

The Guilds

The Seamstry

The Seamstry is a place of Housekeeping and Compassion, dedicated to the Seamstress.

The Seamstry gathers Healers, Artists and Craftsmen, and preserves the customs and traditions of the common folk.

It is a Home, an Embrace, a Family.

Its motto is *"Whatever It Takes"* and it also functions as a hospital.

Special Mechanic: Characters that are transferred here are healed from every condition currently on them, regain all **Hit Points** and are transferred to the state **Functional** after 15 minutes.

The Shipyard

The Shipyard is a place of Trade and Multiculturalism, dedicated to the Seafarer.

The Shipyard gathers Travelers, Diplomats and Merchants, and promotes the knowledge of Culture, Travel and the Progress of Society.

It is a Ship - full of strangers and hardship but also full of blind trust.

Its Motto is *"I face the Storm in Defiance"* and it also functions as a Market.

Special Mechanic: Characters who spend 15 minutes trading goods at the Shipyard get one Paras (Copper).

The Bastion

The Bastion is a place of War and Strategy and is dedicated to the Champion.

The Bastion gathers Warriors, Mercenaries and Bureaucrats, and promotes the knowledge of War, Combat and Defence. It is a place full of both mindless boasting and great protectors.

Its motto is *"Before the Battle, starts the Fight"* and it also serves as the Army's base of operations.

Special Mechanic: All battles that have a significant effect and impact on the world (duels, wars of conquest, raids) must be declared beforehand in the Bastion in order to be validated for the purposes of the game.

The Hunt

The Hunt is a place of Hunting and the Natural Order and is dedicated to Theris.

The Hunting Ground gathers Whistleblowers, Bounty Hunters and Huntsmen, and is a reminder that all things end and die.

It is an illusive place where nothing is what it seems.

Its motto is *"None before the End mourn"* and it also serves as a base for Monster Hunters.

Special Mechanic: Characters who bring a trophy from a dead Monster to the Hunt receive a Catalyst for use in Alchemy or Trade.

The Hush

The Hush is a meeting and organizing space that is dedicated to Alimonos (lit. Woe).

The Hush gathers Executioners, Vigilantes and Hushers.

It is a place that is a reference point against Mages - a place to organize, inform and act.

Its motto is *"In the End, there was Silence"* and it also serves as a base for Hushers.

Special Mechanic: The site of the Hush is permanently under the effect of an Antimagic Zone. Any spell or spell effect (except for story exceptions) stops working within this space.

The Hekateion

The Hekateion is a place of Wild Magic, Traditional Occult and Natural Worship and is dedicated to the Midwife.

The Hekateion gathers Druids, Witches and Naturalists and promotes knowledge of the land, Wild Litany and Paganism.

It is a place of Worship and Magic, Wild and Untamed.

Its motto is *"Every Seed bears Weeds"* and it also serves as a gathering place for Magii.

Special Mechanic: characters in the Hekateion can perform rituals that result in any effect (that does not grant powers to players and has no cosmic consequences) they want within the perimeter of the building, even if it is not aptly described in the rules. The ritual cannot have a diameter greater than the perimeter of the Hekateion.

The Charm

The Charm is a place of Pleasure and Finding and is dedicated to the Tendershade.

The Charm gathers Erotic Artists, Gamblers and Charlatans, and seeks to lure people away from their cares.

It's a place for Risk, Danger and Rebellion.

Its motto is *"No Fight is Fiercer than Attraction"* and serves as a place of communication with the Otherworldly.

Special Mechanic: The characters here can communicate with supernatural beings. Players here can agree with each other to be briefly dominated by supernatural beings to help their co-players have the interactions they want.

Important: Discussions involving the acquisition of powers or agreements should only be made by game officials.

The Athenaeum

The Athenaeum is a place of Research, Study and Knowledge and is dedicated to the Scholar.

The Athenaeum gathers Magii, Academics and Alchemists, and promotes knowledge, research and experimentation.

It is a place for healthy Curiosity and Contemplation.

Its motto is *"As I grow old, yet I Learn"* and it functions as a Convention of Academic Magii and Alchemists.

Special Mechanic: Characters can bring an item to the academy for study, and notify a game master. After an hour, all or part of the item's secrets are revealed in the form of a document.