

Warning!
Do not read
this! Ever.

A BEGINNER'S GUIDE TO
Cultist Simulator

Cultist Simulator is a game of experimentation. When in doubt, decide what you'd like to do, and combine cards you think make sense to achieve that goal.

I want to end that interfering detective's miserable life

There are a lot of hints in the text, and the game's UI. Look out for them!



Combine cards with other cards by placing them in a variety of verb tokens. The major verbs you'll encounter are Work, Dream, Study, Talk and Explore.

Click on a card to learn more about it, and to see its aspects (the hidden qualities of a card, like an Acquaintance being Mortal, or Amaranthine Nectar being an Ingredient).



a hideous conspiracy!!
WORK

You'll need some form of income to pay for food, books, and your nefarious hobbies of which the less said, the better. There are a variety of possible full-time positions, as well as part-time work.

You can gain Funds elsewhere, too. Expeditions are probably the most direct, if you've the resources to attempt them.



THE OCCULT



I. CULTS

There are nine possible cults you can found, each dedicated to one of the nine Principles. The cult you choose will make the most of their Principle, so it's worth bearing in mind.

*a society of assassins?
a convolution of skinchangers?
the glorious herald of
the Capital's new Dawn*



Lantern, Grail and Edge are good choices for starter cults, but there's not much in it: found the one you feel suits you the most. To found your cult:

TALK + Acquaintance → CHOOSE FOUNDING PRINCIPLES + Lore



→ Passion → Acquaintance

Send Followers out on occult business by:

*Enid,
my love*

TALK + Follower → Cult card



II. TOMES

You'll learn a lot by reading and translating tomes. Books can be bought from shops, won at auctions, or pulled as treasure from successful expeditions. You'll sometimes find diaries or notebooks elsewhere, too.

Tomes contain lore about the Hours, the Histories and the House, as well as Rites - and, occasionally, less pleasant things.

Handwritten notes and a small table:
13 13
29 8
12 152
32

III. EXPEDITIONS

The world is wide and full of terror. Travel by sending a Follower out into the city, and beyond:



but where is the Fort of Noon?

EXPLORE + Follower

or

EXPLORE + Secret Histories lore



Most expeditions need Followers, Funds and possibly Assistants, and will present you with a number of obstacles to overcome. Make sure you're prepared before setting out.

IV. RITES & SUMMONINGS



Found in certain books, Rites allow you to summon creatures whom you can (temporarily) command to do your dark bidding. Every creature requires different aspects to be called into the world, but almost all start with Knock.

Each Rite acts in different ways (some destroy the tool you use, for example, others require a sacrifice), but most Rites are capable of most things. An example, of a successful summoning of the creature known as the Percussigant:

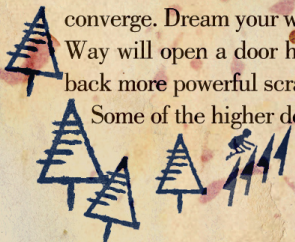


WORK + Rite of the Map's Edge + Knock (2) + Edge (2) + Heart (6)

V. THE MANSUS

This is the House without Walls, where Hours roam and the Secret Histories converge. Dream your way into the Mansus by discovering different Ways. Each Way will open a door higher and higher up the House, and allow you to bring back more powerful scraps of knowledge.

Some of the higher doors require special types of oiling.



Soucouyants

THREATS

The cultist's life is never easy. You'll be hounded by detectives, bosses, the environment, your very own summonings, penury, and your physical and mental health.

Watch out for Dread - don't let it mount up. In emergencies, you can reduce it by purchasing a tincture of opium:



DREAM + Funds



DEATH



Inspector Wakefield

Cultist Simulator expects you to die. When you do, you'll be offered a number of possible Legacies to restart as, depending on how you met your previous demise.

The more games you play, the more you'll discover about the larger world of the Hours, the House and the five alternate Histories. Experiment, learn, and you'll master the game.



A Bequest

There is never only one History

it will not will not will not stop dancing

98.21.90. 2.28.29

Mr Aldem, you are no more

dre pid dre pid dre pid



Leo, my darling

ROMANCE



Fraternising with fellow members of an occult society is not recommended, but it is not unknown. Close-knit communities, clandestine meetings and the perilous nature of one's work are one of the many reasons you might find yourself in a misguided tryst with an amorous acolyte.

The best way to avoid the trouble this would doubtless be to remain aloof and professional at all times. If, however, you simply *must* follow your heart:

TALK + Follower + [a personally-tailored romantic Location]



→ [a shared Desire]

all average myself



It is not recommended to court your Followers (see 'ROMANCE', above). Neither is it recommended to mistreat them. True calamity arises when a devil-may-care cult leader does both. Under these circumstances, even the most loyal Disciple may turn Judas and begin to work against you.

Rebellious Followers will become Rivals. They will attempt to beat you at your own game, pre-empting your own planned Expeditions, attempting to silence Detectives and generally kicking up the sort of stink a secret society leader rarely wants. If left unchecked, Rivals may outstrip you, and Ascend before you can.

Solutions include: attempting re-recruitment, laying snares for them on Expedition, hoping a Detective finds enough evidence to arrest them, or a last-gasp personal assault on their person. But the best defence against an occult rebel is to avoid the whole sorry business in the first place.

the next time I will make sure I do not allow the society to meet without me

the Thunder skin
Y B W D E A H H M



APPENDIX A. THE DANCER



A new chapter has been added to this edition of the *Beginner's Guide*, to incorporate the most up-to-date information for the budding occultist. One key addition to this volume is the path of the Dancer, an artistic performer in a number of disreputable City cabarets, and occasionally in the parlours of some of the more notorious members of the aristocracy.

Pursuing the Dancer's Legacy will require you to have already ascended through the ranks at Glover & Glover. Upon retirement, you will then be presented with the option to regenerate as a lissome package of flesh and blood, or, to whit, a Dancer.

Alternatively, seek out Miss Sulochana Amavasya at the Ecdysis Club and discuss your current Desire.

TALK + Sulochana Amavasya + [your Desire]



she is the ONE



I must find these



Fig. 21. Brustkorb von vorn. Ws. Wirbelsäule, R. Rippen, B. Brustbein.



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*St Agnes
St Agnes!*



APPENDIX B. THE PRIEST



As every good cult leader knows, being the head of a secret society is as much about serving as it is being served. Never is this more true than in the case of cult leaders who shepherd their sodalities as PRIESTS. There are seldom more selfless and terrible rulers on this mortal plane (though those unfortunates who have come across the lesser followers of the Gods-from-Nowhere may beg to differ).

The first and most important skill a cult-priest must curate is the ability to **inspire their congregation**. What good is a farmer who cannot till his fields? What good an orator, if they cannot swell the hearts of those who listen? Thus, the primary calling of the cult-priest is to inspire FERVOUR, which can be done as follows:

I have found it!

WORK + An Appointment to a Quiet Parish + Reason OR Passion

+ [a suitable fragment of Lore]



The second most important thing a budding cult-priest should know is that this path asks a great deal of its chosen one. Martyrs to the Keys are not lightly made, nor is the love of the Mother lightly given out. Cult-priests will skirt the very edge of death before they find their Way, and they must be ready for it. As such, though Reason and Passion are always in demand, a prudent leader will invest in a great deal of **Health** before committing fully to their path. They shall have need it, if they do not wish to meet the Mare.

Fig. 5, "The Mare-in-the-Tree", unknown (Editor's note: this copper-plate print appears to imprint only in inverse, at odds with the original. We are looking into our printing processes.)



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CALL EACH OF THE DEAD BY NAME



APPENDIX C. THE GHOUL



Stay awhile, before the ghastly implications of a GHOUL mislead your cursory glance. It is true that those cultists most concerned with the past have crept, quiet as falling snow, between the silent tombs of long-lost things. It is also true that a few have left the remnants of their exploits there between the epitaphs: a bloody fingerprint or two, perhaps, or a trace of bone-white powder upon the lilies of an untouched grave.

Such are the melancholy machinations of the GHOUL. Called by the voiceless beauty of Miss Naenia, bound to commemorate all that has been lost by the Ivory Dove himself, the Ghoul turns to an ancient and terrible Elixir to help them call back memories from the Dead. Such scraps as could be found of this elusive concoction have been reproduced below.

STUDY + Formula: Elixir Zeboim? + Temptation: Remembrance

+ A Human Corpse + Funds

It may surprise you, Reader, to find that the Elixir and the Ghoul's primary output is not grisly feasts of flesh and bone, in fact, or the childhood horrors of bogeymen in the night. It is in fact that solemn masterpiece known as the **Palest Painting**, a beautiful and terrible image daubed all in white and Winter.

Seek out the Painting, if you dare. But beware the cold, sweet eyes of Miss Naenia, and the faint shape waiting in the doorway beyond.



her eyes are kind





Is this all there is...?

No. We can rise higher.

1252 10
1252 20

New Homer is beyond the scope
of this poetry book.

Complete a standard victory to
unlock the Apostle Legacies and
become a god.