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Cultist simulator wiki mansus

From the cultural simulator wiki, the tree grows around the mansas wall. As history students know, Mansas has no walls. --Christopher Iropoly, Night Trip Mansas, or House of the Sun is a place or concept where time lives in glorious illuminations. The dead can cross its five different ways by accessing mansas in the spirit and dreaming. The dead classified mansas into three loosely defined areas. Wood is the lowest and darkest area, and the first place's living dead arrive because they contain the first way through the dream. Above the forest is a boundary that includes a second path, a white door, that denies speech to everyone who crosses it, live or die. Above the boundary, pseudo-stone halls and passages of mansas are properly pressed, and access to higher levels is prohibited in three ways: stag doors, spider doors and peacock doors. Beyond that is the final barrier, the Tricuss gate leading to the top of Mansas. There, where the glorifying light shines brightest, the parley of time, and the world's greatest secrets are curated, one can achieve enlightenment or immortality. The dissolution book describes the early incarnation of Mansas with different structures and doors. The forging of the era re-formed the mansas and opened the current way. According to the Conkrussum Diary, the mansas changes every year, but the method remains constant. Here's a list of possible rewards by location: Location [Edit | edit source] Wood the White Door The Stag Door The Spiderdoor Peacock Door Trisped Gate Gallery [Edit | Edit Source] Map of Mansas as seen from the game board. External link [Editing | Editing source] de Cartist Simulator Wiki Le Bois Plus O'Toole de Mur du Mansascom Tote Etudian en Histoil Le Sat, Le Mansas na Pa From De Murs to Christopher Iropol, Boijour de Nuits Le Mansas, Ou la Maison du Soleil, Est Une Dimension aux Des Heures Demulents dan la Groire. Les Malts Puven Akdel akdel o Mansas an Esprit et Parcouril Seth Vois en Levanle Mortel on Classe Le Mansas en Trois Legion Mar definisle Bois Est La Legion La Plas Basse et la Con Sombre, E Le Premier Edroix o les Mortels Vivant and Car Il Contient La Purmière Voix Pal Raquel Ils Passan pour Lealiser Ruhr Reve. Eau Dessus du Bois, My Sulement Ainsi, Se Truve the Bounce, Cui Contient La Duciem Vois, La Porte Blanche, Une Overchua Cui La Parole Denis O Dessus de Za Bauns Sé Drecent-les-Pseudo-Sal de Pierre et Les Passages du Mansas Proprement Ditto, Abeck un a Cess Nivaux Sperrière Barre Pal Trois Hauter Voi: La Porte du Self, La LaDe Lawanine e la Porte du Paoneau de la Se Truve un Delnière Barrière, La Porte Trixid, Cui Maene aux Sonmets du Mansas. La, La O la Lumiere de la Groire Brill Le Plas, Echauchen et o les Plus Grand Secret du Monde Sonto Conservatory in O les Hures, Puth Atheindo Illumination o La Iminolite. Le Livre de la Dizera Decrit un Decuria du Mansas Avec Un Structure et de Porto Difelentesa Forge de Jour a Li Mode Le Mansas et Ovel-les-Vois Actuelthelon the Conkrussum Diaries, Le Mansas Change Xhaque Ane, My Les Vois Rest Constants. Vojci La Liszt de RecompenseAble Per Arrangement : Eprevment [Modifier | Modifier Le Wikicode] Gallery [Modifier | Modifier Le Wikicode] Carte du Mansas Vieux Depuy Le Plateau de Giu Lien Externe[Modifier Le Wikicode] From Cult Simulator Wiki to Cult Simulator Wiki 2018 Mansus offers many rewards you know, here is a catalog of resources you might need one. Other Cartist Simulator Guides: Each door and place in Mansas offers a unique and powerful tool for started dreamers. However, it can be difficult to activate the right tool at the right time. For your matchmaking, I will share my personal notes to each place in Mansas and what they might offer. There are some general rules. They are: Each door offers a face-up card. Each door will lead to two places that offer face-down cards. To rise next door, you need to dream of a door and provide the proper intensity of lore instead of opening the door. Lanterns and knocks always work, perhaps even moths. Each door can provide the secret history (even more simply called a secret) needed to discover the expedition. Each door will lead to at least one place that offers a secret of a higher intensity than the secrets you might explore directly with this door. Each location, including the door, may provide one or more side effects. The intensity of this aspect does not follow the rules. It depends entirely on the strength that the place has on those sides. Peacock Doors provides all the impact in Intensity 15 between the three locations. My personal notes are not complete (possible exceptions are knocks, secrets and forges), so that no particular intensity is documented. As a general rule, rewards even more doors with higher intensity, but this is not always the case. As mentioned earlier, secret history is called secret for brevity. The list of spider and peacock doors is not always complete. Annotations provided by the leader are welcome. Woods Door: Rumor, Moth 2, Secret 2 Well: Vitality, Secret 4, Rumor, Glar 2 Temple: Knock 2, Secret 4, Rumor Winter Door: Calmness, Secret 4 Sage: Favor to the Authorities, Erdition, Ripping, Secret 6, Knock, Enchanted Orchard: Glowing, Lantern, Contence, Secret Stag Door: Knock, Secret 6, Forged 6 Knife Ascent: Grill, Winter, 10 Edge Paint River: Enchantment, Secret 8, Erdition Spider Door: Forge, Secret 10, Lantern Paint, Enchantment Room, Secret 6 Peacock Door: Secret 10, Lantern 15 Worm Museum: Winter 15 Red Church: Glyle 15, Forge Game: Kartist Simulator From The Cartist Simulator Wiki I learned the way to wood, intertwined darkness growing around the walls of Mansas (I thought Mansas had no walls). I can dream with this to return to the forest. The forest is the forest under and around mansas. It is accessed in the same way as Mansas in the game, but it is not part of the proper Mansas. It is associated with darkness and moth sides and is home to moths, velvet, ring you, and possibly witches and sisters. Edit | Edit Source Method: Wood can be obtained by dreaming with passion and fragments of any knock, lantern, or moth. Enter Edit | Edit Source Now I pass between the scar trees. I'm stumbling to the roots now. It is tempting to drop from four to all four to avoid low branches. Pale wings move, deep at night. Way and Dream: Trees and Passion brings you to Mansas where you have to choose one of three cards. The card representing The Wood will face up, and the two cards representing The Well and the Temple of the Wheel will be face down. You need to click on the card and drag it to the gate. You can select only one card. The other two are revealed and then destroyed. Possible Options [Edit | Editorial Source] Wood [Edit | Edit Source] Occult Scrap (Secret History 2) I walked through the woods last night, scissors worked far away, something like fur stuffed my mouth and swarmed my ears, and I felt an old urge to drop my nose between the wolf's fours and roots. But I remembered walking upright by the day and I knew the fire and steel and the words and finally found a place where velvet was hiding secrets in the bark of trees under moss. After that, I think I was able to read it at my fingertips and write it completely. In the midst of the journey of our lives, I discovered myself in a dark forest with no roads. It is difficult to express how wild, harsh and inexplicable the wood was. I don't recall exactly what happened last night, with the winged ones hitting black among the trunks of the trees that moved under my hands. But this morning, my brain fized in fragments: GI Ramimus NOC ET CON SUMI MUR IGNI Ram ims NOC TE ET CON SUMI MUR - "Peculiar rumors while I wasn't depth, one appeared in front of me with my mouth sealed. When I saw them, in a great emptiness, I cried out. I think last night I met another soul in the woods. I don't recall exactly what we said, but I think we recognize each other in a waking world. Well [Editing | Editorial Source] Terrible Truth (Secret History 4) Velvet is strong in the well in the woods, and velvet is the time to keep secrets. But sometimes she allows a little secret fall, like crumbs at a feast. Last night I found a moss-covered rock written alongside another history secret. I might give velvet thanks, but it would be wise not to get her attention. Appetite awareness (Grill 2) Forest wells never dry out, but it is never obvious. One night, it might heave at the root of the crawl. The other pulses with bright moss. On the night of the full moon, its water is choked with the dample body of moth fat. Last night I saw it full of dark, viscous blood. Gelatin shred drifted to its surface. Blood clots in Glyle Matter. Wells in the forest are sacred in grills, time to starve, and velvet, time to keep secrets. Tonight, as I approached, it was velvet moss, suffering from deep, vivid green waves, pulsating again and again from its throat. It pushes around my calf, it's up on my thigh and this morning I still feel a strong velvet breath in me. So many peculiar rumors rise from the wells of the forest. Last night was warm with insect roots. Trees gathered and whispered. Perhaps they were welcoming the influx. I found sleeping souls caught in the roots and I helped them struggle freely. When they wake up, they will remember my face as I did their face. Temple of the Wheel [Edit | Edit Source] During my sleep I came to a high jagged rock that is still called the Temple of wheels, but the time called wheel is long extinct. Another hand had damaged the secret to the black lantern on its side. Before velvet came out of the depths of the velvet tree and erased it, I burned that secret into my memory to save to wake up. Velvet is jealous of her secrets. Subtle Flaws (Knock 2) Last night I came into the woods on a high jagged rock called the Temple of Wheels. Its sides with black lichens and eye signs opened like mouths under my hands, and I walked through the whispering space inside. The gods, who were the first stone of time, almost all are gone now, but here their voices remain: Wheel, Flint, Tide, others without names. Trembling air (Heart 2) In the forest beyond the walls of mansas, the rear of jagged rocks like petrified remnants of dancing giants. I tracked my hands along its sides, over eye signs and lichens and crude graffiti/wood power, and I felt the beating of a oyed wheel. It's gone, but something is going on. I came to the Temple of wheels, its high jagged rock, a monument to dead gods and peculiar rumors. People who take their own lives may first throw themselves out of the peak of their dreams. I found another sleeping soul and scratched the eye sign on lichen at its peak. I don't recall what went between us, but I recognize their faces in a waking world. Further ascending [editing | editing source] to reach the white door, way and dream: pieces of wood and knocks and lore, lanterns, or winter 4 or more.high.

