

SANCTUM GAME MASTERS GUIDE



THANK YOU FOR TAKING THE TIME TO CONTRIBUTE TO SANCTUM! THIS SERVER CANNOT LIVE
WITHOUT YOU.

Getting Started

GM EXPECTATIONS

1. Interpreting the Rules

When interpreting the rules, there are two major paradigms, following the rules as they are written, and the rules as they are intended.

Rules as Written

Following the rules as written is following the rules to the exact letter.

Rules as Intended

Following rules as intended is interpreting the developers intent behind the rules.

Rules as Sanctum

Overly relying on one or the other paradigm can lead to a negative player experience. Sanctum trends towards a rules as written interpretation. However, significant exceptions will be listed in #rulings-and-faq. Additionally, GMs are encouraged to rule in favor of the players when the rules are in question. However, in cases where player behavior is deemed to be cheesy or otherwise contributing to a negative experience for others at the table, then the rules as written will be strictly enforced. Exceptions to the RAW are located in #rulings-and-faq.

2. Follow the Guidelines

The guidelines below are designed to ensure a consistent quality and style of game. This way, players know what to expect when they sign up for a game in Sanctum.

3. Establish Ground Rules

At the beginning of each session, remind your players to avoid talking over each other, and inform them on how you will handle settling rules disputes. Playing Pathfinder over Discord comes with unique challenges that must be handled appropriately in Sanctum.

4. Game Master vs Player Mindset

You are encouraged to challenge your players, but you should still be rooting for them to succeed. Do not design unfair encounters specifically designed to stifle a specific character. Do not specifically target dying characters unless it makes tactical sense for a creature to do so. They might be caught within area of effect abilities, but they may not be targeted with strikes or spells. Death Knell is disallowed for all GMs.

5. Game Master Autonomy

You may run games whenever you choose. So long as you have an approved adventure, you may choose the time and date that works best for you. There is no expectation or quotas of you. Run when you want. You may also run for whoever you choose. You may select your player list as you wish. Staff will never force you to run for players you do not wish to run for, though we may encourage games be ran for brand new players.

6. Continuity

Most games in Sanctum are designed to be self contained one shots. However, Game Masters may pitch sagas of up to three missions with a connected story. Regardless, all sessions must follow established setting lore. Additionally, there will be frequent events constructing a greater narrative surrounding Sanctum. These events will provide additional context for adventures should game masters wish to take advantage of them.

GAME MASTER ROLES

1. Game Master in Training

Game Masters in Training are those who have expressed interest in running games but have yet to run an adventure. GMiTs must be shadowed for their first game or two before being promoted to Game Master.

2. Game Master

Game Masters are those who have ran a shadowed game and been approved to run games without supervision. These individuals understand the Sanctum Game Master Expectations and Adventure Guidelines well. They do not need supervision to run games, but must submit their adventures for approval before running.

3. Senior Game Master

Senior Game Masters exhibit mastery of the Sanctum Game Master Expectations and Adventure Guidelines. They also understand the settings lore well enough to be able to run games without approval. They may also optionally gain a small region of the setting to run recurring adventures in.