

Cults

There are many religious sects and cults in Tigmar. Some sample cults are given below. The following are only examples, and may of course be altered by the GM.

For those who wish to design their own cults and secret societies, keep foremost in mind the history of your organization. A group's purpose will often depend upon various past happenings; a cult banished from the city where it was created may seek to gain reentry to the city or punish its betrayers as their prime goal, for example.

The scope of the society must be considered. Does everyone of age in a town gain access to the society? Is political or class rank required? Are members restricted to a single sex? All such questions should be considered in the creation of a cult.

Finally, the GM should decide what rituals, if any, are appropriate to a cult. This too may depend upon the history of a cult, as cults with mages as founding members tend to have a store of rituals in hand, whereas cults started by demagogues tend to lack in the magical powers.

In addition a GM may tell a player that the cult has magical rituals, and lie about it. There are many cults who percieve themselves to be in possession of powerfull magics when in fact they have sham rituals which do little to nothing.

In this case, however, keep in mind that in Tigmar, the faith of a group of people is a strong force in itself, and could concievably make a ritual which is a sham work in a limited way.

Parasite (Gen-ral) Cults

"They're all bugs."

-Jander the Tapast

The Gen-ral Pan, or the Parasites, are a sentient life form who take over other life forms' brains and control them. They are discussed more extensively on page 317.

The Green Cult

The Green Cult, or the Gen-ral Pan cult, have a mission to remove all technology from the land. They have legends of the damage technology once did to the world.

The Green Cult also has many human followers, some of which volunteer to be hosts for short or long periods of time depending on the arrangement. Some humans join the Green Cult as a suicide move, and consider acting as a host as recompense for their sins.

The Evidence of Mog

Just look around! Mogs are evidence of the horrible mutations caused by evil chemical warfare and a poisonous rock which was widely used in machines in ancient times. Blasted technology!

- Green Cult Member

The Red Cult

The Gen-ral Wol, also parasites, hate the Pan, or Green Cult parasites. They have legends of the power of technology and want to use it to avenge the current plight and persecution of the Gen-ral race.

Over the generations, the Gen-ral Wol have lost much of their original reasoning and been corrupted to blind hatred of the Pans. The Wol feel the Pans aid humanity in the oppression of the Gen-ral, and for this reason have fixated on the death of the Pan.

To this end, the Wol spend their time trying to sabotage human society and hunting down and killing Pan.

Royal Order of Wol's Deciples

In Lorac al Tur is a sect of nobility who view the Gen-ral as gods, and the Gen-ral Wol as gods attempting to regain their deserved throne over the world. These nobles want to make sure they have a ticket for this ride and are not left behind to be slaves akin to the Mogs.

Therefor they attempt to help the Wol move through society, avoid the Witch Hunters, and slowly position themselves for the "Day of the Red Adcendence".

Demon Cults

The Second Order of the Iron-Bound Fist of Tapa

These people spend their time summoning demons and telling them what to do. Their rituals are group rituals, and often involve live sacrifice and torture.

The mission of the Order is to summon Tapa himself. They spend much of their time collecting books on summoning rituals for this purpose. The order is run by a few renegade wizards.

Tapa is the Lord of the Beyond, according to members of the cult. His powers run along the lines of causing people to spontaneously combust and bringing maelstroms of fire to cities and towns. Tapa was banished by Casserous the Scourge. For this reason Tapists hate Casserous and all Casserites.

The Casserites

The Casserites spend time finding powerful evil beings, and then they attempt to alert or even call Casserous the Scourge to banish these beings to the Realm Beyond.

Casserous is an ancient hedge wizard who mastered teleportation. He lives in a realm where time passes in a different fashion than it does on Tigmar. He does this to preserve his meager years. Occasionally he comes to Tigmar to banish evil beings to a place he alone knows about called the Beyond. Once sent to the Beyond, there is no known return. Casserous is usually a fairly benevolent and good creature. The Casserites are a small group as no Casserous sightings have occurred for many years, and so faith is waning.

Fifth Brotherhood of the Inner Circle

These are a band of cultists who seek to take over the city of Sampson, and then, if possible, the world. They summon demons for this purpose. Most rituals are group based. The Brotherhood's rituals usually require twenty people, two of which are the leaders and the other 18 of which spend their time holding people down, dancing, and chanting.

They have no main demon or god which they worship. They feel gods do not exist, but are just masquerading demons. This makes them very susceptible to any kind of curse or blessing from any priest.

Rituals:

Demonic Possession
Summon Ghost of Dead
Make Poison Water
Demon Summoning: Minor
Demon Summoning: Major

Faxus Merchantile Group

This cult is dedicated to harnessing the power of the demon to further economic goals. They use demons to

collect information, mainly, about lost hoards of gold.

Some of their treasure hunting has been successful. They are mainly renowned, however, for lavishly funding many adventuring trips to distant places all over the globe.

Nape of Nectar

Nectar is an old goddess/demon renowned for sexuality, according to the members of this cult. They want to experience the hedonistic pleasures of old, where gluttony and sexual depravity was the order of the day.

This cult is primarily located in Lorac al Tur. The Republic of Sampson's corruption and depravity is more widespread, lessening the need for a cult such as this. However, there is a more casual branch there where membership is more a stylistic choice than a real commitment.

One major act for this cult is to summon Nectar. High priests and priestesses gain their full power if they manage to summon Nectar and last out the "dual-nights" ritual, which is being the partner of Nectar from dusk, through the following day, and then till the following dawn.



Strange Cults

Initiates of the Oot-Mak

These are non-Oots living in Lorac al Tur who want the Oots to conquer the world. They spend their time in alchemical practices trying to enhance themselves to the superior level of the Oot. None of these people actually know anything about Oots, and Oots despise them.

The higher orders do have some potions which give great strength for short periods of time, and other such things. All rites and ceremonies are done in song. All Initiates desperately try to learn Oota at all times.

The Society of Blue

These are ancient, pure-blooded nobility living in Lorac al Tur who do not believe in Aranity. They feel the name of Sampson has been stamped in the dirt, and that the Sun God is a hoax backed by some simple parlor tricks.

They want to set up The Oligarchy, run by one member of each worthy house (this number is continuously changing). They are vaguely aware of magic, and use any ritual they can find to further their ends.

The Council

This is a small council of old, good wizards who meet every ten years to make sure no evil is growing too large. If the evil is growing too large, they send one of the members out to collect other folks to destroy the evil.

The Council is the cause of many ancient ballads of Heroic Bands destroying evil, and other such things.

Falvas Connectionists

These people are not much known about. The main thing is they bury their dead and believe in an underworld where all go when they die.

In order to become an ordained priest, one needs to be buried alive for four days. At the end of this the priest is said to be "ressurrected" and given new wisdom. Throughout their burrial the participants are considered to be dead, and travel to the underworld where they see and claim wisdom.

