

# Saria Guideman

The Belle of the Ball, Saria Guideman is the Phoenixborn keeping watch from

Saria Guideman  
Art from Cloudsea Siren

[Lighthouse Bay](#). She commands attention from [Argaia](#)'s high society, and gets it. Her first appearance is in the master set's [The Cloudsea Siren](#), and she reappears in [The Blight of Neverset](#).

## History

Little is known, or, perhaps, allowed to be remembered, of Saria. Those who support the arts, and all others are dead to her. Possibly [see here](#).



Alternate art

Since the Red Rains began, her Lighthouse Bay palace has been destroyed, and she is forced to live without the luxury she had built up.<sup>1</sup>

## Conjurations

Saria has her own unique conjuration, the [Seaside Raven](#), as well as the deceptively dangerous [Three-eyed Owls](#).

## Card appearances

- [Abundance](#)
- [Purge](#)
- [Hidden Power](#)
- [Strange Copy](#)
- [Sympathy Pain](#)
- [Dealer's Choice](#)
- [Willpower](#)
- Explosive Pods (Blight of Neverset Thorn aspect)
- Withering Rot (Blight of Neverset Thorn aspect)

## Quotes:

- "I know the arts aren't for everyone, but I kill those people."
- "Darling, you're going to look like such a fright."

- “Poor child, you’ve been thinking on your own again.”
- “Now do try to keep a civil tongue.”
- “No, no dear. That’s not how it’s done. This is!”
- “Sometimes I blush at my own competence.”
- “Owls are such lovely little entrail-eaters aren’t they?” + “My owls respectfully ask you to reconsider.”
- “Finally! The company had grown so dull of late.”
- “Some choices are designed to sting.”
- “Did you think me as ruined as my home?”

## Short story

The viola's haunting melody carefully lay beneath the volume of the party's many conversations. Glasses clinked, the occasional fork scraped across a plate, and here and there noble ladies threw back their heads and laughed at the jests of their gentleman companions. She strolled through the lavishly furnished manor, guests turn to her with hypnotic fascination as she entered each room.

“Saria, darling,” cooed one moneyed widow. “You must have your cook share their recipe for this devil's punch. The spices are [Olympian](#), are they not?” A handful of other guests stood there in the drawing room, anticipating the response, their eyes glazed and vacant.

“Well done [Lady Mennan](#),” whispered Saria with a smile. “The spices are indeed from Olympus. I'll make sure your man has the recipe before you leave.” There were nods of approval, and one dandy even clapped at Lady Mennan's guess. A servant sidled up behind Saria and whispered in her ear. “How many ships?” she asked him.

“Three,” responded the thin man. Saria walked to the enormous window that looked out over the [Bone Sea](#). She waited as the Guideman light house passed its yellow gaze over the dark waters, and there! Three large ships crept toward the cliffs on which Guideman Manor rested.

Saria raised her hands, and suddenly there were two enormous seaside ravens upon the lighthouse where previously there had been none. She casually waved a hand, and the two birds descended upon the ships.

“Oh gods!” cried a man as panic seized the room. “Attackers! Call for our carriage at once!” But Saria turned back to her guests and smiled. She exhaled gently and suddenly the room was calm once more. A single line of blood ran from the nose of Lady Mennan, though she gave no sign she noticed.

“Come,” said Saria. “Who wants to join me in the hall for games of chance?” They all professed their excitement at this. And outside, on the dark waves of the sea, men went screaming to their deaths.

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## References

1: <https://www.plaidhatgames.com/news/2023/11/08/blight-neverset-preview-4/>

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