

THE EX-CULTIST

CHARACTER BACKGROUND OPTION

Once, perhaps not too terribly long ago, you served alongside your fellow neophytes. You worshipped at altars to a dark creature or eldritch god, performed the sacraments and blood sacrifices and adorned yourself with the proper tattoos or ceremonial scars. For a while, you basked in this dark glory with your fellows, feeling the camaraderie and clarity of purpose that comes with service to a higher, malign power.

But, something changed. Now, you wander the world outside of your isolated circle of brethren, either unwillingly or of your own volition. Surviving in the outside is difficult and often confusing after living as you did for so long, but perhaps a new circle of comrades could be of some assistance...

Skill Proficiencies: Deception, Religion

Tool Proficiencies: Poisoner's Kit

Languages: One of your choice

Equipment: Tattered robes, a symbol of your dark lord, a blasphemous holy text, a curved ritual dagger, a poisoner's kit, and a small pouch containing 5 gp.

CHANGE OF HEART

Why did you walk away from the world you knew, and why did you seek something different? Was this a choice you made, or did fate separate you from your fellow devotees? Do you wish to undo the evil that your cult perpetuated, or would you rejoin your cult if given the chance? Work with your DM to decide what you and your cult worshipped, how much of your cult still exists. You may also need to work out why you left the cult, or you can roll on the following table.

1d8 Change of Heart

- 1 I witnessed a particularly gruesome rite and ran for my life.
- 2 A botched ritual slaughtered the other members of my circle. Only I survived.
- 3 I asked the wrong kind of questions. The others planned to sacrifice me to our dark lord, but I escaped.
- 4 Adventurers hunted us down, and only I was able to escape.
- 5 The other cultists disappeared through a portal to a land of unspeakable horrors. Terrified, I stayed behind.



1d8 Change of Heart

- 6 The others took their own lives to ascend. I could not.
- 7 I no longer believed in what we were doing. It seemed wrong, somehow.
- 8 A friend or family member rescued me, taking me away by force.

FEATURE: SECRET SIGNS

You know the secret symbology of your cult, which can pop up in some surprising places. Some nobles, influential persons, or even common townsfolk may also be members of your cult, and with a subtle gesture or knowing handshake you can discern who still follows the ways of your dark lord.

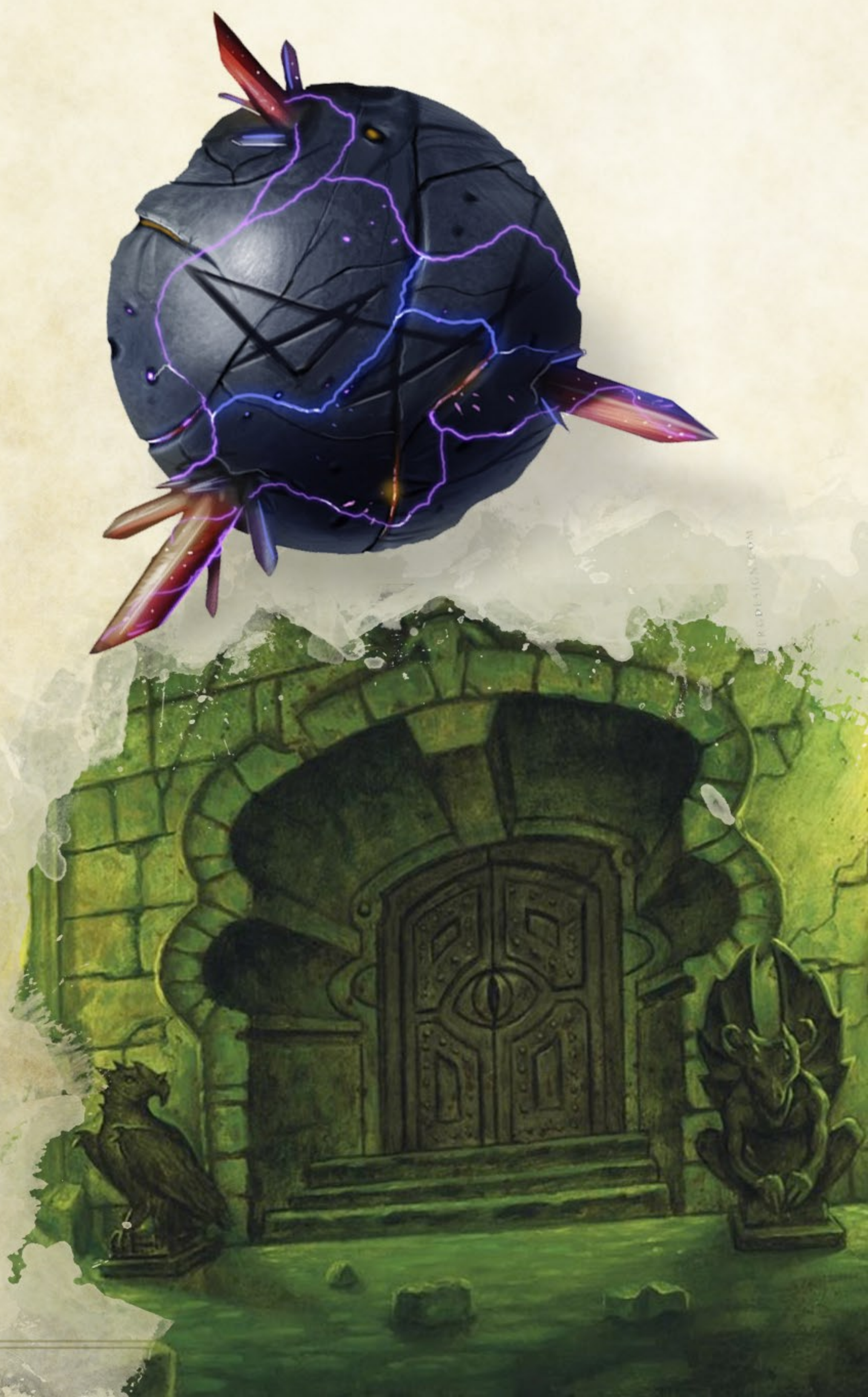
Cloisters of your cult may also be hidden across the land, identified by the secret signs and symbols designed to lead the faithful to places of dark worship. Such cloisters often contain enough lodging and food for at least ten people, for a week, and sometimes harbor eldritch treasures belonging to the cult. Cloisters with treasure still intact likely contain practicing cultists or guardian monsters, however; your cult was not foolish enough to let its secrets remain unguarded.

1d8 Personality Trait

- 1 Everything is a sign of coming doom. Every. Single. Thing.
- 2 The world outside is so exciting! Now I can do everything the dark lord used to forbid, like drinking wine, or wearing shoes!
- 3 The dark lord used to order us to do everything. It's a little hard for me to live without that.
- 4 If my friends will let me, I'll openly reminisce about my old days in the cult all day long.
- 5 I still can't help but check the holy scriptures for advice about any given situation.
- 6 It's no big deal, it's not the end of the world. That's not for another five years, three months, ten days, twelve hours...
- 7 It's still important to leave the old offerings, to perform the old rites.
- 8 I'll happily inform those I meet of the many ways in which they are being heretical.

1d6 Ideal

- 1 **Loyalty.** My new companions are my new family, I will protect them. (Lawful)
- 2 **Reparation.** I must fix the evils my cult has done. (Good)
- 3 **Independence.** I'll never be bound in servitude again! (Chaotic)
- 4 **Power.** The dark lord was weak in the end. I will be stronger than they ever were. (Evil)
- 5 **Secrets.** The lore of my cult is historically important, and I should preserve it. (Neutral)
- 6 **Revision.** The cult failed because the holy book was wrong. I must learn about the outside world, and fix the book's errors. (Neutral)





1d6 Bond

- 1 I must discover the truth behind my dark lord, even if it kills me.
- 2 I need to reconnect with the people from my life before the cult, if I can ever find them.
- 3 I must free other minions from unwitting service to dark masters.
- 4 A monstrous, immortal guardian of the cult is hunting me. I pray it never finds me.
- 5 I sold my soul in service to the dark lord, and now I seek to reclaim it.
- 6 The day of reckoning is coming, and my knowledge is the key to stopping it.

1d6 Flaw

- 1 If I ever had the chance, I'd definitely rejoin my cult.
- 2 I'm a little too into blood sacrifice.
- 3 Knowledge is more important than sanity.
- 4 I'm often more interested in than frightened of abominable eldritch monsters.
- 5 I'm almost too willing to follow orders without thinking.
- 6 Murder was significantly less frowned upon by the cult than in the outside world.

CREDITS:

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