

CTHULHU TECH

DARK PASSIONS

ISBN-13: 978-1-934857-30-4

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Pages: 64 [Color, Softcover]

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Release: Available Now

DARK PASSIONS

A SETTING SOURCEBOOK



Compatibility: Requires the *CthulhuTech* Core Book; expands setting, character options, foes, and stories to *CthulhuTech* players.

Selling Points:

- Provides a detailed discussion of cults within society, their influence, and how they are dealt with by the New Earth Government.
- Introduces eight new, unique, and insidious cults, from those who worship nature and fertility, though with dark origins, to those who seem to know the streams of time and how to manipulate them.
- Provides guidelines for Storyguides to effectively integrate cults into their games.
- Introduces four new cultist professions – the

Congregation Medium Cult
Provocateur, Cult Svengali,
and Cult Witch.

- Provides story starters and hooks to bring cults into existing games now.

Target Market:

- Current *CthulhuTech* players and Storyguides.

Up-Sells & Cross Sells:

- *Vade Mecum: the CthulhuTech Companion* [23001]
- *Damnation View* [23300]

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