

Rituals of the Hollow Queen

Basics: The following is a series of rituals first designed in the world of Cultist Simulator, specifically made to grant Jumper's powers, abilities, or resources out to others without Jumper's active involvement. They are organized into a series of "paths", each corresponding to a domain or ideal that Jumper embodies as her divine self. Originally designed as a set of 90 rituals (9 rituals per path, with a set of 9 "zeroth" rituals that are path-agnostic), Jumper continues to add further rituals to her ritual book as her life continues.

The Open Path

- The Open Path is a sampling of "Zeroth Rituals", or simple and easy rituals that Jumper actively provides to every one of her citizens and even to the people of any given world she travels to. None of them require any particularly rare ingredients, major commitments, or lengths of time to achieve, but none of them are particularly capable of violence or granting great personal power. They are gifts for the sake of life and introducing the natures of each Path that other rituals shall walk, rather than true powers in and of themselves.
- Zeroth Rite of Life: Ritual of Healing
 - Ingredients: Any liquid, at least six rocks (composition unimportant, size of each rock must be at least the size of one's thumb), any reflective surface
 - Ritual: Place the six (or more) rocks in a circle around one's self, press the liquid against one's forehead, and stare into the reflective surface while focusing on one's desire for wellness while invoking Jumper's name or one of Jumper's divine titles. Focus must be maintained for ten minutes, but one may blink and allow their eyes to wander as long as the mental focus on wellness is maintained. If done correctly, the liquid will arrange itself into the word of "Life" in the ritualist's native tongue.
 - Effects: The user's body is granted a shred of Jumper's overwhelming vitality, healing them of all injuries, ailments, diseases, and disabilities over the course of five seconds. Once the five seconds pass the power will fade, leaving the user invigorated as if they had just woken from sleep.
 - Limitations: While the ritual can be conducted on another to heal them, it explicitly cannot be conducted with malice nor against the will of the one who would receive healing. The power of Jumper's vitality must be accepted willingly, or the ritual will simply fail and do nothing.
- Zeroth Rite of Death: Ritual of Attendance
 - Ingredients: Any form of sweet or dessert, preferably something appealing to rabbits but not necessarily required.
 - Ritual: Place the dessert or sweet before oneself, close one's eyes, and request-either verbally or mentally-Jumper's Attendants. Should one hold true faith in Jumper as their goddess, then Attendance will be granted at a moment's thought; if not, the ritual may require upwards of ten minutes of focus, but never more than that.
 - Effects: One of Jumper's Attendants-a divine rabbit woman made of moondust and starlight-will descend from the Land of Materia to act in your service. These Attendants can provide knowledge of one's currently fated death, change the state

of one's fated death, ferry messages from the mortal realm to the afterlife and back, and provide passage to the Moon's Gentle Repose within one's dreams-where grand opportunities may be grasped.

- Limitations: Jumper's Attendants will refuse the summon if you mean them harm, and while they are bound to offer their services they will also attempt to convert one into believing in Jumper as their chosen goddess. Never by force or coercion, just simple pleas and offers of greater services. They CAN grant further services beyond the ritual, but are not required to.
- Zeroth Rite of Pleasure: Ritual of Sustenance
 - Ingredients: A drop of one's own blood.
 - Ritual: Pressing the drop of blood against one's stomach-or at least the general area-and focusing on one's hunger, the ritualist invoke's Jumper's name (or titles) and asks that they grant them sustenance to fill their emptiness. The ritual requires ten minutes of focus and invocation.
 - Effects: Upon completion of the ritual a grand platter of the ritualist's favorite foods will appear-whether those are sweets, meats, or what have you. They will be supernaturally nutritious and perfectly edible, though abundant to the point that the ritualist would be greatly pained to actually finish the full meal. Once the meal is concluded the remains will disappear as if they were never there.
 - Limitations: This ritual can only summon sustenance for the ritualist, no one else, and will lightly compel the ritualist to complete the ENTIRE meal no matter how much is summoned-and it will always be somewhat beyond the ritualist's normal capacity. They will not be made sick by consuming it all, but will feel overly full for the rest of the day. Regular usage of this ritual may cause weight gain.
- Zeroth Rite of Stars: Ritual of Fortune
 - Ingredients: A depiction of a star-whether in the form of a paper drawing, a carving, a picture, or the like, a letter containing a description of the task that one wishes luck for, and a small flame. The actual stars-such as the night sky-works best.
 - Ritual: Placing the depiction of the stars above one's head-or simply invoking the stars above oneself-the user calls to Jumper and asks for a blessing of luck before burning the letter which holds their desire. The user must maintain this invocation for ten minutes; if successful, the ashes will swirl into the shape of a drawn star.
 - Effects: The user will be granted a supernatural sense of timing and a series of gut instincts that help push them towards achieving whatever goal they desire while the ritual's power is in effect; this effect can only last for 24 hours before needing to be renewed, and will cause a faint glowing star to form in one's pupils.
 - Limitations: This ritual cannot be invoked for the sake of intentionally bringing harm to others, cannot overcome fate on its own, and can only moderately push the odds in one's favor-making a 50/50 chance into an 80/20 chance, but if the game is rigged from the start it won't be much help.
- Zeroth Rite of The Moon: Ritual of Shelter
 - Ingredients: Any rock (composition unimportant), and any method of delineating a closed space where one can stand within.
 - Ritual: Holding the rock in both hands, the ritualist invoke's Jumper's name or titles and asks for the Moon's shelter. The ritualist must maintain this invocation

for ten minutes; if done correctly, the rock in one's hand will shift into a glowing replica of the moon.

- Effects: While holding the replica of the moon, the user's surroundings will be bathed in strange protective moonlight and twist to grant them perfect comfort, safety, and security for as long as they hold the stone moon. Outside of one's shelter it will be impossible to tell that anything had changed, and impossible to find or harm the ritualist while they are in their shelter.
- Limitations: The shelter granted by the ritual lasts for exactly one week before fading away and must be repeated. Only the one who holds the stone moon or those they willingly invite in can enter the space created by this ritual; if the stone moon is lost, access to the shelter is lost as well.
- Zeroth Rite of Void: Ritual of Protection
 - Ingredients: Any shadow or area cast in darkness
 - Ritual: The ritualist must meditate for one full hour while maintaining contact with the shadow or under the cover of darkness, invoking Jumper's Void divinity and asking for the Void's beneficence. Once complete, the user's shadow will darken to an unnatural pitch black and begin to move and flicker strangely.
 - Effects: For twenty-four hours the user will be protected by their own shadow, which will rise up and act in their defense against all things; their shadow will be invulnerable to all mundane effects, but can be easily pierced by light-based magics or other Void-related rituals.
 - Limitations: The protection of this ritual will immediately fade should the user willingly and knowingly seek to cause harm to another in any way, and will not be possible to invoke for one full week afterwards.
- Zeroth Rite of Innovation: Ritual of Tools
 - Ingredients: Any token of currency of any value, even null
 - Ritual: Holding the token of currency, the user visualizes the tool or piece of equipment that they desire and invoke's Jumper's name/titles along with a request that they be granted Jumper's will to make imagination into reality. Maintaining the invocation for ten minutes, if successful the token of currency will catch in cold blue fire and disintegrate in one's hand.
 - Effects: A ghostly and transparent version of whatever tool or piece of equipment the ritualist visualized will appear, being indestructible to mortal forces and perfectly safe for the user to operate; if it's a nail gun, they could fire it directly into their own eye and feel not even the slightest pressure. Any consumable equipment-such as screws, glue, or nails-will be made real as it is expended.
 - Limitations: The tool provided cannot be used for the sake of violence or malice; it is incapable of inflicting harm upon others, and if used for malice will simply disappear into nothing. The tool will last for 24 hours or until intentionally dismissed by the user.
- Zeroth Rite of Miracles: Ritual of Restoration
 - Ingredients: Any token that holds positive memories or associations for the ritualist
 - Ritual: Focusing on the token of their affection, the user drags forth as many positive emotions as they can while invoking Jumper and requests that their love

be transformed into a blessing. Maintaining the invocation for ten minutes, if successful a gentle white light will begin to emanate from the ritualist's hands.

- Effects: Depending on the strength of the ritualist's positive emotions and will, they will be able to restore whatever they lay their hands on. Should the ritualist lose focus the power will slowly fade and eventually wink out, but the restoration will remain.
- Limitations: This ritual cannot be used on living beings, only inanimate objects. It also cannot be used to harm others, and prolonged usage can be mentally and emotionally exhausting-but never debilitating.
- Zeroth Rite of Song: Ritual of Communication
 - Ingredients: A poem-of any style and length-composed by the ritualist, and any source of flame.
 - Ritual: The ritualist recites the poem they have composed to the flame, then invokes Jumper's name or titles and requests that they may share their heart with the world. Maintaining the invocation for ten minutes, if successful the flame shall unnaturally twist into the air to form shapes.
 - Effects: By staring into the flame, the user will be able to learn any language desired. The knowledge will last for one month before fading away, though if the user has exercised their knowledge regularly they may retain most or even all of it.
 - Limitations: This ritual can only be used to learn a single mundane language at a time, and only if said language is still spoken. It cannot be used to learn mystical languages or dead languages, but can be used to provide some loose insight and instinct into the meanings of dead languages-but this is not reliable.

The Path of Life

- First Rite of Life: Awakening Spark
- Second Rite of Life
- Third Rite of Life
- Fourth Rite of Life
- Fifth Rite of Life
- Sixth Rite of Life
- Seventh Rite of Life
- Eighth Rite of Life
- Ninth Rite of Life

The Path of Death

- First Rite of Death: Midnight Song
- Second Rite of Death
- Third Rite of Death
- Fourth Rite of Death
- Fifth Rite of Death
- Sixth Rite of Death
- Seventh Rite of Death
- Eighth Rite of Death
- Ninth Rite of Death

The Path of Pleasure

- First Rite of Pleasure: Touch of Bliss
- Second Rite of Pleasure
- Third Rite of Pleasure
- Fourth Rite of Pleasure
- Fifth Rite of Pleasure
- Sixth Rite of Pleasure
- Seventh Rite of Pleasure
- Eighth Rite of Pleasure
- Ninth Rite of Pleasure

The Path of Stars

- First Rite of Stars: Star-Touched Tools
- Second Rite of Stars
- Third Rite of Stars
- Fourth Rite of Stars
- Fifth Rite of Stars
- Sixth Rite of Stars
- Seventh Rite of Stars
- Eighth Rite of Stars
- Ninth Rite of Stars

The Path of The Moon

- First Rite of Moon: Lunar Calling
- Second Rite of Moon
- Third Rite of Moon
- Fourth Rite of Moon
- Fifth Rite of Moon
- Sixth Rite of Moon
- Seventh Rite of Moon
- Eighth Rite of Moon
- Ninth Rite of Moon

The Path of The Void

- First Rite of Void: Shade Calling
- Second Rite of Void
- Third Rite of Void
- Fourth Rite of Void
- Fifth Rite of Void
- Sixth Rite of Void
- Seventh Rite of Void
- Eighth Rite of Void
- Ninth Rite of Void

The Path of Innovation

- First Rite of Innovation: Light of Inspiration
- Second Rite of Innovation
- Third Rite of Innovation
- Fourth Rite of Innovation
- Fifth Rite of Innovation
- Sixth Rite of Innovation
- Seventh Rite of Innovation
- Eighth Rite of Innovation
- Ninth Rite of Innovation

The Path of Miracles

- First Rite of Miracles: Gleam of Fantasy
- Second Rite of Miracles
- Third Rite of Miracles
- Fourth Rite of Miracles
- Fifth Rite of Miracles
- Sixth Rite of Miracles
- Seventh Rite of Miracles
- Eighth Rite of Miracles
- Ninth Rite of Miracles

The Path of Song

- First Rite of Song: Symphonic Heartsong
- Second Rite of Song
- Third Rite of Song
- Fourth Rite of Song
- Fifth Rite of Song
- Sixth Rite of Song
- Seventh Rite of Song
- Eighth Rite of Song
- Ninth Rite of Song
 - Ingredients:
 - Ritual:
 - Effects:
 - Limitations:

Path Interaction Chart: Red=Aligned, Blue=Neutral, Green=Misaligned

	life	death	pleasure	stars	moon	void	innovation	miracles	song
life	Black	Red	Green	Blue	Blue	Red	Blue	Green	Blue
death	Red	Black	Blue	Blue	Green	Green	Red	Blue	Blue
pleasure	Green	Blue	Black	Green	Blue	Red	Blue	Blue	Red
stars	Blue	Blue	Green	Black	Green	Blue	Red	Red	Blue
moon	Blue	Green	Blue	Green	Black	Blue	Blue	Red	Red
void	Red	Green	Red	Blue	Blue	Black	Green	Blue	Blue
innovation	Blue	Red	Blue	Red	Blue	Green	Black	Blue	Green
miracles	Green	Blue	Blue	Red	Red	Blue	Blue	Black	Green
song	Blue	Blue	Red	Blue	Red	Blue	Green	Green	Black