



Faceless Saints

RELIQUARY

# Faceless Saints: Reliquary

*Writing and Design: Jacqueline Bryk*

*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.*

*[Rufflejax.itch.io](https://rufflejax.itch.io)*

*[twitter.com/rufflejax](https://twitter.com/rufflejax)*

*[Jacquelinebryk.design](https://jacquelinebryk.design)*

*[patreon.com/latelierdapocalypse](https://patreon.com/latelierdapocalypse)*



## Introduction

*Faceless Saints: Reliquary* is an expansion for *Faceless Saints*. It introduces new rooms to play *Faceless Saints* in, in person or over Discord.

*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.*



# You are a faceless saint.

*You are in the back yard or garden.*

*The supplicant will first offer you a written memory as a sacrifice.  
If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about loneliness, growth, care, change,  
sense memory, and creation.*

*You may fall silent if you cannot answer. You may say "Go in  
grace" if you wish to stop answering questions entirely. Humans  
sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall/fence, or keep your eyes closed.  
You may not look at the supplicant. To look upon humanity is to  
turn your eyes from divine perfection.*



# You are a faceless saint.

*You are in the garage.*

*The supplicant will first offer you a written memory as a sacrifice. If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about travel, mess, feeling trapped, heat, cold, strength, and isolation.*

*You may fall silent if you cannot answer. You may say "Go in grace" if you wish to stop answering questions entirely. Humans sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You may not look at the supplicant. To look upon humanity is to turn your eyes from divine perfection.*



# You are a faceless saint.

*You are in the utility room.*

*The supplicant will first offer you a written memory as a sacrifice. If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about domesticity, absolution, purification, appearances, and stains, literal or figurative.*

*You may fall silent if you cannot answer. You may say "Go in grace" if you wish to stop answering questions entirely. Humans sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You may not look at the supplicant. To look upon humanity is to turn your eyes from divine perfection.*



# You are a faceless saint.

*You are in the office.*

*The supplicant will first offer you a written memory as a sacrifice. If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about bodies of work, stress, potential, power dynamics, connection, distance, and worth.*

*You may fall silent if you cannot answer. You may say "Go in grace" if you wish to stop answering questions entirely. Humans sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You may not look at the supplicant. To look upon humanity is to turn your eyes from divine perfection.*



# You are a faceless saint.

*You are in the sun room.*

*The supplicant will first offer you a written memory as a sacrifice. If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about warmth, exposure, anxiety, the future, relaxation, and seasonal changes.*

*You may fall silent if you cannot answer. You may say "Go in grace" if you wish to stop answering questions entirely. Humans sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You may not look at the supplicant. To look upon humanity is to turn your eyes from divine perfection.*



# You are a faceless saint.

*You are in the attic.*

*The supplicant will first offer you a written memory as a sacrifice.  
If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about memory, forgetting, age, decay,  
preservation, depression, and locked rooms, literal or figurative.*

*You may fall silent if you cannot answer. You may say "Go in  
grace" if you wish to stop answering questions entirely. Humans  
sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You  
may not look at the supplicant. To look upon humanity is to turn  
your eyes from divine perfection.*



# You are a faceless saint.

*You are in the hallway.*

*The supplicant will first offer you a written memory as a sacrifice. If you believe it is acceptable, keep it. If it is not, turn it away.*

*You may answer questions about passage, connection, instability, confusion, change, guidance, and healing.*

*You may fall silent if you cannot answer. You may say "Go in grace" if you wish to stop answering questions entirely. Humans sometimes wish to know too much of the wrong thing.*

*You may veil yourself, face the wall, or keep your eyes closed. You may not look at the supplicant. To look upon humanity is to turn your eyes from divine perfection.*

# Notes

- Try to have one saint per room. Do not crowd the rooms with saints.
- Supplicants should treat each other with respect. Do not push other people's questions out of the way. Build on them.
- While *Faceless Saints: Reliquary* does include extra rooms for your game, it does not cover everything that could be in a house. Feel free to add your own rooms and suggest themes for the saints.
- No saint is omniscient, nor should they be expected to be.

