



GUTTER CLERIC

*'Azur! Charnel! Limyé! Incarne! Merhor! Great Damnou! Uh... Brother Harvest? Plür?
Is ANYONE listening up there?'*

You are on the cutting edge of Applied Theology. Wielding miracles granted by a dozen gods, you are somewhere between a field researcher and a metaphysical con artist. You trick forbidden, dead, or merely unpopular deities into blessing you with their aid – then hide from their sight before they realise what has happened.

CORE TRAITS

RESISTANCES: Mind +2, Shadow +2

SKILLS: Investigate, Compel

DOMAINS: Religion, Academia

REFRESH: Sacrifice something of worth to a god you have a connection with.

PC BOND: You've noticed a spark of divinity in one of the other player characters. Who is it, and have you told them about it?

NPC BOND: A friendly contact in the college of Applied Eschatology, the University of Divine Magic, or another even more esoteric institution. They may grant access to forbidden tomes, hidden knowledge, and the occasional musty safehouse.

EQUIPMENT:

Pick one set:

Home-made 'Pilgrim's Prayer' gun (D3, **Point-blank, Ranged, One-shot, Dangerous**)
'Cut-throat's Retort' razor (D3, **Concealable, Scarring**)

Or:

Reinforced illuminated multi-denominational holy text (D3, **Defensive, Surprising**)
Pocketfuls of holy symbols

CORE ABILITIES

PETTY COMMUNION. [Divine] *Small gods are desperate for any attention they can get. Once per session, summon the small god of an object and talk with them. The less venerated the object, the less coherent the god.*

Lesser or commonplace objects can only fathom base emotions, and have little concept of what it means to be a person. Highly venerated objects, on the other hand, can be haughty and dismissive.

BOOTLEG MIRACLE. [Divine] *You'll take a miracle from any god that's listening. Once per situation, mark D3 stress to **Mind** or **Shadow**. Your next roll is made with Mastery.*

DIVINE RETRIBUTION

GM: if you have a Gutter Cleric in your play group, it can be fun to use fallout to represent the vengeance of gods that were conned into performing miracles. You could use lightning strikes, terrible misfortune, temporary blindness, some sort of identifying mark or brand, and so on. Or, you can keep the relationship between gods and the real world distant and indistinct, and ignore the previous sentences completely. It's your game!

LOW ADVANCES: MINOR GODS

DABBLER. [Divine] *You have a back pocket full of prayers and oaths to a wide variety of gods; some of them even work.* Choose any Low advance with the [Divine] tag from the Extra Advances section (*Spire*, p69).

THE GHOST IN THE MACHINE. [Divine] *A gestalt divinity made from the vengeful spectres of a thousand industrial fatalities.* Gain the **Technology** domain. You can mystically activate any machine or mechanism you can see by marking D3 stress to **Mind**. For D6 stress you can break it, interrupting its function until it is repaired.

THE GODDESS OF SPENT SHELLS. [Divine] *A blind parasite godling, growing out of the strange faith of the Red Row Church of the Gun.* Gain +1 **Blood** and the **Fight** skill. Firearms and explosives gain the **Brutal** tag when you use them.

THE GOLDEN SERPENT. [Divine] *The wild deity of a bunch of hedonists, drunkards, and fools: they drink to excess and encourage their patron to inhabit their bodies.* Gain the **Low Society** or **High Society** domain (decide when you select this power). When you get so wasted you can't remember what happened, mark D3 stress to **Reputation**. You awaken several hours later, either somewhere useful to the current mission or clutching something vital – GM's choice.

IDOL SIPHON. [Divine] *The sorcerer-artists called Idols say that their power comes from talent and black magic; you believe that it comes from their legions of adoring fans.* Gain the **Deceive** skill. Mark D6 stress to **Mind** or **Shadow** to take the form of the most famous person in the immediate vicinity until the end of the current situation. It's not a perfect simulacrum, and the person you're imitating knows *something* is wrong (even if they're not sure what).

NECROFUSIMANCY. [Divine] *This cult believes the city of Spire once lived, but died long ago. They use hacked necromantic rituals to bring parts of it back to life.* Gain +1 **Mind**. You can trick a passageway into leading somewhere else for a few seconds, but only for you. The more specific the place and the further away it is, the greater the stress you mark to **Shadow** (just anywhere else: D3; a particular type of location: D6; somewhere that's definitely safe: D8). Passageways must be of similar size for the spell to function without catastrophe, and you can bring allies along at a cost of +1 stress per passenger.

PLÜRIAN HERESY. [Divine] *The great Toad-God Plür accepts all that is esoteric and strange into his monstrous gullet – though some of his priests believed that it should be they, not their master, who ate the treasures.* Gain the **Commerce** domain. You can consume relics or items of other religious importance by marking D3 stress to **Blood** or **Reputation**, assuming the object is small enough to fit into your mouth.

After you have consumed the item, you can mystically sense the followers of that religion within a small area (e.g. a marketplace) for the remainder of the session. If you consume more valuable and revered items, you can sense them across a larger distance.

MINOR GODS

Spire likes gods. Not just the big ones, either – thousands of gods, frantic and scrabbling, newborn and desperate for followers, birthed raw and half-formed into the collective unconscious. Many of these godlings spawn and die upon the same day in response to some mis-spoken spell, mumbled prayer or inchoate longing, and are nothing more than metaphysical krill in the oceans of the heavens; but occasionally, an idea can take root and a fledgling church, or something akin to one, is formed.

These Minor Gods are imprecise and strange, and of little interest to "serious" researchers and theologians, but Gutter Clerics are far from what any university would consider serious. It is through bonding with these gods that Gutter Clerics may begin to understand the true power of channelling the divine – that for all their bluff and bluster, gods are pretty easy to fool when it comes to miracles.

MEDIUM ADVANCES: THE FORBIDDEN FAITHS

THE BEAST BEYOND THE WALLS.

[Divine] *In the frozen darkness beyond the town walls, a feral, vicious, and ravenous death waits.* Gain the **Pursue** skill. Mark D3 stress to **Blood** to gain the tracking abilities of a predator. In addition to rolling with **Mastery** when you hunt someone down, you can recognise them by their scent.

Mark D6 stress to **Blood** and consume a totemic object from a target to mark them. You can always see them and they can always see you: regardless of how much city is in the way, you see a spectral image of each other. Their difficulty counts as 0 for the purposes of you interacting with them. This effect lasts until the next new moon.

██████████ ██████████ ██████████ [Divine] *A campaign of secret executions by the ██████████ ██████████ couldn't dissuade you from ██████████ ██████████ ██████████. Now, you ██████████ ██████████ ██████████ ██████████. Once per session, when you ██████████ ██████████ ██████████ ██████████ mark D6 stress to ██████████; the area around you is ██████████ by ██████████. Mark D8 stress to ██████████ to ██████████ ██████████ ██████████ ██████████ and ██████████, scarring the city forever in your image.*

THE FIRE STOLEN. [Divine] *It is written that when the aelfir stole fire from the gods in ancient times, they stole it so comprehensively that a snuffed-out fire deity still hunts them in search of revenge.* Mark D3 stress to **Mind** to cast this spell by speaking words of concealment and warding over yourself. You, and anyone nearby, reduce all **Shadow** stress by half (rounding up) for the remainder of the situation.

Mark D8 stress to **Blood** to speak the secret name of fire aloud. Any target of your choosing that can hear it marks double the stress you marked.

LEKOLE'S FURY. [Divine] *The Red Moon God fills you with the fury of a blooded saint.* Gain the **Fight** skill. Mark D3 stress to **Shadow** to gain access to 3 additional slots in **Blood** for the remainder of the situation. At the end of the situation these slots are lost, and any stress allocated to them is removed from you. Mark an additional D3 stress to **Mind** after the initial spell to channel Lekole's wrath into your blows. For the remainder of the situation, you add your current **Blood** stress (including any in free slots) to the combat damage you inflict.

THE FORBIDDEN FAITHS

The aelfir allow free worship of most deities within the city of Spire, but there are a handful of religions that they have banned from the city entirely. Most importantly to the drow, they have outlawed worship of The Hidden Mistress (Lombré) and The Crimson Vigil (Lekolé), two of the three moon goddesses that form the triumvirate Damnou; this has led to centuries of radicalisation as the faiths have been driven underground and changed into volatile, dangerous cults.

Many of the remaining forbidden faiths are associated with the Old Gods of the aelfir, and even mentioning their names aloud is illegal. These primal entities were feared, rather than loved, by their devotees - gods of starvation, predation, isolation and exposure, of the many ways that life in the bitter north is fragile and short-lived. Quite why the aelfir are so determined to scour out any notion of their old masters is unclear, but dark and terrible things lay waiting in the endless night of their homelands, and it might be wise not to draw their attention.

TOOLS AND METHODS

There is no college of Gutter Clerics, nor any uniform or standard equipment, nor any centralised canon or required reading - each and every one of them is making it up as they go along, operating with a mixture of robust experimentation and whatever education they managed to cobble together before working for an illegal paramilitary cult became the primary focus of their lives.

Still, there are similarities. Many of them drape themselves in as much religious iconography as possible, going to great lengths to wear icons and vestments from esoteric, rare and conflicting faiths; it is believed that miracles can be granted through sheer weight of holiness, rather than aiming in the direction of any specific religion. Books, whether the large leather-bound illuminated kind or the notebook filled-to-the-margins with scrawled findings kind, are perennially popular; and, it seems, to back up the image of lost knowledge and hidden wisdom, many Gutter Clerics take great pains to appear as though they are from anywhere other than Spire.



THE STILLNESS. [Divine] *Ancient aelfir priests of The Stillness held the ice of their homeland in high regard; it is constant, solid, unchanging. They strived to be as implacable themselves.* Gain +2 **Mind**. Once per session, clear D8 **Mind** stress or remove one ongoing **Mind** fallout from you or an ally within arm's reach as you coalesce your madness to conjure a brick of everfrost (see *Spire* p109).

LOMBRE'S GRACE. [Divine] *The drow goddess of hidden things blesses you with her sacred obfuscation.* Gain the **Sneak** skill. Mark D3 stress to **Mind** to cast this spell: a single person who you are currently looking at is unable to see you until the end of the situation. You're not invisible; you just don't register as out of place unless you do something exciting, like making a loud noise, attacking them, or breaking a window. You can mark D8 stress to **Mind** to extend this effect to all people who can currently see you, not just a single target.

██████████ ██████████. [Divine] *They tracked you down and burned out the knowledge with ██████████, scarring ██████████ beyond recognition. But you still ██████████. Once per ██████████, you can ██████████ when exposed to ██████████, ██████████ or ██████████. In the aftermath, mark D3 stress to ██████████ to cling to your own sanity; mark D8 stress to ██████████ to ██████████ ██████████, instead.*

THE VASTNESS BENEATH. [Divine] *The aelfir believe not in an afterlife, but a before-life; trapped in sea-kelp, they drown undying in the Slumbering Depths until they earn a glorious existence in the lands above.* Mark D3 stress to **Mind** to conjure several barrels' worth of bitterly cold saltwater into your immediate area in a matter of seconds. As if placed under tremendous pressure, it sprays through gaps, boils up from grates and gutters, and spills from the ceiling in a torrent. Mark D8 stress to **Mind** to instead summon a flood of inky-black liquid from the waters beneath the Slumbering Deep. Eyeless things with too many teeth writhe and bite and twist within it, inflicting D6 damage to anyone caught in their path.

THE VOID ABOVE. [Divine] *The feather-wreathed priests of the Void would climb to great heights to bring themselves closer to the majesty of the sky.* Mark D3 stress to **Shadow** to weaken the effects of gravity on yourself and make great leaps through the air. You gain Mastery on any actions which involve daring jumps, falling from a great height, or rapidly ascending a vertical surface.

Mark D8 stress to *invert* gravity on a target within arm's reach for a minute or so; they are flung directly upwards towards the sky. In a low-ceilinged room they'd take D3 damage and stick to the roof, but if they're outside, they're pretty much done for.

HIGH ADVANCES: THE ELDER GODS

THE FIRST, THE SPINNER. [Divine] *She who spins the strands of life and consequence.* Once per session, activate this power when the GM would roll for fallout when you receive stress. For this roll and the remainder of the situation, you don't take fallout when you usually would. Instead, it happens to a bystander through an unlikely (but still possible) chain of events. You still clear stress as though you had suffered fallout.

Each time you activate this ability, make a mark next to it. The more slots you've marked, the more likely that the loose catastrophes are going to affect someone you care about.

0 marks: Absolute strangers, real nasty pieces of work

1 mark: Casual acquaintances, basically decent people

2 marks: Someone you know and care about, genuinely good people

3+ marks: Party members, lovers, pets, relatives

THE SECOND, THE WEAVER. [Divine] *She who measures and crafts the skeins of fate.* Once per session, when the GM describes an unnamed NPC, you can seize their fate by giving them a name. Until the end of the session, you are treated as the gamesmaster with regard to this NPC: you make all decisions for them, speak for them, and so on. You also control their entire backstory, and can craft it however you wish to rationalise whatever strange actions you give them.

At the end of the session, you lose control of their fate as it is dragged back into the pattern by the Weaver's influence. You cannot seize them again, as they now have a name. They will continue to crop up throughout your life, as you have stained the threads of their destiny with your actions.

THE THIRD, THE CUTTER. [Divine] *She who severs the thread of destiny.* You can cut out unpleasant futures, leaving yourself perfect, unobstructed, and increasingly deranged. When you roll to resolve an action, you can mark **Mind** stress to increase the result of your highest dice. Every 1 **Mind** stress you mark increases the result by 1.

THE FOURTH, THE SPITEFUL. [Divine] *She who has been ignored for eons and grown strange and wicked.* You break the rules laid out by the three sisters. At the culmination of a night-long ritual at dawn, declare a goal that you *must* achieve. If you die before achieving this goal, you awaken at the culmination of that night-long ritual and mark D6 permanent **Mind** stress. You cannot remove this from your stress tracks in any way, but you are otherwise unharmed. The rest of the world resets to how it was at the dawn following the ritual. If you achieve your goal, you rejoin the thread of fate as normal; but if you take Severe **Mind** fallout, you are trapped eternally in a wretched, inescapable time loop.

THE ELDER GODS

Gods come and go, rising and falling in power as their congregations swell and diminish, as holy wars are won and lost in their honour. They are reflections of the people who worship them and their power and image are shaped by those who preach in their name. Some radical scholars in the University of Divine Magic argue - usually just before they're expelled - that there's no such thing as gods, merely shapes that magical power is directed into, and the miracles of the priest and templar are metaphysically identical to occultism and witchery.

But: there are things older than gods. Fundamental forces of cause and effect, of creation and destruction, of doom and fate. No-one worships them because they do not listen, nor do they come with an associated creed. Few have been able to access the power that they offer; at least, not until now. Tread carefully.

WHAT HAPPENS TO THE OTHER PLAYERS IF I GET STUCK IN AN INFINITE LOOP?

Good question! It's not a lot of fun after the first few times. If you want to take **THE SPITEFUL** as an advance, it's probably a good idea to discuss it with your group and the GM first. They might have some ideas about how best to implement the ability in game terms - maybe devoting a whole session to it and working out a sensible rhythm to the loop that allows you all to enjoy yourselves.

If you take Severe **Mind** fallout and suffer the worst possible fate currently available in Spire - being trapped forever in a time loop while your sanity rots into pieces - we don't recommend that you play out the full thing, as that could take a while. It's your game!



MORTICIAN EXECUTIONER

'As punishment for your crimes, the city of Spire has declared you dead – and it falls to me to correct the administrative imbalance that sees you standing here, alive and breathing, in flagrant violation of several crucial edicts and one Grand Statute.'

Executions are illegal in Spire, thanks to a law instituted over a century ago by a Legislator-Architect who found capital punishment unfashionable. However, the influential Mortician sect were able to find a loophole around the ban: declaring a person legally dead, and then redressing the balance at swordpoint.

You are a Mortician Executioner, and you have joined the Ministry of our Hidden Mistress. You live a double life as a state assassin and a revolutionary, and must shoulder all the burdens that brings.

CORE TRAITS

RESISTANCES: Blood +2, Reputation +2

SKILLS: Fight, Sneak

DOMAINS: Religion, Occult

REFRESH: Subvert – not destroy – an obstacle in your path so that it now benefits the revolution.

PC BOND: One of the PCs has been legally declared dead in the past; you falsified their papers and restored them to life. What was their crime?

NPC BOND: An individual-level bond with an up-and-coming Mortician Executioner who likes you but isn't part of the revolution (yet).

EQUIPMENT:

Pick one set:

Vulnere Crossbow (D6, Ranged, Reload)

Paraklesis Axe (D6, Brutal, Tiring)

Executioner's Mask

Or:

Ossory Staff (D3, Parrying)

Custodian Ritual Garb (Armour 2)

Numerous divination and scrying accoutrements

CORE ABILITIES

TELL ME WHAT I NEED TO KNOW. *You cut to the heart of the matter.* Once per situation, state some information that you would like to know (e.g. the location of a person, the password for a speakeasy, the name of an aelfir's lover). The GM will tell you which nearby NPC, if any, knows it.

MARKED FOR DEATH. *You are the sharp end of a great and terrible bureaucracy.* Once per session you can declare a target legally dead. This is a long-winded process that requires several forms to be filled out in triplicate and filed with the appropriate authorities. The target must be registered as a citizen within Spire; this means that durance-dodgers, hyenas, and visiting dignitaries are off-limits.

When you hunt your target/s down, roll with Mastery on **Pursue** and **Fight** checks. Mark D3 stress to **Reputation** for every legally dead target that is not *actually* dead at the end of each session.

DIVINE AND OCCULT

The Executioner is currently the only class that has access to both Divine and Occult magic. Their Divine magic comes from traditional interpretations of the Mehrorian faith, whereas their Occult magic represents the innovative (and semi-legal) elements of their sect's research.

As a reminder: Divine magic has a set stress cost, usually D3 or D6, which is paid to activate the spell's effects. Occult magic is rolled to cast, and on a failure or partial success, the caster marks minimum D6 stress.

LOW ADVANCES

BUREAUCRATIC ASSASSINATION. [Divine] *Turns out being declared legally dead was just the start of their problems. Gain the **Academia** domain. Once you have declared a target legally dead, you can update the city's paperwork to reflect the unfortunate reality. Mark D3 stress to **Shadow** to cast this spell while you are observing your marked target.*

Whatever element of the city they're interacting with causes them problems: their work permits are out of date, they can't access their members-only club, they don't have the correct paperwork to use a specific flight of stairs, and so on.

CORPSEFINDER GENERAL. *You know where the bodies are buried. Gain the **Investigate** skill. Once per session, declare that there is a corpse hidden somewhere in your immediate surroundings. Ask the GM whose corpse it is (it's related to the ongoing plot in some way).*

COLD-HEARTED. [Divine] *As you stop your heart with ancient magicks, death's touch spreads out from your body. Gain the **Compel** skill. Mark D3 stress to **Blood** to cast this spell. For the remainder of the situation, you and your nearby allies roll with Mastery when intimidating a target.*

DEATH'S KEEN BOLT. [Divine] *Your weapon is a death sentence. Gain +1 **Reputation**. Each session, you receive a specially-sanctified crossbow bolt from the Department of Executions. It is made from the blackened wood of the only undying tree in existence, which grows in a secluded chamber deep within the Necropolis. When fired from a suitable device, this functions as a (**D8, Brutal, One-Shot**) weapon. If it kills the target, mark D6 stress to **Shadow** as the Department of Executioners receives a mystical report from the bolt outlining the target's name, location, and time of execution. You can acquire another bolt by marking D3 **Reputation** stress and sending off a request in writing.*

READ THEM THEIR RITES. *You have the weight and terror of the Mortician's Guild behind you. Once per situation, mark D6 stress to **Shadow** to activate this power. Anyone who hears you announce their name or organisation when you enter an area marks D3 stress from fear, ignoring armour. At the GM's discretion, certain enemies (Paladins, animals, demons) may be immune to this power.*

SPEAK WITH 'DEAD'. [Divine] *You can fudge the rules around what exactly constitutes a 'ghost.' Once a target has been declared legally dead, you can commune with them using any available method of speaking with the nearby dead (see *Spire* p141 for ideas, or make up your own). Most people won't realise what's going on, and will answer at least a few questions before they figure it out.*

DEAD MAN'S EYES. *Mortician doctors are at the forefront of experimental medicine as a byproduct of their Undying surgery. Your eyes are replaced with a donor pair from a corpse. Eyes are the windows to the soul, and your eyes are windows to someone else's soul; you gain the **Deceive** skill. In addition, you can see ghosts as though they were manifesting at all times. Roll with Mastery when trying to detect or investigate the presence of one.*

DRESS

Most Morticians dress to impress. While some Executioners prefer no-nonsense, hard-wearing armour and combat fatigues (or a professional-looking suit and cravat), the sect as a whole is bound up with rules over what ritual garb is meant to be worn when and by whom. Tall hats are popular, as are ceremonial staves (often with spearheads, streamers, braziers or candles atop them), both of which are crucial when the bearer needs to attract the attention of the funeral they're leading across the crowded processional boulevards of New Heaven.

In addition to the hats and staves, a Mortician engaged in official business can be expected to wear chasubles, chimeres, veils, tippetts, palitzas, buskins, maniples and no small number of bones, liturgical ribbons, inscribed bells and other mementos mori. It is common wisdom that if you can't hear a Mortician approaching, they aren't doing their job properly.

MEDIUM ADVANCES

AUTOECTOPIC ASPHYXIATION. [Occult]

You can briefly enter the Grey: the liminal space between the lands of the living and the dead. Roll **Resist+Occult** and undertake a minute-long ritual of hyperventilation and prayer to cast this spell. On a success, your body shifts into the Grey: a washed-out facsimile of the material world where the souls of the dead wait before travelling to their final resting place. You can move through the barely-inhabited Grey largely unopposed, as long as you can resist breathing in. When you do breathe in, you are ejected, and re-emerge into the material realm. To hold your breath for longer than a minute or so (less if you're performing strenuous activity) requires an **Resist+Occult** check. This increases by 1 difficulty each time you succeed.

CUTTING EDGE. [Occult] *Filigreed implants and stylishly undead body grafts mark you out as someone to be respected.* Gain +2 **Reputation** and the **High Society** domain. You have at least one augmetic implant or corpse-graft that has no particular effect other than to be impressive when shown off in the right circles, e.g. non-functional megacorvid wings, six fingers on each hand, jewelled teeth, etc. In addition, select one of the following specific implants when you take this advance:

- **Glassblood Heart.** *Displayed proudly behind glass in your chest.* You become immune to poison, venom, and most unfashionable types of disease.
- **Hand of Glory.** *Plucked from the wrist of a hanged murderer.* Your left hand functions as a weapon with the following traits (**D3, Ranged, Spread D3, Debilitating, One-Shot**) when you light your fingertips. The wax grows back, eventually.
- **Soul-ward.** *Implanted relics and runes of protection carved into your bones.* Once per session, when you are the target of a magical spell, halve any stress received and inflict D8 stress on the caster.

When you gain a Low advance, you may pick an additional implant from the above list instead of selecting an advance normally.

HEART-STOPPING CURSE. [Divine] *You reach into a target's body with spectral tendrils and rip the life out of them.* Mark D3 stress to **Mind** to cast this spell on an injured, ill, or poisoned target. You inflict D6 stress to them, and if they are killed, you refresh an equal amount of stress.

I WAS NEVER HERE. *You spent time in the Lacunae Tenebrant of the Library of Snuffed Candles, breaching the line between the living and the dead with the stroke of a pen. Removing evidence and arrest warrants is second nature to you.* Gain the **Order** domain and the **Bureaucracy** knack. By spending an hour or so in a suitable office, archive, or repository and marking D3 stress to **Reputation**, you can: remove D6 Shadow stress; remove a Minor **Shadow** fallout; or downgrade your own or an ally's Moderate or Severe **Shadow** fallout by one step.

IMPLANTED FETTER. [Occult] *You called in a few favours and broke a few rules to bind a restless spectre within your chest cavity.* Roll **Compel+Occult** to cast this spell. On a success, you summon the ghost bound inside you until the end of the situation or until you choose to recall it. You can psychically command it to travel anywhere within a city block, and it is invisible to anyone without the ability to see ghosts (which is most people). While it is expelled from your chest, you see through its eyes and hear through its ears. You can't see like you normally would, and your eyes and mouth steam with glowing ectoplasm. Name the ghost and choose whether it hates you or whether it loves you too much.

MEHROR

Mehror, the Morticians' deity of snuffed candles, is the de facto state god of death having all-but-replaced the hard-line Brother Harvest of the Solar Pantheon following the rise in popularity of undying surgery amongst the rich and famous of Spire. Mehror is concerned with the last of all things, the darkness that creeps into a room as the lamp is blown out, the documentation and remembrance of the dead, tradition, and historical records in general. He is widely regarded as boring by most citizens, and their only interaction with him will be a passing mention at a funeral otherwise dominated by references to the deceased's deity of choice.

MEMORIES LIKE CANDLE-SMOKE.

[Occult] *You stitch together fragments of emotion into the ghost of a ghost, painting the past in broad strokes.* Roll **Investigate+Occult** and spend ten minutes enacting a ritual to cast this spell. As part of the ritual, you must destroy a token representing the target (a treasured possession, hair or fingernails, an effigy, etc.).

On a success, you witness a recreation of the most important recent events in the area from the point of view of the target. The more emotionally resonant the events, the more vivid the recreation. Of course, no one has a perfect recollection of events, so bear that in mind.

ONE-DROW ARMY. *You are used to fighting back gangs of enemies, and have developed your own fighting style as a consequence.* Gain +2 **Blood**. Your attacks gain **Spread D3**. When you inflict stress, inflict half the amount to D3 additional targets nearby.

REAPER'S TOUCH. [Divine] *You blur the lines between the living and the dead.* When you attack a target within arm's reach, your attacks gain the **Devastating** tag (and therefore ignore any armour). If you would inflict less than 3 stress with an attack, your attack instead inflicts 3 stress.

THE MORTICIAN SECT

Death is a big business in Spire, and the Morticians are doing everything they can to corner the market. Operating out of the Necropolis - the hollow spine of Spire, riddled with ghosts and dusty bureaucracy - they oversee the vast majority of the deaths in the city and ensure that corpses are correctly disposed of, the correct rights are observed, and all the right paperwork is filled out. They are also responsible for developing the revolutionary undying surgical process which pins the subject at their current age indefinitely; this has proven very popular with the aelfir, who on the whole are keen to stay beautiful and influential long after mortality should have claimed them.

Their political influence means that becoming an ordained Mortician is one of the few options that a drow without money, noble blood or connections has to ascend the social ranks of Spire. More than one Petty Lord started out with nothing but a dream, a set of scalpels and a jar of formaldehyde.

PRAEVENIRE RECORDATUS

FALSE ROBERT

Plenty of people have been declared legally dead in Spire while they were very much alive, thanks to the Morticians – but False Robert is the only person to be declared legally incorrect. His Silver Quarter gossip rag published one too many stories bringing the honour of the Morticians' Guild into disrepute: accusing them of philandering with Carrion-Priests, botching Undying surgeries, and selling body parts on the black market. So the Guild declared a blanket falsehood on anything that he had published or intended to publish, exploiting a poorly-defined libel definition brought into law in the Year of Three Moons.

The declaration of falsehood extended not only to Robert's work, but to his very existence; he soon found that the city was rejecting him as incorrect. The only way he could maintain a grasp on reality (and keep publishing in any capacity) was to cycle through pseudonyms at an alarming rate. He discarded each new name as soon as he became known by it, in case it too ruined his work.

He's just now managed to claw back enough control to restart his gossip magazine, and he's planning to undermine the Morticians at any cost. They can't legally kill him now – as far as they're concerned he doesn't, and in fact can't, exist – so they're looking to their allies for help in exchange for generous rewards.

HIGH ADVANCES

THE RITE. [Divine] *The greatest and most secret of the Morticians' magicks is, ultimately, a bait-and-switch against the Goddess. The first time you would die, you don't. Instead, you are returned to life with a massive surge of power unlocked via a variety of dead man's wards and necromantic failsafes. You must choose someone nearby to die in your place, withering away to dust and tattered skin in seconds. When you have used this ability once, remove it from your character.*

UNDYING. [Occult] *You undergo Undying surgery and are fixed at your current age permanently. You are freed from the mortal concerns of hunger, cold, pain, and disease; but, you are burdened with immortal concerns. You gain 10 Implacable Armour slots which can be marked in place of Blood to represent your unnatural physiology. These slots are not negated by **Piercing** weapons. Assuming you can get a doctor to patch you up and replace the requisite fluids, these slots can be refreshed at the start of each session – rather than the start of each situation as armour normally functions.*

You can also mark D3 stress to **Mind** to regain D6 of these armour slots by ignoring the strange liquids and sawdust leaking out of what used to be your living body, or repairing it with rudimentary household materials. Either of these processes takes about half an hour.

SPECTRAL HOST. [Occult] *The Morticians imprison conjoined chimeric swarms of spectres in darkwood tetherboxes. You have had one implanted within the soft tissue of your body, lending you limited control over the spirit host. As **IMPLANTED FETTER**, but it is visible and terrifying, if you choose it to be. After you release the spirit host (see *Spire* p139 for more details), you can mark D3 stress to **Mind** to inflict D8 stress to any and all targets within range of the swarm.*

DEADLY NOTATION. [Divine] *A true master of death needs no sword. When you declare a target legally dead, they mark D6 stress each day. This manifests as accidents (runaway carriages, collapsing masonry, broken staircases) as the city itself attempts to correct the oversight. If the first day's stress doesn't kill them, they mystically know your name and rough location, and will probably attempt to rectify the situation.*



FUNERALS

Burial plots are at something of a premium in Spire. What little soft earth lays at the bottom of the city was cobbled over long ago, and the pockets of dirt that remain above are argued over and traded back and forth between landowners eager to grow plants in them or for the rights to be buried within when, and if, they should eventually die.

The vast majority of middle-class dead in Spire receive a sky burial - they are deposited in structures known as Towers of Silence in the heights of New Heaven, and carrion birds feast upon their bodies until only bones remain. Less wealthy corpses are transferred to the Garden District where they hang in macabre chambers and provide sustenance for fungi; the bodies of rich aelfir are destroyed, or preserved, or transformed according to whatever is de rigueur that decade. Cremation is currently popular enough to be viewed as passé by those in the know; unfashionably stuffed and mounted relatives clog up the spare rooms of Amaranth mansions and Necropolis storage warehouses; and more elaborate and exciting methods such as galvanic absolution, everfrost implantation and funerary cannon are created and endorsed every year.