

Your Guide to “The Eyes Of God”

Table of Contents

General Logistics pg. 2

Ranks pg. 3

-Group A pg. 3

-Group B pg. 9

Mass and Rituals pg. 12

General Logistics

Property

The compound for the cult is located approximately 10 miles out from a major city in the Midwest. There is about 500 members living in the compound at any given time. 80% of them are of the rank “Hand,” 15% are Mouths, and the rest are Eyes and members from group B. The compound property is approximately 4 square miles, with less than half of it developed. Most of the property is actually devoted to farmland. There are approximately 20 buildings of varying size devoted to living space and food (including the palace), 5 for mass, and 8 more administration, maintenance, psychological counseling for non-members, and welcoming centers. There is fencing around most of the property and a few key buildings, but certain portions are open.

Food

The cult is self-sufficient for the most part, growing almost all the food they eat on the compound. Extra crops are produced so as to be sold to outside parties, and a few luxury items will be imported daily using the money made from such endeavors. Though diet is typically tailored to the duties you perform for the compound (carbs and protein for those who do more manual labor), even those in the highest tiers of the cult do not eat in a way that is much “better” than the others. They will have access to a few more options (including the aforementioned luxury items) but for the most part rank inequality with diet is very small.

Revenue

The cult does not enjoy tax-free status, and instead bills itself as a counseling agency. It sustains itself from revenue from its crops, psychological counseling services, and donations from those of Acolyte status or lower. Almost all revenue is devoted towards upkeep of the compound, though some money is allocated to importing goods and services that cannot be realistically produced there.

Cult Philosophy

Though the true nature of the cult is fanatical devotion to and worship of Gerrark, a list of guidelines to live by is available and taught to everyone of Initiate or Acolyte rank. This benefits the cult not only because it helps deflect suspicion, but an aim of the cult is to create a sustainable community around it. After all, without one, the steady flow of followers for worship would be interrupted.

To help guide followers who live outside of the compound (those inside do not need it of course, since they are brainwashed). The various commandments for the cult are as follows:

- A sustainable community is everyone's responsibility.
- There should be no greater aspiration than the betterment of your society.
- Give freely to your neighbors, stranger or not; everyone needs help eventually.
- Communicate your true feeling to yourself and others; it makes things easier.
- Never forget that we are all alive.

Ranks

There is not one, but two group structures when it comes to position and rank of members within the group "The Eyes of God," which will herein be referred to as "A" and "B." Tier one is always the lowest rung on either ladder. Higher tiers indicate members with more rank, responsibility, and power.

Group A

Group A represents members in the group that have joined the cult willingly for any reason. Though there are small rituals and initiations that must be completed up reaching tier three or four, in general to move up in rank all that must occur is for those above the member in question take notice of their behavior. Then they watch over them for however much time is deemed necessary, and after asking a tier four official for the materials needed for them (housing, clothing, new duties), they are promoted without pomp or circumstance.

Tier One: Initiate

-General Description-

Initiates are not truly members of the cult, but simply those interested. They are the second largest tier in group A. They came in on their own accord, or were convinced by a loyal friend to do so. As such, they have absolutely no official power, and the buildings they can access on the compound's grounds are very limited. They are able to attend the cult's masses, but only when accompanied by a higher member. They are only referred to as "Initiate" by members of the higher rungs, unless they know each other personally.

-Duties and Responsibilities-

Because they are not a part of the cult, they are not actually obligated to do *anything*--They

have the absolute right to choose whether or not they show up after a single meeting. However, to rise in rank a steady amount of volunteering must be done, usually within the group's own organized volunteer efforts to better the community. Projects like building reconstruction, helping out at soup kitchens, and environmental cleaning efforts. They may attend mass if they wish.

-Clothing-

The only garb they are given that represents their interest is a light purple handkerchief given to them with Gerrark's scent upon it: the cinnabon-y scent, which of course has its own addictive and hypnotic tendencies. The smell does fade after time, encouraging them to come back and volunteer or attend meetings to obtain a new one.

-Brainwashing Level-

They are not brainwashed in the slightest like higher tier members, only addicted to the pleasure derived from the handkerchief and the presence of other members . If lucky enough to attend a mass, they are hypnotized briefly, but because they are not officially part of the cult, they are purposely not pulled under as deep.

Tier Two: Acolyte

-General Description-

Members of tier two are true members of the cult and the largest of all tiers in group A. They have complete access to almost all buildings in the compound, regular responsibilities, and mandatory mass once a week (Though not living in the compound, they may choose the day they attend.). However, they still live their lives outside of the cult. Many people are kept at this level permanently, either because of their position in their communities, jobs, or other areas of power; because pulling them into a higher position would disrupt the lives they live and possibly create trouble for the cult; because there is not enough room in the higher tiers, and they are not deemed as valuable. They are often only referred to as "Acolyte" by those of a higher rank, but those who set themselves apart will sometimes be spoken to by their names.

-Duties and Responsibilities-

While they have responsibilities they must perform every week (which are different for every member and based on physical and mental training and predilections), these duties typically amount to no more to 10-20 hours a week, depending on availability. These responsibilities include: Holding cult meetings for fellow Acolytes or Initiates, clerical

duties, attending to farming in the compound, specialized maintenance for the compound, liaisons for groups and services in the outside world deemed “low risk,” and volunteerism in the same vein as those the Initiates perform. Their mandatory once-a-week mass they attend is about an hour in length.

-Clothing-

They do not have a full garb like those of the tiers above them, but they have a bandanna worn over their mouths/snouts during their jobs and masses. They are allowed to wear them at any other time as well. In fact, they are encouraged to display their faith proudly. Unlike the handkerchief the scent does not lessen with the bandannas in the slightest, and many higher ranking members will actually keep their bandanna from the time they were in a lower tier.

-Brainwashing Level-

Like Initiates, they are not truly brainwashed. However, they are hypnotized weekly at every mass, and with the bandanna often covering their snouts/mouths during their duties and even sometimes outside of them, they are never truly free of Gerrark’s grasp.

Tier Three: Hand

-Brief Description-

The third largest group, Hands are fully devoted members of the cult. They have access to all facilities (save for the palace) at all times, work exclusively for the cult, and live on the property of the compound, having sold all other possessions and given the money to the cult, their families, and pre-approved charities, in that order. They have their own modest living space, shared with other Hands. They are essentially the go-to workers for all other tiers, even those below them. This does not mean that they lack power or respect, however. They have complete authority over Acolytes and Initiates, as well as all members of Group B, and are very well respected, even by those of a higher position, for their devotion. They are referred to as “Hand” and then their name.

-Duties and Responsibilities-

They will either directly serve a tier four or five member of the cult (both mentally and physically), or work on the compound. Occasionally they will perform a mass for lower tier members, but only if they are on the road to becoming tier four. The jobs they are often assigned are low-impact, low-risk, and menial, because most Hands never get completely used to their mandatory garb. Cleaning duties, the more menial farming tasks, and similar

jobs. They are almost always overseen by a tier four member, and very occasionally by a high ranking member of Group B. Rarely an Hand is asked to serve Gerrark directly, and doing so is typically a test to see if they are worthy of ascending to a higher tier. The reason why their jobs are easy and often overseen is because their uniform includes a partial headwrap that covers their eyes. They attend daily mass.

-Clothing-

They are the first tier where all clothing is provided and certain parts are mandatory at all times. They are given a partial headwrap that covers their mouths/muzzles and eyes, as well as the hood with Gerrark's insignia upon them. Like all mouth and nose covers, this one has Gerrark's scent, which does not fade. For the rest of their clothes everyone is given a few pairs of clothes reminiscent of scrubs for work, with little variation between the types of clothes. For more casual affairs, they are allowed to wear what they wish, typically clothes from their life before they moved up in the cult. Most guards and security personnel are considered to be Hands, but due to the nature of their jobs, they will often only wear a small part of the headwrap around their mouths, and a pair of mirrored sunglasses. Hands are allowed to wear the hood up and over their eyes as much and as often as they wish, and to become tier four they must all the time anyway. Still, most Hands only wear it up over their eyes during mass.

-Brainwashing Level-

Having been truly brainwashed, they are completely in the thrall of all higher ranking members, as well as Gerrark. With their mouth and nose constantly assaulted by Gerrark's scent from the headwrap, regular hypnotic conditioning from daily mass, and one on one sessions from higher ranked members, their brains are little more than putty to be shaped by those above them. Though their personality has not been completely stamped out, free will and thought are few and far between. They are completely devoted to the cult, and to Gerrark. If the headwrap is pulled away from their eyes, their gaze has a far off, drunk kind of quality, as if they're having trouble focusing on what's in front of them.

Tier Four: Mouth

-Brief Description-

Second highest members of the cult, with dominion over all lower members of each group, beholden only to Gerrark and his Eyes. They are the second smallest group by membership. Fully devoted worshippers in the cult, they have access to all facilities at all times. They also live in the compound, though duty sometimes asks that they leave, either on ambassador or missionary work. They still don't typically have their own quarters, but they share it with

one or two other Mouths, at most. They often have one or two Hands who directly serve them (though there's no real limit on how many they can have report directly to them, if the Hand is willing), and some Mouths will have a member from Group B that they own, or are training. They are almost never referred to as a "Mouth" despite the obvious symbolic power it has. They are always referred to as their names, especially because without those names they would be very difficult to tell apart, even with their jewelry.

-Duties and Responsibilities-

Their duties include overseeing the compound, serving Gerrark directly, performing mass, ambassador and missionary work, and dealing directly with members of group B. Whether it is punishment, training, or overseeing from time to time, all members of group B are handled by a Mouth and by that Mouth alone. Mouths also serve Gerrark physically, and sometimes perform more menial chores for him such as cooking or cleaning up his living space, though nothing too strenuous. Valued for creativity, loyalty, intelligence, and of course their bodies, they are practically treated as well as Gerrark himself. Because Gerrark does not like to have those of tier five out of his presence for long if he can help it, Mouths are sent on all "high risk" jobs of a diplomatic nature. Any press for the cult is handled (often directly) by a Mouth. Performing mass counts towards attending, though, they are required to attend a mass they do not perform at least once a week.

-Clothing-

Their uniform is similar to Hand's, but they have a full headwrap that covers all portions of their heads at all times (again, unless eating, drinking, etc.) that carries Gerrark's scent. They also have the hood that has his eyes upon it, and those are also always worn unless Gerrark himself says otherwise or their job demands it. A full robe, because of the lack of their lack of strenuous activity, and a cloth wrap underneath, so the only unique part of them physically is their ears. Finally, they each wear several large pieces of jewelry unique to their job category.

-Brainwashing Level-

They are completely brainwashed, fully devoted members of the cult. Similar to Hands, but by a much further degree, they give up their vision to share in the vision of their god. Because of their much more fanatical devotion, they always wear their hood up, permanently blinded unless Gerrark asks otherwise. When the hood and headwrap are removed, one would see that they have been permanently and irrevocably hypnotized, unlike those below them. Even if holding a casual conversation, they look completely hypnotized at all times, permanently in a dreamlike state. Only able to focus their mind by Gerrark's command, they live in this trancelike state at all times. It is worth noting though, that despite being permanently hypnotized, their personality has

not been stamped out or destroyed. They are not the person they once were, nor are they someone else entirely. They are themselves, with their brains and will entirely devoted to their god. They are not a faceless automaton, a body given robotic commands; They are themselves, following commands to the letter out of unflinching loyalty and fanatical devotion.

Finally, close to Gerrark and steeped so deep in his power, they can use the very gaze he used on them, albeit a bit less powerful. Said gaze is used on any members below them as often as they see fit.

Tier Five: Eye

-Brief Description-

The smallest tier and the highest ranked members, Eyes were handpicked by Gerrark as the most fanatical and loyal of all his subjects. Mouths and Eyes are very similar in power and authority, with only a few key differences. A command from an Eye is received with the same weight as one from Gerrark himself. All of them live with Gerrark in his quarters and in adjacent rooms, not sleeping alone, though the option would be available if they wished. Almost every Mouth is under the watchful gaze of an Eye, and Eyes will have several servants from either group A or B that they call upon for whatever they need. Eyes no longer have a name outside of the one Gerrark chooses for them, and they are referred to by it exclusively. The naming convention seems to be either food or spices.

-Duties and Responsibilities-

Again, similar to those of a Mouth, but more inclined towards directly servicing Gerrark. If they are not serving or pleasing him directly, they may be relating orders to or directing a Mouth. They are allowed to come and go as they please really, though due to the strength of their devotion they always stay close, and work as hard as they can for any task. They do not need to attend mass, though some will certainly perform it.

-Clothing-

Though they were robes at all times like a Mouth, the robes of an Eye are much different. Expanding on the eye motif that is on their hoods, the patterns and designs on the robes and hoods tend to look like large expressive faces. They are also allowed to wear jewelry (and Gerrark will often force some form of body piercing), but each also has their own unique bell or string of bells and a small incense burner given to them as they ascend to the rank.

-Brainwashing Level-

Once again, though almost the same as a Mouth's, there is a key difference. Their eyes are always swirling or strobing with Gerrark's colors unless he triggers them to stop, their job calls for it, or they use their own hypnotic gaze. Not only do their eyes constantly exhibit his power and they can make use of his gaze, but being in his presence so constantly weighs upon them with a kind of warm pressure, the fog of his scent never really lifting. Because of being gifted with his gaze and scent (via the incense burners), it is said an Eye has an almost identical kind of "presence" to that of Gerrark, and their hypnosis is just as inescapable as his.

Group B

Group B is entirely composed of either former members of group A who terribly harmed the cult (typically through misrepresentation and sharing of secrets), or enemies of the cult, such as snoops and those attempting to actively take it down. Because of how quick (and therefore, destructive) the initiation for a member of group B is, it is only after several attempts to bring the target into the fold have failed, or they are so dangerous to the cult they must be stopped immediately. When identified and captured, members of Group B are immediately moved permanently to the compound, where a much more intense initiation and brainwashing occurs. The size of Group B overall is very small, currently at only a handful of people. To be a member of Group B is humiliating and shameful, and even the highest member of Group B ranks below any Hand. They are not hated, but pitied. Receiving their god's gaze so quickly and forcibly is always a somewhat painful experience, and no matter how loyal and hard-working they are, they can never move from group B to A.

Tier One: Lost

-Brief Description-

Given this name because they strayed so far away from the faith, and because their garb makes them literally lost to the world at all times. There is typically only one or two Lost at anytime. They have no power, no say, and are considered below even Initiates, not that the two would ever meet. They are only seen by those that rank Hand or higher, and the only people they ever come in direct contact with are those of the rank of Mouth, deemed too poisonous for anyone of less faith to interact with. They do not have quarters. They reside in a few select buildings that are not common areas, but where they are nevertheless likely to be seen by most Hands or higher. They are tied to a post at all times by their hands, even while sleeping. As intense and displeasurable as being in the position of Lost is, most have only stayed at such a position for three days at most.

-Duties and Responsibilities-

None. They are not capable of performing any task. Being conscious is hard enough work for them.

-Clothing-

The clothing of a Lost is complicated and uncomfortable. They wear the full body cloth like Mouths or higher, but no robe. They have a set of noseplugs and a gag steeped in Gerrark's scent, even stronger than anything an Eye would have. They are also blindfolded, and wear leather cuffs around their hands, which are what keep them bound to their designated pole.

-Brainwashing Level-

Low at first, though it rises rapidly with each passing hour. With an extra powerful dosage of Gerrark's scent being the only thing they can breathe at all, within hours their brain begins to turn to mush. This is unfortunate, as such a rapid process ensures that some degree of personality and consciousness will be lost, but speed is what is needed for a Lost, not caution. They can barely function after a few hours of huffing his scent, and only know to signal for food or bathroom trips by bowing on their knees, head to the ground. At the end of their period as a Lost, they lack almost all cognitive processes entirely.

Tier Two: Found

-Brief Description-

Like the Lost, the Found are also a small group, typically with five or six members at most. They are similar to the Lost in many ways, including a complete lack of respect from their peers or any authority in the cult. They are under constant surveillance by and for all intents and purposes belong to a Mouth, as their personal slave to be used as they wish. They live in the same quarters as the Mouths that own them, tied to a post in their room. The process of being a Found is nowhere near as intense as it is being a Lost, and many will not move up from their position.

-Duties and Responsibilities-

Because they are beholden to a Mouth and have (barely) more mental faculties than a Lost, the Found are slaves to the Mouth that owns them. The duties they are given are completely at the Mouth's discretion, but are typically along the lines of any base and menial chore the Mouth does not wish to do, like cleaning their quarters, preparing meals, washing clothes--General housework. They are sometimes asked to service their Mouth physically as well, but such a request is generally seen as a favor to the Found more than a service for the Mouth. They attend mass as their Mouth does.

-Clothing-

Though the garb a Found is in is much less restrictive and bondage-heavy than that of a Lost, it carries the same weight of shame and weakness. They are no longer blindfolded, nor do they have the noseplugs--They are simply gagged at all times by a large piece of cloth with Gerrark's scent, which has a locking clasp in the back, the key held by the Mouth that owns them. It is almost never unlocked, only for eating and the like. They are still wrapped in cloth, and their hands are still bound. They also wear a thick leather collar with a chain attached and in the grasp of the Mouth that owns them, unless the Mouth has no use for them at the moment. They are instead chained to a post or bed in the Mouth's quarters. The collar also has a large padlock upon it, also impossible to remove unless by the Mouth, and it almost never is.

-Brainwashing Level-

With their time as a Lost at an end, a Found has been molded from the ground up by the Mouth that they were given to. Only the barest hint of who they once were still resides within their minds, and it is kept entirely at bay with the constant taste of their god upon their lips, and the eyes of their Mouth master pushing away their thoughts. Even physical stimulation is lost to them for the most part. More than any other member of the cult, they are nothing more than a vessel for their superiors' commands, robots if you will.

Tier Three: Apprentice

-Brief Description-

Rivalling the Lost for the smallest group, there is only one or two Apprentices at any given moment in the entirety of the cult. They are named Apprentices because despite being recognized as true members of the cult, because of the means through which they entered, they will never be able to take in their god's vision as others have. Though they still lack any real power or authority, because they have chosen to see the vision of their god as best they can, they are not a slave to their Mouth. They still report to them daily, but they have their own quarters, specifically away from all other members of the cult. The level of access they have to compound facilities is similar to that of an Initiate.

-Duties and Responsibilities-

Much like a Hand, Apprentices will simply work in the compound, never straying from the property. The work they perform is much less physical, however. It is often clerical in nature, simple tasks such as performing paperwork or answering phones delegated to them

by their Mouth. They attend mass daily, and on incredibly rare occasions, they may perform a mass.

-Clothing-

Their clothing is actually very similar to a Mouth's, with the cloth bodywrap, the full headwrap, the robe, and hood. There is one key difference however, and that is that they retain the collar they once had from their time as a Found, which still has its lock upon it.

-Brainwashing Level-

To say that an Apprentice is brainwashed is almost a misnomer. Found still have some semblance of who they once were, deep inside, whereas an Apprentice does not. Having all traces of their former self obliterated by Gerrark, they are now someone completely different. Not as robotic as a Found, but the personality they *do* have is completely manufactured. They have the same, far off look as a Mouth.

Mass and Rituals

Mass

Mass is about an hour in length, and attendance differs from rank to rank. As a general rule, lower ranked members attend less (or perhaps not even at all), while for higher ranked, mass is daily, aside from a few exceptions. Mass proceeds in a manner similar to Catholic mass. Hymns are sung, prayers are made by the mass's leader and repeated, and offertories are collected. However, instead of coming to the front for the eucharist, all those that attend are called to the front and do so one at a time, forming a line far away from the pulpit. While alone at the pulpit with the mass performer, the attendant is then hypnotized through eye contact, furthering loyalty to the cult and specifically to Gerrark. The only exception to this is for members of Initiate rank only, where they are hypnotized, but simply told how good they feel being at the mass, their brainwashing much more subtle and less powerful.

Initiation Rituals

Though there is not an initiation ritual for ascending for every tier, there is one for most. The rituals are on the whole very low-key, and not really celebratory. From Initiate to Acolyte there is no real ceremony, they are simply given the bandanna and assigned a job by the Acolyte leading their local chapter. Nor is there one for any member that resides in group B. The initiations that do exist are as follows:

-Acolyte to Hand-

When an Acolyte is in the proper position to become a Hand, they are sponsored by a Mouth and the necessary preparations are made (finding a living space and clothes for them, selling of their property, etc.). These always take much longer than the actual ceremony itself, which lasts a little over an hour. They are brought before Gerrark, and over the course of the hour, relaxed and hypnotized through scent and sound. Upon slipping into a normal trance, they are asked a series of questions that ensure and enforce loyalty, and when deep enough, they are not awakened, but simply made conscious, so Gerrark can use his gaze upon them. They are pulled into a much deeper trance than before, one so deep they are able to function without direction and not pull themselves out. Their personalities and minds are not destroyed, or even put in a form of hibernation. In fact, they're as much themselves as they can be, with complete love and devotion towards Gerrark and the cult permanently embedded into their brain. As the hypnosis is completed, they are dressed in their new garb for the first time by fellow Hands, and they are taken to their chambers for food and rest.

-Hand to Mouth-

Easily the initiation with the most ceremony, a Hand show exceptional service and devotion to become a Mouth. This includes things like wearing their hood up at all times, studying the performance of mass (and subsequently performing it), and exemplary work service. They do not apply or make a request to become a Mouth, they are simply watched by those above them, and when they set themselves apart, they are watched for a necessary period of time. When they prove their worth, they are given one last task: To study their own initiation ceremony and perform it. Gerrark himself attends, and at the very end of the ceremony joins the Hand in the pulpit. If impressed, he pulls them into his tail and hypnotizes them, giving them the gift of his gaze and pulling them even deeper into his thrall.

-Mouth to Eye-

A Mouth typically becomes an Eye when Gerrark takes notice of them himself, and judging them by his own unique parameters, decides that he wants them in his inner circle. There is no ceremony for this. He has a custom pair of robes and bells made for them that he feels adequately represents them, and then chooses a new name for them. They are pulled from their normal duties almost immediately, and brought forth into his chambers for the last brainwashing session they will ever need. Only the Mouth and Gerrark are in the room, and as the door opens, only the newly created Eye leaves.

CLAN SECRETS: DO NOT READ

A secret known only to the Eyes, but Gerrark died several years ago. 6 years after initially forming the cult, a genetic condition secured his fate, but did not seal it. Using his position and knowledge of darker rituals, he took the lives of all members from group B at the time, many Acolytes, some Hands, a handful of Mouths, and two of his most trusted Eyes. Despite the fact that his body died in the ritual, his soul and its attachment to the body lived on.

He takes the life of one member a year, willingly given, to continue his immortality. Though he tries to make sure that such a life comes from an Apprentice, if none are available, he will opt to use a Hand.

Despite the fact that much of his body rotted away long ago, he is capable of making himself appear whole if he wishes to. Used primarily in mass and public appearances, he looks exactly as he did before he died, though his eyes never seem to lose their icy quality.