CULT HUNTERS

24-HOUR RPG 2014

Entry for the 2014 RPG-Geek 24h Contest
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This is a game where players assume the roles of cult hunters, who travel through the United States or Europe around 1900 for a maximum of 5 players.

To play you'll need a tarot deck.

Preparations:

Divide the tarot deck into five decks:	Deck 1: Sword cards	(1 to King)
	Deck 2: Cup cards	(1 to King)
	Deck 3: Pentacle cards	(1 to King)
	Deck 4: Wand cards	(1 to King)
	Deck 5: Major Arcana	(22 cards with a picture, number and a name)

One player has to be the Gamemaster (GM) he uses the Major Arcana deck.
The other players will be the Hunters, and each of the players should take one of the other decks.
Depending on the deck you choose you'll get advantages and disadvantages.

Deck of Swords:	Advantage in fighting,	Disadvantage in social situations.
Deck of Cups:	Advantage in social situations,	Disadvantage in dexterous skills.
Deck of Pentacles:	Advantage in dexterous skills,	Disadvantage in magic.
Deck of Wands:	Advantage in magic,	Disadvantage in fighting.

The beginning of the game

At the beginning everybody shuffles his deck.
After that the GM draws four cards of his deck, and puts them on the table.
Know its up to him to create a story based on those cards. The Players won't know the Story but they have the cards as clues.

The fluff aspect: The players travel around in a chariot pulled by blind horses. These Horses will always lead them to a town where a cult has been formed. The players havo no say in regards to their destination, but when the horses stop, they know they have work to do.

As soon as they know there is a cult nearby they ask the cards for guidance (represented by the four cards drawn by the GM).
Now it's their job to investigate.

This is a very narrative game, with only a few rules:

To do something that's important and might fail you have draw a card from your deck, if the number you draw is higher than the difficulty rating (set by the gm) you succeed, else you fail.

If you have **Advantag**e on your action you draw two cards and use the highest.

If you have **Disadvantage** on your action you draw two cards and use the lowest.

If you draw either a King, Queen, Knight or Page you put that card on the table and draw another card.

After the action is resolved, shuffle the number cards back into your deck.

Advancing the plot through mechanics:

Everytime a Page, Knight, King or Queen is drawn by a player it's put int the center of the table. As soon as there is one of each (color doesn't matter) the GM draws a Card from his deck and puts it face up on the table. The Table below shows you what each card does. The King, Queen, Knight and Page are returned to the respective players, who shuffle them back into their decks.

D100	No.	Name	Description
0 – 4	I	The Magician / The Juggler	A player sees through a masquerade
5 – 8	II	The High Priestess	A Player gains Information through either a divine Affluctus, or deep thought and reconsideration of what is known. (wichever makes more sense)
9 – 12	III	The Empress	Soon a marriage will be happenig / announced.
13 – 16	IIII	The Emperor	A Person will reveal a secret in a Friendly conversation.
17 – 20	V	The Hierophant / The Pope	A Person (NPC) will seek forgiveness / help.
21 – 24	VI	The Lovers	Beginning of a possible romance
25 – 28	VII	The Chariot	A struggle someone needs help with will be uncovered. (Not necessarily connected to the cult)
29 – 32	VIII	Justice	An yet unpunished crime will be resolved.
33 – 36	VIIII	The Hermit	The Enemy becomes more careful, And withdraws from public
37 – 40	X	The Wheel of Fortune	Progress Advancement(Good or Bad). Luck. Unexpected event. (This is pretty much a Joker for the GM he can do Whatever would help the players)

41 – 44	XI	Strength	A person will prove his strength and will endure a situation others would have given up on.
45 – 48	XII	The Hanged Man	Sacrafices must be made to succeed towards a goal that might not be possible to reach
49 – 52	XIII	Death	A NPC dies
53 – 56	XIIII	Temperance	The players will make a new ally
57 – 60	XV	The Devil	Choose 1: 1) Black Magic is beeing practiced 2) A NPC is Captured 3) A very violent act has been comitted
61 – 64	XVI	The Tower	Sudden unexpected Events happen and Evil Grows stronger.
65 – 68	XVII	The Star	Players will witness a good omen.
69 – 72	XVIII	The Moon	Someone will trick or betray the players. But they don't know who.
73 – 76	XVIIII	The Sun	Someone who wasn't commited to the players' cause Will change his mind. Maybe he can help them like nobody else could.
77 – 80	XX	Judgement	Somoeone will see the errors of his ways, And will trie to change.
81 – 84	XXI	The World	The Players will get information on where they Might find more answers. Or where they should go. Alternatively every player regains two numbered cards, He/she lost due to a lost fight.
85 – 88	0	The Fool	Someone will act in a thoughtless manner to the detriment of the players' cause. (A player may choose to act that way, otherwise the GM should let a NPC act foolish.)

*reroll on 89-100

Deck of Swords

When do I get advantage: Whenever you are doing something related to fighting.

When do I get disadvantage: You really don't know how to talk to people. Disadvantage on tests that involve social interaction.

Special Abilities: You know what different weapons do to people. Advantage on tests to determine a murder weapon after examining a corpse.

Deck of Cups

When do I get advantage: Social interactions: You know what to say and when to say it. Your pen IS mightier than your sword.

When do I get disadvantage: Whenever you have to use your hands for somthing more complex than using cutlery.

Special Abilities: -

Deck of Pentacles

When do I get advantage: Advantage on fixing things, and sleight of hand.

When do I get disadvantage: You love to create stuff with your hands but you could never get your head around magic. Whenever magic is involved you are at an disadvantage.

Special Abilities: You can lockpick, and attempt to pick pockets.
(Difficulty is situational. Advantage does not apply)

Deck Wand

When do I get advantage: Tests that are related to magic e.g. reading magical tomes and scrolls. Recognizing rituals, and signs aswell as the cults they belong to.

When do I get Disadvantage: Everything that involves fighting.

Special Ability:

The player with the deck of wands can cast following spells:

Sleep: If you succeed on an easy test (without advantage) the targeted person loses conciousness for 15 minutes.
People with a lot of willpower or high ranking cultists might require a average or hard test.
Can be attempted on a person only once per day.

Telekinesis: You can move a object that weighs as much as a bowling ball with your mind but you have to see the object at all times.

Read Magic: You can sense magic items. But you have to focus on the object.

How to run a game

IMPROVISATION IS KEY!

You really shouldn't prepare much. The cards are supposed to guide the story.
A few things you should think about ahead of time is the cult.

- Who is the cult worshipping?
- How do they worship? Orgies, animal sacrifices, or even human sacrifices?
- How do you become a member of the cult?
- Who is the cult leader?

It's good to know some of these things before the game starts, so that you can focus on the surrounding story (the four cards you draw at the beginning of the game).

Every session will play in a new city, but some things alway stay the same.

- There should be a Townhall and of course a mayor.
- At least one Pub/Tavern
- A doctor
- Police
- A general store

Don't shy away from asking for playerinput when it comes to the creation of the town.

Setting Difficulties: To set the difficulty look at the table below.

Easy	Average	Hard
3	5	7

Fighting and Death: If a fight test succeeds the player choses wether the oponent is dead or unconcious or severly injured. If the player fails his highest numbercard must be discarded. This means succeeding will become harder.

This game was created in 24 hours. Even though it's far from perfect I hope you enjoy.
Happy Gaming!