

Cultist Simulator v1.3 (The “Harry Potter and the King in Yellow” edition)
by GoodOldMalk

Introduction

> *“Many of the Dead enter the Mansus through the White Door. They wander its corridors in silence until they are lost. Some embrace each other, some devour each other, some force their way into the dreams of the living. A few record their memories on the Mansus-stone where it is soft. They scratch it with their nails, you see. Last night I read one of those memories."*
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> - **A Furtive Truth,** Secret Histories Lore

It’s June the 28th 1920 once again, and the world has just recovered from one of the most devastating periods in history it has ever seen. From the drums of war that swept Europe, to the ills and woes of the Spanish Flu. The times of toil and turmoil are a thing of the past. The days vibrant with the sound of industry, and the nights with jazz and the ringing glasses being raised.

But this is not the life that awaits you here. Not entirely.

In private rooms of shady cabarets, in dusty corners of forgotten bookstores, in streets strange by moonlight, there are whispers of a world behind the world that only the initiated mind can perceive. A place in dreams known as the Mansus, where the Hours shape reality, and where those in the Know may extract Influences to bend the very fabric of the universe. It’s here, where light bleeds all over, that mortals can learn the secret to bend reality, and maybe even challenge death.

Of course, not everything will be a stroll in the Wood. In the mortal world, the Suppression Bureau dispatches detectives that seek to eliminate all traces of magic and occultism, and finally put a lid on the blasphemous accounts of the many demi-real Histories. At the same time, the immortal Long play a dangerous game of cutthroat politics hoping to ascend to the rank of Names, who in turn strive to ascend to become god-like Hours themselves.

So steel yourself, jumper, for in this world of intrigue and mystery the only limits to what you can do are those you set for yourself. Seize forbidden treasures, summon alien gods, feed on your disciples, and perhaps, someday, you’ll become a god yourself.

Welcome, to the strange world of Cultist Simulator!

You gain 1000 CP

Age and Gender

You may choose your starting age and gender freely. Just remember that it's 1920 and you are here for at least 10 years.

Starting Location

You may freely choose your starting location from any option below. Regardless of your selection, each location will provide all of the necessary infrastructure needed to pursue a life as an occultist.

1 - London

War has come and gone, once again, and London yet remains. But the scars are still fresh, and the people who once trusted the silver spoons and the coppers are now singing a very different tune. Try as they might, the mines will dig ever greedily.

2 - New York

The crazy years did crazy things to New York, and even crazier things to the lives of the people. With the Prohibition trampling down the poor man's poison, New York became infested with crime that would, for some, become the very supplier of the American Dream.

3 - Paris

After the Great War ended, Paris was transformed from a war torn land plagued with rationing and unemployment, to a bustling city of radiant lights. Of course, not everyone would be as lucky. The socialists battle the communists, the Métro grumbles, and in solitary alleyways gaunt artists prowl the bookshops.

4 - Munich

The Empire is dead, the Republic stands strong, and so the Black Eagle forges itself anew. Munich remains ever gracious this time of the year, but it's becoming harder for the papers to remain impartial when the communist and nationalist are eager to start fighting street-to-street.

5 - Amsterdam

Even before the war, there were signs that the city would grow unrestrained, ever hungry. Many times it had even devoured itself. First the land, then the starch, and then the people. The city even threatens to swallow the sea, but those in the Know can see that the tide marches towards the maw.

6 - Free choice

You may select any other city or location that you may be interested in, with the only caveat that you are limited to a location in the mundane world. Vaults in the strange side of the world, such as Port Noon, can only be accessed the old fashioned way.

Origins

Each origin comes with a legacy from a former aspirant. Legacies contain a tiny fragment of occult knowledge that will kick start you on your journey. All origins may be selected as a Drop-in.



Aspirant: A student of the Principles of **Forge** and **Lantern**. An aspirant is a seeker of transformation and enlightenment, having lived all their life from one dead-end job to another. Their days are spent yearning to catch a glimpse of the cracks of the world, and their nights are filled with restless dreams. You wake up in the dead of night, dreams of a dying old man still clear in your mind. A mysterious packet lies at the feet of your door, beating to the rhythm of your heart.

Dancer: An advocate of the Principles of **Heart** and **Moth**. The dancer's life is filled with tiny notes wrapping roses, lost gloves left behind the stage, and aging photographs of crystalized beauty. Trapped in a strange routine of make believe, where they must learn to live fast, die young, or marry rich. You begin in the chorus line at the Gaiety Theater, where the lights are bright and the eyes are watchful. In a corner of your booth a discarded poem filled with sensible gibberish glints like a forgotten coin.





Medium: A newly converted believer of the Principles of **Winter** and **Edge**. Mediums have to always know how to strike true between seers and charlatans. They must know just the right buttons to press, the right words to say, the right time to rise, and the right time to bail. Of course, every now and then comes one who truly believes, and sometimes, there are those like you who learn to believe. You begin your act in an unkempt theater, where you will unwillingly tell your marks a secret more sinister than they would have ever expected.

Priest: A preacher of the Principles of **Knock** and **Grail**. Religion has always kept one foot in the physical world, and one in the spiritual, and many secrets of the Mansus are still shared openly behind its closed doors. You, who have partaken in their rituals, have been privy to such secrets. You begin your journey at the gates of a new local parish, soon a packet will arrive for you carrying all your previous belongings, including a forgotten note on an occult topic that will unlock the truth.





Detective: An unwilling participant of the Principles of **Secret Histories**. It seems the many demi-real Histories are not always kind to everyone, sometimes pulling people back and forth between the things that are... and the things that should never be. Some break and crumble under the pressure. Others, like you, push back in hopes of making sense of it. You'll begin by having accepted a life as a paper pusher for the Suppression Bureau. In the desk, a handful of ominous documents from your now-deceased predecessor will tower over the paperwork.

Perks

Each origin receives a 50% discount on their respective perk tree. Discounting a 100 CP perk makes that perk free.

Undiscounted/Freebies

Rites of Initiation (Free / 200 CP) - What is a pastor without its sheep? A hunter without the hunt? An occultist without its tools? This purchase grants you basic knowledge surrounding the rituals needed for this jump, including the ritual to induct new followers. This includes a general understanding of their inner workings, allowing you to tailor them as you see fit.

You may use this power to induct an individual into the dark side of the world, allowing them to unlock an affinity based on one of the Principles of the Mansus. This affinity will closely match the nature of the new disciple. Those that already possessed an affinity before the rite receive no extra affinity from this perk.

For an additional 200 CP, you may take these rituals to other worlds, allowing you to create a new framework for magic based on the Principles and rituals found in this jump. This framework can interact with existing magical systems, allowing you to use the rituals you are familiar with to tap into the system, or you could have your powers work in an entirely separate manner.

A Favour From Higher Authority (Free / 300 CP) - It seems you have been graced by the Hour of the Velvet, jumper. Around you forms a fog that shields your presence from the powers that shape the world. Through this Favour, the Colonel will not force you into the service of an Hour, the Lionsmith will not use you like a tool against his eternal rival, the Mare-in-the-Tree will not try to steal you, and The Wolf Divided promises to kill you last. Even the laws of the Mansus as a whole will look past any children born of your unholy unions, exempting you from the Crime of the Sky.

For the duration of the jump, and despite you not being invisible to them, the Names and Hours will remain indifferent to your presence, allowing you to inhabit their world without being dragged into their cutthroat politics. This pardon only persists for as long as you remain neutral in their conflict. Should you rise against them, know that the hammer will come crashing down from all interested sides.

For an undiscounted 300 CP, you'll be equally blessed with indifference in future jumps, allowing you to enter the domains of gods and other otherworldly authorities without incurring their ire. At least this way, it won't be your presence that condemns you, only your actions.

Aspirant

A Rarefied Mind (100 CP / Free Aspirant) - It would be a shame if, in your quest for enlightenment, you suffered a lapse of memory. It's not like some of these secret teachings can be found in the local library. This simple perk makes your memory perfect, limitless, and retroactive, while also allowing for instant recall and perfect indexing. You'll never forget any moment of your life unless you want to, and you'll be able to recall any moment as if you were currently standing there again. Memories you choose to forget will remain locked away with just a tiny hint as to why, allowing you to retrieve them later. As a retroactive effect, your past memories will also be affected, even if you've somehow managed to forget them.

Erudition (100 CP / Free Aspirant) - The acquisition of knowledge is more than just the senseless hoarding of information. With this purchase you now excel at predicting, interpolating, and connecting information, and can easily cross reference your knowledge with external information, making studying a relatively painless endeavor. Combined, these benefits will allow you to triple (3x) the rate at which you study and convert conscious knowledge into instinctive understanding.

Bibliovore (200 CP / Discount Aspirant) - There's so much knowledge out there, and so little time. With this perk you have the innate ability to instantly memorize the contents of text and visual media with just a touch. This ability can be used on any kind of visual medium, from engravings on ancient pottery, to diagrams in crumbling parchments, to blurry text in waterlogged codices, to books written in a language you don't speak, or even motion picture film. The actual understanding of these contents is an entirely different matter, but you'll figure it out with time. This ability can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

Loresmith (200 CP / Discount Aspirant) - It pays to give back to the community, and for someone that has been everywhere, you could have a wealth of knowledge for sale. With this ability you can now easily contribute to the collective knowledge of the world by instantly creating essays, books, manuals, papers, recipes and other written documentation on any subject you are familiar with. This information is compiled with as much care as if you had done it over a few years, and can be formatted, rewritten, and edited on the fly, allowing you to tailor the final results to your liking. Teaching perks will increase the rate at which your documents are studied and assimilated.

Ritual Maker (400 CP / Discount Aspirant) - Hard work pays off, and you, jumper, have spent quite some time studying the occult. With this power you can now create rituals through which others may temporarily access your perks or powers. These rituals can involve anything from chants, to performances, to tools, or even reagents, and if you've purchased the Rites of Initiation, you may even require one or more Principles from this world to be invoked using Influences or affinity. All rituals must require at least 10 minutes to prepare and cast, but you can otherwise set the terms and conditions freely. Know that after imbuing any power into a ritual, that specific power will be much weaker for a few days, and unless the ritual has stringent conditions, anyone with the appropriate knowledge may use it.

Dancer

Flawless Physique (100 CP / Free Dancer) - The times are right to perform, sing, and dance; and you just so happen to be a star when you move. You excel at the performing arts of singing, dancing, and choreography. From the more traditional concert dance, opera, or ballet, to more modern interpretative, swing, or jazz dance. To accommodate for this lifestyle, you also possess excellent body coordination, a crystal clear voice, natural resilience that provides resistance against injury and disease, and a body that perfectly preserves your ideal fitness and beauty even if you overindulge in food or drink.

Door Opener (100 CP / Free Dancer) - The economy may be bustling right now, but there's no guarantee that a single job will pay the bills. With this perk you now have incredible luck when it comes to job hunting, allowing you to land a job wherever you go, even if it's just menial employment. More importantly, this comes with a 4x multiplier to your learning rate for your job related skills, allowing you to improve in your trade at a faster rate so that you can hopefully upgrade your position and enjoy some job security.

Perfectionist (200 CP / Discount Dancer) - Practice, as they say, makes perfect. And you seem to have a big advantage when it comes to reaching perfection. When performing a task that you've already attempted, you'll always have the guarantee that your results will not be worse than your previous best. This primarily focuses on the results and not the execution: so as long your actions don't deviate too much from your original actions you'll still have room to improve your skills, try different methods, or even improvise in your work. The more you practice, the more scenarios this perk will cover.

Patronage (200 CP / Discount Dancer) - It's hard enough to pursue your passions when they are mundane, it's even harder to do so when nobody has travelled the path you walk before. With this perk, you'll have excellent luck when it comes to attracting tutors, mentors, patrons, and benefactors, even if your aspirations are not exactly common. Whether you wish to learn obscure dances from Sulochana in order to change skins, or simply become better in your Greek studies, there's a very high likelihood that you'll bump into one or two people who will gladly show you the ropes and set you on your way. This ability can also be targeted by simply asking someone for their help, and they'll be far more likely to react positively to your request.

Changeling (400 CP / Discount Dancer) - Flesh is but a carapace to you, and in the dances that will follow you'll come to understand how useful it can be to shed your skin. Through this power, you may reshape your flesh and those of others in any matter of your choosing, provided you are familiar with the final form that it will take. You could change age and gender. You could grow wings, horns or additional limbs. You could even use it to turn into someone or something else entirely. The more familiar you are with a particular form, the easier it will be for you to replicate its original strength, even if it's only a partial transformation.

Medium

Open Soul (100 CP / Free Medium) - Many would believe that a medium is a bridge for the spirits, but in the present day and age a medium starts off as but a simple entertainer. This perk provides all the tricks and experience needed to become an unrivaled mentalist, giving you a wide array of mundane abilities that seemingly border on psychic powers, such as hypnosis, telekinesis, clairvoyance, and mediumship. These abilities are not actually supernatural but rather a calculated application of suggestion, misdirection, and subterfuge. In addition to this, your mentalist skills can be used against other mundane skills, like cold reading, to avoid unintentionally giving away your thoughts, emotions or trade secrets.

Blessing of the Wood (100 CP / Free Medium) - Being an intermediary to spirits is no easy task, jumper, and there's always the possibility that your enemies may strike when you are the most vulnerable. Whenever you find yourself asleep, in a trance, or otherwise incapacitated, you'll be guaranteed that your physical body will come to no harm until you wake up. This doesn't mean that trouble will not find you; in fact, it's entirely possible you'll be locked away and be prepared for butchering, but at the very least your aggressors will have the decency to wait until you wake up.

Lucidity (200 CP / Discount Medium) - There are plenty of dangers in the Mansus. It wouldn't do you any good trying to tackle them at anything less than your full capabilities. With this perk, you now possess the uncanny ability to lucid dream, allowing you to remain in control of your actions whether you are asleep or forced in a dreamlike state. More importantly, in this lucid state it becomes easier for you to manifest your own perks and powers inside dreams or illusions, granting you the same tools you'd have available as if you were physically there.

All Roads Lead to the Mansus (200 CP / Discount Medium) - The Mansus is the beginning and the end of this journey, so it's only befitting that you'd try to spend every waking moment researching it. This perk gives you access to alternate methods of traveling to such a dreamscape, including rituals, drug induced visions, and meditation, and will make traveling to them as easy as simply being aware of their existence. Each method may have their own advantages and disadvantages but all of them will benefit from a heightened perception of time, allowing you to explore dreamscapes for longer periods without necessarily increasing the time spent dreaming.

Ghoul (400 CP / Discount Medium) - It seems you've imbibed the Elixir Zeboim, and while no Hour has explicitly blessed your actions, you've nevertheless succeeded in awakening the memories of the decaying flesh. With this ability, whenever you partake in a kill or consume a corpse, the memories of the dead will flow into you, giving you an insight on their lives as if you had been there by their side. This process takes only a couple of seconds, at most a minute, during which you will remain in a dreamlike state, and can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

Priest

Mr. Never No (100 CP / Free Priest) - As a priest in charge of a parish, it's of utmost importance that you can perform your job correctly. With this perk you now possess an exceptional charisma worthy of a community leader, not only able to charm your audiences with ease, but also having a very keen eye for other people's wants and needs. Additionally, and if you didn't before, you are now capable of delivering your messages with exceptional eloquence, never stumbling on your words, and always transitioning from one topic to another with exceptional ease.

Appeal (100 CP / Free Priest) - A man in your position has to walk the walk as much as they talk the talk. This perk gives you an exceptional control of your own body language and tone of voice, and an intuitive understanding of how they are perceived by others. With this knowledge you may present yourself as a ruthless and fearless person, a compassionate and open individual, or a meek pushover that can be easily bullied, just by changing the way you move and talk.

Chastise (200 CP / Discount Priest) - There are times where kindness is not the answer, but fists cross the line. You are now expert at manipulating, coercing and intimidating people, allowing your words to cut when your hands are otherwise tied. This perk also reinforces the psychological impact of your words based on your relative strength compared to theirs, even without hinting at physical aggression, making your threats more effective even if your targets know nothing about you.

Exultation (200 CP / Discount Priest) - Your words inspire more than just attention, and with the right topic and the right passion, they may even command the masses. With this purchase, you are able to instill a specific feeling, emotion, or ideology in your followers through your words and speeches until you are capable of invoking it with your very presence on those that have already listened. This effect is not instantaneous and requires more exposure depending on the complexity of your message. For simple rapport, it would take a few days, for loyalty a few months, and for a complete ideology it may take up to a year.

Scapegoat (400 CP / Discount Priest) - What's the point of having followers if you alone have to bear a burden? Anytime you are forced to inflict harm on yourself or others in the name of a cause, a ritual, or a power, you may opt to inflict this harm unto someone or something else instead, effectively allowing you to substitute the target of your sacrifice with something of an equivalent value. This can be used to spare your assistant in favor of destroying a tool, or maybe you wish to spare the tool in favor of a temporary influence; regardless, this perk will ensure that the proceedings complete without a hitch.

Detective

P.I. Jumper (100 CP / Free Detective) - I can't let you go out on those streets without some proper training rookie. You are now a master at cold reading your targets, which makes you capable of picking up subtle hints and cues based on their body language, their appearance, or their mannerisms, and using cleverly designed language you can squeeze the truth with them being none the wiser. With this you are able to spot the signs of struggle and of anxiety, the nervous tics before a breakdown, and the different tells that incriminate liars.

Perceptive (100 CP / Free Detective) - It's important to not make mistakes in the field, especially when the lives of innocents are at stake. If you didn't before, you now possess at least peak human perception across all five senses. More importantly, you're able to process this input with exceptional clarity. You could easily identify and isolate a quiet conversation in a bustling cafe, spot a face out of a crowd like it was painted red, differentiate twins from one another just by smell, identify every ingredient used in a sumptuous meal, or know your exact location from the movement of a carriage.

Starborn (200 CP / Discount Detective) - There are dark and malevolent forces out there, jumper, and fighting the occult arts is bound to reveal one or two forbidden secrets that would destroy lesser minds. Lucky for you, your ability to pursue the truth is now unimpaired by the shackles of human nature. Through this perk you can learn any type of mystery, truth, or knowledge, without risking your wellbeing. This even expands to the realm of memetic, cognito and infohazards. No experience can unnerve you, no knowledge can break you, and no truth can unravel your soul.

Hidden Intuition (200 CP / Discount Detective) - It's easy to get the position, but it's quite hard to keep the job. To grow old as a detective of the Suppression Bureau one requires more than just everyday skills. Through this ability you may identify hidden knowledge about a clue, an object, a situation, or a person in ways that are easy for you to understand. From your perspective, cursed items shrill ominously, poisons fume with a toxic green color, important items glow visibly, and bad situations make your skin crawl.

What's better is that these experiences are always trustworthy as they cannot be imitated, suppressed or countered, and they always adapt to cover new situations that you experience or new senses that you unlock.

Mystic Hunter (400 CP / Discount Detective) - For a human fighting in a world filled with eldritch nightmares you are truly tenacious, and judging by the looks of it you seem to be able to hold just fine against threats larger than yourself. With this perk, you'll receive a natural advantage against the supernatural. Against you, supernatural attacks feel more sluggish, accelerated movements look predictable, impregnable defenses are riddled with holes, and overwhelming strength is only slightly overbearing.

You'll still be forced to play on the defensive, especially against larger threats, but at least you'll have a solid chance of succeeding regardless of whether you choose fight or flight. This ability only works for the supernatural, so don't let yourself get mauled by a fierce beast, or squashed by a large rock.

Principles

All origins start with free affinities based on their legacy. Detectives gain an additional 100 CP to spend on this section.

The nine Principles can be considered a type of elemental or magical discipline system that embodies the different branches of the occult arts. Each Principle grants power over one or more aspects of reality. While all occultists can call upon any Principle with the appropriate knowledge, tools, influences and laborious rituals, some practitioners have better affinity with one or more aspects, allowing them to instantly call upon their Principle on demand.

Gaining affinity with a Principle unlocks powers that you can use at will, and facilitates certain rituals.



Moth - Moth is the wild and perilous Principle of chaos and yearning. Practitioners of Moth are almost always erratic and partial to secrecy, and have a fascination with the shedding of unnecessary things.

Moth Affinity: Mind Fog (100 CP / Free Dancer) - You gain the ability to dull the mind and confuse the senses, making it very hard for individuals around you to focus, let alone find you.



Heart - The Heart is the Principle that continues and preserves. The Principle of the Heart protects, nourishes, and endures, and those who cling to the protection of the Heart fervently desire to outlive those who do not.

Heart Affinity: Healing Touch (300 CP / Free Dancer) - Your affinity with the Heart has granted you a healing touch that will slowly heal the sick, mend the wounded, and even regrow limbs. This power requires conscious action, forcing you to at least acknowledge the problem before it can be treated.



Grail - The Principle of the Grail honors both the birth and the feast. Aspirants of the Grail are characterized by their obsession with charisma and inhuman beauty, and all of them have a peculiar predisposition for flesh in all its forms.

Grail Affinity: Bewitching Eyes (100 CP / Free Priest) - Your eyes can now carry an enticing allure, allowing you to charm your viewers into submission until they can no longer be only themselves.



Forge - The Principle of the Forge transforms and destroys. Practitioners of the Forge always seem to pursue strength beyond human strength, and often have a keen mind for the inner workings of things.

Forge Affinity: Transmutation (300 CP / Free Aspirant) - Your affinity with the Forge has given you the exceptional ability to transmute objects and even living things, provided the correct price is paid. Magic begets magic, souls begets souls, and divinity begets divinity.



Lantern - Lantern is the Principle of the secret place sometimes called the House of the Sun, and the light above it. Dreamers of Lantern tend to be merciless intellectuals who have devoted their lives to the pursuit of enlightenment.

Lantern Affinity: Mind's Eye (100 CP / Free Aspirant) - Your affinity for Lantern manifests through your sight, allowing you to see in low light conditions and through supernatural illusions.



Edge - Edge is the Principle of battle and struggle. An initiate of Edge is always that, an initiate, for they understand that there's always bigger fish out there. And they'll challenge them all the same.

Edge Affinity: True Strike (100 CP / Free Medium) - Your attacks now possess an unique quality, allowing them to pierce past the corporeal world and strike directly at your targets. This doesn't guarantee that your enemies will instantly die, but hurt them enough and you might just kill them.



Winter - Winter is the Principle of silence, endings, and those things that are not quite dead. Winter scholars are all devoted to silence, and prefer the company of the dead, for only in their silence can certain knowledge be consumed.

Winter Affinity: Rise (300 CP / Free Medium) - Through the Principle of Winter, you've learned how to postpone the final rest of all things living, and while not pretty, it will allow you to raise and resurrect the dead.



Knock - The Principle of Knock is the Principle that opens doors and unseams barriers. Knock is the wound that opens, that lays bare, and its associates always know when to plunder such opportunities.

Knock Affinity: Knock (300 CP / Free Priest) - Your affinity for Knock can now be used to detect nearby locks, doors, or barriers, and potentially unlock them if they are mundane enough.



Secret Histories - Secret Histories are a contentious topic, for they are not always recognized as a Principle. Regardless, for many historians they are the only source of knowledge that describes the unknown complexities of the world, and its many pasts.

Secret Histories Affinity: Postcognition (300 CP / Free Detective) - Your affinity for Secret Histories has given you an uncanny attention to detail that bleeds into postcognition, allowing you to see things as they once were. Can be used by focusing on a single item or an entire location.

Items

You receive a direct infusion of 200 CP to spend on anything you want in this section. The appearance of all items, including facilities, can be customized to your liking, provided their core functionality remains unaffected. You may purchase multiple of the same items wherever it makes sense.

Basic Amenities (100 CP) - This is a small briefcase, bag, or purse containing much needed amenities for everyday survival. This includes funds worth $1,000 USD, a folding map of the local area, a well preserved muffin, a towel, an identity card, and a passport. This container is provided to you at the start of every jump, and will appear at arms length or inside your warehouse.

A Collection of Paintings (200 CP) - This collection consists of nine different paintings created using rarefied pigments that can only be found in the strange side of the world. Each masterpiece depicts an Hour that best associates with one of the Principles of the Mansus. These paintings can be used in rituals as tools to perform magic, or to summon spirits.

In future jumps, the subject of these paintings will change to each depict a god-like entity that best embodies one of the Principles, and with the appropriate rites, it may be entirely possible to communicate with them and gain their favour.

A Crate of Ingredients (400 CP) - This 3m x 1m x 1m wooden shipping crate can contain any assortment of ingredients that could be useful for your occult rituals or other activities. They don't need to be magical in nature. This includes, but is not limited to: powders, poisons, tinctures, extracts, plants, body parts, ores, or even gemstones. You could even find an entire corpse inside it, provided it fits. To claim them, simply think of the materials you need and open the crate. The crate will be neatly organized and filled to the brim with everything you asked for inside it. This crate will reset exactly one week after being emptied.

Facilities/Attachments

All facilities purchased in this section will follow you to your next jump and update their appearance to blend seamlessly with the setting. Alternatively they can become a warehouse attachment, or import permanently into an existing property in a manner of your choosing.



A Corner Street Newsstand (100 CP) - A small newspaper stand with a small selection of literature. The papers here holler with confidence, knowing that only the initiated will listen. This stand only seems to sell newspapers of the tabloid variety, that just so happen to be written with rather truthful stories. These daily news sometimes include useful information regarding the many demi-real **Secret Histories**.



A Dusty Workshop (100 CP) - A cozy but unkempt mechanics workshop. The clattering of tools livens the machines inside it, and they open at the seams from the laughter. This workshop contains all the tools needed to service any vehicle, from a small motorcycle, to a large truck. The big parts need to be called in, but the little plugs and bolts always seem to be in stock. There's a hidden room in the back of the building that leads to a private shrine, where Influences of the **Forge** and **Knock** congregate.



A Velvet Cabaret (100 CP) - A gaudy cabaret, entry through a corner of an alley. In here, talent comes through the front, while the real patrons go through the back. This establishment is always run by a local gang, loyal dogs who will provide the much needed 'protection' free of charge. The music is smooth, the drinks are free, and the company is never lacking. In the private rooms, Influences of **Edge** and **Grail** bleed with pain and ecstasy.



A Candle-Lit Monastery (100 CP) - A quiet monastery lit by thousands of candles. The wax of the candles flows endlessly, and the light inside never dims. This monastery includes a church, a library and a cloister where your followers and practitioners may take residence. The candles, the larder, and the cellar refill themselves every night when no one is watching. When the doors of the parish are closed to visitors, Influences of **Lantern** and **Moth** descend on these halls.



A Quiet Hotel (100 CP) - A lovely hotel with the word "Overlook" emblazoned at the entrance. During the day, bustling caretakers tend to the precincts, at night cold winds sweep the orchards. This countryside hotel is managed by the spirits of the dead, who keep things stocked and tidy for their ignorant guests. In the gardens there's a particularly large hedge maze where the Influence of **Winter** wanders, while the ballroom soaks with the Influences of the **Heart** from the floors above.

Tools

Tools are objects imbued with the power of the Principles, and can strengthen a given aspect during a ritual. Tools purchased in this section can be used in rituals without worry of them being broken, and should they be lost or destroyed they will reappear in your warehouse within 48 hours. Tools are not discounted.



Dappled Mask (200 CP) - A mask that conceals one's true identity. While wearing this mask, it becomes impossible for the wearer to be identified; instead the mask is the one to bear the sins.



Alakapurine Shears (400 CP) - The scissors that one Hour used to butcher another. These scissors sever all strings, cut all attachments, and end all contracts without repercussions, allowing one to get rid of needless things.



Marruvine Idol (200 CP) - An infant doll made of wood. These dolls can temporarily placate the rage of supernatural beasts, who will cradle the doll like their own baby.



Kingskin Bodhran (400 CP) - An Irish style drum fashioned out of the leftover skin of an Hour. The sounds of this drum force the hearts around it to beat to the same rhythm, even if death wishes otherwise.



Stained Gloves (200 CP) - A pair of black gloves. When worn, the hands within behave with surgical precision, as if a lifetime of practice has descended upon them.



Chalice Murmurous (400 CP) - A Pthumerian chalice filled with blood. Partaking of the blood causes vivid dreams of beasts and hunters, and with great pains can things be pulled out of them.



Cinnabar Amulet (200 CP) - A scarlet amulet that glows dimly with phosphorescent light. When worn, the body is never hot or cold, and always retains its temperature perfectly.



Carcass Spark (400 CP) - An ember of a most radiant light. This spark never fades or burns without reason, and can consume materials and souls alike to grow like a bonfire. Its fire remembers the exact moment where all stones become water.

Noonstone (200 CP) - This minor tool can be used to call upon the Principle of the Lantern. It radiates like an overhead sun, and its light can shine even in supernatural darkness.





Watchman's Glass (400 CP) - An ancient glass of polished silver anthracite. This unbreakable shield can be used to reflect the most radiant light, and even supernatural attacks will bounce off its surface.

Biedde's Blade (200 CP) - A blade with a pristine polish. A cut from this blade will not cease bleeding until the wound is forcibly closed.





Furious Sliver (400 CP) - The remnants of a blade that had to be shattered for a general to become an Hour. Even broken, these three fragments yearn to strike again, and should they be reforged, they will surround and follow their master like loyal dogs of war.

Bone Flute (200 CP) - A flute carved out of human bone. When three descending notes are played, silence falls and expands to fill any room around it. When three ascending notes are played, sound returns.





Division Bell (400 CP) - A handheld bell that rings with dissonant tones. Pointing this bell at something and ringing it can divide that which has been put together. Through this, and with enough haste, even the Worms can be separated from the still unwilling host.

The Geminiad (200 CP) - An extensive treatise on the Principle of Knock. This text provides knowledge on every lock, every door, every barrier, and the many ways to open them.





Frangiclave (400 CP) - The master key of the world, and the most powerful tool of the Principle of Knock. The Frangiclave is a key that doesn't so much open locks, but rather utterly destroys them.

Paradoxical Curio (200 CP)- A reality bending trinket that represents the many Secret Histories. This curio only bends in bizarre ways when in the presence of supernatural danger.





Atlas of Dreams (400 CP) - An occult journal that maps the dark side of the world. This atlas can guide anyone to anywhere, even places outside of reality, provided the user has a destination in mind. Do remember that some places are harder to reach than others.

Companions

An Associate, Perhaps Something More? (Free / Limited to one) - With this option you may import, create, or select a single individual to become your companion. This companion can be a canon character from this jump. Like yourself, they will be initiated in the secrets of the world and receive a legacy that will push them to pursue the arcane arts alongside you.

New or canon companions selected through this option will become loyal disciples, lifelong partners, and unconditional lovers who will dedicate their very existence to you. They'll be naturally discreet and will have a keen mind for the occult and esoteric, allowing them to pick up languages with ease, piece together ancient puzzles in seconds, or even learn complex magical systems from scratch.

Whether old, new, or canon, this companion receives an origin from this document, including stipends and discounts as normal, and 800 CP to spend in Perks, Principles, and Items.

Society of St. Jumper (200 CP) - You may import, create, or select up to 8 individuals to become your companions. Each companion receives 800 CP to spend on Perks, Principles, and Items. Companions imported in this manner may optionally receive memories and a history in this world, but will not receive stipends or discounts from any of the origins. You may still use the Rites of Initiation to permanently unlock an affinity in them during this jump.

Scenarios

Completing a scenario awards a free perk. Scenarios are mutually exclusive, and only one can be taken at a time. Completing a scenario gives you the option to instantly finish the jump.

The Exile

Unique: The reward for this scenario is frontloaded. Successfully completing this scenario makes it permanent.

There's the invisible world... and then there's the invisible underworld. The reckoner mobs exist on the fringes of the possible. They traffic in the most precious commodity imaginable: life, apportioned and credited in the Cindered Tally of the Madrugad.

You used to be one of them, and now you've handed in your resignation by taking the biggest haul of your life. Stolen from under their noses.

By all means, with this particular bounty in your hands you may be tempted to think of yourself immortal, but if you do so this story will not end with a happily-ever-after. For your crimes against the Reckoner Lord, a team of underbosses, operatives, and assassins will be dispatched to capture you and squeeze every stolen year of life from your dead body.

Your objective, should you wish to stay alive, will be to endure your aggressors' assaults for the remainder of the jump, or locate the Spring that makes the World forget and imbibe of it. Should either objective be met, the chase will stop and your jump will come to a successful end.

The Exile: Reward

7 Years and 7 Decades (Reward): You are granted 7 years and 7 decades of additional life that can be spent on yourself or others. These years rejuvenate the body and delay death. Should your own life be forcibly taken, all remaining years and decades will be consumed and you will be granted a second chance at life. At least one remaining year is needed for this effect to occur.

Upon completing the scenario, spent years will be refreshed at the start of every jump, or every 10 years.

The Apostle

Every origin here is given a legacy, for in the discovery of the occult very rarely does one thread the path alone. The legacy that you have been given comes from a mentor above you. A former mortal that has reached the rank of the Long.

Their journey has been perilous, but the rewards have been plentiful. Now comes the time for a second ascension. One that promises your mentor power under the direct service of an Hour.

Your mentor wishes to elevate themselves to the ranks of Names, who serve the Hours, so that perhaps one day they might rise even further. But they will not succeed alone. In order for this Long to exist, death had to be shed like a skin. And in that shedding has your mentor lost their physicality and ascended to the Mansus.

As your mentor's apostle, you must collect the knowledge, tools, and rituals needed to perform the rites that will help them achieve the rank of Name. You are the only means for them to interact with the world, and only through dreams can you possibly hope to commune with them.

So close your eyes, open your ears, and listen well. Rest assured, your mentor has every intention of eternally repaying you for your service.

The Apostle: Reward

Wish (Reward): Your mentor has ascended to a higher honor, and through their powers nearly everything is made possible. You may, once per jump, call upon a wish to be fulfilled, and your mentor will do everything in their power to grant it.

The Ascendant

The very first action that every aspirant takes is to dream. They dream of the Wood that grows near the walls that surrounds the Mansus (which has no walls). They dream of the Moth and the Sun. They dream of the doors that lock the many mysteries of the Mansus, and they dream of the glories that build them in the first place.

Very few aspirants do more than dream. Very few of them ever walk across those doors. You, jumper, have vowed to be different from them. You, who travel the stars, have reached this place with one thought in mind: to become an Hour.

This will not be a fortuitous journey. Every path has a design, every door a lock, every action a consequence. To become an Hour one must first become a Name, and to become a Name one must first become a Long. Expect a closed door at the top of every stair. Expect a gatekeeper in front of every door. The means through which one becomes an Hour, are almost certainly paved in blood.

To succeed in this scenario you must perform the rites of ascension to reach the rank of Hour. Know that there are many paths to ascend to godhood. Some have been used before, and many more have yet to be discovered.

The Ascendant: Reward

The House of the Sun (Reward): You and the Mansus have been weaved together as it recognizes you as one of the Hours. Inside you may claim a small personal realm the size of an island where your authority is absolute. Here you can imbue your land with your mysteries, allowing your faithful to commune with you, or perhaps even summon you if you so desire. This metaphysical dreamscape acts as an afterlife. The Mansus and the other Hours will follow you across jumps, bending reality in weird and interesting ways.

The Obliviate

Once, the noble House of Lethe held a special disdain for everything the Hours touched. They vowed that they would get rid of the Hours' influence, and warred they did. Until they could fight no more.

Once, the venerable Ordo Limiae held a special disdain for everything the Hours offered. They vowed that they would never trade for the Hours' favor, and pouted they did. Until they could bear no more.

Once, the unscrupulous Fraternity of the Obliviates held a special disdain for the politics that the Hours enforced. They vowed never to partake in the Hours' games, and hid they did. Until they could run no more.

The pages turn yet again, and it seems the blessings of the Velvet has run out. The Waters that make the World forget have dried, and the Hours will once again descend to hunt down the remaining Obliviates.

You will be found guilty in the middle of their crossfire. The hunt will not cease, the doors will not open, and the only way out is to push through.

So arm yourself, jumper, for the only way to succeed here is to kill all the gods.

The Obliviate: Reward

The House of the New Sun (Reward): The kings are dead, long live the King. A new Mansus rises, and it recognizes only you as its rightful owner, opening every sealed door and laying itself bare for you to reshape it. This metaphysical dreamscape acts as an afterlife; it will follow you everywhere and welcome those you deem worthy, whether alive or dead. You may imbue the Mansus with your very mysteries and knowledge, allowing your faithful to invoke your rituals and earn your favor, perhaps even summon you if you so desire.

Drawbacks

No limits on drawbacks.

Supplement Mode (0 CP) - History is the scar on the world's skin, or so they say, and for you who travels the infinite multiverse, the scars that you've accumulated can be used to shape the world to your liking. Maybe you wish to find Fantastic Beasts during your stay here, maybe you wish to partake in the play of The King in Yellow, maybe you simply wish to sign files under the pen name 'Dresden'. Regardless, with this toggle you may slightly shift the nature of the world to encompass a narrative different from the original. The Hours may still set the laws of nature, but perhaps these new laws would bend in familiar ways for you.

You may treat this document as a generic jump, or select an existing non-gauntlet jump that fits the theme of magic and occultism and use this document as a supplement, keeping all CP pools separate from one another. When used as a supplement, use the base jump's date and location.

It Always Gets Worse Before It Gets Better (0 CP) - Unbeknownst to many, the crazy years that followed the Great War were only there to stay temporarily, and it would be the Great Depression that would remind everyone of their folly. With this drawback, you may extend the time of your stay by at least five years, with no upper limit. Let's hope you picked a good year to arrive here.

Dread and Fascination (+100 CP) - Hidden knowledge and eldritch horrors have their way with the mind, and yours seems to be unable to cope with the insanity. For your duration in this world, you'll be prone to episodes of manic depression, with your mood swinging wildly from melancholic depression to euphoric glee. This condition worsens as you progress through your occult studies, and while it could be treated slowly, since it's the turn of the century there's not much the hatters can do for you besides injecting you with a shocking dose of their reality. Best take care of your mental health, jumper. Don't want to jump into the next world too soon.

Notoriety (+100 CP) - There are hidden forces here that seek to silence the works of the souls most radiant, and yours jumper, is one such soul. Even if they didn't before, all your supernatural powers and occult activities will leave behind traces of mysticism and notoriety that the Suppression Bureau will be able to track back to you. From the recount of a witless eyewitness, to the trail of sacrifices that progress demands to be made, or even a wound in the world left behind by your powers. While mysticism alone won't make for a compelling case, know that in a gloomy office, at late night hours, a wary detective of the Suppression Bureau will note down your name on their list and start piecing together the many tabs and blanks in the puzzle.

Dreamless Sleep (+100 CP / +200 CP) - Normally the Mansus is accessed by entering one of the many doors while exploring the world of dreams. You however, seem unable to dream normally. For your duration here, your sleep will be dreamless, forcing you to rely on alternative methods to enter the Mansus. For 100 CP, simple tools like scrying orbs, magical mirrors, or ancient meditation methods, will allow you to continue your studies. For 200 CP, only hard drugs will be able to induce the necessary state of mind to enter the Mansus. Take care not to succumb to the addiction, jumper.

The Price of Knowledge (+200 CP) - Unraveling mysteries demands knowledge, and your past memories just so happen to be a desirable currency. For the duration of this jump, all rituals and spirits you invoke will demand payment in the form of memories. These costs will start small and meaningless, fleeting memories like the name of a family pet, the day of your birth, or what you had for breakfast, but as you tap into higher powers, the costs will rise to claim the very things you've known and loved your entire life, like the days spent with your lover, or the very reason why you came to this world in the first place. There's no guarantee that you'll retrieve these memories, but rest assured, you'll know exactly which memories you'll lose before you make a pact.

Rival (+200 CP) - It seems a fellow occultist has set their sights on you. This adept possesses all the perks and affinities of the Medium origin and can, with at least some effort, kill you. Their strength is no greater than that of an everyday human, but if left unchecked, you can be sure that they'll uncover the mysteries needed to rise to the level of Long, and perhaps even a Name. Prepare to face spirits and assassins, expect your vaults to be raided, and be ready for your plans to be thwarted, jumper. This is a foe you cannot ignore.

Decrepitude (+200 CP) - Some wounds never quite heal, and your body has been scarred plenty. All external powers related to regeneration of the body and longevity will be stripped from you, and over time your body will age and decay faster than it normally would. In fact, it's very likely that you'll look and feel like a dried old prune just five years into your jump, regardless of your starting age. This condition will not be inherently fatal, and it will not prevent you from healing naturally, but until you discover the appropriate rituals to counter it you might as well protect the only temple you have.

Bargains Paid in Blood (+200 CP) - Many mysteries in this world demand sacrifices, with blood and wealth being the most common offerings. While you may be tempted to rely on the immortal and the endless for this purpose, you now have a glaring limitation regarding these methods. Companions, followers, and items no longer respawn for the duration of the jump. This also forbids you from using sources of infinite wealth to pay for your expenses, and things deemed indestructible will break and yield when used here.

Cursed (+300 CP) - Just because the world makes you paranoid, doesn't mean that there's not something out there to get you. For you this is very real, and you seem to have been cursed with endless misfortune. For the duration of your jump, every time you find a forgotten vault, a hidden treasure, or mystical artifact, it will be invariably protected with a curse that will unconditionally trigger. Because of this, you might as well act preemptively and prepare for the worse.

The Worms in the World (+400 CP) - It seems that the worst kind of parasite has taken a liking to you, jumper. A quite unhealthy obsession, I must say. The Worms in the World are indestructible eldritch parasites that inhabit Nowhere, and are capable of subverting any host for their own purposes. You have been designated as a top priority to lay claim, and should they succeed in taking over your body completely, your chain will be terminated regardless of other circumstances. What's worse, only through the powers of this world will you be able to fend them off.

There Is Only the Mansus (+400 CP) - For the duration of the jump, any powers you had prior are now locked, including access to your warehouse and all items inside of it. You will still receive all items purchased here as normal, and will find your items conveniently located in a personal vault near your starting location that you will be made aware of. Should any item be lost or destroyed, they will be returned to an inconspicuous location of your choosing.

Notes

- There's a lot of lore regarding this jump, but most of it results from cross referencing bits of flavor text that exists for only a few seconds. It's really hard to piece a complete picture if you play the game normally, but that's part of the charm. When in doubt, cheat, give yourself 100 funds, and check the wiki.
- This document is overly verbose and relies on flowery language. This is just the nature of Cultist Simulator. If there's ambiguity, and if there's no note, feel free to interpret things as you see fit.
- Cultist progression is: Potential > Initiated/Disciple > Know > Long > Name > Hour.
- The Know are mortals who've reached the Mansus at least once. The Longs are immortals, Names are demigods, and Hours are god-like beings.
- The Mansus is a metaphysical realm that can be accessed through dreams, normally by cutting a lock of hair before sleeping, getting bitten by a snake on the sole of the foot, or sleeping in a completely white room. It is also a type of afterlife. The light in the Mansus quite literally provides Enlightenment. There is also Nowhere, an actual place, which can be considered the void or oblivion.
- The paid version of Rites of Initiation lets you use your rituals in future jumps. How they actually work has to be left to your imagination, since in-universe they operate under the concept of miracles/divine intervention. Rituals draw the attention of the Hours, who in turn use their power to affect the world. I opted to lay everything on the Principles instead for simplicity.
- Alt-forms qualify as "familiar" for the purposes of Changeling, meaning you always operate at full strength when using alt-forms as partial transformations.
- Scapegoat can be used to pursue life-threatening ascendancies without risking chain-failure by substituting your life with another's. Remember, if you die during a ritual, that's a chain-failure.
- In-game, the 'Mystic' aspect can help a hunter survive Names (demigods) like King Crucible with a 70% chance. For the sake of clarity, I'd say against an Hour (god) the hunter would have a 50% chance. So about a solid "Old Man Henderson".
- How slow is Healing Touch? Slow enough for a hemorrhage to still be fatal.
- The affinity for Knock is not meant to work as a teleportation method, but under special circumstances such as when used on a "dimensional door", it could act like one. Also yes, it's a pun (knock knock - who's there?).
- Furious Sliver gives you three fragments that can be reforged into three brand new animated weapons. These animated weapons will operate independently of you during combat.
- The Frangiclave can be used to destroy any lock, door, portal, barrier, etc. Whatever it opens, will never close again unless it gets replaced. It is the ultimate Knock tool after all.

- Just because a scenario lets you finish the jump early doesn't mean that you'll pull it off in 10 years. This is why a drawback to increase the jump's duration exists.
- A Favour from Higher Authority does not cover the Exile scenario. Specifically your enemies will be mortals who operate against the authority of an Hour. They are not Longs, Names or Hours.
- The reward Wish acts very much like the DnD spell of the same name. Effectively you can cast any spell of 8th level or lower, or use it for plot shenanigans.
- The Principle system behind Cultist Simulator is very impressive and covers all of the bases. It's rather fun seeing how it could be adapted to different settings, which is why I made the supplement mode for this jump. You could do this in a Xianxia and it would still make sense.
- The Price of Knowledge drawback is technically permanent unless you have anti-memory tampering or retroactive perfect memory. At which point, all memories will return only at the end of the jump.
- If you are interested in a comprehensive list of Hours (gods) and the lore of this world, this resource from Candleguard is incredibly useful: The_Book_of_Suns.pdf
- If you have any comments, please check the Google Doc!

Changelog

Changes v1.3:

- Added the ability to forget memories using Rarefied Mind.
- Added minor descriptors to principles as suggested.
- Reworked Edge Affinity. Now specifies that it can harm anything, and potentially kill it. Previously you had no guarantees of killing something but you could harm anything.
- Reworked Knock Affinity. Now detects nearby doors, locks, and barriers and unlocks them if they are mundane. Previously opened a portal to bypass them.
- The appearance of items, facilities and tools can now be customized during purchase.

Changes v1.2:

- Mayor engrish and grammer corrections.
- Added a note regarding Scapegoat and dangerous ascendancies.
- Reworded a note regarding the Frangiclave mechanics.

Changes v1.1:

- Reworded Starborn, to better indicate that it covers all potentially harmful knowledge.
- Rearranged origins (Priest and Medium) to comply with Suppression Bureau guidelines.
- Removed mention of companions in supplement mode, since it shouldn't be needed.
- Reworded Principles to better differentiate between the desired aptitude of new disciples and the rewards from their Affinity.
- Fixed the text in the affinity to Lantern that incorrectly pointed to Secret Histories.

- Added a note regarding the Hours, for general knowledge.
- General fixes to formatting and layout.

Changes v1.0:

- Jumpable release.