

full doc (READ THIS FIRST IF YOU HAVEN'T ALREADY): [Cult 2020](#)

discuss this doc here: <https://github.com/vgstation-coders/vgstation13/issues/26941>

## Summary of the Cult “Ritual” system:

- Cult now has a global score that starts at 0 and can only increase as cultists perform rituals. **TODO: find some better name than just “score”.**
- Rituals are separated in tiers. Higher tier rituals require the cult to have already reached a certain score. Higher tier rituals reward more points, and every rituals may potentially have some additional reward bonuses.
- Still pondering whether ritual rewards should always be the same, or have some random factor to them? **Additionally, should every rituals be available every rounds, or only a select few to incite cultists to play differently every game?**
- Cultists can consult the list of available rituals from either a Tome, the Altar, or by asking Nar-Sie for a random ritual suggestion.

## TIER 1 [UNLOCKED BY DEFAULT]

From the start, Cultists have elements on their HUD that indicate:

- the cult's current score (with a gauge filling up to the next tier)
  - Can be clicked to ask Nar-Sie for guidance/ideas (no longer tied to the Altar, players can ask questions to Nar-Sie from a list, or ask what to do in general, to which Nar-Sie might suggest various rituals depending on the stage of the game.
- an icon that changes depending on how many cultists there are, whether more can be converted, and that animates when new cultists are converted, or existing ones are killed/deconverted. As well as whether Cult Chat is available.

That's gonna be fun to design those.

## Tier 1 Spells:

- Write/Erase Runes (Both full runes and individual words are available)
  - A Rune is available to be drawn in full after it has been drawn at least once using individual words, or a tome has be open at least once. *That's just an idea for now, may not be convenient for newbie newly converted cultists.*
  - runes can now be written directly on a piece of paper or blank talisman (by just holding it in your active hand while drawing). Runes that could only be attuned to previously will spawn a concealed rune if they were written directly on a talisman (when used for the first time. second time will activate the concealed rune as in Cult 3.0)

## Tier 1 Runes:

- **Communication** (same as before, might remove the limit on talisman use)

- **Paraphernalia** (previously known as “Conjure Talisman”, now lets cultist spawn other tools as well, such as gobblets, candles, ritual knives, coffer, and whatever they might need to set up some rituals. Additional tools might be at higher ritual tiers)
  - Cultists may now write messages on blank talismans. Such messages can only be read by other cultists or chaplains (regardless of their religion).

## Tier 1 Rituals

- **Tier 1 Offerings**
  - Requires a Candle and a Talisman with any text written on it.
  - Awards X points every minute.
  - Additional points can be earned by adding the following on the time (no more than once of each item)
    - [XX pts] a dead critter (rat, lizard, etc) (dead pets too?)
    - [X pts] a piece of meat
    - [X pts] a skull
    - [X pts] a glass with some blood in it
    - [X pts] a second candle (symmetry ftw)
  - Picking up the talisman is all a non-cultist needs to do to interrupt the ritual
  - **Has to be setup on the station. Only one Offering Ritual may be set up per area. Cannot be set up in Space.**
- **Tier 1 Sacrifice**
  - Requires a knife
  - Awards X points when a critter/monkey/pet is killed by a cultist wielding a knife
  - The critter has to be killed on top of a Tier 1 Offering ritual.
  - If there is a glass/goblet on the tile as well, it'll get refilled with blood.
- **Rune Scribing:** you get a bit of points just by drawing runes, how nice.
- **Cursed Blood Poisoning:**
  - Requires a Tempting Gobblet
  - Instead of blood drunk from a tempting goblet confusing player, any blood that enters the goblet becomes “cursed blood”, which may then be spread and injected elsewhere, such as into food, cryo beakers, etc...
  - non-cultists drinking cursed blood no longer just get the confusion effect, nothing happens for a while, but if they keep the cursed blood in them for some time, it will then develop into a full disease
    - The disease's symptoms can be temporarily disabled by drinking holy water. If you have holy water in your body for long enough and/or stay at the chapel, the disease will cure on its own after a while, but Virologists are still able to cure it their own way, and might want to isolate it as well so they can analyze it.
    - see below for more details on the disease.

## Cursed Blood Disease

- Stage 1: chance of seeing runes on the floor that aren't really there. chance of muttering cult words “...ire...”, “...jaktaa...”

- Stage 2: chance of coughing up blood, leaving splatters on the floor
- Stage 3: chance of suffering the effect of various cult rituals such as confusion, stun, deafmute, maybe even getting teleported through the Paths (not to a specific Path rune, as to not too easily blow up the location of cult bases)
- Stage 4: mutations begin to occur, with the infected's limbs mutating into cult limbs, each with their own behaviour. chance of taking random brute damage until death ensues.

Conversion doesn't cure the disease, but prevents its negative effects from manifesting.

## TIER 2 [UNLOCKED AT: XXXXX pts]

- **Unlocks Blood Communion I for all cultists.**

### Tier 2 Runes:

- **Raise Structure** (easier to use alone than before, still might take a full minute for a lone cultist)
  - Altar (unlocked by default, used in some rituals)
  - Forge [UNLOCKED AT: XXXXX pts (Tier 3?)]: same as before? ideas for new things to forge? Alternative cult weapons?
  - Spire [UNLOCKED AT: XXXXX pts]: No longer grants tattoos, grants cult chat (:x) to all cultists on the current Z-Level, now provides the cult holomap, maybe used in some rituals. Lets use use adjacent Path runes from the holomap.
  - Pylon [UNLOCKED AT: XXXXX pts]: Emits some light, used in rituals
- **Summon Tome:** Tome is no longer required to easily write full runes, but holding one speeds up the process greatly (similar to the Rapid Tracing tattoo)
- **Seer (changes detailed on the [main doc](#))**
- **Conversion (changes detailed on the [main doc](#))**
- **Stun**
- **Path Entrance/Exit** (available way sooner)
- **Deaf-Mute**
- **Conceal:** May now also disguise arcane tomes as regular books
- **Reveal**

### Tier 2 Rituals:

- **Tier 2 Offerings:**
  - Requires an Altar and a Tome on top of it
  - Awards X points every minute.
  - Additional points can be earned by adding the following on the time (no more than once of each item)
    - [XX pts] a dead mob(rat, lizard, monkey? etc) (dead pets too?)
    - [X pts] a piece of meat
    - [X pts] a skull
    - [X pts] a glass with some blood in it

- [X pts] a candle
  - [X pts] a second candle (symmetry ftw)
  - [XX pts] a soul gem (somewhat risky, as this would allow non-cultists to obtain a powerful item)
- Picking up the Tome is all a non-cultist needs to do to interrupt the ritual
- **Has to be setup on the station. Only one Offering Ritual may be set up per area. Cannot be set up in Space.**
- **Tier 2 Sacrifice:**
  - Requires a knife
  - Awards X points when a critter/monkey/pet is killed by a cultist wielding a knife
  - The critter has to be killed on top of a Tier 2 Offering ritual.
  - If there is a glass/goblet on the tile as well, it'll get refilled with blood
  - **Additional Reward: Blood Dagger tattoo and spell**
- **"Silence the lambs":** Use Deaf-Mute runes or talismans on non-cultists
  - only players with a client count.
  - each additional player adds more point
  - no points are awarded when muting an already muted player
  - **Additional Reward: Silent Casting tattoo unlocked if performed on 3 or more non-cultists at once.**
- **"Flashily reveal the truth":** Use Reveal runes or talismans to stun non-cultists
  - only players with a client count.
  - each additional player adds more point
  - each additional seconds of stun (due to more concealed words) adds more points
  - no points are awarded when revealing to an already stunned player
- **"Spirited away":** Use Path runes to send non-cultists on a scary trip through the veil
  - only players with a client count.
  - **Additional Reward: Shortcut Tracer tattoo**
- **Conversion:**
  - Awarded on a successful conversion
  - no points awarded for re-converted individuals
  - **Additional Reward: one Rune Tattoo slot (obtainable once per cultist)**
    - Rune Tattoos let cultists imbue runes directly into themselves, allowing them to cast them even when lying down or weakened. The tattoo has a cooldown that depends on the rune that is imbued in it. The imbued rune can be cleared by Alt-Clicking it in the spell bar.
- **"Curiosity killed the Infidel":**
  - Have non-cultists either pick up an open arcane tome or try to open a closed one

## TIER 3 [UNLOCKED AT: XXXXX pts]

- **Unlocks Blood Communion II for all cultists.**

### Tier 3 Runes:

- **Confusion**
- **Robes**
- **Door**
- **Fervor**
- **Blood Magnetism**
- **EMP**
- **Astral Journey:** Cultists may use Cult chat while astral if there is a Spire
- **Resurrect:** Might become a bit easier, but no longer grant a pale body. This should incite security to capture cultists alive at least until they're sure that no one else can resurrect them.

### Tier 3 Rituals:

- **Tier 3 Offerings:**
  - Requires an Altar, a Tome on top of it, **two adjacent Pylons**.
  - Awards X points every minute.
  - Additional points can be earned by adding the following on the time (no more than once of each item)
    - [XX pts] a dead mob(rat, lizard, monkey? etc) (dead pets too?)
    - [X pts] a piece of meat
    - [X pts] a skull
    - [X pts] a glass with some blood in it
    - [X pts] a candle
    - [X pts] a second candle (symmetry ftw)
    - [XX pts] a soul gem (somewhat risky, as this would allow non-cultists to obtain a powerful item)
  - Picking up the Tome is all a non-cultist needs to do to interrupt the ritual
- **Sow Confusion:** Use Confusion runes or talismans on non-cultists
  - only players with a client count.
  - each additional player adds more point
  - no points are awarded when confusing an already confused player
- **Build Construct**
  - Awarded upon using a soulstone on a construct shell
  - Soul Gems award more points

### TIER 4 [UNLOCKED AT: XXXXX pts]

- **Unlocks Blood Communion III for all cultists.**

### Tier 4 Rituals

- Global Confusion
- something involving spreading blood across a room with an altar in it
- something involving sacrificing a player on an Altar

- **Arch-Cultist** (replaces Pale Body entirely):
  - Requires 4 cultists: 1 “Vessel” and 3 “Witnesses”
  - the Vessel becomes a Pale Body.
  - each cultist can only become Witness to a single Vessel per round. Constructs too can become either Vessels or Witnesses.
  - **Additional Reward:** Arch-Cultists benefit from Holy Water resistance.
  - **Additional Reward:** another Rune Tattoo slot for all 4 cultists. (obtainable once per cultist, on top of the one obtained through the conversion ritual)

## TIER SPECIAL [SPECIFIC CONDITIONS]

### Tier Special Rituals:

- **Eclipse**
  - This ritual is different from the other rituals in that it occurs on its own after a certain amount of time has passed since round start.
  - The “countdown” to the Eclipse decreases faster the higher the cult’s global score is.
  - Sends a station-wide announcement that the Star the station is orbiting has seemingly disappeared, and occult energies are surging across the station.
  - The Eclipse lasts 10 minutes. For its whole duration, cultists will have glowing red eyes and emit dark particles (cultists get a one minute warning before the Eclipse actually occurs)
  - Once every minute after the start of the Eclipse, 1-3 cult monsters may appear in various places of the station.
    - On top of the Bats, Faithless and Creatures, new fauna and flora may also appear:
      - Blood kudzu: vines with high spread rate. Aggressively grabs and constricts mobs, similarly to old space vines. As such, stuff that kills space vines will also work here.
      - Blood moths: make carbons sleepy so they can suck their blood and make red honey from it (yes we’re going full Fallen London here). However I’m not fond of those currently in mob.dmi, I’ll probably sprite my own so they can behave and swarm like bees.
    - **TODO**
    - Once the Eclipse ends, all the cult monsters/plants still alive will disappear.
  - The Eclipse may also occur as a random event in rounds where no cult is present, after at least an hour has passed. Might have effects on Vampires as well.
  - The Shuttle cannot be called during an Eclipse, and the timer will pause if it was on its way there.

## TIER FINAL [UNLOCKED AT: XXXXX pts]

If the Eclipse comes and goes before the cult has reached TIER FINAL, no round ending ritual will happen that round.

- **Tear Reality** (can only be performed once per round) (potentially round ending)
  - Can only be performed during the Eclipse
  - Requires at least one arch-cultist and a total of at least 4 cultists
  - Triggers the appearance of a bloodstone where the ritual occurs, sending a station-wide announcement with the bloodstone's location.
  - Resets the duration of the Eclipse (back to 10 minutes).
  - If the bloodstone is destroyed, the Eclipse instantly ends.
  - If the bloodstone survives until the end of the Eclipse, Nar-Sie rises, and the round ends 2-3 minutes later. Every dead player gets a prompt to spawn has an harvester.
- **Avatar of Nar-Sie** (can only be performed once per round) (potentially round ending)
  - Can only be performed during the Eclipse, as an alternative to Tear Reality
  - Requires 4 arch-cultists. 1 Vessel and 3 Witnesses once again (so the cult needs at least 16 players in total).
  - the Vessel becomes a smaller version on Nar-Sie with its own abilities, dubbed the "Avatar"
    - smaller station conversion radius than Nar-Sie, and doesn't insta-dust nearby non-cultists. Instead has its own attacks, some that mimic the effect of certain runes.
    - can be defeated by the crew through either enough damage (which the avatar can heal by having other cultists merge with him, arch-cultists healing more. Eaten cultists can later respawn as harvesters) or sealed (the specifics of which I haven't decided yet but that'd let me reuse the "chained Nar-Sie" sprite outside of Adminbus, also might give the Chaplain the time of the day, and I know many players wanted this for a long time.
    - The Eclipse lasts until the Avatar either succeeds in becoming a full Nar-Sie or dies, the specifics of the former I'm still designing.
    - The Eclipse immediately ends if the avatar is defeated.