



Cults & Daggers user Bible

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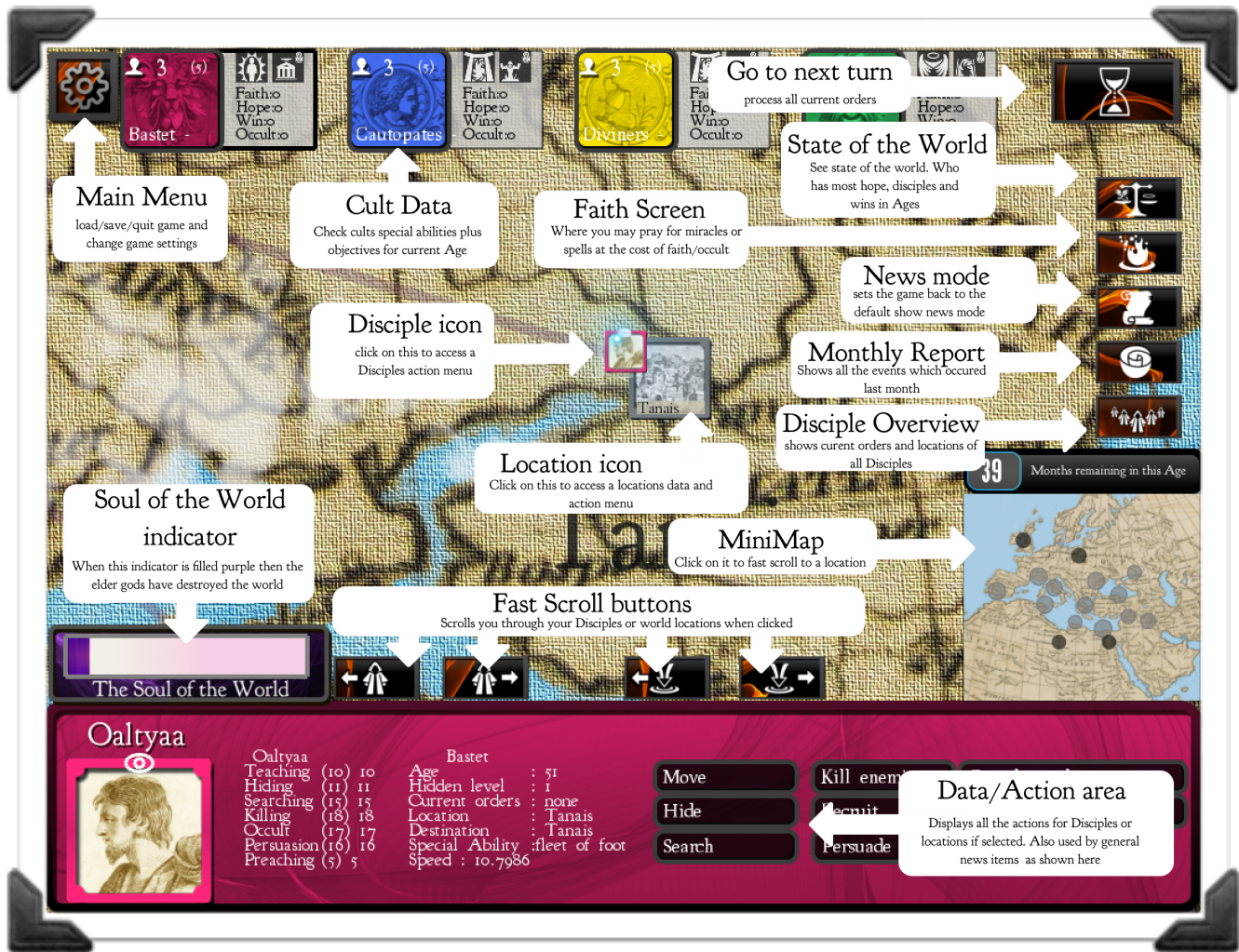
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Basic concepts of Cults & Daggers



Cults & Daggers puts you in control of your own religion/mystery cult in the centuries before the birth of Christ. Your aim is to save the world from the elder gods who seek to destroy it and also to bring more hope to the world than the 3 other religions who are also privy to the secret war for the soul of the world. Your main activities will be to direct your disciples actions , to manipulate cities and decide when to spend Faith and Occult power for miracles or spells. Each turn in the game represents one month during an Age when “the stars are right” and the elder gods can seek to destroy the world. Each Age lasts for around 40 months and at the end of it the Cult/Religion with the most hope

wins the age. Then time passes between the elder gods activity (usually at least 20 years) and then the next Age begins, usually with a very different world as cities have risen and fallen. After 7 Ages the Cult who has won the most Ages wins the game. If at any point the world is destroyed by the elder gods, then everyone loses.



User Interface

Main game map screen

This screen is where you will be spending most of your time in the game. It is a scrolling map of the hellenistic world. The map can be scrolled around by use of the arrow keys on the keyboard or by clicking on the mini map in the lower right hand side. Each button indicated has a function which is listed in detail below which may seem overwhelming however it is important to note that the majority of your time will be spent on Disciple Actions (accessed by clicking on the icon/portrait of the Disciple) and the Location Actions (accessed by clicking on a locations portrait).

Disciples

The screenshot displays the game's main interface. At the top, there are four disciple icons: YourCult (blue), Minervii (yellow), Nemetona (green), and Diviners (orange). Each icon shows a level of 3 and various skill icons. On the right side, there are buttons for 'End Month', 'World -', 'Faith', 'News+', and 'Report-'. In the center, a detailed window for the disciple 'Planos Klolche' is open, showing his current orders (none), hidden level (I), and special ability (stone cold killer). Below this, his skills are listed with base and modified values. At the bottom, there is a portrait of Planos Klolche and a list of his stats. To the right of the portrait is a mini-map showing the current location on a world map. At the bottom right, a counter shows '33 Months remaining in this Age'. The bottom of the screen features navigation buttons for 'Previous disciple-', 'Next disciple-', 'Previous place-', and 'Next place-', along with action buttons like 'Move', 'Hide', 'Search', 'Kill enemies', 'Recruit', 'Persuade Nobles', 'Preach to the masses', and 'Delve into the Occult'.

Skill	Base	Modified	Skill	Base	Modified
Teaching	16	16	Occult	10	10
Hiding	19	19	Persuasion	18	18
Searching	18	18	Preaching	10	10
Killing	47	77	Speed	10	72.45

Stat	Value
Age	29
Hidden level	I
Current orders	none
Location	Tanais
Destination	Tanais
Special Ability	stone cold killer
Speed	10.7245

Disciples are the heart of the game. You will give them orders which they will follow with blind faith. When you have selected a Disciple by clicking on their portrait icon on the map you see their orders and data.

Here we have selected one of our Disciples. Her name is Planos Klolche, she is currently in the city of Tanais.

Hidden Levels



The first thing to notice is this eye icon.

It indicates that Klolche has a hidden level of 1 or more. A Disciple's hidden level represents how undercover that disciple is. The higher the number the deeper the Disciple's cover and the further she has embedded herself into the city's society. A Disciple with a hidden level of 1 or more is invisible to other Cults. This means that there could be dozens of enemy Disciples right here in Tanais and they would not show up on the map to us, if they all have a hidden level of 1 or more, we would not know if they were there. Keeping cover is very important for survival, if you are hidden then assassins cannot find you. In addition the Disciple's hidden level is very important for city actions described later.

Special Abilities

Special Ability :stone cold killer

Some Disciples have special abilities which make them very powerful. Klolche has the special ability of "stone cold killer". This means she is innately capable of murder and assassination without any of the

blocks against violence normal people have. This means her ability to kill is dramatically increased.

Skills

Now lets look at her skills. Each skill has two numbers, the base number in parenthesis and then the modified number.

The modification can come from special abilities, miracles, spells or curses. Skills can range from 1 to 100 with 100 being super human excellence and 1 being poor or next to useless. Disciples can improve any skill by simply using it. So a Disciple who is set to Preaching will over time improve the Preaching skill. It can be beneficial for example, to have a Disciple train in Killing at a nearby City before moving into a place where enemies are.

Planos Klotche		
Teaching	(16)	16
Hiding	(19)	19
Searching	(18)	18
Killing	(47)	77
Occult	(10)	10
Persuasion	(18)	18
Preaching	(10)	10

Teaching - This skill represents how good a Disciple is at teaching the Cults doctrine and theological foundations. It is used primarily for recruiting new Disciples. A good practice is to have at least one Disciple who focuses on teaching and recruiting to fill out the ranks of the fallen.

Hiding - How good a disciple is at going undercover and blending in unnoticed. It also measures just how well a Disciple can fake being a local in times of crisis.

Searching - How well a Disciple can root out enemy undercover Disciples, it is also used by some subterfuge activities and the ability to scrounge up silver.

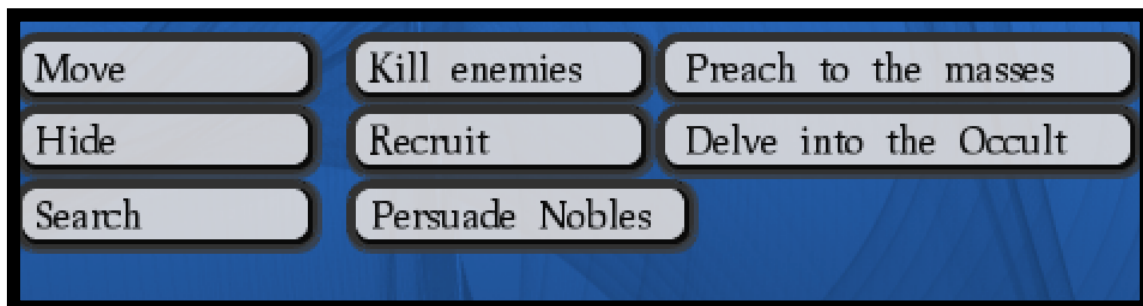
Killing - How good a Disciple is at murder plain and simple. In this case notice that already she had a high base number of (47) which has been driven even higher to an astonishing 77 by her “stone cold killer” special ability. Killing is not only used to attack however, Disciples with a higher killing rating are also better at defending themselves from assassins (it takes one to know one). Klotche is someone to be feared indeed.

Occult - The Disciples mastery of the dark arts and forbidden knowledge. This is used when dabbling in the occult to gain power to cast mighty spells and curses.

Persuasion - How well the Disciple can converse with and persuade with gentle oratory and philosophical arguments. This skill is primarily used to convert the ruling families and nobility in a city.

Preaching - The ability to convert the common folk of the city to your faith. This is the unsubtle berating, threats and promises of heavenly rewards to convert the people.

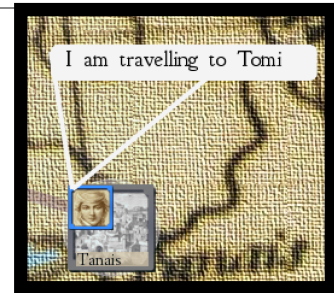
Disciples Actions



This is where you will most actively be influencing events. Note almost all actions are NOT automatically successful, they use the Disciples relevant skill. So for example, a Disciple with a Search skill of 20 will have a 20% chance of succeeding in Search each month. This means very often you will have disciples engaging in activities but without success, sometimes it will take several months for them to succeed. Disciples can however improve skills even if they do not succeed in an action simply attempting it gives them the opportunity to improve.

Move-

By clicking on this a small line will appear , simply move the mouse to the desired destination and click to start the journey. Click the Move button again to disable the move mode. Note once a Disciple is moving then you can no longer give them orders until they reach their destination. Note that Disciples will arrive at a new City with a hidden level of 1. This means that if a disciples cover has been blown in a dangerous city then simply leaving town to a new place where the Disciple is not known maybe prudent.



Hide-

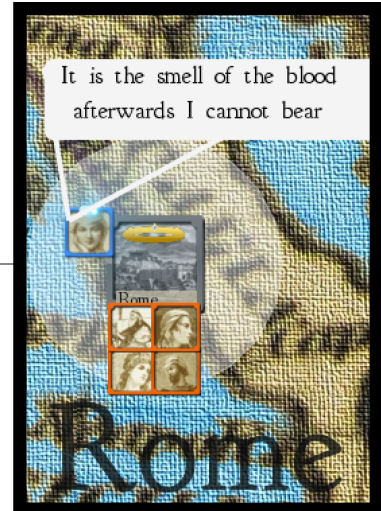
Tells the Disciple to improve their alias or cover within a city. The higher the hidden level the deeper the cover of the agent. A Hidden level of zero means that other Cults can see your Disciple (and you can see any of theirs with a Hidden level of zero). The chance of this succeeding is based on the Disciples Hide skill.



Search-

The Disciple will search the city for enemy Disciples. A success will reduce an enemies Hidden level to zero and flush them out of cover. The chance is the hunters Search skill versus the hidden Disciples Hide skill and Hidden level. In addition while searching Disciples can sometimes find opportunities to add

Silver into the Cults local coffers. Search does not impact a disciples hidden level and so a searcher can remain hidden themselves.



Kill enemies-

The Disciple spends the month training in murder and then seeking out any enemy Disciples with a hidden level of zero. If there are any then the chance of success is based on the attackers Killing skill versus the defenders Killing skill. Note that Disciples who are exposed during the month can be killed even if they were not visible when the Kill enemies order was given. This means that you can have a double team setup in a city, where one Disciple has the Search order and a second one has a Kill order. Any exposed enemies will be attacked at once. This can be effective if you want to guard or put a watch on enemies sneaking into a city.

Your Disciples will also attempt to kill ALL enemy Disciples that they see during the month. This means it is perfectly possible for one assassin to wipe out an entire group of Disciples at once. In this case Klolche will attempt to kill all four of the Diviners Disciples in Rome.



If you succeed as with all other actions there will be a news item summary afterwards. Killing is a messy business and the act of Killing stands a good chance of exposing you and reducing your hidden level to zero.

Recruit-

The Disciple uses the Teaching skill to try and recruit a new Disciple. Each Age gives you a limit on the Maximum number of Disciples you can recruit, it starts with 5 Disciples in the first Age and 12 Disciples in the final Age. New Disciples are usually very weak and need to experience to become useful, however some are recruited with a special ability. Recruiting requires a disciple openly looking for students and believers and as such reduces your hidden level to zero, so be very careful before starting to recruit that there are no hidden enemies nearby.



Persuade Nobles-

Using the Persuasion skill the Disciple tries to bring families of the nobles or ruling class under your Cults influence. When a Cult has more than 50% of the nobles under their control then they gain control over a city. This gives benefits such as Hope every month and a freer hand in actions within the city. Persuading nobles does not reduce your hidden level.

Preach to the masses

Your Disciple openly preaches to the common folk to gain a mass of believers. This is vitally important as only from the masses can a large amount of Faith come. Because the Disciple is openly preaching the Cults creed then the

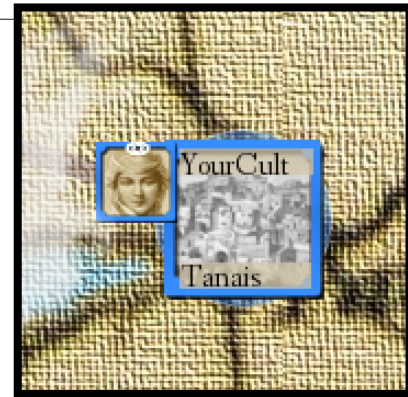


Disciples hidden level is immediately reduced to zero.

Delve into the occult

The Disciple seeks to harness the evil power of the elder gods themselves to advance the cause. If successful the Disciple will gain the Cult Occult power which is used in the most powerful spells and curses. Regardless of success by dabbling with the dark forces the city and its citizens will suffer bad omens. As such dabbling in the occult

is best done by well hidden sorcerers preferably in cities where other cults have many followers. Unscrupulous Cult leaders may even use this as a weapon by deliberately unleashing evil spirits within the enemies strongholds.



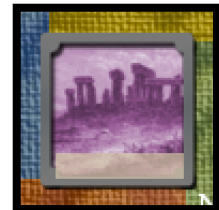
Locations

Locations are either Cities or Places of Power.

Cities are settlements within the Hellenistic world where there are souls to be converted.

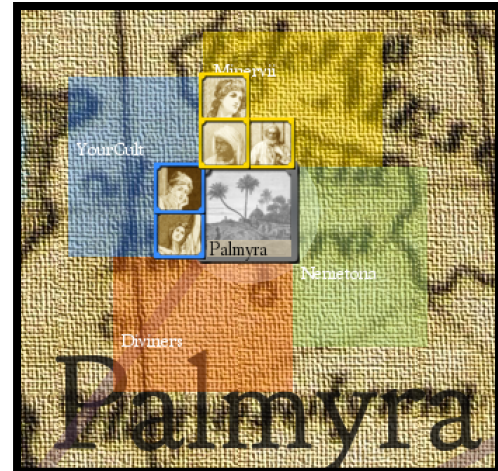


Places of Power are remote and magical places where the elder gods seek to come through and corrupt the Soul of the World.



Cities and City Actions

Disciples which are not hidden are always shown in the relevant Cult area around a city. For example here in Palmyra YourCult is Blue and any Disciples (upto 12) will be docked in the blue area to the left. Likewise other Cults with Minervii here with 3 Disciples visible.



When you mouse over a City the following data is displayed.

Crown- Note in the image here Athens has a gold crown over its icon. This indicates it is the most powerful city in the world at this moment in time. A Cult which controls the most powerful city gains extra Hope every month.



Military Strength - a measure of how many warriors the city can put into battle.

Military Prowess - a measure of how proficient at soldiering the cities warriors are.

Cults and Money - Each Cults Silver in the city is displayed. It is important to note that all money in the game is local. A Cult can have hundreds of Silver

pieces in Rome but it cannot be spent in Babylon. it must be used on actions within Rome.

In the city action bar we see the composition and beliefs of the city. It is listed by believers for each kind of Cult by Nobles then Common families.

Alexandria

Believers	Noble	Common	Families	Temples
None	4	8		0
Harpocrates	0	0		0
Bastet	0	0		0
Ammonis	0	0		0
Essenes	3	15		1

Harpocrates Money: 83

Military Strength: 1 Martial prowess: 24
 Training specialty: oratory for nobility
 Faction control: None

Cannot build Blasphemy 0% Cannot Steal
 Subvert 0% Cannot Strengthen Cannot Sacrifice

So in this example of Alexandria there are a total of 7 Noble families . 4 of them believe in none of the Cults and 3 believe in the Essenes. Likewise there are 23 common families 8 of whom are yet to be converted and 15 of them believe in the Essenes. Noble and Common Families are converted either by Disciple, by Spell or special event.

Alexandria

Believers	Noble	Common	Families
None	4	8	
Harpocrates	0	0	
Bastet	0	0	
Ammonis	0	0	
Essenes	3	15	

City Actions

Build Temple Blasphemy 36% Robbery 8%
 Subvert 36% Strengthen 36% Sacrifice

In a city each Cult may take the following actions

Build Temple

Temples cost 100 Silver per level to build and take many months to complete. To start the building of a Temple, the Cult must have the money and have a Disciple within the City. Temples give many benefits, firstly they increase the money your followers donate within a city, they also increase the amount of Faith generated by believers and finally if you have a majority of Temples you gain extra Hope every month. Temples can be of any level starting at level 1. Note that if you have no believers within a City your temples will fall into disrepair. This not only costs you hope but also you will later have to rebuild those Temples. It pays to keep the faith alive in every city where you have a Temple.

Subvert

The act of Subversion weakens the City and will cause it to lose power around the world. The chance of Subversion is displayed on the button and is calculated by your Disciples Hidden Level, plus money available for bribes plus how many Noble families you control. When a city is weakened, the common folk will blame the gods and whoever has believers within the city will lose a significant amount of Hope. A Disciple is required within the city to Subvert.

Blasphemy

You order your Disciples to commit a vile act of Blasphemy on the local idols and temples of the cities gods. You then try and pin the blame for this dark deed on all enemy Cults. If successful the City will unleash a purge on the other Cults blaming them. If it fails and your Disciples are discovered then your Cult will be hunted down and liquidated within the City. Success depends on the

hidden level of your disciples, money available for bribes and how many believers you have among the commoners to whip up the mob.

Strengthen

The Strengthen action expands the Cities power and prestige. The chance of Strengthening is displayed on the button and is calculated by your Disciples Hidden Level, plus money available for bribes plus how many Noble families you control. When a city is strengthened the people will thank the gods and whoever has believers within the city will gain a significant amount of Hope. A Disciple is required within the city to Strengthen.

Robbery

You attack and rob the temples of other Cults. You take their coin and stash it in your own temples, while you are at it you try and set the temples on fire as well. Chance of success depends on the Search skill of your disciples + their Hidden level. You require at least one disciple in the city. If you are discovered your Cult will be purged by the city.

Sacrifice

You spend all your Cults coin here on a festival and sacrifice to the gods. This will bring hope to the city. it requires a disciple in the city to organize and at least 100 coin. The more coin that is spent the greater the sacrifices and grander the festival.

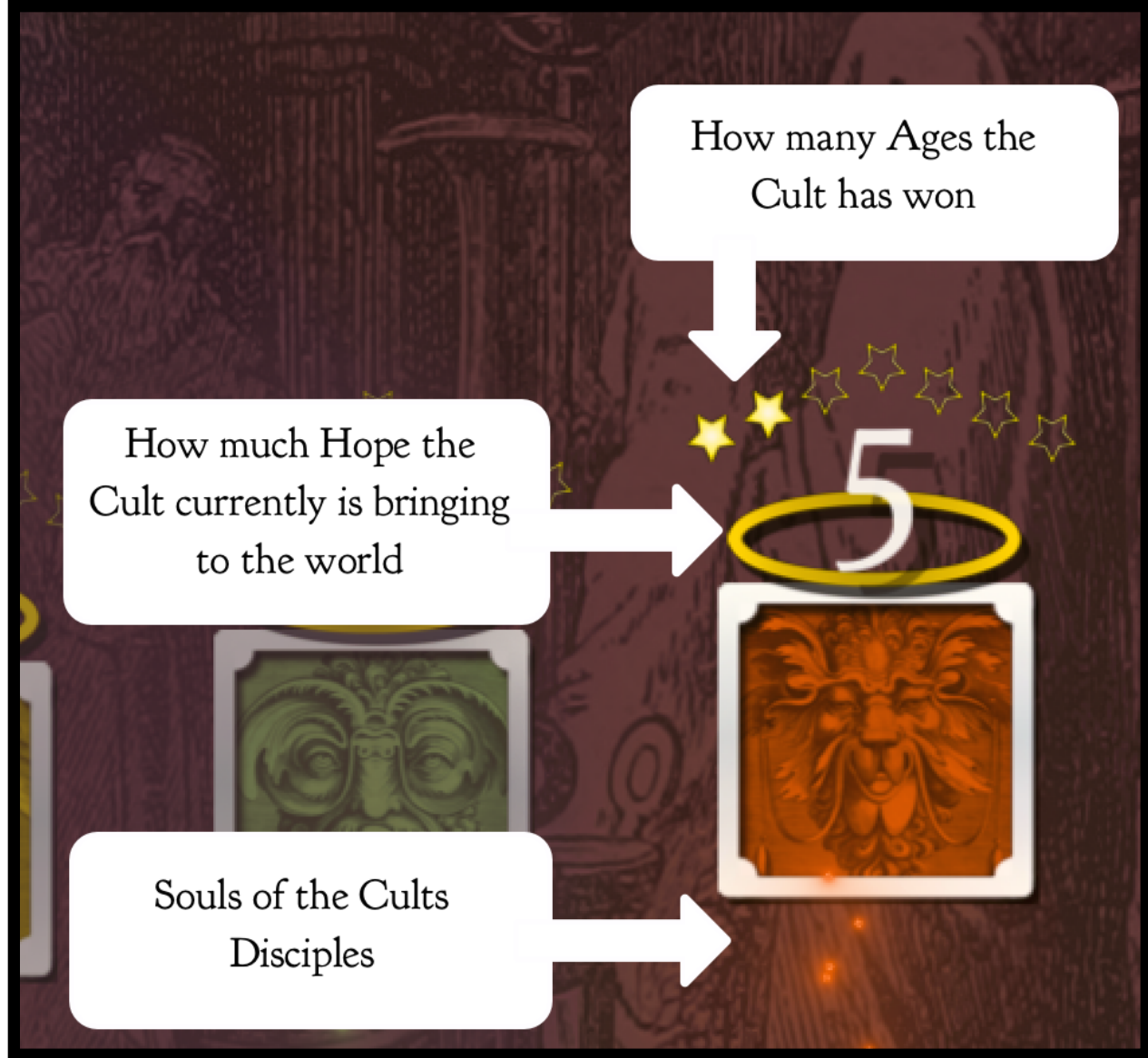
Cults



At the start of the game you will be presented with the opportunity to create your own Cult.

Here you will choose your Cult's special power and also select your Prophet, a powerful starting Disciple. Each special power has a unique and powerful effect, you should choose the kind of power that suits your play style. Builders might choose faster Temple construction, those who want to see a lot of action might choose Assassins for example

Heavens reward



At the beginning of each Age every Cult is given a new Heavens reward. This is an objective that your Cult will receive extra Hope for. In the case of the Magii shown here, they gain extra Hope for having Faith.

Faith and Hope

Faith and Hope are the two key forces that each Cult is trying to gain. Faith comes from the number of souls who believe in your Cult within a City. Common families are larger and typically generate the majority of your Cults Faith. Faith is added every turn to your Cult from all around the world.

Temples provide bonuses to gaining Faith. The Cult with the most Faith gains Hope every Month. Faith can be saved or spent on Prayers and Miracles.

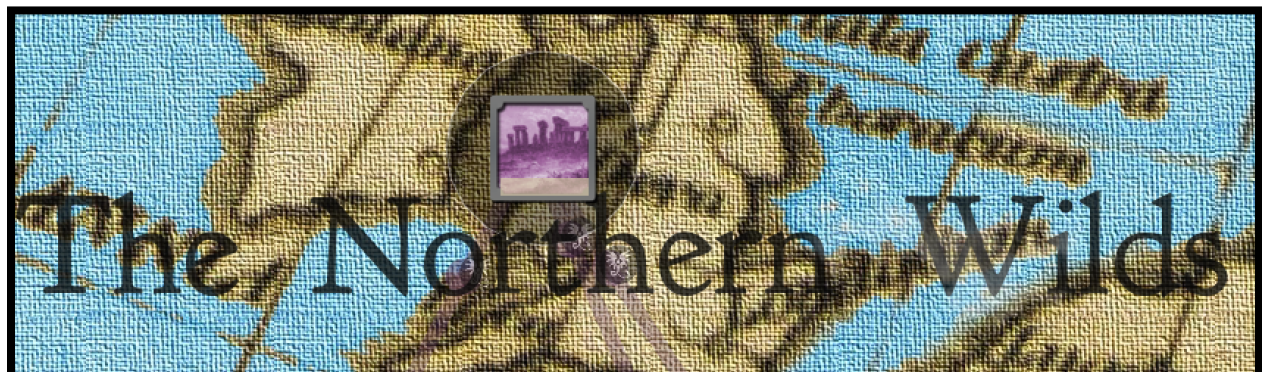
Hope is what will save the world. Every month each Cult gains or loses Hope based on their actions or events within the world. The biggest way to gain Hope is from having as many believers as possible. When good things happen to a City within the world its inhabitants will thank the gods and your Cult will gain Hope. Unfortunately when things go badly for a City they will blame and curse the Gods and your Cult will lose Hope. You can think of believers within a City as similar to stocks in a company. The value goes up and down depending on how well the City is doing. Cults often can go from first to last place in a single month if a bad event happens to a City where most of their followers are.

Places of Power

These are plots or summonings where the Elder Gods and their followers seek to break through the ley lines and destroy the world.

Each Place of Power has an amount of Evil it will bring into the world when it comes to pass. The amount months remaining is shown in the lower left. The evil will not only bring doom to certain cities but also corrupt the Soul of the World. When the Soul of the World is completely corrupted the Elder Gods break through and destroy it.

To stop this evil coming to pass Disciples of a Cult must journey to the Place of Power and confront the evil to stop it. Each Place of Power has a different



33 Months remaining in this Age

Description of the Place of Power and time remaining before it unleashes its evil.

Which skills the Disciples will need to overcome it

Reward for destroying it

Consequence if it is not destroyed in time

The Soul of the World

Previous disciple- Next disciple- Previous place- Next place-

The Northern Wilds
Next to some hills we must oppose an abomination
18 months remaining

These skills will be tested
teaching:15

hope reward:1

A slight amount of evil will be released into the world

challenge shown, it describes which skills will be best suited to overcoming it. Success is not automatic and the more a Disciple exceeds the skills required the better. Even if a Disciple fails to destroy the evil then the Place of Power may be weakened in the attempt making it easier for the next Disciple to try.

Paths to cities which will be impacted by this Place of Power

Question of Tdhi

Massalia

Bastet
Masalia

Bastet
Rome

Evil approaching the city

If the Place of Power is destroyed, then the Cult which succeeded will be rewarded as shown in the rewards section.

If the Place of Power breaks through then not only is the Soul of the World corrupted but the indicated cities directly feel the consequences. In this example Massalia & Rome are going to be impacted by significant evil from the Question of Tdhi. As the Cult of Bastet controls both these cities it is vital for them to go and destroy the Place of Power before their followers are impacted.

Faith, Spells, Miracles and Curses

By clicking on the Faith button from the main game screen you access where you can spend your Faith and Occult. This will be by bringing into the world Miracles, Spells and Curses. Note by spending Faith you may give up the Hope you receive from it each Month, however a wise Cult leader knows when to use the full benefits of supernatural aid.

Miracles of the YourCult
 Faith 240 Occult 6

Blue boxes indicate the Miracle maybe aquired

Green boxes indicate the Miracle is already owned by the Cult

Line indicates this other Miracle is a dendency on aquiring this one

Black Boxes indicate the Miracle is not yet owned and cannot yet be aquired

Effects of Miracle

Sacrament of Icer
 : All disciples gain +2 to Hiding skill
 Requires the indicated miracles

Faith cost = 0
 Occult cost = 208
 Cannot be purchased

The interface displays a grid of miracle cards. The top bar shows 'Miracles of the YourCult' with 'Faith 240' and 'Occult 6'. A 'Faith' button is on the right. The grid contains various miracle cards, some highlighted in blue (indicating they can be acquired), some in green (indicating they are already owned), and some in black (indicating they are not yet owned and cannot be acquired). A line connects the 'Sacrament of Icer' card to the 'Rite of Etr' card, indicating a dependency. The 'Sacrament of Icer' card is currently blacked out and has a 'Cannot be purchased' message below it. The 'Effects of Miracle' section shows the benefit of the 'Sacrament of Icer' and the requirements for it.

New player tips and advice

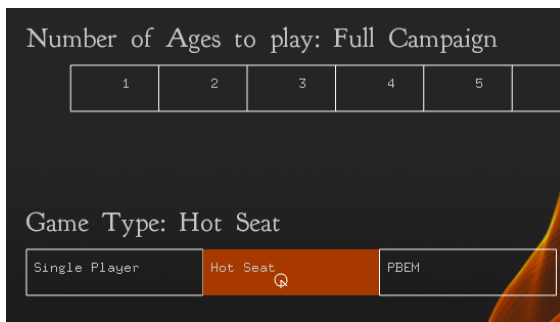
Cults and Daggers is a big game and somewhat overwhelming to start. Remember that when playing the standard game Places of Power are unlikely to destroy the world in the first Age so you should focus on recruiting upto the maximum number of Disciples (5 in the first Age) and then following your Heavens Reward for that Age with at least 2 disciples while at the same time Preaching and Persuading with the rest. If you see enemy Disciples within a City where you are then compare Killing skill levels, if you are even or at a disadvantage then run away to another city, if you have a greater skill then go into Kill mode. Do not ignore visible enemies they will come for your Disciples.

Multiplayer setup

Two Multiplayer modes are currently supported. Hot seat and PBEM. In a Hotseat game each player takes turns using the same computer. You will be prompted when it is your turn. In PBEM the host will send out each turns world state and then import each client players orders.



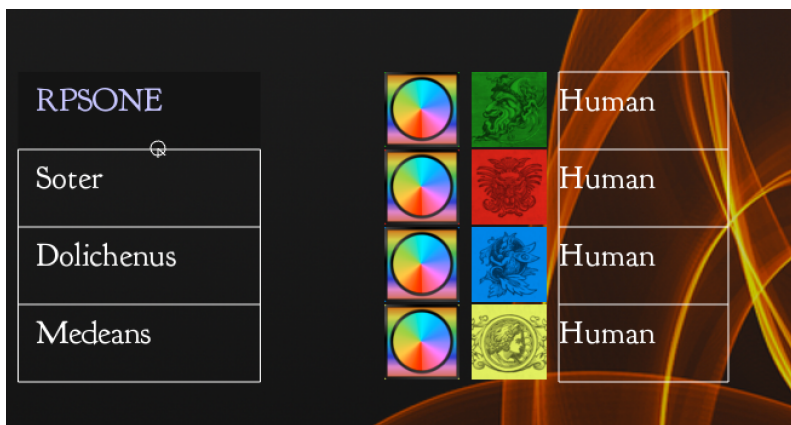
To set up a multiplayer one person is designated as the HOST player and sets up the game. The host clicks on the Custom Game button as shown.



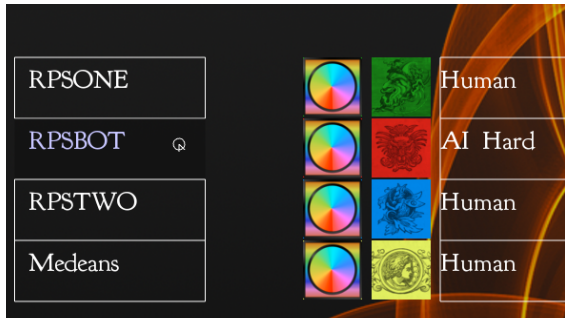
Next select the kind of multiplayer game. Hot seat or PBEM.



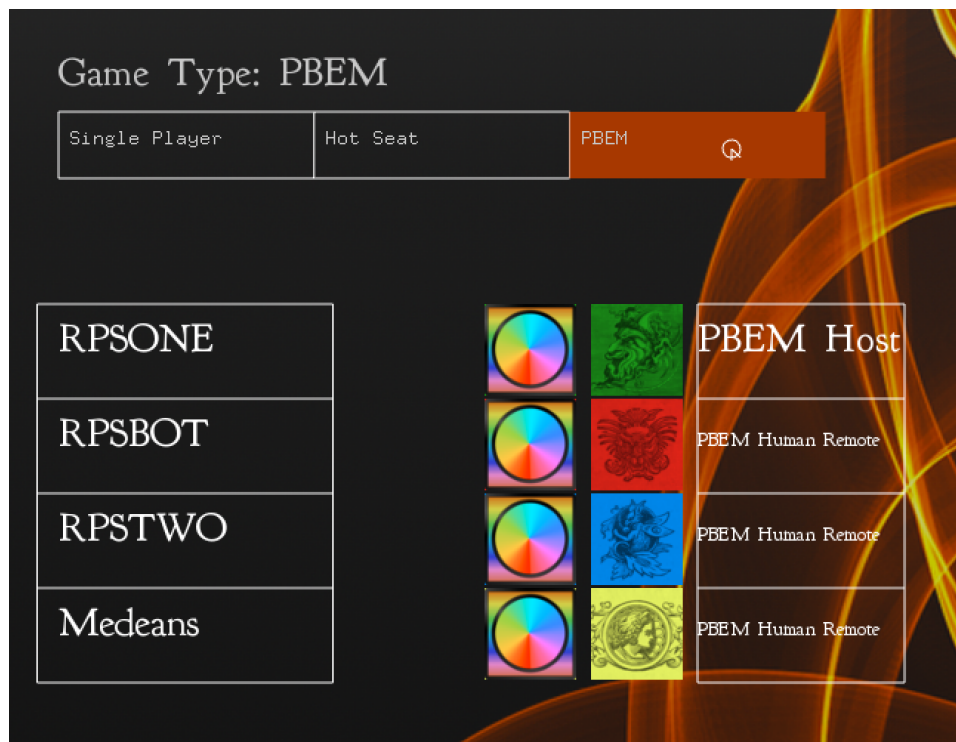
It is also strongly suggested playing a single Age for your first few multiplayer games. Full multiplayer Campaign games take a very long time to play.



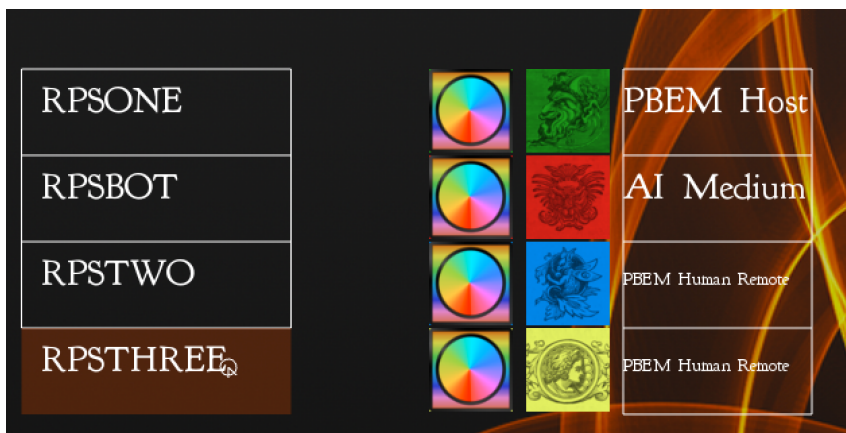
Next click on each players name and name them accordingly. The first player at the top will always be the HOST of a PBEM game.



You should also change the status of any players who will be AI at this point. by clicking on the “Human” status text.



If a PBEM game is desired just click that button as shown.

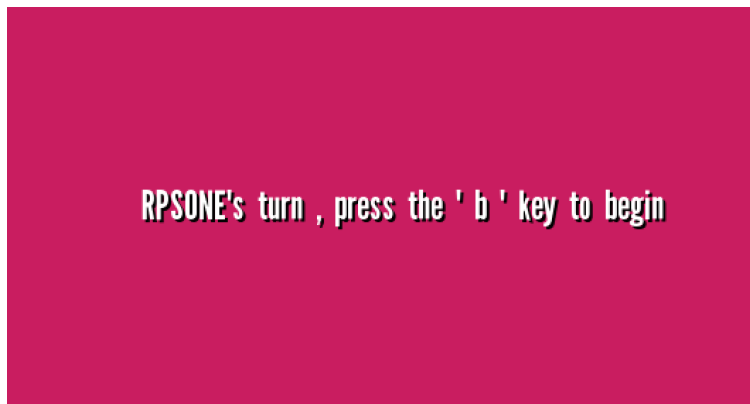


You can name and flip any player to AI in PBEM mode as well.

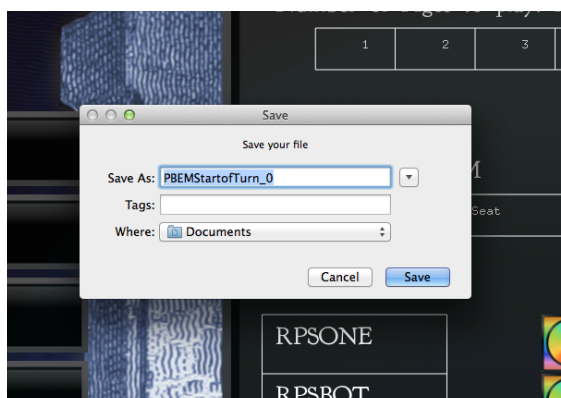
Click on the icons and colour wheel's next to each player to customize each players look.



When you are ready to start the game hit the **START GAME** button at the bottom.

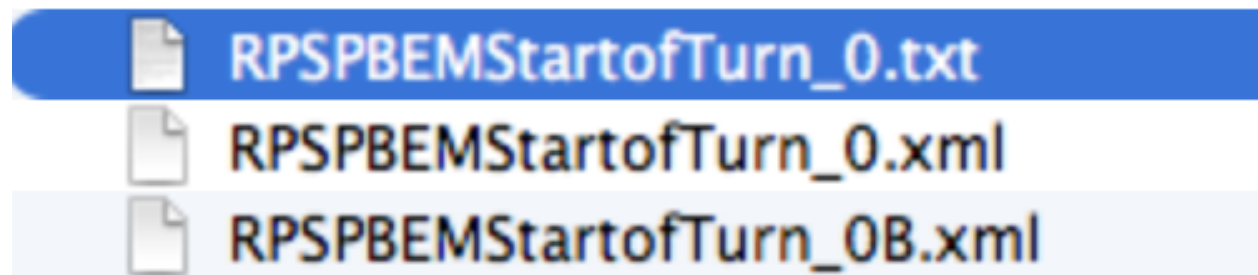


In **HOTSEAT** games you will now be prompted player by player to enter your orders and proceed to the next turn. Like this Then another player can take their turn. Just follow the onscreen prompts and you are done. You can now stop reading this and go play!



For **PBEM** games the host will immediately generate the turn zero world files as shown. Name this whatever you like and save them to a directory or cloud storage folder.

There will be THREE files generated each turn by the host. For example



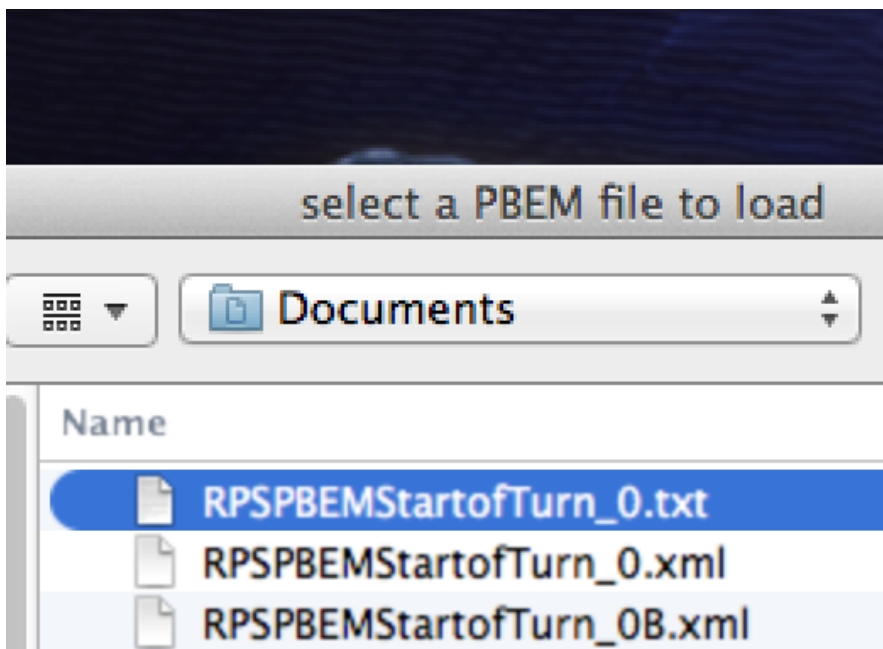
A txt file and two xml files. All three of these files must now to be sent to each non host player (or loaded from a remote folder) .

One received each non host player should now boot up Cults & Daggers and hit the LOAD GAME button

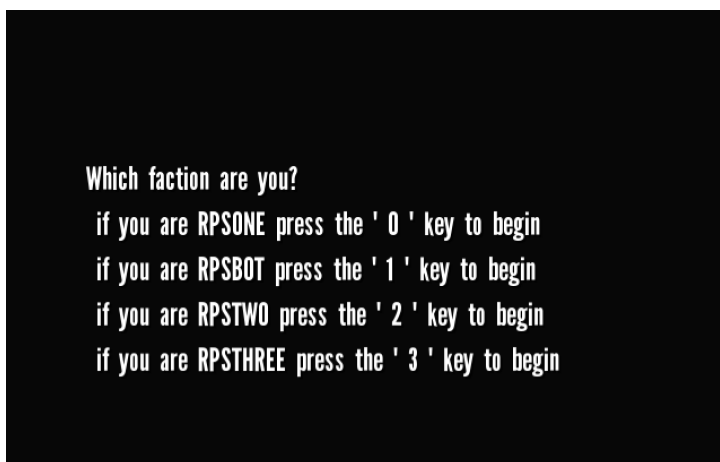




At the bottom of the screen you will see a button labeled IMPORT PBEM



Go to the folder where the world files you received from the HOST are and select the .TXT file as shown. After you select the .txt file the game will load in the rest of the world data from the files.

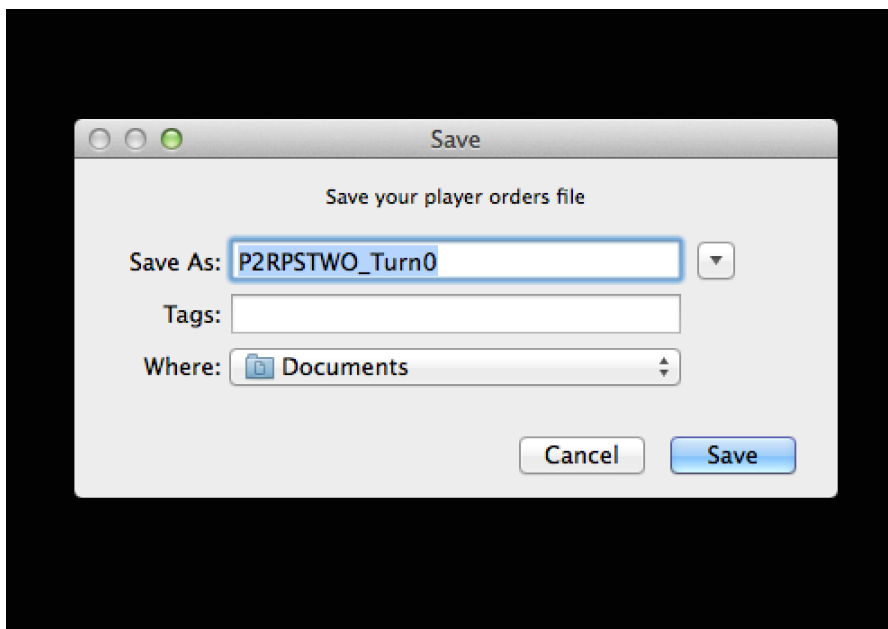


After loading the game will now prompt you to tell it which player you are and indicate you press the correct key to enter that factions orders.

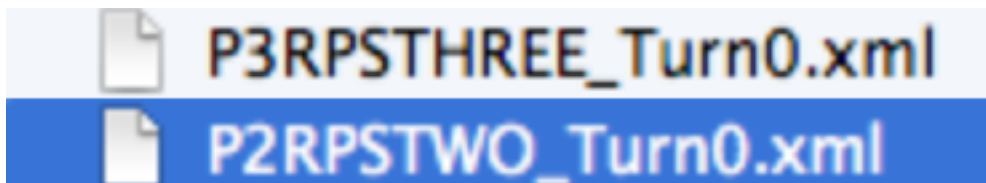
Now you can take your turn as normal. Most multiplayer players find it useful to hit the monthly report button to see what happened in the world. Now



enter your orders as normal and when you are finished press the END MONTH button.



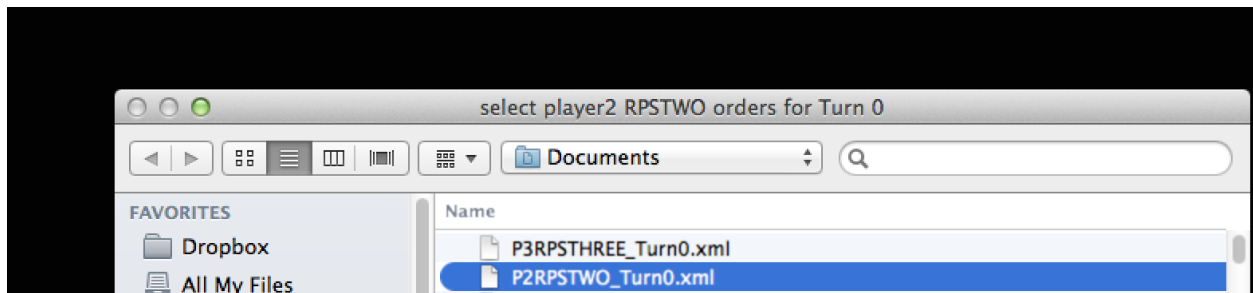
As soon as you do you will be prompted to save your orders file as shown. After you have done so you need to email it back to the host or place it in a shared directory.



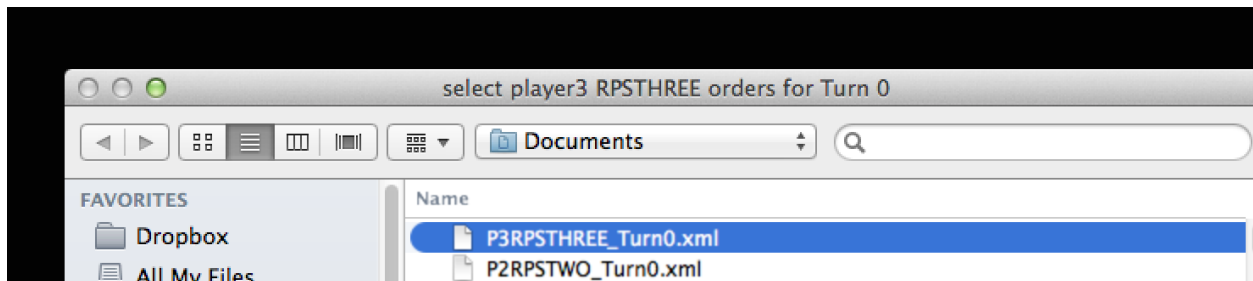
The orders file is a single xml file. So in this game where

there is a host, two other players and an AI there will be TWO orders files like these. One for player two and one for player three. The host simply ends orders locally when generating each turns world files.

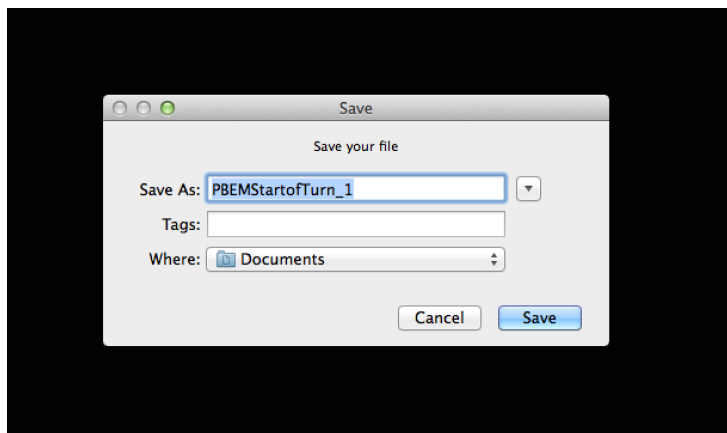
Finally after all players have sent their orders files to the HOST the host takes his/her turn and when the END MONTH button is hit the host will be



prompted to load in all the other players orders like this.



Select the indicated file one by one. And then the game will process everyone's orders and generate any AI's.



Now the HOST generates a new world file for the new turn as shown and sends it off to the players. Repeat until the world ends or one player wins :)

Credits

Cults & Daggers a game by Rod Humble

Deep thanks & credit to-

Icons by Lorc available from <http://game-icons.net>

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