



Faceless Saints

Discordant

Faceless Saints: Discordant

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Art: The Met's [Open Access Collection](#)

Thanks To: Alden Strock, Blaine C Rineer, Craig Eisenberger, David Leaman, David Schirduan, Fishmanfishfish, Gabi K., Ian A.A. Watson, Justin Buckley, Katriel Page, Kerstin Wolff, Natalie Zina Walschots, Rose Bailey, Satyros Phil Brucato, and all my other Patrons for continuing to support my work.

Author's Note: I decided to write this expansion after reading and playing [this discord has ghosts in it](#) by Will Jobst. If you like this game, I strongly recommend you pick up his work. It's excellent social distance gaming.

This update was written during the COVID-19 pandemic.

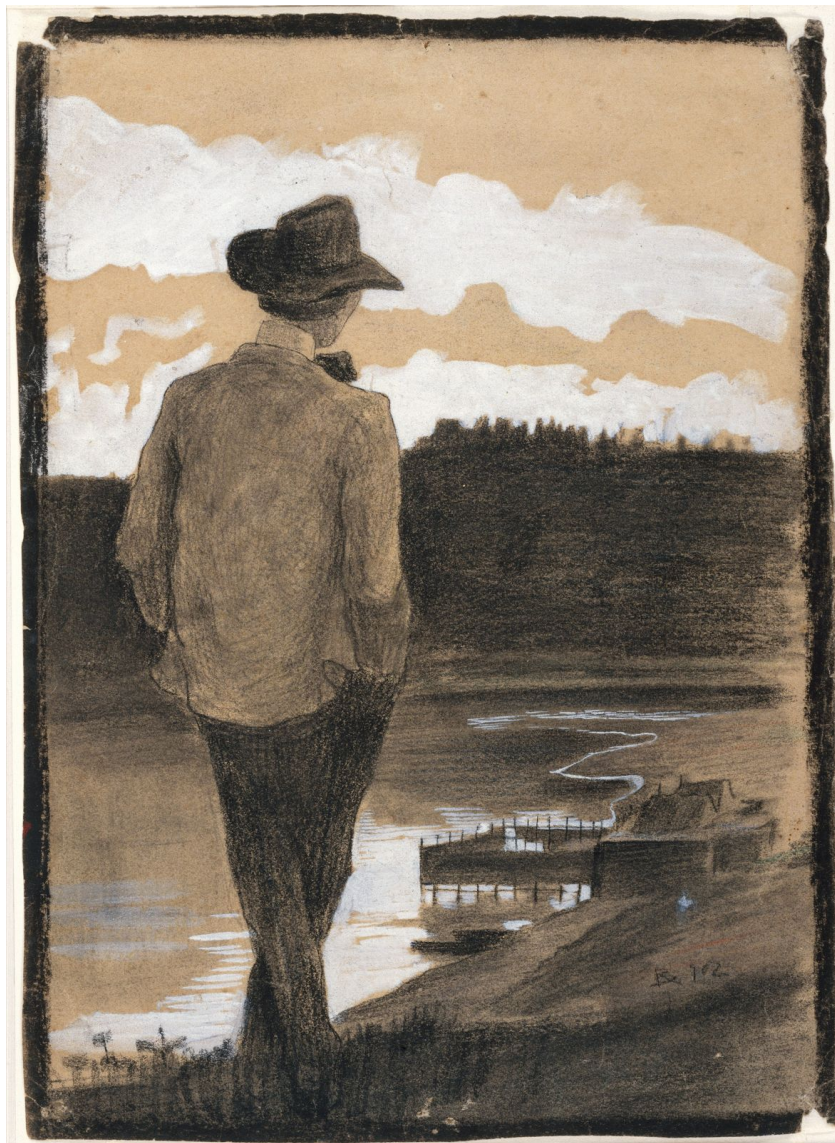
This game and its update were written on Lenape land.

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Introduction

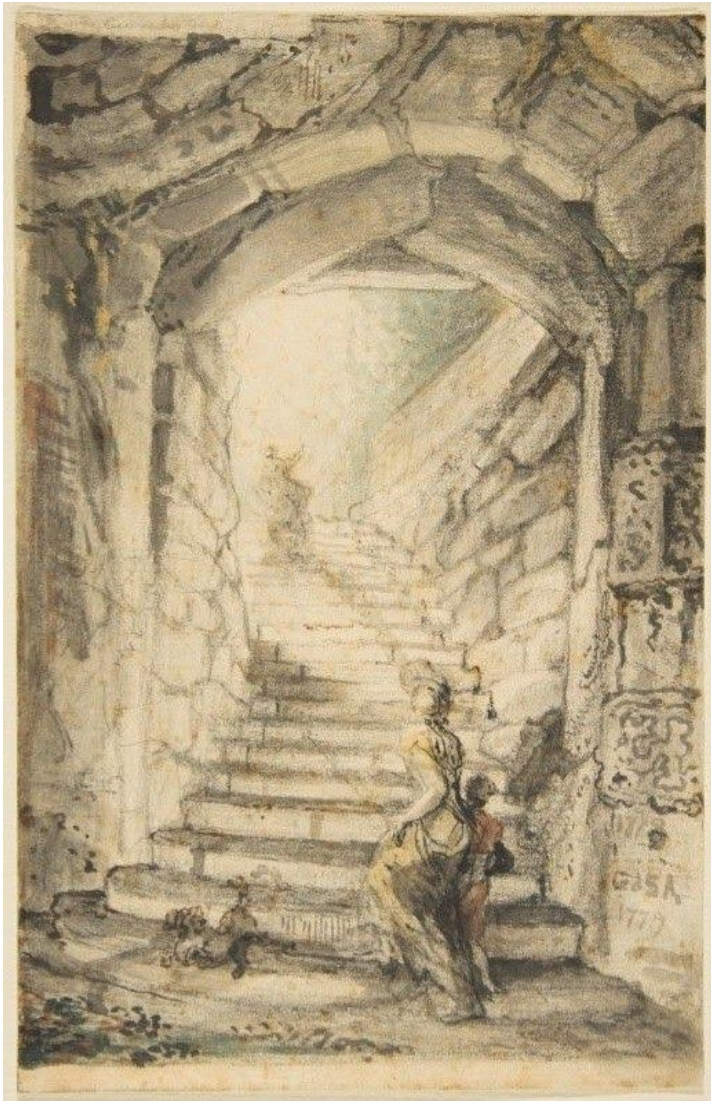
Faceless Saints: Discordant is an expansion for *Faceless Saints*. It enables you to play *Faceless Saints* over specifically Discord, though you could use other clients like Slack.

The core rules of *Faceless Saints* are the same.

You are either a supplicant, looking for answers, or a saint who cannot look at them while answering.

Your pilgrimage ends when you leave the house. You may leave at any time. The saints respect your choice to stay or abandon your path.

Go in grace.



The House

The house, in an online game of *Faceless Saints*, is composed of different chat channels rather than rooms. You should prepare the following channels at least, though you can add more should you want more rooms in the house.

- # Faceless-saints-00C
- # Safety
- # Living-room
- # Bedroom
- # Kitchen
- # Bathroom
- # Dining-room
- # Basement

In addition, if you are not playing on a server dedicated to *Faceless Saints*, make sure to create the Saint and Supplicant roles for players, and make your *Faceless Saints* category private.

All play in a game of *Faceless Saints*: *Discordant* takes place through text.



Supplication

Supplicants enter a room in the house by entering the channel and announcing their presence via text.

Supplicants must first offer a written memory to the Saint or Saints in the room. The memory should be spoiler-tagged (it can be typed into the chat, or handwritten, photographed, and marked as a spoiler) and marked with appropriate content warnings. The Saint may decide to accept or deny this gift after reading it.

If the Saint accepts, the Supplicant may ask their questions. If they do not accept, the Supplicant must leave the room or observe others silently, hoping for an answer to their question.

All Supplicants play through text only.

Supplicants may use their usual Discord nick, or they may change their name. Append either "[Supplicant]" or "🙏" to the nick.

*Supplicants should **not type anything OOC** except in the Safety or OOC channels.*

*Otherwise, all Supplicant rules from **Faceless Saints** apply.*



Benediction

Saints each choose a room to be in. Saints do not change rooms.

*Supplicants offer Saints written and spoiler-tagged memories, that Saints can choose to accept or deny as gifts. This acceptance or denial **must be clear** as it determines if a Supplicant can ask questions.*

Saint may answer questions in their purview with images, songs, links, or other internet ephemera, with content warnings as necessary. They may also give a straightforward answer.

Saints should change their Discord nick to "Saint [Name]". They can use their normal name, or a saint's name from any open tradition.

*Saints should **not type anything OOC** except in the Safety or OOC channels.*

*Otherwise, all Saint rules from **Faceless Saints** apply.*



Safety

Faceless Saints, whether played in person or via Discord, is a game about difficult questions, and a safe and sacred space in which to engage with them. Please bear this in mind as you play!

Consider using safety tools like [Lines and Veils](#) and the [X-Card](#). Remember that these are just tools, though, and they can be misused or not used at all. Be kind and respectful to your fellow players as you travel through this house, or answer their questions. Understand that you are entering into a social contract with this game -- that's what it's all about, in a lot of ways.

Use the Safety channel to report any issues to admins. Do not be afraid to set boundaries.

Note to Admins: this game is meant to be solemn and cathartic. Use your best judgement when deciding if someone is a good fit for *Faceless Saints*, and feel free to remove disruptive or disrespectful players

Final Notes

- A *Discordant* game may have a facilitator who is playing, or one who is just there to facilitate. Either way, they should have admin powers over the channels in which you're playing *Faceless Saints*.
- All play in *Faceless Saints: Discordant* takes place in text channels. However, feel free to open up a radio station voice channel with a bot like [Groovy](#) for ambience.
- Change these rules as best suits your needs.
- Consider using [Zalgo Text](#) when playing as a Saint.
- This game was **not** inspired by the Wisemind community and the designers does not ascribe to its jargon or aesthetic.
- If you're unsure about what mood you're trying to capture, imagine Catholic confession.
- Saints and Supplicants may switch roles in *Discordant* as they do in the *Faceless Saints* core game.

