skills:** Initiate.

**Equipment:** Ritualistic robes, a chanting book, a small drum, a collection of strange herbs.

**Special Benefit:** Small Chants

These consist of chants to their patron deity which take one full round to complete. Once completed, they gain one of the following benefits:

- **Curse:** Any enemies within 120-ft suffer -1 to hit and any fear-based saves
- **Spell:** The chanter gains access to one spell of 1st or 2nd level
- **Boon:** The caster and their allies gain a +4 bonus to any one saving throw for the next 6 rounds.
- The chanter conjures a small entity representing their dark patron (a devil, demon, or similar). This creature will act on the chanter's commands and can attack as a hunting dog. It can move up to 1-mile away from the chanter and will stay for up to one hour.

Like spellcasting, these chants fail if they are interrupted.

**Special Hindrance:** While chanting, they are vulnerable and suffer a -2 to AC. They also exude an air of distrust, which gives them a -2 to all reaction rolls.

**Example:** A half-elf who has learned the dark songs of their cult.

## The Possessed Oracle

A cultist who has allowed a dark entity to inhabit their body, granting them prophetic visions and disturbing powers.

**Requirements:** Wisdom 13+, Chaotic Alignment

**Role:** Diviner, conduit, or terrifying threat.

**Secondary Skills:** Initiate,

**Equipment:** Tattered robes, a strange amulet, a collection of unsettling trinkets.

**Special Benefit:** Can receive cryptic visions from their patron deity, with a chance of revealing hidden information. This can be accessed three times per day. In combat, this could equate to a bonus to hit or AC. Outside of combat it could allow the oracle to track enemies or any other creative uses.

**Special Hindrance:** Subject to sudden and uncontrollable fits of madness, during which they may attack allies.

**Example:** A human who willingly became a vessel for a malevolent spirit.

# Foundation Stones

## A Cult Generator

Cults are everywhere. They are hidden, deadly, and insidious. Here is a quick cult generator you can use for your campaign.

You will need to generate the following:

- Names
- Symbols
- Motivations
- Goals - both short-term and long-term
- Leaders
- Methods
- Unique Rituals

### Names

Roll once for each column. Feel free to add or subtract words to make it sound more sinister.

**Table: Cult Names**

D12	First Part	Second Part
1	Cult of...	the Veil
2	The Order of the...	the Abyss
3	The Serpent's...	the Covenant
4	The Eyes of...	Sickles
5	The Hidden...	Society
6	The Children of...	Crimson Hand
7	The Brethren of...	Moon
8	The Servants of...	Shadows

9	The Keepers of...	Coil
10	The Blood of...	(Name of creature worshipped)
11	The Whispered...	the Blooded Sword
12	Harbingers of...	the Ghostly Visage

**Table: Cult Symbols**

D12	Symbol
1	A distorted or inverted religious symbol (e.g., an inverted cross, a desecrated holy symbol)
2	A symbol of death or decay (e.g., a skull, a withered hand, a spider web)
3	A symbol of their patron deity (if applicable) (e.g., an eye, a serpent, a claw)
4	A symbol of their goal (e.g., a burning pyre, a bound figure, a bleeding eye)
5	A symbol of their methods (e.g., a dagger, a whispering mouth, a hooded figure)
6	A symbol of a specific location (e.g., a crescent moon, a rising sun, a twisted tree)
7	A symbol of a specific monster or creature (e.g., a tentacle, a bat, a skull)
8	A symbol of their power (e.g., a lightning bolt, a flame, a swirling vortex)
9	A symbol of their corruption (e.g.,



a black rose, a dripping  
bloodstain, a broken heart)

10 A series of interlocking,  
ever-shifting geometric patterns

11 A brand or mark that appears to  
be a natural skin blemish, but  
shifts or pulses with an inner  
light.

12 A combination of two or more  
symbols

**Table: Cult Motivations**

D12	Motivation
1	To summon a powerful demon or deity
2	To spread chaos and destruction across the land
3	To gain immortality or eternal life
4	To acquire great wealth and power
5	To corrupt and enslave others
6	To avenge a past wrong
7	To fulfill a dark prophecy
8	To gain control over a specific location or resource
9	To spread a specific disease or plague
10	To achieve personal enlightenment through suffering and sacrifice
11	To spread corruption to destabilize kingdoms or institutions
12	To purge the weak to usher in a "cleansed" age

**Table: Cult Short-Term Goals**

D12	Goal
1	Acquire a specific component for a ritual (e.g., a rare herb, a blood sample)
2	Kidnap a person of interest (e.g., a noble, a priest, a powerful mage)
3	Infiltrate a local organization (e.g., a guard, a merchant guild, a temple)
4	Sabotage a local event or ritual (e.g., a festival, a holy ceremony, a trade caravan)
5	Steal a minor artifact or document (e.g., a scroll, a key, a religious relic)
6	Establish a hidden base of operations in a specific location
7	Recruit new members from a vulnerable population (e.g., the poor, the desperate, the disenfranchised)
8	Spread a rumor or misinformation campaign to sow discord
9	Eliminate a rival or perceived threat to the cult
10	Perform a minor ritual to test or enhance their power
11	To transform themselves into powerful, inhuman forms
12	Secure funding or resources through theft, extortion, or blackmail

**Table: Cult Long-Term Goals**

D12	Goal
1	Perform a major ritual to unleash a great evil or summon a powerful entity
2	Corrupt or control a major political or religious institution
3	Establish a new world order under the cult's control
4	Achieve immortality or apotheosis for the cult's leaders
5	Open a permanent portal to another dimension or plane
6	Usher in an age of darkness or chaos
7	Transform the world into a reflection of their patron deity's domain
8	Gain control over a vital resource or strategic location
9	Exact revenge upon those who have wronged the cult
10	Create a plague, curse, or other supernatural blight to devastate the land
11	Fulfill a prophecy that will bring about the cult's version of paradise—or apocalypse
12	To bring about the end of the world as it is known

**Table: Cult Leaders**

D12	Leader
1	A charismatic and manipulative sorcerer
2	A fanatical zealot driven by blind

	faith
3	A cold and calculating mastermind
4	A monstrous entity that possesses the bodies of its followers
5	A group of powerful individuals vying for control
6	A secretive and enigmatic figure who rarely appears in public
7	A creature of immense power that the cult serves
8	A shapeshifter who infiltrates positions of power
9	A group of powerful individuals who operate in secret
10	A seemingly harmless individual who secretly controls the cult from the shadows
11	A disillusioned priest turned blasphemer
12	A lich seeking to expand their influence

**Table: Cult Main Methods\***

D12	Methods
1	Covert infiltration and espionage
2	Open and aggressive recruitment
3	Manipulation and mind control
4	Blackmail and extortion
5	The use of powerful magic and rituals
6	The spread of disease and plagues
7	The creation of monstrous creatures
8	The exploitation of local grievances and fears

- 9 The use of propaganda and misinformation
- 10 Sabotaging temples and framing others for the destruction
- 11 Using their wealth to fund mercenaries or brigands
- 12 Roll Twice

\* These are the main methods used. Others can be used as well.

**Table: Cult Rituals**

D12	Rituals
1	Rituals involving human sacrifice
2	Rituals to summon a specific demon or spirit
3	Rituals to corrupt the land
4	Rituals to gain power from the suffering of others
5	Rituals to communicate with the dead
6	Rituals to control the minds of others
7	Rituals to create undead creatures
8	Rituals to open a portal to another dimension
9	Rituals to steal the life force of others
10	Rituals that involves the sacrifice of a living creature
11	Rituals that involve continuous chanting for 24 hours to summon their god's attention
12	Roll Twice

Once you have the various table listings rolled up, it's time to bring it all together,

adding additional information and/or taking away what doesn't fit with the concept taking shape.

## Example Cults

### The Black Thorn Covenant

**Symbol:** A tangle of thorny vines encasing a dagger

**Motivation:** Spreading corruption to destabilize kingdoms

**Short-term Goal:** Assassinate key leaders and replace them with cult loyalists

**Long-term Goal:** Transform the world into a reflection of their patron deity's domain

**Leader:** A serpent-tongued prophet claiming visions of the end times

**Methods:** Kidnapping and indoctrination of the desperate

**Unique Ritual:** The Feast of Blood - consuming a victim's heart binds their soul in service

### The Harbingers of Shadows

**Symbol:** A shadowed crescent moon

**Motivation:** To gain control over shadow magic

**Short-term Goal:** Perform a minor rituals at shadow's lair to enhance their shadow magic abilities/power

**Long-term Goal:** Gain control over shadow magic by enslaving the gnomish shadow mages and learning their secrets

**Leader:** A shapeshifter (a shadow doppelganger) who infiltrated the cult early on, and has taken control of it

**Methods:** The creation of shadow monsters

**Unique Ritual:** Rituals to open a permanent portals to the shadow realm

# Character Building

## The Dark Tongue



The Dark Tongue - a language spoken only by those who traffic in forbidden knowledge. This ancient and cryptic language holds a sinister power, binding its speakers to the shadowy forces they serve and weaving threads of corruption into the world around them.

### Origins of the Dark Tongue

Some say it was the language of the gods before the heavens shattered, a relic of a time when mortals could walk among divine beings.

Others claim it was crafted by the first heretics who sought power beyond mortal ken, a language designed to commune with entities that dwell in the void between worlds.

Whatever its source, the Dark Tongue is both a tool and a weapon, a means of channeling power too dangerous for ordinary mortals.

### The Nature of the Language

The Dark Tongue is not merely a collection of words - it is a living thing, spoken with

guttural syllables that seem to vibrate with unnatural resonance. Each utterance draws on the speaker's life force, and extended use can leave even the strongest practitioner drained or maddened.

To the uninitiated, it sounds like a chaotic jumble of hisses, whispers, and grinding tones, but for those trained in its usage, the words carry profound meaning and deadly intent.

### Powers of the Dark Tongue

**Binding and Commanding:** The Dark Tongue has the power to bind spirits, summon minor entities, and compel weaker minds to obey. Even a whispered command in the Dark Tongue can sow confusion, fear, or obedience in the weak-willed.

**Unlocking Forbidden Secrets:** Speaking the Dark Tongue allows its user to decipher hidden truths, unlocking the secrets of ancient texts, forbidden artifacts, or sacred places. However, knowledge gained this way often exacts a heavy toll - madness, curses, or worse.

**Ritual Augmentation:** When woven into rituals, the Dark Tongue amplifies their potency. A mundane sacrifice becomes an apocalyptic curse, and a simple divination ritual reveals cosmic truths. Cultists chant in the Dark Tongue to anchor their rituals to eldritch forces, increasing both the power and the risk.

**Curses and Hexes:** The language itself can be a weapon. Words spoken in the Dark

Tongue linger in the air like a toxic miasma, cursing the listener with ill fortune, sickness, or paranoia. It is said that a dying curse in the Dark Tongue can scar a bloodline for generations.

## Learning the Dark Tongue

Few dare to learn the Dark Tongue, and fewer still survive the attempt. It is not a language taught through books or casual study - it is absorbed through rituals, dreams, and maddening whispers from eldritch patrons. Each syllable learned etches itself into the speaker's soul, marking them forever.

In some regions, even the slightest knowledge of the Dark Tongue is punishable by death, for the superstitious believe that speaking it attracts dark forces.

Some scholars, however, risk everything to master its secrets, hoping to wield its power against the cults that thrive in the shadows.

## The Role of the Dark Tongue in Your Campaign

**Mystery and Fear:** The use of the Dark Tongue should be rare, its effects unpredictable. Hearing it in the dead of night or inscribed on ancient ruins can instill unease in your players.

**Tools of Corruption:** NPCs tempted by power may use the Dark Tongue, but at a cost - madness, mutation, or doom.

**Player Use:** If players gain access to the Dark Tongue, it should be a double-edged

sword. The language might grant power, but overuse could draw attention from otherworldly entities or corrupt the user.

The Dark Tongue is more than a language - it is a manifestation of the creeping rot that threatens the world. Its words have the power to shape reality, but always at a price.

## Usage in Your Campaign

Beyond cultists and their ilk, the Dark Tongue can be used by many other beings.

**Corrupted Creatures:** Those corrupted by darkness or foreign entities can speak the Dark Tongue, using it to communicate with each other and to their masters beyond.

**Sentient Undead:** Liches and other sentient undead can learn this secret language and use it in various rituals and dark magic.

**Aberrations:** These deep dark creatures can speak the Dark Tongue, and some believe are the originators of it - to corrupt those on the surface.

**Ancient Dragons:** Very old dragons could know this language and use it when casting spells or performing rituals.

**Sentient Magic Items:** A few tainted weapons have been known to speak and even teach their owners this dark language - even to the point of insanity.

In the end, those who speak the Dark Tongue must ask themselves: is the power worth the risk?

# Solo Spotlight

## Quick Cultists

Below are a couple of tables you can use when encountering a cult or cultists for the first time - quickly generating a reason for them being there.

**Table: The Cultists Are**

D6	They are...
1	A splinter group of a larger, more secretive cult
2	Local villagers who have been corrupted by dark whispers
3	Fanatical zealots serving an eldritch entity from another plane
4	A cabal of disgraced clergy seeking vengeance on their former temple
5	Wandering nomads who stumbled upon forbidden knowledge
6	A wealthy merchant family hiding their dark practices from society

**Table: The Cultists Are Wearing**

D6	They are wearing...
1	Tattered robes stained with dried blood and ash
2	Ornate masks resembling the visage of their dark patron
3	Simple, everyday clothes marked with subtle occult symbols
4	Heavy cloaks embroidered with constellations that shift unnaturally
5	Black armor adorned with unholy

runes, polished to a sinister gleam

6 Bare skin painted with glowing sigils, exposed even in the cold

**Table: The Cultists Want**

D6	They want...
1	To summon a minor demon to aid in their cause
2	To locate a sacred artifact hidden in the area
3	To kidnap someone important for a ritual sacrifice
4	To spread fear and chaos to destabilize local leadership
5	To turn a natural disaster (like a flood or drought) to their advantage
6	To corrupt an ancient shrine and turn it into a place of dark power

**Table: The Cultists Will**

D6	They will...
1	Fight to the death rather than reveal their secrets
2	Attempt to flee if outnumbered or overpowered
3	Offer a bribe or bargain to gain the upper hand
4	Unleash a monstrous creature they have summoned
5	Try to indoctrinate the player character into their ranks
6	Trigger a destructive ritual if they fear capture, no matter the cost

# Spellcraft

## Cult Rituals

Cults often have access to evil, and often illegal, rituals.

### The Binding of Shadows

**Purpose:** To summon a shadowy servant or bind an evil outsider to the cult's service.

**Requirements:**

- A sacrificial victim (humanoid or magical beast).
- A dark altar adorned with unholy symbols.
- Rare components worth 500 gp, including obsidian dust and black candles.

**Process:**

- The ritual takes 1D4+1 hours to complete. During this time, all participants must chant continuously.
- At the climax, the leader makes a saving throw vs. spells. If successful, the entity is bound to the leader's will for 1D6 days.

**Effects:**

- The bound entity performs tasks within its nature (e.g., guarding, assassinating).
- Breaking the entity's control early requires a Cleric's *Dispel Evil*.

**Failure:** The entity escapes the binding, attacking the cultists or anyone nearby.

### The Feast of Blood

**Purpose:** To grant the cult temporary power or enhance their combat abilities.

**Requirements:**

- Fresh blood from a slain humanoid or beast (1D6 HP worth of blood per participant).
- A communal feast prepared with unholy ingredients.

**Process:**

- The feast lasts for 1 hour. All cult members partake while reciting prayers to their dark patron.

**Effects:**

- Each participant gains a +1 bonus to attack rolls and saving throws for 1D4 hours.

**Failure:** *Corruption.* Each participant must save vs. spells after the feast. Failure results in a minor curse (e.g., discolored skin, unnerving aura, or a -1 penalty to reaction rolls with non-evil creatures).

### The Ascension of the Chosen

**Purpose:** To imbue a cultist with temporary supernatural abilities.

**Requirements:**

- A ceremonial artifact (e.g., dagger, crown) blessed by the cult's dark patron.
- A willing participant and an audience of at least 6 cultists.

**Process:**

The ritual requires 3 hours.

**Effects:**

At its climax, the chosen cultist gains enhanced abilities for 1D6 days:

- +2 to Strength and Dexterity.
- Resistance to non-magical damage.
- Immunity to fear effects.

**Failure:** *Overload*. If the chosen cultist takes more than 10 damage in a single attack during this period, they explode in a fiery blast, dealing 2D6 damage to everyone within 10'.

**The Invocation of Sight**

**Purpose:** To gain visions of the future or uncover hidden truths.

**Requirements:**

- A reflective surface (mirror, pool of water, or polished obsidian).
- Rare incense worth 200 gp.

**Process:**

- The ritual takes 2D6 turns and requires intense concentration.
- The leader must succeed on a saving throw vs. spells to receive a vision.

**Effects:**

Success provides cryptic but accurate information (determined by the DM).

**Failure:** May result in madness (Save vs. Spells) or suffer a permanent -1 penalty to Wisdom).

**The Whispering Seal**

**Purpose:** To cloak the cult's activities in secrecy or ward an area against intruders.

**Requirements:**

- A location where the seal is inscribed (walls, floors, or doors).
- Rare inks infused with powdered silver & nightshade (cost: 250 gp).

**Process:**

The ritual requires 1 hour and a successful roll under the Intelligence of the leader performing it.

**Effects:**

The seal has the following effects:

- Mask sounds and smells within a 30' radius.
- Create a magical trap (Save vs. Spells or take 1D6 psychic damage).
- The effects last for 1 week unless dispelled by a *Dispel Magic*.

**Using These Rituals in Your Game**

**As Plot Hooks:** Discovering evidence of a partially completed ritual can spur the party into action.

**As Challenges:** Interrupting or reversing a ritual can create intense encounters with dire consequences if the party fails.

**As Rewards:** Recovering rare materials, sacred relics, or disrupting a ritual can provide players with valuable treasure and lore.



# Adventure Location

## A Safehouse

While most safe houses are seen to be secret havens for thieves and cut-throats, cultists use them as well - to hide those who have been discovered or to house fellow cultists from further afield.

## The Abandoned Warehouse

A run-down warehouse near the edge of the docks.

**Cover Story:** Supposedly a storage facility for a long-defunct merchant company.

### Features:

- Hidden trap doors leading to underground chambers for meetings and rituals.
- Concealed compartments in crates holding dark tomes and ritual tools.
- A network of smuggler tunnels connecting to other parts of the city.

**Purpose:** This is the cult's main meeting point and a hub for transporting illicit goods.

## The Backroom Apothecary

A cramped shop in a bustling market district.

**Cover Story:** A herbalist who sells medicinal tinctures and poultices.

### Features

- A hidden room behind a false shelf stocked with cursed and forbidden alchemical ingredients.
- A strong scent of herbs masks the odor of blood and decay.
- A ledger tracking shipments of unusual components for rituals.

**Purpose:** Serves as a recruitment site for the disillusioned and a source of ritual supplies.

## The Basement Tavern Room

The cellar of a rowdy tavern in a busy district.

**Cover Story:** A private room rented out for exclusive gatherings and gambling.

### Features

- A hidden door behind a wine rack leading to a small meeting hall.
- Symbols scratched into the floorboards, visible only by candlelight.
- Concealed escape routes into the city's sewer system.

**Purpose:** A place for the cult's inner circle to meet in secret and plan their activities.



# Class Acts

## Lightbringer Purifier



An example cult hunter: a Lightbringer Purifier

### Sister Elaria the Lightbringer

*Cleric of Lucindar (Lightbringer Purifier)*  
level 5

**Alignment:** Lawful

**Race:** Human

**Age:** 36

**Background:** Former healer turned divine warrior after her village was destroyed by a cult of demon-worshippers. She has since

dedicated her life to purging evil and protecting the innocent.

**AC:** 3 (Plate Mail and Shield)

**HP:** 28 (5d6 Hit Dice)

**Attack Bonus:** +2

**Weapon:** War Hammer (+1 against evil creatures, 1d6+2 damage)

**Movement:** 30-ft

STR: 12, INT: 11, WIS: 16, DEX: 10, CON: 13,  
CHA: 14

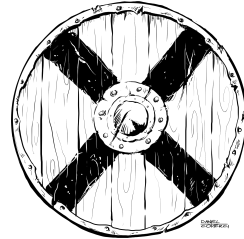
## Abilities and Features

### *Enhanced Turning*

Turns undead and evil outsiders as a 7th-level Cleric.

## Equipment

- War Hammer (Blessed, +1 vs. evil creatures)
- Plate Mail Armor (AC 3)
- Shield
- Holy Symbol (A miniature blessed lantern that lights up a 10-radius around the cleric that can pierce even magical darkness)
- Vial of Holy Oil (Can *Bless* weapons or objects)



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## Acknowledgements

Cover art by Fat Goblin Games & Russ.

Art by Dean Spencer, Diego Castro, and Darren.

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## Next Month

A new series begins! The next 3 months will be about treasure, treasure, and more treasure! Starting with Issue 47: The Treasure & Loot Issue.



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**ISSUE 46 – APRIL, 2025**

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