

Book of Hours Jumpchain

Based on the game by Weather Factory

Introduction



There is a House above the sea.

It has been a monastery, a prison, a library, and something older than any charter that named it. Its rooms have held saints, prisoners, scholars, visitors, wardens, servants, and Librarians. Its shelves preserve books that should not be carelessly opened, histories that disagree with one another, and knowledge that the world's brighter authorities would rather classify, suppress, or forget.

The village of Brancrug waits below it. The sea beats against the rocks. The Hours turn their faces elsewhere, or perhaps only seem to. Visitors still come with questions, commissions, warnings, and secrets. The dead have left notes. The living have left damage. The House remains.

This is not the hungry city-path of cults, ascension, and reckless appetite. This is the quieter work: restoration, cataloguing, hospitality, scholarship, preservation, and the careful keeping of knowledge too valuable to destroy and too dangerous to abandon.

Welcome to Book of Hours.

You receive +1000 CP to spend in this Jump.

Age and Gender

You may choose your age and gender freely.

Starting Location

You begin at St Brandan's Cove, where the sea has cast you ashore after a storm.

The Cove lies below Brancrug and beneath the long shadow of Hush House. It is a place of salt, stone, wreckage, weather, and arrivals that may or may not be accidental. From here, the road leads upward: toward the village, the Keeper's Lodge, and the closed doors of the House above.

Origins

You are the new Librarian of Hush House, but who were you before? Choose one Origin for free. Any Origin may be taken as a Drop-In.

Archaeologist

“I opened a tomb, and found - too late - that it was a prison. The plague that I released is now my shadow - or perhaps I am its reflection. It is too late to set matters right, but it is never too late to protect the future from the past. In Hush House I can do no harm. Perhaps I can even make amends.”

As Librarian, you approach Hush House not only as an excavation, but as a place of warning: every sealed room may have been sealed for mercy, every ruin may still be working, and every discovery asks whether it should have remained buried.

Artist

“Dada was a start. The Surrealist Manifesto? A step along the road, but only a step. The road goes nowhere, unless it goes into the Wood; and that's a road we can only walk in the dark. Wait, no, not ‘in the dark’. ‘In blood.’ ‘Hip-deep in blood.’ Oh shut up. Give it to me, I'll write it -”

As Librarian, you understand that art is not decoration placed on truth after the fact. Art is appetite, revelation, trespass, mask, wound, and experience. A painting may remember what a witness forgot, a poem may admit what its author denied, and a work made under the right pressure may bring its audience closer to something primal than they can safely name.

Cartographer

“There is no map of the House of the Sun, where the invisible gods walk. How could there be, when every year it changes, and yet every year it remains the same? Tricky, certainly. Impossible? Let’s see.”

As Librarian, you understand that a map is never only a picture of a place. It is an argument that a place can be known, reached, remembered, or returned from. Hush House is full of doors, routes, reflections, Histories, and hidden ways; some belong to architecture, some to dream, and some to powers that would rather remain unmapped.

Executioner

“I was employed by the Suppression Bureau to preserve the daylight world, by destroying those things that walk in the night. For years I was faithful to that duty... but sometimes the things I hunted wept when I slew them. And so at last I set aside my knives, and came here, where I can do no more harm. Perhaps I can even make amends.”

As Librarian, you come to Hush House with the habits of a hunter and the doubts of one who has set the knives aside. You know that the night holds real dangers, and that the daylight world sometimes needs protection. You also know that fear, orders, and clean reports can make a living mystery look like a target. In Hush House, you may learn when to seal, when to remember, when to shelter, and when an ending is truly required.

Magnate

“I’ve lived too long, but I’m not ready to die. I’ve tasted everything, and it wasn’t enough. Give me silence; give me peace; give me the peace of snow.”

As Librarian, you come to Hush House after wealth, appetite, and acquisition failed to satisfy you. You know the uses of money, ownership, discretion, and influence, but you also know their limits. Hush House is not another prize to consume. It is a place of conclusions, where silence may be more valuable than possession and peace may require learning what not to want.

Prodigal

“My parents were Long - which is to say immortal - and Long are not permitted to make children. Their punishment is this: now that they know I live, they cannot rest until they devour me. Here in Hush House, I will be safe. It is even possible that I might learn to shape a weapon to defend myself.”

As Librarian, you come to Hush House as both fugitive and forbidden consequence. You were not meant to exist, and those who made you are now driven to unmake you. The House offers sanctuary: walls, books, locks, workrooms, and time under an office old enough to matter. Perhaps here you can become more than the object of a punishment, shaping the means to survive what made you without fleeing the shape of yourself.

Revolutionary

“Knowledge is the terror of oppressors. I have overthrown my share of earthly oppressions; but Calyptra is the tyranny of eternity. When at last we can speak its name and live - only then can we call ourselves free.”

As Librarian, you come to Hush House after victories that proved insufficient. Thrones can fall, prisons can open, papers can circulate, and still the deepest laws of ignorance remain. Hush House preserves forbidden knowledge, but preservation under seal is not the same as freedom. You seek a History in which terror no longer decides who may know.

Symurgist

“I eavesdropped on the songs of the Aviform Hours. I’d heard the warnings; I’d lose my mind, my soul, my skin. All those things are true, but no-one ever warns you what happens if you get away with it... which is to say, after that, there just doesn’t seem to be anything else worth hearing.”

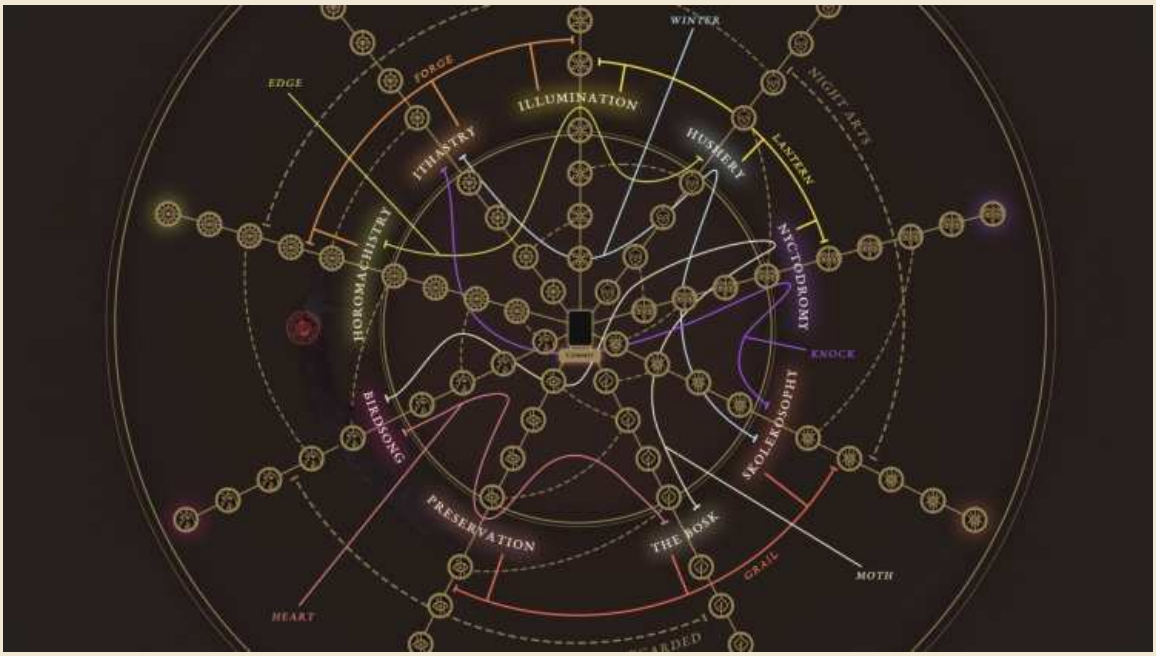
As Librarian, you come to Hush House with ears tuned to a height ordinary voices cannot reach. You heard the secret gods speak one to another, and the wonder of it left the rest of the world diminished. Now you listen for what even those songs lacked: the lost refrains, silenced answers, broken calls, and Histories where the old music may yet be heard again.

Twice-Born

“I remember that I once walked the House of the Sun as a bodiless immortal; but there was a matter that could only be resolved if I returned to flesh. Now, if I go back to the House of the Sun, I will be hunted and punished; if I stay in flesh, I will be hunted and devoured. I need a third choice. To remain at Hush House, as Librarian, would be one such choice. But there might be something more.”

As Librarian, you come to Hush House after crossing from bodiless light into mortal flesh, and discovering that neither return nor remaining unchanged will save you. The House offers office, shelter, books, and time: one answer to the impossible choice placed before you. But some truths change the terms by which they are known. Perhaps here you can discover not merely a refuge, but a condition that is neither punishment nor prey.

Tree of Wisdoms



Each Origin receives one Wisdom for free. Additional Wisdoms may be purchased for 200 CP each.

Wisdoms are branches of occult understanding that organize knowledge and make related Skills easier to learn, integrate, and apply. Each Wisdom also grants an active supernatural working appropriate to its nature.

Illumination — 200 CP (Free to Twice-Born)

Illumination is the Wisdom of revelation, clarity, division, ordeal, and the remaking power of truth. It is not merely seeing what was hidden; it is understanding what the light changes when it falls. Illumination cuts away confusion, exposes false shapes, and forges insight into something that can endure being known.

When you focus your attention through light, reflection, written signs, deliberate study, or the memory of an ordeal, hidden structures become more legible to you even where ordinary evidence should be too partial or dazzling to trust. You may perceive false attributions, concealed meanings, occult resonances, hidden correspondences, disguised omissions, symbolic fractures, and the form a truth would impose if accepted, denied, revealed, or embodied.

You may also work an **act of clarification**. By fixing your attention on a question, symbol, falsehood, memory, person, object, or hidden structure, you can force one significant obscurity around it to resolve: an illusion may fail, a contradiction may become undeniable, a false name may lose purchase, a disguise may reveal its seam, a confused memory may show its central wound, or a truth may become clear enough that it can no longer be honestly mistaken for something else.

You may use this repeatedly, but not harmlessly. Each act cuts away one meaningful obscurity that your current understanding is sufficient to confront. Further clarification of the same subject requires new evidence, a changed context, a deeper question, or acceptance of the consequence

revealed by the previous act. Used too often or too carelessly, it may strip away sheltering ambiguity, expose what was not ready to endure exposure, or leave the subject clearer but wounded by the cut.

This cannot be used as a weapon against an arbitrary target; there must be something genuinely obscure, disguised, confused, false, or hidden for the light to find. Its harms come from revelation, division, and exposure, not from simply pointing Illumination at someone you dislike.

Hushery — 200 CP (Free to Magnate)

Hushery is the Wisdom of discretion, silence, veils, restraint, hidden clarity, sealed records, quiet endings, and truths that are damaged by careless exposure. It is not ignorance and not mere secrecy; it is the art of knowing what must be seen clearly, what must be spoken softly, and what must remain behind the right door until the right hand opens it.

When you attend to a secret, room, record, conversation, memory, possession, agreement, concealed working, or quiet ending, you may perceive the boundary of its hush. You can sense what is properly hidden, what is merely lost, what is waiting for the right witness, what silence has become brittle, what disclosure would damage the truth, and where gossip, vanity, fear, daylight, or careless curiosity is already finding a way in.

You may also work a **deliberate hush** over yourself, a secret, room, record, conversation, memory, possession, agreement, or small working. While the hush holds, its boundary becomes more orderly and intentional: careless attention slips aside, gossip loses its easy path, records resist casual discovery, and premature disclosure becomes less likely. A prepared seeker can still search, but must do so deliberately; luck, noise, vanity, and idle curiosity are much less likely to betray what you have properly kept.

Hushery does not make you invisible, erase evidence, or defeat a determined investigation by itself. Its works can protect, delay, cool, veil, or preserve a silence, but they can also let necessary truths remain unspoken too long. It gives secrets discipline, gives silence an edge, and lets hidden things remain hidden without becoming lost to you.

Nyctodromy — 200 CP (Free to Cartographer)

Nyctodromy is the Wisdom of night-roads, hidden places, thresholds, byways, false maps, dreamlike passages, and travel where ordinary directions fail. It is not the art of going quickly or safely. It is the art of finding a way when the path is dark, forbidden, forgotten, reflected, misremembered, or not wholly in the waking world.

When you seek passage through darkness, dreams, ruins, mazes, locked houses, hidden roads, uncertain maps, the Mansus, or places whose geography is symbolic or unstable, you may perceive the next meaningful way and the terms by which it may be approached: the door that matters, the wall that is also a warning, the path that has been concealed rather than destroyed, the reflection that corresponds to a real road, the threshold that should not be crossed without preparation, or the price of taking one road rather than another. Such ways may reveal themselves through shadow, moonlight, repeated architecture, misdirection, animal movement, remembered stories, or the places where a map refuses to agree with the world.

You may also work a **night-road passage**. When you stand at a plausible threshold - a door, wall, mirror, shoreline, crossroads, stair, cave-mouth, window, marked boundary, dream-edge, or place where the map disagrees with the world - you can coax a hidden route into temporary legibility. This may reveal a concealed entrance, make a symbolic path physically followable, let a locked house show the proper door, turn a reflection into a route for a short crossing, or allow passage through a place whose ordinary geography would not admit you.

Nyctodromy does not make every road open, safe, permitted, or reversible. Its passages require an existing possibility: a forgotten way, a hidden correspondence, a threshold with meaning, or a road that already almost exists. Used carelessly, it may lead you by the wrong night-road, attract attention from things that travel hidden ways, or bring you somewhere that is a passage, a lure, a prison, or a mistake.

Skolekosophy — 200 CP (Free to Archaeologist)

Skolekosophy is the Wisdom of things that should not be studied, but sometimes must be understood: Worms, chasms, poisons, buried hungers, sealed survivals, deep-earth powers, not-quite-dead remains, and abrasions in the world's skin. You are gifted at recognizing when decay is not merely decay, when a prison has been mistaken for a tomb, and when something below, behind, or within the world is pressing upward.

When you examine something abhorred, buried, toxic, infested, sealed, not-quite-dead, or wrong in the foundations of the world, it leaves legible traces for you even where ordinary evidence has rotted, been denied, or been half-erased. You may perceive what fed it, what woke it, what law or hunger governs it, what contains it, what weakens that containment, what signs would warn of breach or recurrence, and what uses might be drawn from it without pretending it has become clean.

You may also work a **forbidden extraction** from such things. When you handle, study, mark, or expose a poison, venom, rot, infestation, corpse-trace, buried hunger, failed seal, or chthonic survival, you can draw out, concentrate, redirect, or preserve its dangerous virtue. In simple cases this may be done directly; more refined toxins, reagents, wards, or bindings may still require tools, vessels, time, and care.

Skolekosophy does not make you immune to poison, disease, corruption, the Worms, or the consequences of studying abhorred things. Its works can warn, preserve, sicken, reveal, bind, infect, or prepare a boundary, depending on what you extract and how you use it. It makes you better at handling the unclean truth without lying to yourself that knowledge has purified it.

The Bosk — 200 CP (Free to Artist)

The Bosk is the Wisdom of living force: blood, appetite, rhythm, growth, instinct, desire, endurance, transformation, and the truths that bodies know before minds admit them. It is not merely the study of forests or beasts, though forests and beasts belong to it; it is the branch of occult understanding that hears life continuing, changing, hungering, and refusing to become only an idea.

When you attend to a living body, place, work of art, animal, plant, wound, appetite, dance, song, or repeated rhythm, you may perceive the vital pattern moving through it even where no ordinary sign should be enough. You can sense what is thriving, what is starving, what is changing its skin, what

rhythm sustains it, what desire drives it, what it is trying to become, and what would make it grow, flee, heal, molt, bloom, or become dangerous.

You may also work a **quickening** through blood, rhythm, touch, offering, movement, cultivation, care, or art. By engaging the living pattern of a person, creature, plant, place, crowd, wound, or work, you can stir it toward growth, hunger, healing, frenzy, endurance, fertility, transformation, or renewed motion. A sick body might rally, a frightened crowd might find its pulse, a dormant seed might wake out of season, a dance might carry courage through exhaustion, a painting might make desire impossible to ignore, or a wound might close too eagerly and leave something unresolved beneath the skin.

The Bosk does not make life obedient, innocent, or safe. What you quicken may grow beyond your intention, and what you feed may become hungry for more. Its works can heal, inflame, sustain, provoke, transform, or overrun, depending on the pattern you touch and what you give it.

Preservation — 200 CP (Free to Executioner)

Preservation is the Wisdom of continuance: rhythm maintained, wounds tended, bodies sustained, records kept, roads remembered, hungers answered without being allowed to rule, and endings made clean enough that what should live may go on living. It is not mere hoarding, nor the refusal to let anything die. Preservation knows that care sometimes requires repair, nourishment, restraint, remembrance, and, when necessary, a clean conclusion.

When you attend to a body, book, room, record, relationship, institution, path, or living pattern, you can perceive what keeps it whole and what is quietly drawing it toward collapse. You may sense what must be fed, cleaned, rested, remembered, repaired, separated, restrained, or allowed to end before the damage spreads.

You may also work an **act of continuance**. By touching, tending, naming, cleaning, recording, feeding, binding, mending, or ritually closing something, you can help it endure in the form it can still honestly hold. A wound may stabilize, a record may resist decay, a neglected room may become habitable again, a memory may remain clear enough to be honored, a path may stay findable, a dangerous hunger may be answered without being allowed to rule, or an ending may become settled enough that it does not fester into haunting, denial, or recurrence.

Preservation does not make anything immortal, indestructible, or immune to loss. Its works can maintain, heal, remember, restrain, or conclude, but they cannot truthfully preserve what has already become only pretense. Used poorly, Preservation can become stagnation, hoarding, cruelty, or refusal to admit that something is finished.

Birdsong — 200 CP (Free to Symurgist)

Birdsong is the Wisdom of patterned utterance: calls, omens, rhythms, rumours, repetitions, cries, songs, names, and the meanings that travel farther than their speakers. It belongs to birds and beasts, but also to bells, echoes, chants, whispered traditions, coded courtesies, misremembered verses, and messages altered by distance, dream, fear, or desire.

When you listen to a repeated sound, living call, spoken formula, ritual phrase, rumour, song, omen, echo, or nonhuman communication, you can hear what carries beneath ordinary language. You may discern whether it is warning, welcome, hunger, grief, mockery, courtship, challenge, direction,

answer, or name; whether it has changed in transit; what rhythm keeps it alive; what distance, longing, or return has shaped it; and what kind of listener it was meant to reach.

You may also work a **refrain carried onward**. By speaking, singing, whistling, writing, repeating, or otherwise giving a message the right pattern, you can help it travel beyond ordinary transmission. It may be remembered more faithfully than chance allows, carried by rumour without losing its heart, echoed in dreams, taken up by birdsong or repeated sounds, or recognized by a listener who would not have understood the plain words alone.

Birdsong does not force obedience, truthfulness, friendship, or comprehension. Its works can carry warning, invitation, grief, mockery, challenge, answer, or name, but messages that travel by Birdsong may change their feathers on the way. Used carelessly, a refrain may reach the wrong listener, return altered, become too memorable to forget, or teach something else to answer in your voice.

Horomachistry — 200 CP (Free to Revolutionary)

Horomachistry is the Wisdom of decisive order: timing, conflict, pattern, pressure, transformation, and the moment when one arrangement of the world can be forced to become another. It studies not only calendars and lawful sequence, but also contests, turning-points, roads of change, forged consequences, and the bright violence of a truth placed at the proper moment.

When you study a conflict, institution, ritual, argument, campaign, journey, machine, or unstable situation, you may perceive the arrangement of forces moving through it: what is pressing, what is resisting, what is out of sequence, what is waiting for a road, what is ready to break, and what could be remade if acted upon at the proper moment. You can sense when a cause is premature, when a challenge must be delayed, when a formal step has been omitted, when opposing forces are about to clash, and where a single well-placed act, word, document, blow, departure, or transformation could change the whole pattern.

You may also work an **intervention of the hinge**. By choosing the right moment and applying a fitting act - a declaration, refusal, cut, repair, departure, strike, signature, exposure, ignition, or formal step - you can make an unstable pattern turn more sharply toward the consequence already latent within it. A stalemate might break, a hidden conflict might come into the open, a brittle law might reveal its fracture, a machine might accept the final adjustment, a ritual might move to its next phase, or a rebellion might find the instant where delay becomes defeat.

Horomachistry does not invent force from nothing or guarantee victory. It cannot make an unsupported cause succeed by timing alone, nor make an unprepared act wise because it feels decisive. Its works are powerful because they act at the moment when force, law, road, and consequence are already leaning; used carelessly, they may hasten collapse as readily as liberation.

Ithastry — 200 CP (Free to Prodigal)

Ithastry is the Wisdom of alteration by artifice: alchemy, metallurgy, firecraft, locks, vessels, glass, bindings, separations, purifications, mechanisms, and the deliberate processes by which one thing becomes another. It is not mere making, nor mere destruction. It is the bright craft of opening, heating, breaking, joining, sealing, refining, and returning something changed.

When you work with a tool, mechanism, formula, vessel, lock, inscription, material, damaged object, or crafted system, you can perceive the stages by which it may be altered into a truer, stranger, stronger, or more useful form. You can sense what must be separated, what must be bound, what must be purified, what must be heated or cooled, what must be opened, what must be sealed again, and what old function must be preserved, broken, or transformed. This can reveal a workable path of alteration even when ordinary craft would see only ruin, scrap, or stubborn resistance.

You may also work an **alteration by artifice**. By handling a crafted object, tool, lock, vessel, mechanism, inscription, formula, material, or bounded working, you can impose one deliberate change of state upon it: open or seal, harden or soften, refine or corrode, bind or separate, awaken or still, temper or unmake. The change must follow the nature of the thing and the operation you choose; a lock may open, a flawed blade may take a better temper, a vessel may hold what it once leaked, a mechanism may accept a missing motion, or an inscription may become easier to activate, suppress, or revise.

Ithastry does not let you make miracles from rubbish, ignore scale, or transform anything into anything else by whim. Its works are strongest when guided by proper tools, heat, materials, and craft, but the Wisdom itself lets you begin the alteration directly. Careless alteration may make a thing stranger, sharper, more brittle, more hungry, or more willing to open than you intended.

Perks

All Origin perks are discounted to their respective Origin. Discounted 100 CP perks are free.

General Perks

The Librarian's Appointment — Free

You are not merely a castaway who happened to survive the sea. Hush House has accepted you as its newest Librarian, and you possess the minimum capacities required to perform that office.

You are literate, educated, and capable of serious scholarly work. You can read and write English fluently, and you begin with working scholarly competence in Latin, Greek, and Aramaic, sufficient to read ordinary and many occult texts in those languages without outside translation.

You understand the basic practices of librarianship, cataloguing, preservation, correspondence, note-taking, and careful archival work. You can recognize when a book is damaged, dangerous, incomplete, misfiled, encrypted, misattributed, or ritually significant, though recognizing a problem is not the same as solving it.

You are also initiated into the basic Mysteries of the Mansus to the degree expected of a Librarian of Hush House. You have passed at least the White Door and solved the Stag Door's Riddle, and you understand the Mansus, the Hours, Names, Long, and the laws surrounding forbidden knowledge as real and consequential rather than metaphorical. This does not make you a master of dream-roads, grant safe passage through every gate, or give you command of the Mansus. It gives you the minimum occult standing needed to hold the office and to handle the House's books without being treated as an uninitiated outsider.

The Courtesy of the Hours — Free / 300 CP

Hush House is not outside the attention of the Hours, but the office of Librarian has its courtesies, protections, and expectations.

For the duration of this Jump, your mere presence as Librarian will not by itself cause Long, Names, Hours, or other high occult powers to seize upon you as a tool, enemy, pawn, sacrifice, or convenient irregularity. So long as you remain within the broad bounds of your office — preserving books, answering visitors, restoring rooms, conducting scholarship, and avoiding direct attempts to challenge or exploit the great powers — they are inclined to let you work.

This is not invisibility, invulnerability, or immunity to consequence. If you bargain with such powers, trespass in their affairs, weaponize their secrets, defy them openly, or seek power at their expense, this courtesy may fail. It also does not protect you from mortal enemies, institutional pressure, accidents, dangerous books, ordinary occult consequences, or Drawbacks.

For 300 CP, this courtesy follows you beyond this Jump. In future worlds, gods, archfiends, eldritch powers, cosmic bureaucracies, and other higher authorities are less likely to interfere with you merely because you exist, enter their domain, or possess unusual metaphysical status. They may still notice you, answer your actions, punish trespass, respond to bargains, or object to direct interference, but your presence alone is not treated as a provocation.

A Place for Every Book — 100 CP

You have an excellent instinct for classification, cataloguing, indexing, cross-referencing, and archival order. Even in a library full of contradictory Histories and dangerous occult texts, you can build systems that help knowledge be found without carelessly exposing the wrong reader to the wrong truth.

Your catalogues are not merely tidy. They are usable, durable, and honest about uncertainty. You know when to mark a subject clearly, when to cross-reference, when to warn, and when to leave a blank space for something not yet understood.

Tea, Weather, and Patience — 100 CP

You are good at the slow rhythms of Hush House: waiting out weather, recovering from exhaustion, making use of small comforts, and turning ordinary days into scholarly progress. Quiet routine, conversation, meals, weather, rest, and repeated work more readily produce useful memories, insights, and emotional recovery for you.

This does not make you immune to fatigue or sorrow, but it helps you recover without needing drama to justify the recovery. A cup of tea, a good chair, a window full of rain, and an hour of silence can become tools in your hands.

Balanced Soul — 200 CP

Your soul is unusually harmonious, resilient, and capable of recovery. Reason, passion, memory, health, instinct, endurance, silence, perception, and desire can each serve their proper purpose without easily dragging the others out of alignment.

You recover more cleanly from spiritual fatigue, obsession, dread, despair, madness, memory injury, bodily strain, maladies of the soul, and occult injury. You are also better at recognizing when some part of yourself has been wounded, suppressed, overtaxed, or led astray, and at finding the right form of rest, memory, work, or treatment to restore it.

Your body, soul, and mind may still be injured, exhausted, divided, burdened, or transformed by serious occult forces, but such damage cannot become permanent against your will merely because you failed to recover quickly enough. Given time, care, and suitable means, you can always be fully restored.

Lessons in Ink — 200 CP

Books teach you more readily than they teach most. When you study a text with real attention, you are unusually good at extracting its lessons, reconstructing its arguments, recognizing what background knowledge it assumes, and turning written instruction into usable understanding. Difficult, damaged, archaic, symbolic, or occult texts still require time, language, context, and caution, but you waste far less effort on false starts and misreadings.

This is not perfect memory or instant mastery. It does not let you understand a book written in a language you cannot read, nor does it make dangerous books safe. It simply makes you an exceptional student of written knowledge, especially when you have the proper references, tools, memories, and surroundings.

A Safe Hand With Dangerous Things — 200 CP

You are unusually good at recognizing when a text, object, room, visitor, or ritual is dangerous before you have fully engaged with it. Your caution is not cowardice; it is the professional instinct to pause, prepare, seek the correct tools, ask the right question, and avoid the most obvious forms of contamination, obsession, despair, or occult backlash.

This is especially useful when handling books that invite too much attention, rooms that were sealed for reasons no one recorded plainly, visitors whose requests carry hidden consequences, and objects whose significance is easier to feel than to name.

The House Opens By Degrees — 200 CP

You have a talent for restoring damaged places, especially those with historical, symbolic, or occult significance. You can work room by room, system by system, gradually making a ruined or sleeping place usable without erasing the old meanings embedded in it.

You are good at identifying which repairs must come first, which scars should remain visible, which changes would break the character of a place, and how to make a room serve the present without betraying its past.

Memory Is a Workroom — 200 CP

You can treat memories as tools of scholarship and craft. Given time and reflection, you can preserve, refine, compare, and deliberately evoke memories in ways that aid research, creation, recovery, and occult practice.

This does not let you fabricate true memories from nothing. It makes memory an active instrument rather than a passive record: something to be handled carefully, brought to the right table, and used for the work it can honestly support.

The Visitor's Chair — 200 CP

You are skilled at receiving petitioners, scholars, eccentrics, adepts, officials, villagers, and dangerous guests without letting them overrun your work. You can draw useful information from visitors, offer appropriate assistance, and recognize when hospitality must become caution.

You understand that every visitor brings more than their stated request. Some bring trouble. Some bring opportunities. Some bring messages they do not know they are carrying. You are good at letting them sit, speak, and reveal which is which.

Read Before You Burn — 400 CP

You have a rare gift for understanding dangerous, heretical, cursed, or forbidden knowledge without reflexively destroying it or being ruled by it. You can preserve what is valuable, isolate what is harmful, and decide what must remain sealed.

This does not make all knowledge safe. It makes you exceptionally difficult to manipulate through fear, taboo, fascination, or the false comfort of destruction. You know that some things must be hidden, some must be answered, some must be copied, and some must be placed where only a wiser hand will find them.

A Librarian's History — 400 CP

You are not merely a keeper of old records. You are gifted at recognizing when scattered evidence is becoming part of a consequential History.

When you study books, memories, testimony, rooms, relics, contradictions, and occult traces, you can more easily tell which fragments belong together, which authorities support or undermine them, and what sort of conclusion they are capable of sustaining. You are especially good at building an argument strong enough to matter: not merely a theory, but a History that can be preserved, revealed, challenged, suppressed, or brought closer to truth.

This does not decide the ending for you, and it does not make false evidence true. You still need sources, interpretation, courage, and the right conditions. But when a world's past is contested, suppressed, mythic, cyclical, alternate, divine, prophetic, or metaphysically unstable, you are exceptionally good at discovering what happened, what might have happened, and what would be required to make one account prevail.

Archaeologist

Field Notes in the Margins — 100 CP

You are excellent at extracting useful information from physical context. Dust, damage, placement, repairs, tool marks, residue, marginalia, old labels, mismatched shelves, changed locks, and architectural oddities all speak to you.

You can often tell whether an object has been moved, hidden, altered, ritually arranged, miscatalogued, quarantined, or preserved for reasons no one bothered to write down.

Patient With Ruins — 100 CP

Ruins do not intimidate you, and neither do the warnings left by those who failed before you. You know how to work slowly, document carefully, and recover value from places that are damp, unstable, forgotten, contaminated, or symbolically hostile.

You are good at moving through damaged structures without making them worse, preserving evidence while restoring usability, and setting a pace that lets unstable places, fragile objects, frightened witnesses, or contaminated rooms be handled without panic. You can distinguish ordinary decay from meaningful alteration, quarantine, confinement, or warning.

Stratigraphy of Secrets — 200 CP

You understand that secrets accumulate in layers. A room may have been a chapel before it was a prison, a library before it was a workshop, a shrine before anyone admitted it was either. A book may preserve its author's meaning, its censor's fear, its owner's obsession, and its cataloguer's mistake all at once.

You are especially good at separating these layers without assuming that the newest or loudest one is the truest.

When a Tomb Is Not a Tomb — 200 CP

You have learned, painfully or otherwise, that burial is not always reverence. Sometimes a tomb is a prison, a shrine is a lock, a curse is a warning label, and a sealed door is the last successful mercy of the dead.

You are especially good at recognizing when a site, object, body, book, relic, or chamber was not merely hidden or preserved, but confined. You can read the signs of warding, quarantine, taboo, ritual imprisonment, failed containment, and deliberate misidentification, and you are much less likely to mistake a warning for superstition or a prison for a treasure-house.

Once you recognize such a confinement, you are better at studying, documenting, repairing, bypassing, or reinforcing it without carelessly releasing what it holds. This does not make every seal safe to touch, but it gives you the professional caution and practical insight needed to treat old restraints as working systems rather than obstacles.

The Future From the Past — 400 CP

You are gifted at preventing old catastrophes from becoming new ones. Given time to study a ruin, tomb, prison, archive, sealed room, plague-site, battlefield, failed ritual, or other dangerous remnant

of the past, you can determine not only what happened there, but what must be done so that it does not happen again.

This may mean restoring a ward, rebuilding a quarantine, correcting a false history, relocating a relic, warning the right heirs, preserving a necessary taboo, or transforming a place of harm into a place of watchfulness. When you act on such understanding with suitable means, your repairs, warnings, records, wards, and safeguards are unusually durable against neglect, misunderstanding, repetition, and the slow pressure of the past trying to happen again.

You cannot undo every ancient disaster, and you cannot make released dangers harmless by regretting them, but your scholarship is unusually effective at turning guilt, evidence, and survival into protection for the future. When you act to prevent others from repeating the harms you have uncovered or caused, your work carries the particular strength of atonement: not forgiveness guaranteed, but responsibility made useful. Records are more likely to be heeded, safeguards more likely to endure, and warnings more likely to reach the people who need them before the past repeats itself.

Artist

A Hand for the Necessary Image — 100 CP

You have real artistic skill in two media of your choice: painting, drawing, sculpture, music, poetry, theatre, dance, calligraphy, design, or another expressive art.

More importantly, you understand how to make art that does what it must. Your work can clarify mood, preserve memory, disturb complacency, sharpen attention, invite confession, or make a difficult truth approachable without making it tame. Beauty is one tool among many; so are shock, tenderness, ugliness, rhythm, hunger, and silence.

The Eye Behind the Eye — 100 CP

You are gifted at reading symbolism, composition, metaphor, and emotional subtext. You can tell when an image, performance, song, or crafted object is trying to show more than it says.

You notice repeated motifs, impossible perspectives, coded gestures, meaningful omissions, bodily symbolism, and the places where an artist's hand betrayed knowledge they may not have consciously understood.

Red Paint, Real Blood — 200 CP

You understand the dangerous border between representation and participation. A painted wound, a written hunger, a staged death, a sung desire, or a sculpted beast is not the thing itself, but under the right conditions it may call, echo, contain, or redirect some part of the force it depicts.

With preparation and care, you can make art that engages bodily, emotional, instinctive, or violent truths without simply surrendering to them. This may let a work vent obsession without spreading it, express grief without making it contagious, give shape to appetite without feeding it blindly, or let a dangerous impulse be studied at one remove. This does not make symbolic work harmless, but it helps you keep the difference between image, wound, and offering clear enough to survive.

The Discipline of Inspiration — 200 CP

Inspiration does not need to destroy you. You can enter states of heightened creativity, emotional intensity, symbolic association, bodily urgency, or occult receptivity without becoming helplessly erratic.

You are better at distinguishing genuine inspiration from obsession, glamour, hunger, despair, or the pressure of something else trying to speak through your hand.

The Work That Lives — 400 CP

Your art can become an active occult work. Given time, intention, proper materials, and adequate understanding, you can create paintings, poems, songs, performances, sculptures, designs, or other works that carry a living force into the world: hunger, grief, desire, endurance, fear, growth, frenzy, healing, transformation, or another embodied truth.

Such a work continues to matter after it is made. It might warn viewers of a hidden appetite, help a grieving room or person change instead of stagnate, strengthen a household's rhythm of endurance, reveal what a body or spirit is becoming, provoke a buried desire into speech, or give dangerous feelings a shape that can be studied, endured, redirected, or answered.

These works are not passive decorations. They can serve as vessels, warnings, lures, medicines, masks, mirrors, or living arguments for the force placed within them. They do not simply obey you, and they are not automatically safe; careless work may stir obsession, fear, hunger, or change in ways you did not intend.

When made with discipline, however, your art can heal, disturb, reveal, sustain, provoke, or transform by giving living truth a form strong enough for others to encounter as experience rather than explanation.

Cartographer

Soundings and Sketches — 100 CP

You are excellent at practical mapping, surveying, drafting, route-planning, and spatial notation. Given time to observe a place, you can produce clear and useful maps even under poor conditions, including damaged buildings, caves, coastlines, ruins, archives, changing houses, and confusing urban districts.

No Door Is Only a Door — 100 CP

You have a strong instinct for thresholds, transitions, and meaningful boundaries. Doors, gates, windows, bridges, staircases, shorelines, mirrors, alcoves, curtains, marked circles, changes in floor or light, and places where a route repeats too neatly all draw your attention when they matter.

You are good at noticing when a boundary has been reinforced, weakened, disguised, ritually marked, made to correspond with some other passage, or placed to make travelers misunderstand where they are going.

The Shape That Changes — 200 CP

You can map places that change without becoming meaningless. Given repeated observation, notes, memories, and comparisons, you can identify the rules by which a house, road, city, dream, ruin, maze, archive, or other space alters itself while remaining recognizably the same.

This does not freeze such places into ordinary geometry, but it lets you chart their recurrences, stable features, dangerous variations, seasonal habits, and conditions of access. Your maps can remain useful even when a place refuses to remain still.

Roads Between Histories — 200 CP

You are skilled at comparing maps, accounts, memories, and records that do not quite agree. Rather than treating contradiction as mere error, you can use it as evidence.

You may notice when two descriptions refer to the same place under different Histories, when a route has been edited out of memory, when a coastline remembers another shape, or when an impossible map is recording a condition rather than an error.

The Impossible Map — 400 CP

You can create maps of places and routes that ordinary cartography cannot contain: dream-roads, shifting houses, divine paths, hidden roads, folded cities, symbolic geographies, Mansus-adjacent regions, and spaces that differ by History, season, witness, or rite.

Such a map is not merely descriptive. When made with sufficient evidence, correct symbols, and proper conditions, it can help a traveler recognize the terms of passage, avoid false routes, remember where they are when the place changes, and return from roads that would otherwise unmake ordinary directions. It may also make a forbidden or impossible route thinkable enough to study, though not automatically safe, open, or permitted.

This does not let you map what you have no evidence for, command divine paths, or turn the Mansus into ordinary terrain. But where a route truly exists, however strange, changeable, or hidden, you can learn how it may be charted.

Executioner

Bureau Hand — 100 CP

You know the practical work of occult suppression: surveillance, pursuit, interrogation, evidence handling, warrants, sealed files, raids, safehouses, burn notices, coded reports, and the quiet procedures by which dangerous things are made to disappear from public knowledge.

You can operate inside formal or semi-formal systems of authority without losing your nerve or leaving obvious traces. You are especially good at recognizing when an occult matter has already attracted institutional attention, when a file has been sanitized, and when a clean public story has been laid over something stranger.

The Weight Before the Drop — 100 CP

You are practiced at remaining steady in the moments before a terrible decision. Fear, disgust, pity, anger, public pressure, and theatrical cruelty do not easily shake your hand or cloud your judgment.

You can pause long enough to understand what is being asked of you, what authority is being claimed, what consequence will follow if the act is completed, and whether the thing before you is truly only a threat.

Those That Walk in the Night — 200 CP

You are trained to recognize, track, and confront uncanny beings and occult hazards that prey upon, haunt, infiltrate, or endanger the daylight world. You can read signs of passage, feeding, disguise, lair, influence, and recurrence, especially when dealing with things that move by night, secrecy, dream, hunger, or forbidden rite.

This does not tell you everything about an unknown being at a glance, but it helps you identify what kind of danger it poses, what it fears, what it protects, what it needs, and whether it can be contained, reasoned with, driven off, suppressed, or must be ended.

The Duty After Ending — 200 CP

When something has been killed, banished, sealed, destroyed, silenced, or laid to rest, you are unusually good at recognizing what duty remains. You can determine what must be recorded, buried, named, mourned, watched, repaired, fed, refused, or remembered so that the ending does not become erasure, recurrence, or rot.

Your work after the end helps prevent hauntings, resentments, false histories, repeated crimes, and careless triumph from taking root. This does not make every ending right, but it helps you preserve what responsibility demands.

The Knife Set Aside — 400 CP

You are no longer only the hand that strikes. Given proper authority, preparation, and understanding, you can determine the right form of suppression for a dangerous force: killing, binding, banishment, exposure, concealment, sanctuary, negotiation, restitution, transformation, or watchful containment.

This may apply to curses, compulsions, haunted rooms, predatory memories, dangerous agreements, lingering spiritual injuries, rites that continue feeding after their purpose has ended, forbidden

works that would harm the unwary, or night-things that others would destroy out of fear. You can identify what must be stopped, what must be preserved, what must be remembered, and what form of action will best prevent further harm.

When an ending is truly necessary, your final acts are better at leaving behind what should continue: records, warnings, names, remains, lessons, and the living pattern the ending was meant to protect. When an ending is not necessary, your restraint has power. It helps prevent fear, habit, institutional pressure, or old training from turning preservation into murder.

Magnate

Ledgers Under Lock — 100 CP

You are skilled at accounts, budgets, inventories, estate records, bills of sale, wages, taxes, contracts, subscriptions, repairs, and the quiet mathematics of keeping a large institution alive.

You can quickly understand where money is going, where resources are being wasted, which obligations are urgent, and which costs have been deliberately hidden. You are especially good at keeping such records discreet, orderly, and difficult for the merely curious to misuse.

Respectable Doors Open — 100 CP

You know how to move through polite society, professional institutions, local authorities, banks, learned societies, auction houses, solicitors' offices, and philanthropic circles without appearing out of place.

You understand introductions, patronage, etiquette, reputation, and the value of being considered reliable by people who would panic if they knew the whole truth.

Enough Was Never Enough — 200 CP

You have already learned the failure of accumulation. Wealth, luxury, novelty, pleasure, ownership, acclaim, and indulgence have less power to master you, because you know exactly how empty they can become.

This does not make you ascetic or immune to desire. It lets you recognize when a hunger is pretending to be a need, when acquisition is being used to avoid peace, and when someone else is trying to buy your judgment with comforts you have already outlived. You are also better at helping others distinguish real need from appetite sharpened by fear, vanity, or habit.

The Collection Has Teeth — 200 CP

You understand that a collection is not a pile of valuables. It is a statement of taste, history, ownership, threat, and restraint. You are good at acquiring, protecting, displaying, concealing, lending, insuring, and negotiating over rare or dangerous things.

You also understand when ownership itself is contested, dangerous, symbolic, or corrupting, and how to keep a collection from becoming either a feast for thieves, a scandal waiting for daylight, or a mirror of your worst hungers.

The Peace of Snow — 400 CP

You can make peace into an active condition rather than a mere absence of noise. Given time, privacy, discretion, and suitable surroundings, you can quiet a household, institution, collection, conflict, appetite, or memory without simply suppressing or destroying it.

This peace is cold, clear, and deliberate. It can cool grasping desire, settle old agitation, make hoarded things easier to relinquish, reduce the noise of reputation and possession, and give people or places room to reach a conclusion they were too hungry or frightened to find. It is especially effective where excess, wealth, obsession, ownership, or indulgence have become a prison.

This does not impose serenity by force, erase grief, or make everyone content with injustice. It gives silence weight, gives conclusion a place to arrive, and helps you preserve what matters after appetite has exhausted itself.

Prodigal

Child of the Long — 100 CP

Your existence is an irregularity, and you have learned to live with the pressure that creates. You are unusually good at recognizing supernatural lineage, inherited occult conditions, forbidden births, bloodline consequences, and the marks left by powers that were never meant to reproduce.

You can often tell when someone or something exists in violation of an occult rule, taboo, punishment, covenant, or metaphysical inheritance, including yourself.

The Refuge Must Hold — 100 CP

You know how to make safety practical. Given a house, room, shelter, vessel, or bounded place, you are good at identifying what would let hostile powers find, enter, claim, starve, lure, or break those within.

This does not make any refuge impenetrable, but it helps you turn shelter into a working defense: locks, wards, stores, exits, routines, false trails, watched thresholds, and rules of admission.

Blood Calls to Blood — 200 CP

You understand pursuit by inheritance. When a hunter has a claim on its prey through blood, creation, parentage, oath, curse, lineage, metaphysical kinship, or the fact of having made what should not have been made, you are better at sensing that claim and how it travels.

You may perceive what lets the pursuer recognize the pursued, what strengthens or weakens the claim, what signs announce approach, and what forms of distance, disguise, severance, substitution, or shelter might interfere with the hunt. This does not erase the claim by itself, but it gives you a real chance to understand and contest it.

The Art That Alters the Heir — 200 CP

Your body, soul, name, and inheritance are not fixed materials beyond craft. With proper tools, study, risk, and process, you can work deliberate alterations upon inherited conditions: bloodline curses, unnatural hungers, imposed destinies, forbidden parentage, flawed vessels, marks of creation, or other consequences of what made you.

Such alterations are not casual self-reinvention. They require appropriate occult art, time, and materials, and careless work may worsen what you hoped to refine. But you are unusually good at finding the process by which an inherited doom might be purified, sealed, redirected, divided, tempered, or made into strength.

The Heir's Countermeasure — 400 CP

You can turn the conditions of your danger into the materials of your defense. Given time, study, and suitable means, you may craft a weapon, ward, vessel, lock, working, or transformation specifically suited to an otherwise overwhelming pursuer, inherited doom, immortal predator, bloodline curse, or metaphysical claim.

This defense is strongest when it is made from true understanding: what pursues you, what right it claims, what law or punishment drives it, what hunger animates it, what part of you it seeks, and what alteration would deny it victory. It need not be a literal weapon. It may be a sanctuary that

cannot be entered under the old claim, a blade that can wound what should not be wound, a vessel that contains the devouring hunger, a lock that recognizes false parenthood, or a change in yourself that makes you no longer fit the terms of the punishment.

This does not grant instant victory over every superior being, and it does not remove the need for courage, preparation, or sacrifice. But it lets you answer the thing that hunts you with crafted consequence rather than flight alone.

Revolutionary

The Terror of Oppressors — 100 CP

You understand knowledge as a weapon against domination. You are skilled at finding the fact, name, record, contradiction, testimony, or forbidden question that an authority most needs hidden.

You can make such knowledge intelligible to those who need it, without carelessly exposing everyone involved. This is not merely rhetoric; you are good at turning hidden truth into a point around which resistance can gather.

Speak and Live — 100 CP

You are practiced at approaching dangerous names, forbidden claims, and truths that punish the speaker. You know how to prepare witnesses, choose the right form of utterance, use indirection when needed, and recognize when silence is caution rather than surrender.

This does not make you immune to curses, censorship, divine reprisal, or the laws of Calyptra. It does make you much better at surviving the first act of naming what power insists must remain unsaid.

Every Censor Leaves a Shape — 200 CP

You have a talent for reading suppression. Redactions, missing pages, suspicious cataloguing gaps, revised chronologies, altered parish records, banned books, polite euphemisms, official denials, and impossible absences all become evidence in your hands.

You can often infer what kind of truth frightened the censor, what authority benefited from the omission, where the pressure of the missing fact still bends the record around it, and whether the suppression was merely institutional or backed by deeper occult law.

The Law Has a Hinge — 200 CP

You are gifted at identifying where a law of ignorance must be maintained. Censorship, taboo, initiation, gatekeeping, ritual silence, social terror, divine prohibition, and occult restriction become more legible to you as working structures rather than simple absences.

This does not let you break such laws by noticing them. It lets you find what sustains them: fear, repetition, witness, punishment, consent, forgotten precedent, hidden bargain, unspoken name, or a precisely guarded threshold. Once you understand that hinge, you can begin to test what kind of pressure might make it move.

The Last Librarian — 400 CP

You can work toward the end of necessary gatekeeping. Given evidence, allies, timing, courage, and sufficient preparation, you can formulate arguments, rites, publications, institutions, or acts of defiance that make forbidden knowledge survivable, shareable, and actionable beyond the narrow circles that once contained it.

This does not make all knowledge safe, nor does it abolish every wise restriction. Some truths still require preparation, context, or mercy. But when a law exists to preserve power through terror rather than to prevent genuine harm, you are unusually capable of exposing its mechanism and forcing open a History in which that terror no longer decides who may know.

At its highest, this can challenge even foundational restrictions on knowledge. Such work still demands cost, risk, and consequence, but your revolution is not merely against rulers. It is against the law that says freedom must stop at the threshold of understanding.

Symurgist

After the Song — 100 CP

You have survived hearing something no ordinary listener was meant to hear, and your senses learned from the wound. You are unusually good at recognizing when sound, silence, echo, or patterned speech carries more or less than it should.

You can notice when a voice is answering something unheard, when a silence is charged rather than empty, when a repeated phrase is trying to become a message, or when a sound is only the audible edge of a greater pattern. You can also hear absence in patterns: the broken cadence, the missing answer, the place where the song should have continued, and whether the loss came from forgetfulness, censorship, grief, distance, divine secrecy, or deliberate removal.

This does not give you every hidden meaning or missing word for free. It gives you the first and most necessary Symurgist talent: knowing when there is more to hear, and when what matters is precisely what has fallen silent.

The Courtesy of Listening — 100 CP

You know how to listen without seizing, interrupting, flattening, or surrendering to what you hear. Overwhelming music, nonhuman speech, divine echoes, obsessive refrains, grief-laden songs, and messages meant for stranger ears are less likely to overrun your judgment simply because you noticed them.

This does not make impossible voices safe, nor does it let you understand them automatically. It gives you the discipline to receive a dangerous sound as a guest rather than a master: to pause, endure, record, withdraw, answer politely, or admit that you are not yet ready to hear more.

The Grammar of Birdsong — 200 CP

You can learn patterns of nonhuman, divine, animal, dreamlike, or near-human communication with unusual success. Birdsong, wingbeat, chiming, ritual music, dream-phrases, house-noises, echoes, weathered calls, and other structured but unfamiliar signals become easier for you to study without reducing them to crude translation.

You can recognize rhythm, call, answer, warning, invitation, territory, mourning, hunger, rank, name, and taboo where others hear only noise. You do not force these patterns into human speech; you learn the courtesy of answering in the mode they require.

The Voice That Returns Changed — 200 CP

You understand that messages sent into strange places rarely return untouched. You are good at interpreting altered replies: echoes, dreams, distorted quotations, uncanny coincidences, changed songs, misdelivered letters, answering silences, and responses that arrive in a different form than the question expected.

You can often tell whether a message was misunderstood, censored, transformed, answered symbolically, answered by something other than the intended recipient, or returned bearing a fragment of what had once fallen silent.

That Old Lost Music — 400 CP

You can recover music from silence. Given traces, witnesses, echoes, fragments, dreams, rituals, old notations, living calls, ruined places, or voices that remember only part of what they carry, you can reconstruct lost songs, broken messages, divine refrains, silenced traditions, and patterns of speech that should no longer be recoverable.

This is not mere transcription. A recovered song can restore a broken correspondence, reopen a form of address, allow a silenced presence to answer, help a community remember what it had lost, or make a forgotten History audible enough to be recorded. The more divine, ancient, censored, or broken the music, the more careful evidence, preparation, and consequence the work requires.

You do not command the Aviform Hours, and you cannot make all silence speak. But where a song has truly left a trace, you can follow it farther than mortal hearing should reach, and bring back enough that the world need not remain deaf to what was lost.

Twice-Born

Remembering the Light — 100 CP

You retain the discipline of one who has known life without flesh. You are unusually good at recognizing traces of former states: bodiless immortality, abandoned divinity, diminished spirits, incarnate powers, failed apotheoses, and beings that are no longer what they once were.

You can often tell when a person, object, place, or memory is shaped by descent, embodiment, exile from light, or the residue of a prior existence.

The Flesh Was Necessary — 100 CP

You understand that embodiment is not merely limitation. Hunger, fatigue, pain, warmth, breath, touch, age, and mortality can all teach truths that pure abstraction or deathless distance would miss.

You are better at using bodily experience as evidence rather than distraction. When a truth must be learned through vulnerability, sensation, or mortal consequence, you are less likely to reject the lesson merely because it is uncomfortable, humiliating, or finite.

The Ordeal of Becoming — 200 CP

Transformation does not become meaningless merely because it hurts. When you undergo initiation, incarnation, rebirth, revelation, mortality, bodily alteration, punishment, devouring pressure, or other profound change of state, you are better able to understand what the ordeal is teaching and what part of you must remain continuous for the transformation to matter.

This does not make transformation painless or safe. It helps you distinguish a passage from an erasure, a necessary wound from a useless mutilation, and a revelation that remakes you from one that only destroys.

Between Punishment and Hunger — 200 CP

You are difficult to claim completely by any single state, pursuer, or punishment. When two opposed powers, conditions, laws, bodies, hungers, or identities each insist that you must belong wholly to them, you can hold yourself in the interval long enough to think, act, and seek another answer.

This does not free you from pursuit, punishment, mortality, hunger, embodiment, exile, or supernatural consequence. It makes such claims less able to close instantly around you merely because they have a legitimate hold. You are better at delaying the moment of capture, resisting forced categorization, recognizing which part of you the claim is reaching for, and using office, sanctuary, witness, preparation, or self-knowledge to keep enough of yourself unclaimed.

The Third Condition — 400 CP

You can seek a form of becoming that does not simply reverse or repeat what came before. Given time, study, ordeal, and suitable means, you may discover or craft a transformation, office, sanctuary, state, or mode of existence that preserves the necessary truth of opposed conditions while becoming captive to neither.

This may apply to mortality and immortality, spirit and flesh, memory and change, light and shadow, divinity and humanity, punishment and hunger, or another profound contradiction in your

nature. The result is not compromise in the weak sense; it is a new condition capable of holding truths that previously seemed mutually exclusive.

This does not let you ignore costs, bypass necessary ordeals, or casually perfect yourself. But when the existing choices are return, refusal, devouring, punishment, or dissolution, you are unusually capable of finding the illuminated path that changes the question.

Items

You receive +300 CP for Items only. You may discount two items at each price tier. Discounted 50 CP and 100 CP items are free.

Resources & Currency

Respectable Means — 50 / 100 / 200 CP

At 50 CP, you receive a one-time reserve of ordinary funds. It is enough for food, fuel, clothing, postage, small repairs, local wages, modest travel, fees, subscriptions, and respectable daily living. This reserve does not replenish during the Jump, though it refreshes or reappears at the start of each future Jump.

At 100 CP, this becomes stable respectable income: a trust, annuity, investment, family settlement, institutional stipend, or equivalent arrangement sufficient for comfortable living, routine repairs, household support, and ongoing supplies.

At 200 CP, this becomes serious mundane wealth: enough to fund major renovations, acquire rare but legally purchasable books, retain solicitors and specialists, support expeditions, hire staff, and participate confidently in elite or institutional circles.

In future Jumps, this adapts into setting-appropriate money, income, or wealth at the same relative level.

A Purse of Spintria — 100 / 200 CP

At 100 CP, you possess a small but meaningful supply of spintria, occult currency suitable for transactions where ordinary money is vulgar, useless, or unsafe.

At 200 CP, you have a substantial reserve of spintria, enough for repeated occult transactions, rare books, specialized services, discreet favors, and costly opportunities.

Both tiers are reserves, not income. They do not naturally replenish during the Jump once spent, though you may acquire more through trade, visitors, favors, or occult dealings. At the start of each future Jump, this reserve refreshes, adapting into an equivalent hidden-market currency where needed.

Letters of Credit, Letters of Shadow — 400 CP

Your financial reach extends into both respectable and hidden economies. You can draw on ordinary funds and occult credit through banks, solicitors, patrons, collectors, discreet societies, and stranger intermediaries.

This includes the benefits of Respectable Means — 200 CP and A Purse of Spintria — 200 CP. If you purchase this item, do not also purchase those items separately; they are already represented here. Unlike the normal A Purse of Spintria purchase, this provides recurring access to occult credit through your networks. It is not infinite, but it replenishes through relationships, investments, favors, and hidden institutions.

In future Jumps, this adapts into both legitimate financial standing and credible supernatural or black-market connections at a high level.

Library & Books

A Drowned Book — Free

You begin with the soaked and damaged book that survived the sea with you. It is not ready to surrender its secrets immediately, but it matters: as a relic of your arrival, a possible key to your past, and a first thread into the work of Hush House. Once dried, restored, studied, or properly interpreted, it may prove more useful than its condition suggests.

In future Jumps, the book remains with you as a record of beginnings and recovery. When you enter a new world, it may gain a few damaged pages, marginal notes, stains, inserted scraps, or half-legible passages hinting at your first useful thread of local scholarship, restoration, or mystery. These hints are never complete answers, but they can point you toward where the work begins.

A Librarian's Reference Shelf — 50 CP

A practical collection of dictionaries, gazetteers, concordances, bibliographies, cataloguing manuals, paleographic guides, and ordinary scholarly references. These do not answer every occult question, but they make serious research much easier and reduce time wasted on basic verification.

Languages of the House — 100 CP

A carefully chosen set of grammars, dictionaries, primers, parallel texts, and annotated exercises for obscure, ancient, scholarly, or occultly significant languages beyond those granted by The Librarian's Appointment. These materials are especially useful for learning or improving languages used in old books, rites, marginalia, correspondence, and scholarly disputes.

A Proper Catalogue — 100 CP

You possess a remarkably useful catalogue system: indexes, cross-references, shelfmarks, provenance notes, danger warnings, and blank space for discoveries that have not happened yet. It does not magically know books you have never encountered, but once you begin cataloguing a collection, the system helps you make it searchable, legible, and safer to use.

A Modest Occult Collection — 200 CP

You possess a small but serious collection of occult books, manuscripts, pamphlets, letters, fragments, and annotated copies. Some are useful introductions; others are obscure, partial, or dangerous enough to reward careful study. This is not a replacement for Hush House's library, but it gives you a personal foundation of esoteric learning.

Records of Former Librarians — 200 CP

You have access to journals, annotations, room notes, cataloguing disputes, repair logs, visitor records, private warnings, and unfinished arguments left by previous Librarians. These records are incomplete and sometimes contradictory, but they are invaluable for understanding Hush House as an institution with a memory longer than any one tenure.

One Book of Consequence — 400 CP

You possess a single major occult book of real significance. Choose its broad subject, Wisdom, Principle association, Mystery, or field of inquiry. It may be dangerous, difficult, encoded, incomplete, or controversial, but it is unquestionably worth studying. It can teach a meaningful

body of occult knowledge, point toward a significant Mystery, or serve as a cornerstone for a long research project.

A Living Catalogue — 400 CP

Your catalogue system is no longer merely excellent. It is quietly responsive. When you maintain a collection in good faith, the catalogue helps reveal relationships among books, records, rooms, visitors, Principles, histories, authors, and dangers that might otherwise remain invisible. It does not invent knowledge, but it becomes very good at showing where knowledge is missing, duplicated, concealed, or waiting to be connected.

House & Rooms

Unless stated otherwise, purchased rooms and House upgrades remain useful after the Jump. If you own or later receive Hush House, these purchases become specialized, fiat-backed rooms, emphases, upgrades, or annexes within it rather than prerequisites for restoring the House. Otherwise, they may attach to your Warehouse, home, or another suitable property, adapting their appearance while preserving their function.

Keeper's Lodge — Free

You have the use of Keeper's Lodge, the Librarian's initial residence and working foothold at Hush House. It is modest compared to the full House, but safe, habitable, and sufficient for sleep, recovery, basic storage, correspondence, planning, and the ordinary needs of daily life. Unless altered by Drawbacks, it remains a reliable place to return to while the rest of Hush House is still damaged, closed, or uncertain.

A Room Reopened — 50 CP

One additional room of Hush House is safely reopened, repaired, cleaned, and made useful at the start of the Jump. This may be a bedroom, sitting room, study, storeroom, kitchen space, garden access, or another modest non-extraordinary room.

It is not a major occult workstation by itself, but it gives you more usable space and one fewer immediate restoration problem.

A Proper Workroom — 100 CP

You have one well-equipped workroom suited to a serious scholarly or practical craft of your choice: restoration, copying, preservation, correspondence, cartography, art, music, chemistry, gardening, cookery, medicine, or similar work. It includes appropriate mundane tools, storage, lighting, ventilation, surfaces, and basic materials.

Beds, Hearths, and Tables — 100 CP

Your living spaces are more comfortable, functional, and hospitable. You have reliable bedrooms, clean bedding, workable kitchens, good tables, heat, light, storage, washing arrangements, and the ordinary domestic infrastructure needed to host guests, recover from exhaustion, and keep a working household from becoming a survival exercise.

A Station of the House — 200 CP

You have access to one significant Hush House workstation or specialized room, restored and ready for use. This might be a laboratory, infirmary, chapel, reading room, music room, kitchen, garden station, forge, observatory, shrine, preservation room, or another chamber suitable for scholarly, practical, or occult work.

It is safe enough to use if treated properly, though its deepest possibilities still require skill and study.

Gardens in Good Order — 200 CP

A meaningful portion of the House's gardens, orchards, terraces, paths, or cultivated grounds is restored. It can provide herbs, flowers, fruits, quiet walks, seasonal materials, symbolic plantings, and a place for weather, memory, and living knowledge to gather.

It is beautiful and useful, but still requires care.

A Wing Recovered — 400 CP

A substantial portion of Hush House is restored from the beginning, or, if Hush House is already fully restored, especially developed for your purposes: several rooms, connecting passages, storage spaces, domestic support, and at least one significant workstation or study area.

This gives you a real operational base inside the House rather than only a lodge and scattered rooms. The recovered wing is structurally sound, habitable, and symbolically stable.

A Place for Dangerous Things — 400 CP

You possess a secure set of vaults, sealed rooms, cabinets, containment arrangements, and warning systems suitable for dangerous books, relics, substances, memories, tools, or correspondence.

This does not make every hazard harmless, but it gives you proper places to put things that should not be left on a desk, in a bedroom, or in the hands of an enthusiastic visitor.

Hush House — 800 CP, Undiscountable



Hush House is yours.

The House is fully restored, structurally sound, properly furnished, and awake in the manner appropriate to itself. Its ordinary facilities, libraries, workrooms, gardens, kitchens, bedrooms, chapels, vaults, hidden places, and stranger chambers are intact and usable. Its collections are ordered enough to serve as a true occult library rather than a ruin full of dangerous piles, though its deepest mysteries still require study rather than arriving as instant knowledge.

You are the recognized master of Hush House. Its doors, rooms, records, and ordinary governance answer to you, and your authority over it is fiat-backed against mundane legal challenge, institutional theft, hostile inheritance claims, and similar attempts to separate you from your House. Drawbacks may complicate this, but without such complications, Hush House is not merely the place where your Jump happens. It is your seat, library, refuge, and instrument.

After the Jump, Hush House follows you as a property. It may appear in a suitable coastal location, attach to your Warehouse or equivalent, or otherwise manifest in a form compatible with your Chain. It remains Hush House: a vast occult library and impossible residence of memory, scholarship, danger, and hospitality.

In future Jumps, Hush House updates as a true occult library for the world you enter. At the start of each Jump, its collection gains a substantial body of setting-appropriate books, records, catalogues, correspondence, maps, scholarly works, folklore, occult texts, institutional papers, and other written or archival materials. These are not guaranteed to include every secret, but they do provide a

serious foundation for understanding the new world's history, cultures, languages, supernatural systems, hidden societies, and major mysteries.

The House continues to grow during each Jump. Relevant materials find their way to it through purchase, donation, salvage, correspondence, visitors, old rooms, misdelivered packages, estate lots, recovered records, and the House's own strange gravity. Its catalogues and rooms adapt to preserve, classify, and make use of what it gains.

Hush House always has enough room to house, preserve, and organize its collections. It may reveal new shelves, rooms, stacks, vaults, annexes, corridors, or other appropriate spaces as needed, without losing its identity as Hush House. It is not omniscient, but it is never merely an empty library waiting for you to fill it.

Tools & Crafting

A Librarian's Tools — 50 CP

You have the ordinary tools needed for the daily work of a careful Librarian: pens, ink, paper, labels, knives, string, paste, cloth, gloves, lamps, magnifiers, simple measuring tools, storage boxes, and basic repair supplies.

They are not occultly potent by themselves, but they are reliable, well-made, and always suited to careful work.

Inks, Candles, and Other Necessaries — 100 CP

You have a renewable supply of high-quality consumables useful for reading, copying, preserving, and minor occult work: inks, candles, chalk, oils, thread, paper, wax, salts, herbs, pigments, glues, and similar materials.

These are not rare treasures, but they are good enough that poor supplies will not be the reason your work fails.

The Careful Lens — 100 CP

A set of lenses, mirrors, prisms, measuring devices, lamps, and delicate instruments suited to close examination.

They help reveal faded writing, hidden marks, tool traces, repairs, water damage, unusual pigments, palimpsests, coded notations, and other details that careless eyes miss.

A Box of Keys — 200 CP

You possess a carefully kept set of keys, picks, tags, seals, wax impressions, and notes concerning locks, cabinets, trunks, doors, wards, sealed archives, and old mechanisms.

This does not open every lock automatically, but it gives you the tools and method to approach barriers without immediately resorting to force. It is equally useful for understanding why something was locked, who was meant to open it, and what kind of authority the lock recognizes.

Workshop Materials — 200 CP

You have a steady supply of useful crafting materials: woods, metals, glass, cloth, leather, wire, stone, pigments, reagents, binding materials, preservative substances, and other practical stock.

The supply is not infinite, but it renews enough to support regular serious work.

An Instrument With a Memory — 400 CP

You possess a single exceptional tool or instrument: a pen, knife, lens, brush, chisel, tuning fork, key, compass, bell, mortar, needle, or similar object.

It is beautifully made, durable, and receptive to occult use. As you employ it in careful work, it accumulates useful resonance with your habits, Skills, Wisdoms, and working methods, becoming better suited to you over time.

The Workbench Remembers — 400 CP

One of your workstations becomes unusually responsive to repeated practice. Whether it is a desk, bench, table, easel, lectern, forge, kitchen counter, laboratory station, or instrument stand, it gradually learns the rhythm of your work.

It helps organize materials, preserve unfinished projects, reduce avoidable mistakes, and support careful repetition without doing the work for you.

Supplies & Comforts

A Sensible Pantry — 50 CP

You have a reliable stock of ordinary food, drink, spices, preserves, tea, coffee, fuel, soap, candles, cleaning supplies, and household necessities.

It is not luxurious, but it keeps daily life from being consumed by errands and shortages.

Tea by the Fire — 100 CP

Your home always has the means for warmth, rest, and small rituals of recovery: tea, blankets, a good chair, a fire or equivalent comfort, simple medicines, and enough quiet to steady yourself after difficult work.

These comforts help you recover from ordinary exhaustion, stress, fear, and cold more effectively.

The Good Guest Cupboard — 100 CP

You maintain the supplies needed to host visitors properly: spare linens, clean rooms, decent meals, suitable drinks, writing materials, small gifts, and the little courtesies that make hospitality possible.

This does not make every guest safe or grateful, but it lets you receive them without scrambling.

Medicinals and Restoratives — 200 CP

You have a well-stocked cabinet of mundane medicines, tonics, bandages, salves, disinfectants, sleep aids, restorative foods, and careful notes on their use.

These are not miracle cures, but they are reliable for ordinary illness, injury, exhaustion, and recovery after strain.

Flowers, Fruits, and Little Offerings — 200 CP

You have a renewable supply of flowers, fruits, herbs, candles, sweets, small tokens, and other modest offerings suitable for comfort, remembrance, courtesy, and minor ritual use.

They are not major occult reagents by themselves, but they are often exactly what is needed to make a room, guest, memory, or rite more receptive.

No Want of Necessaries — 400 CP

Your household supplies now quietly support your larger projects. Food, fuel, medicine, cleaning, clothing, writing materials, and domestic necessities tend to be available when genuinely needed, provided you are maintaining a real home, library, institution, or refuge rather than treating this as infinite storage.

Your ordinary logistics become resilient enough that they rarely interrupt serious work. This does not produce rare treasures or solve every shortage, but it ensures that basic support for your household and institution keeps pace with the work you are actually doing.

Correspondence & Visitors

A Reliable Post — 50 CP

Your letters, parcels, bills, invitations, and ordinary correspondence are handled with unusual reliability. Things may still be delayed by storms, secrecy, danger, or deliberate interference, but mundane incompetence is rarely the reason a message fails.

Letters of Introduction — 100 CP

You possess a small but useful set of introductions to scholars, clergy, collectors, officials, artists, antiquarians, translators, and other respectable or semi-respectable figures.

These do not make strangers obey you, but they make first contact easier and give you a plausible reason to be heard.

A Discreet Correspondent — 100 CP

You have at least one reliable correspondent who understands that some matters should not be written plainly. They may be a scholar, solicitor, antiquarian, former colleague, occult contact, or cautious friend.

They can provide advice, leads, warnings, or occasional assistance, though they have their own limits and concerns.

The Visitor Book — 200 CP

You have a record of visitors, requests, habits, special interests, old appointments, and proper courtesies. As you maintain it, it helps you remember who came for what, who should not meet whom, which guests require caution, and what obligations have been created by hospitality.

When a visitor, petitioner, client, correspondent, or returning stranger matters to your work, the book becomes especially good at preserving the useful context: prior requests, unfinished business, preferences, debts, warnings, introductions, and patterns that would otherwise be forgotten. It does not know strangers before they arrive, but it helps turn encounters into lasting institutional memory.

A Circle of Useful Strangers — 200 CP

You can call upon a loose network of people who are not close allies but are willing to exchange favors, information, introductions, or specialist help. They include scholars, travelers, officials, collectors, craftspeople, occultists, and local eccentrics.

They are not free servants, but they widen the world of possible solutions.

The Right Visitor at the Right Hour — 400 CP

Once in a while, when you are pursuing a serious line of inquiry or facing a problem suited to knowledge rather than force, the right person is more likely to arrive, write, be introduced, or become reachable.

They may bring a clue, warning, missing context, rare expertise, or a useful complication. This does not guarantee rescue or obedience; it improves the chance that the world sends a conversation instead of only a wall. In future Jumps, this continues to work through local visitors, correspondents, clients, patrons, experts, pilgrims, officials, or chance meetings.

Relics & Curiosities

A Box That Should Have Been Thrown Away — 50 CP

You possess a small box of Hush House oddments: broken seals, obsolete keys, ribbon, labels, pressed flowers, old tickets, scraps of correspondence, bits of sea-glass, bone buttons, cracked lenses, and other suggestive remnants.

Most are not powerful. Their value is that they are prompts: for memory, research, symbolism, minor repairs, and the sort of small solution that only appears because the right useless thing was kept.

In future Jumps, the box refreshes with similar local oddments: scraps, labels, broken tokens, old tickets, small keepsakes, and suggestive leftovers. They are rarely important by themselves, but often useful as prompts, sympathetic links, or the one small object needed to begin asking the right question.

One Small Tool of the House — 100 CP

You possess one minor but genuine Hush House tool or curio, comparable in scale to Baron Silence's Astrolabe, a small mirror, a minor lens, a little bell, a measuring instrument, an old key, a Snootle Jar, Spice Scales, Mortar & Pestle, or a similar low-aspect object.

It is not a mighty relic, but it is real, durable, symbolically useful, and faintly aligned with one scholarly function or occult theme.

A Sealed Container — 100 CP

You possess a secure container suitable for keeping small dangerous or delicate things from becoming everyone's problem. It may be a casket, strongbox, warded jar, sealed tube, locked case, or equivalent.

It does not neutralize what is inside, but it helps prevent accidental exposure, casual theft, ordinary leakage, and foolish curiosity.

A Useful Curio — 200 CP

You possess one genuinely useful Hush House curio or tool, comparable in scale to a Bronze Knife, Cucurbit Burette, Lunar Globe, Serpent-Styled Glass, Shears of the Sisterhood, Silent Typewriter, Mazarine Fife, or similar object.

Choose its general form and scholarly or occult association. It is not overwhelming, but it is a reliable aid for study, crafting, examination, ritual preparation, or symbolic work.

A Cabinet of Lesser Tools — 200 CP

Rather than one notable curio, you possess a small cabinet of minor tools and oddments: lenses, knives, jars, measures, bowls, mirrors, bells, charms, preserved scraps, keys, and other practical curios.

None is individually dramatic, but together they provide a flexible working stock for occult scholarship, restoration, and careful experimentation.

The Thing in the Cabinet — 400 CP

You possess a more serious object: not a world-shaking artifact, but something strong, strange, and consequential enough that a prudent Librarian keeps it labelled, contained, and used only with preparation.

It might be a rare crafted device, a potent mommet, a vessel of unusual weather or memory, an instrument with multiple occult resonances, a relic from a dangerous room, or a tool that can anchor a significant working. It may resemble or take inspiration from objects such as Swaddled Thunder, unusual mommets, complex lenses, rare instruments, or other high-utility curios, but whatever form it takes, it is more than a decorative oddity.

It can materially assist research, rites, protection, revelation, containment, or crafting, but it remains dangerous or demanding enough that casual use is unwise.

A Working Cabinet of Curiosities — 400 CP

You possess a serious collection of Hush House tools, relics, containers, minor instruments, symbolic objects, and odd materials.

No single item needs to be exceptional, but the collection as a whole gives you breadth: something for examination, something for containment, something for ritual preparation, something for memory-work, something for craft, and something whose purpose you are still not entirely sure of.

In future Jumps, the cabinet remains useful by accumulating setting-appropriate minor tools, relics, containers, symbolic objects, and odd materials. It will not automatically contain major artifacts, but it tends to provide the lesser working pieces that make serious occult or scholarly practice possible.

Companions

Those Who Choose the Road — Free

Anyone who willingly chooses to leave with you at the end of the Jump may become a Companion for free, provided they are capable of making that choice and are not prevented by Drawbacks, Scenarios, or unresolved obligations.

This does not compel anyone to join you, override their loyalties, or erase the consequences of what happened during the Jump. It simply means that if someone freely comes with you, you do not need to pay CP to take them as a Companion.

An Assistant Librarian — 100 CP

You may import an existing Companion or create a new Companion for this Jump. They receive 600 CP, may choose an Origin, receive all freebies appropriate to their choices, and may purchase perks, Wisdoms, and items normally. Free / paid perks grant only their free version unless the Companion pays for the upgrade. They may not purchase Hush House or any House & Rooms items.

They may still live, study, and work in Hush House if the story allows, but they do not receive separate fiat-backed ownership or property purchases from that section.

The Jumper Institute — 400 CP

You may import or create up to eight Companions. Each receives the same benefits and restrictions as An Assistant Librarian: 600 CP, an Origin, all appropriate freebies, and access to purchases except Hush House and House & Rooms items.

This option is intended for a household, research circle, restoration team, or private institute of fellow scholars, assistants, correspondents, and occult workers rather than eight separate owners of the House.

Drawbacks

Prior Histories — 0 CP / +100 CP

If you have previously visited another Jump set in the Secret Histories universe, such as *Cultist Simulator*, you may choose for this Jump to share continuity with that prior visit.

For 0 CP, the events of that prior Jump occurred in this world's past, but your current identity is not automatically the same person who lived through them. The cults, scandals, disappearances, ascensions, suppressions, publications, betrayals, rites, deaths, and unresolved consequences of that earlier story may have left marks on the world, but they do not personally belong to your present life unless your build or narrative says otherwise. You may find records, rumors, survivors, altered institutions, old books, changed Histories, or lingering consequences, but the enemies and obligations of that prior protagonist do not automatically recognize you as their old target.

For +100 CP, you were that person, or at least the world treats your current life as continuous with that prior one. Your old allies, enemies, cults, debts, suppressions, scars, bargains, crimes, reputations, and occult consequences may follow you into this Jump where appropriate. Hush House may contain books you once touched, visitors who remember you, Bureau files with your name in them, Long, Names, or Hours with expectations, and enemies who are very interested to learn that you have become associated with the library at Brancrug.

Another Washes Ashore — 0 CP

By default, you are the new Librarian of Hush House. With this toggle, you are not.

The canon Librarian, or another suitable figure, washes ashore and takes up the appointment instead. You may still begin at Brancrug if you wish, but you are not bound to Hush House, not responsible for restoring it, not required to catalogue its books, and not obligated to follow the central events of *Book of Hours*. You may travel, settle elsewhere, pursue occult study, involve yourself with Hush House on your own terms, ignore it entirely, or become entangled in a different corner of the Secret Histories.

You still receive your purchases from this Jump, though perks or items that presume access to Hush House should be interpreted as personal equivalents, outside access, later acquisitions, or altered circumstances as appropriate. This toggle is for Jumpers who want the setting, occult systems, and resources of *Book of Hours* without being forced into the Librarian's plot.

An Extended Tenure — +100 CP

Each time you take this Drawback, your stay is extended by an additional ten years. You may take this Drawback as many times as you wish, but may receive no more than +300 CP from it.

The passage of these additional years will not, by itself, cause you to fail the Jump through old age or ordinary infirmity. This does not protect you from violence, illness, occult injury, accidents, or other dangers.

A Difficult Catalogue — +100 CP

The written and practical records of Hush House are worse than usual. Books are misfiled, titles are inconsistent, old Librarians used private shorthand, labels have fallen away, shelfmarks contradict one another, and previous catalogues disagree in ways that slow real work.

This affects research, filing, retrieval, and book safety. The problem is not that the House lies to you; the paperwork is simply bad, incomplete, or misleading.

Bad Weather Coming In — +100 CP

Brancrug's weather is harsher and more obstructive. Storms, fog, cold, sea-wind, rain, and strange atmospheric moods more often interfere with visitors, deliveries, outdoor work, travel, recovery, and morale.

The weather need not be supernatural to be a problem, though it often feels as if it has an opinion.

Village Eyes — +100 CP

Brancrug is more attentive to you than usual. Villagers notice odd visitors, late lights, unusual deliveries, sudden repairs, changes in old arrangements, and any sign that the new Librarian's tenure may bring trouble to the island.

They are not a mob, nor are they ignorant of Hush House, but rumors spread quickly, social mistakes linger, and local cooperation may require more tact.

Damp in the Walls / Old Scars, Fresh Dust — +100 CP / +200 CP

Hush House is in worse condition than usual, and the condition of a place matters.

For +100 CP, the House suffers from more severe ordinary deterioration. Leaks, drafts, rot, salt, mold, cracked plaster, jammed doors, unstable floors, ruined fixtures, and stubborn infestations are constant minor problems. This will not make the House collapse by itself, but it makes restoration slower, more expensive, and more frustrating. Preservation, storage, comfort, and reliable room-by-room use all become harder.

For an additional +100 CP, raising the total to +200 CP, the House's damage is not merely physical. More rooms bear the marks of old fires, prison alterations, neglect, bad repairs, hurried evacuations, and work done by people who valued control more than preservation. Restoring these spaces requires more than cleaning and carpentry: you must distinguish original function from later misuse, useful adaptation from institutional vandalism, and harmless decay from damage that still shapes how a room can be used. Careless restoration is more likely to erase something important, while proper restoration takes longer, more judgment, and more resources.

Visitors at the Wrong Hour — +200 CP

Visitors tend to arrive when you are least prepared: during storms, after dangerous readings, before rooms are ready, when supplies are low, while another visitor is present, or when answering them will interrupt something delicate.

They are not automatically hostile, but their timing creates pressure, missed opportunities, awkward obligations, and consequences if handled carelessly.

Books That Bite Back — +200 CP

Dangerous books are more dangerous for you. Maladies, obsessions, nightmares, spiritual fatigue, hostile memories, cursed marginalia, and occult contamination are more likely if you read carelessly or without proper preparation.

Wise practice still protects you, but shortcuts punish you sharply.

An Incident-Prone Tenure — +200 CP

Incidents happen more often, and they demand real time, judgment, and resources. A visitor arrives with a crisis, a book causes trouble, a room becomes unsafe, a supply chain fails, a storm exposes damage, the Board asks an inconvenient question, a local arrangement frays, or an outside institution presses at the wrong moment.

Most incidents are manageable if addressed promptly, but ignored incidents compound and may become lasting problems.

The Bureau Remembers Its Keys — +200 CP / +400 CP

The Suppression Bureau does not need to discover Hush House. Its predecessors already had dealings here, and the Bureau has inherited files, precedents, correspondence, inspection habits, and uncomfortable claims connected to old arrangements between Hush House, the Curia, and the Nocturnal Branch, especially those surrounding the Cucurbit Gaol.

For +200 CP, this relationship becomes more active than usual. Bureau officials write more often, request that certain books be restricted, ask after particular visitors, pressure the Board, raise questions about your cataloguing practices, or send inspectors whose authority is inconveniently plausible.

For an additional +200 CP, raising the total to +400 CP, the Bureau's interest becomes sharper and more dangerous. They may invoke prison-era clauses, produce old inspection precedents, claim continuing rights over certain rooms or records, cultivate informants among visitors or villagers, interfere with correspondence, or attempt to remove, seal, or suppress particular texts.

Numa Comes Early — +400 CP

Numa, the strange season outside ordinary order, comes sooner, more often, or with stronger effects. Plans become less reliable. Ordinary routines bend. Opportunities appear, but so do disruptions, unsuitable visitors, altered moods, strange dreams, and occult instability.

You can benefit from Numa, but you cannot treat it as harmless.

A Rival Reader — +400 CP

Another occult scholar, collector, adept, or institution wants access to something in Hush House. They may flatter, bribe, deceive, steal, manipulate visitors, forge claims, exploit legal ambiguities, or attempt occult pressure.

They are not necessarily malicious, but they are persistent, clever, and dangerous.

The Sea Gives and Takes — +400 CP

The sea remains involved in your tenure. It brings objects, bodies, messages, wreckage, visitors, omens, and threats to Brancrug's shore, but it also takes supplies, evidence, paths, and sometimes people. Anything that enters through the sea may matter, and anything entrusted to the coast may be lost.

This Drawback cannot permanently remove fiat-backed purchases unless another rule explicitly allows it, but it can separate you from them temporarily, damage access, or complicate their use.

One Hour Watches Closely — +400 CP

One of the Hours has taken a special interest in your work. This may bring insights, dreams, pressure, temptations, symbolic coincidences, and attention from beings aligned with that Hour.

The Hour is not automatically hostile, but being noticed by such a power is rarely comfortable or safe.

Wounded Appointment — +400 CP

Choose one serious wound to your starting position: soul, memory, health, reputation, legal position, or authority as Librarian. You are still capable of serving, and Hush House has still accepted you if you remain the Librarian, but the chosen wound is real and requires sustained effort to repair or work around.

It should complicate your first years rather than vanish after one easy scene.

The House Is Not Empty — +600 CP

Something old, intelligent, and not wholly benign remains active within Hush House. It may be a former Librarian's remnant, an occult mechanism, a bound presence, a dream-self of the House, a failed History, or something that was meant to stay sealed.

It is not the sort of problem that can be solved by simple violence. Your tenure will be shaped by discovering what it wants and whether it can be appeased, repaired, banished, contained, or understood.

A History Demands an Author — +600 CP

You cannot simply serve quietly for ten years. A major unresolved History presses upon your tenure, and before the Jump ends you must meaningfully address it.

This does not require a perfect victory, but you must gather evidence, choose a position, and commit to an act of scholarship, preservation, revelation, suppression, or transformation significant enough that the occult world takes notice.

Scenario

The House Restored

You may only take this Scenario if you did not purchase Hush House as an item.

Hush House was not meant to remain a ruin, nor was the Librarian's work meant to end at survival. To complete this Scenario, you must restore Hush House as a functioning occult library, residence, and institution of memory.

If you take this Scenario, you must stay in the Jump until it is completed. If you complete it before your normal exit time, you may leave early unless a Drawback or other condition prevents it. Once you have passed your normal exit time, you may give up on the Scenario and leave without completing it. Doing so grants no Scenario reward, but does not count as Jump failure unless another Drawback or condition says otherwise.

To complete this Scenario, you must accomplish the following:

Restore the House.

A substantial majority of Hush House must be repaired, reopened, made structurally sound, and rendered safe enough for its proper functions. Its major domestic, scholarly, archival, and occult spaces should be usable rather than abandoned, collapsed, sealed, or actively hostile.

Restore the Library.

The books, records, catalogues, dangerous texts, and collections of Hush House must be brought into working order. They need not be perfectly understood, but they must be preserved, organized, and made accessible under responsible conditions.

Restore the Office.

The role of Librarian must be recognized as legitimate and functional. Brancrug, visitors, correspondents, local authorities, the Board, occult scholars, and the House itself should be able to treat the Librarian's office as real, stable, and capable of answering requests.

Restore the Trust.

Hush House must not merely be repaired as a building. It must become a place where dangerous knowledge can be kept without being wasted, suppressed without judgment, or exposed without care. You must demonstrate that the House can continue its work without immediately falling into ruin, tyranny, madness, or neglect.

Reward: If you complete this Scenario, you receive the fiat-backed Hush House from the Item section.

Endings

Return Across the Sea.

You return to your point of origin, carrying what you have learned, preserved, and survived.

Remain at the House.

You remain in the Secret Histories world, whether as Librarian of Hush House, a scholar of Brancrug, a traveler of stranger roads, or whatever else your tenure has made possible.

Follow the Next History.

You leave this world behind and continue to your next Jump, with your books, scars, memories, and purchases accompanying you.

Notes / Clarifications

Access to Hush House

By default, you are the new Librarian of Hush House and may live and work there during the Jump. This grants practical access to the House as the central location of the story, not fiat-backed ownership as a post-Jump property.

Without purchasing Hush House or earning it through The House Restored, the House remains part of the setting. You may restore it, study in it, defend it, and serve as its Librarian, but it does not automatically follow you after the Jump.

Soul Elements, Principles, and Skills

The Elements of the Soul exist, but are implicit rather than separately purchased or tracked. Principles are real metaphysical forces, but are not purchased directly. Skills are represented through perks, Wisdoms, books, items, rooms, study, and practice rather than a separate purchasable Skill list.

Another Washes Ashore

If you take Another Washes Ashore, references to the Librarian role, Hush House access, and premise-specific purchases should be interpreted in a way that fits your chosen role in the Secret Histories setting.

Version History

Version 1.0 - Created Initial Document.

Version 1.1 - Large scale rewrites for clarification and lore accuracy.