

Rules of Sanctity

*“In this world, I was born,
Mortal I was of fate.
The heavens thus have drawn,
I guard this land so great.”*

Rules of Conduct:

- ❖ During the game, a character may be blessed with **Sancted Abilities**. The Organizers will provide an explanatory card with the necessary details to such players. Such a character is considered and categorized as **Blessed** for the duration of this Blessing.
- ❖ The **Sancted Abilities** of the **Blessed** are not classified as **Spells** and, therefore, cannot be nullified by the abilities of **Hushers** or **Spells** that remove magical effects. For the purposes of the rules, they are categorized and referred to as **Blessings**.
- ❖ A **Blessed** retains their own thoughts and actions but is inspired by a Higher Purpose and has a specific mission.
- ❖ The **Blessed** are chosen based on their actions and achievements, as well as their ability to fulfill the needs of the game. Their role is to serve as a reminder that this land is alive, hears everything that happens, and reacts to it.
- ❖ At any given moment, any character can become **Blessed** by receiving the corresponding item and the power card. The Items and Cards cannot be removed from whoever possesses them.
- ❖ The **Blessed** may act against their Faction or loved ones, depending on the purpose they seek to serve. Sometimes, the good of those around you begins with an obstacle.
- ❖ The **Blessed** must act toward the fulfillment of the Divine Purpose assigned

to them for the entire duration of their Blessing. If they fail their Purpose, the Heavens curse them.

- ❖ The **Blessed** are unaware of the fact that they have received the Blessing – the power manifests as if they had always possessed it, naturally integrating into their character. They do not need to think about how to activate their power; they simply do so when the right moment comes.
- ❖ The Blessings of the South are erratic, just like the Saints who offer them. If a **Blessed** individual is found to be abusing their Blessing or using it for purposes contrary to their Higher Purpose, they may suddenly lose it, with catastrophic consequences.
- ❖ If a character comes under the influence of multiple **Blessings**, they must act in a manner that demonstrates respect toward all active effects.

Example of Interaction

A character under the **Blessing** of the *Champion* is affected by the **Blessing** of the *Reaper*.

The character struggles to keep rising from the ground as their body fails them, yet they still manage to find the slightest strength to keep moving. The interaction resembles the description: *“an unstoppable object meets an unbreakable wall.”* The player may interpret this phrase as they see fit.

BLESSING RULES:



BLESSING OF THE SEAMSTRESS

Seamstress' Craft

Uses: Unlimited

Activation Action: *Needle and Thread*

Activation Phrase: *"Cut, Sew, and Bind"*

Duration: 5 minutes

Effect:

The **Blessed** is possessed by the energy of the Weaver. For the duration of this Sanctity, the Weaver can heal any wound, restoring all of the target's **Hit Points** and removing all harmful effects caused by **Magical Spells** and **Potions** by tending to the target for 5 minutes. The target is healed of all effects immediately but must roleplay as if the symptoms gradually fade. The **Blessed** should simulate providing care using the Needle and Thread.



BLESSING OF THE REAPER

Obolus

Uses: One Character, per Day

Activation Action: *Offering of the Coin*

Activation Phrase: *"Can you escape Fate?"*

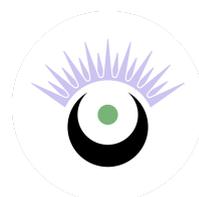
Duration: Up to 30 minutes – Immediate effect

Effect:

The **Blessed** is possessed by the Energy of the Reaper. For the duration of this Sanctity, the

Reaper can take any life—provided they offer a Coin to the Target. The Target then chooses one of the following options:

- ❖ **Does not flip the Coin** – The Target dies instantly and is sent directly to the Seamstry.
- ❖ **Flips the Coin and it lands on Heads** – The Target will die within the next 30 minutes, whenever they deem most dramatic.
- ❖ **Flips the Coin and it lands on Tails** – The Target survives.



BLESSING OF THE MIDWIFE

Unripe

Uses: Unlimited

Activation Action: *Swaddling Cloth*

Activation Phrase: *"Bloom yet to blossom"*

Duration: 5 minutes

Effect:

The **Blessed** is possessed by the Energy of the Midwife. For the duration of this Sanctity, while holding the Swaddling Cloth, the Midwife can disarm any target they touch.

For the next **5 minutes**, the touched Target:

- ❖ Loses all **Armor Points**
- ❖ Loses the benefits of Protection **Spells** and **Husher Wards**
- ❖ Cannot be in the **Armed** state



BLESSING OF THE CHAMPION

Vanguard

Uses: Continuous

Activation Action: *The Lantern*

Activation Phrase: –

Duration: Continuous

Effect:

The **Blessed** is possessed by the Energy of the Champion. For as long as this Sanctity lasts, the Champion holds the Lantern in their hand and remains in the **Functional** state, ignoring any effect that would alter this condition.

As a result, for the duration of the Blessing, the Blessed is Immortal and Unstoppable.



BLESSING OF THE TENDERSHADE

Windswept

Uses: Unlimited

Activation Action: *Sea-Colored Beads*

Activation Phrase: *“The wind has swept me”*

Duration: Immediate

Effect:

The **Blessed** is possessed by the Energy of the Tendershade. As long as they wear the necklace of *Sea-Colored Beads*, they become invisible to all players, entering an Ethereal state.

The Tendershade may give the Beads to a Target while saying the activation phrase,

making them Ethereal as well. The Target must accept and wear the Beads and become completely invisible to the world.

- ❖ The Target cannot willingly remove the Beads and must convince the Tendershade to return them to reality.
- ❖ The Tendershade then attempts to form a binding agreement with the Target in exchange for retrieving the Beads and restoring the Target.
- ❖ While Ethereal, the Target cannot interact with other players or the environment.



BLESSING OF THE SEAFARER

Fair Winds

Uses: Unlimited

Activation Action: Wave of the White Handkerchief

Activation Phrase: *“Farewell”*

Duration: 5 minutes

Effect:

The **Blessed** is possessed by the Energy of the Seafarer. For the duration of this Sanctity, the Seafarer may take out their White Handkerchief, wave it in the air, and say the activation phrase.

Every character who is in the **Functional** state and can see the handkerchief must move away from the Seafarer for the next 5 minutes, until they are completely out of their line of sight.



BLESSING OF THE SCHOLAR

Revelation

Uses: Once per Character, per day

Activation Action: *The Scroll*

Activation Phrase: *"It is Written"*

Duration: Immediate

Effect:

The **Blessed** is possessed by the Energy of the Scholar. For the duration of this Sanctity, the Scholar can impart uncovered knowledge to a Target with a single touch.

By showing them the contents of the Scroll, the Scholar grants the Target a one-time use of a **Spell** of the Scholar's choosing, which can be used at any point for the rest of the day.

- ❖ The Spell can belong to any school of Magic and functions as a **Blessing**, not a regular **Spell**.
- ❖ The Target can cast the **Spell** even if they would normally be unable to use Magic or if they have already exhausted their magical abilities for the day.
- ❖ The same Target cannot receive this **Blessing** more than once per game day.



BLESSING OF WOE (Alimonos)

Solitude

Uses: Unlimited

Activation Action: *The Cloak*

Activation Phrase: *"You are on your own, Kiddo"*

Duration: 5 minutes

Effect:

The **Blessed** is possessed by the Energy of the Woe (Alimonos) as long as they wear the **Cloak**. For the duration of this Sanctity, the Woe (Alimonos) can touch another character, stripping them of *all* their powers:

- ❖ Removes all active effects from **Spells, Hushes, Potions, Blessings, and Hauntings**.
- ❖ Prevents the Target from using **Spells** and **Hauntings** for the next 5 minutes.