

# DELVERS

Each player character (or Delver) in **Heart** is made up of an **ancestry**, **class** and a **calling**.

## CHARACTER GENERATION STEP-BY-STEP

1. Select an ancestry for your character.
2. Choose a calling and record the granted ability.
3. Choose a class and record all of its core abilities.
4. Select one major and three minor abilities from your class.
5. Choose equipment.
6. Select two beats for your first session.
7. Answer the questions from your calling.
  8. Add finishing details.

## ANCESTRIES

Delvers are generally of one of four common ancestries: drow, or dark elves; aelfir, or high elves; humans, and gnolls.

Although the different people of the world are at one another's throats in the city of Spire, the Heart is a great leveller in social and racial terms, as it erodes many of the privileges of infrastructure and power that oppressors rely on to maintain control over the oppressed. It's not uncommon to see folk from different ancestries within the same adventuring party.

There are no mechanical differences between ancestries; however, there are plenty of cultural differences. You're free to choose whichever ancestry best fits your character and your story.



## CALLINGS

Your calling is your reason for venturing into the nightmare undercity, the obsession that keeps you pushing deeper into the Heart in search of something intensely valuable to you. Understand this: you are not a normal person. Normal people don't give up their lives and willingly walk into terrifying labyrinths in the hope that they might find what they're looking for.

The majority of a character's calling is made up of beats – events, challenges, goals or situations that, when the character experiences them, allow advancement and an increase in power. There are five callings available:

**ADVENTURE:** Bored of a life on the surface, you seek a knife-edge life of danger and excitement where laws, both social and scientific, no longer apply.

**ENLIGHTENMENT:** You want to achieve something impossible; you know that the Heart holds fragments of the knowledge you need to pull it off.

**FORCED:** You don't want to be in the Heart, but your masters are blackmailing or coercing you into it. You follow their orders as best you're able.

**HEARTSONG:** Years of mysterious dreams where a red wet heaven glistens beneath you have lead you to the cursed labyrinth of the City Beneath in search of greater truths.

**PENITENT:** You were part of an order; you let them down, and people paid the price for it. Now you seek atonement through self-sacrifice.

You're free to choose any calling you like. Having every character in the party pick the same calling can lead to an interesting and very focused campaign.

## CHARACTER ADVANCEMENT

Each calling is made up of a core ability (which you acquire when you take the calling at character generation) and several beats, which are split up into minor, major and zenith levels. These beats can be thought of as goals, achievements or scenes that shape your character's story. When you hit them, you can choose a new advance from your class. Minor beats earn you a minor advance; major beats earn you a major advance; and zenith beats unlock zenith abilities, the most potent options available to your character. You can only use each beat a single time – cross it off once you've achieved it.

At the end of each session (and before the first one begins) each player chooses two beats from the list provided in their calling and tells the GM what they are. It's the GM's responsibility to introduce elements in the following session that allow players to pursue their chosen beats, and the players' responsibility to push the story towards achieving them. Minor beats can usually be fulfilled in a single session, major beats can take between two and three to properly achieve, and zenith abilities are generally selected to signal the beginning of the end-game for the character and as the culmination of multiple sessions of play.

(If you'd like to mix it up, have the other players and the GM choose one of your beats for you; this means they can indicate what sort of thing they'd like to see your character do, you can be rewarded for doing it, and they'll be more invested in the story that unfolds.)

### NEGATIVE BEATS

Not all of the beats listed in the callings are things that characters would want to happen; for example, a lot of them deal with suffering fallout. Think of it this way: when you're selecting beats at the end of the session, you're not doing so as your character. Instead, you're indicating what you'd like to see happen to your character, and acting as a director of their story rather than piloting them through it.

Your character doesn't know that they have beats, much in the same way that they don't know that their sword does D6 damage or that they have 5 stress marked against their **BLOOD** resistance. They're a mechanical concern that feeds into the story, not something your character is aspiring to.



**GM:** feel free to be blunt with establishing these details. There's no need to be coy about it – the players have explicitly told you what they want to happen, and the world of Heart means that they're descending into a parasite reality that can respond to their deepest desires.

**Players:** feel free to ask questions and establish facts. For example, if one of your beats requires you to meet an NPC who hates you, and the GM introduces an NPC, you're completely within your rights to ask: "Is this the guy that hates me?" It makes telling stories easier for the GM and ties the narrative together.

You can only have two beats "active" at any one time. You cannot hit more than a single beat in any given situation (if both apply, pick the one that's most relevant.) As you cannot activate more beats before the start of the next session, you can only achieve two beats per session.



## MAKING YOUR OWN CALLINGS

The five callings in this book (**ADVENTURE**, **ENLIGHTENMENT**, **FORCED**, **HEARTSONG** and **PENITENT**) form a decent basis for personal growth on an adventure, but you are encouraged to tweak, reskin and reflavour them so they'll be a better fit for your campaign.

For example, if you wanted to make a character who was obsessively seeking revenge against someone who wronged them in the past, you could take the Enlightenment calling and replace the bits that refer to the occult or academics with vigilantism and uncovering the villain's network of agents.

If you want to seed details of later events in the game, you can add beats that refer to specific events, people or places. For example: you're fascinated by the Huntress (p. 212) and want to use her in your game. You could add beats like "find evidence of the Huntress' machinations" or "meet an NPC who's seen the Huntress first hand" as minors, all the way up to "escape from the Huntress once she's got your scent" as a major. Even if you haven't really got a firm idea of what it is, putting in the minor beat "Set foot inside the Blind Library" sets your players up with a mystery to explore right off the bat.

You've got a great deal of freedom to create personalised beats for your campaign; take some chances with it, and see what works for your group.



## CLASSES

Your class is the reason you're not dead yet. You are a capable person; maybe not a sane or sensible one, but you can handle yourself. Your class gives you access to abilities that let you affect the world around you or resist misfortune. When you achieve beats from your calling, you'll gain an advance from your class at the appropriate level.

Upon selecting a class you automatically gain every related core ability. Each class has a few Zenith abilities: these are the ultimate expression of the class, and they're not the sort of power that you can sustain in an ongoing campaign. They also mark the end of the character's progression as they achieve their goal.

Once a player unlocks a zenith advance, the GM should make it clear that they have only one or two games remaining before they should retire their character.

Most of the zenith abilities have this baked in; activating them retires the character in exchange for a burst of tremendous power.

Here are the classes in this book:

**CLEAVER:** A shapeshifting hunter who consumes the flesh of their prey – or anything they can get their hands on, really – to gain power.

**DEADWALKER:** A Deadwalker has stared into the face of death and come out triumphant, and they're accompanied by a spectre of their demise. They use their half-dead spirit to break into various afterlives using the thin reality of the City Beneath.

**DEEP APIARIST:** Occultists who have given their bodies up to the Hive, an otherworldly intelligence manifested as thousands of crystal bees. They see the Heart as anathema, and seek to keep it in check.

**HERETIC:** A devotee of the Moon Beneath, a luminous and fecund goddess that grants them the ability to use strange miracles.

**HOUND:** A mercenary police officer shackled by the cursed origins of their regiment.

**INCARNADINE:** A cleric of the goddess of debt, at the end of their luck after a string of deals that saw their soul claimed by their mistress.





**JUNK MAGE:** Hooked on unnatural power siphoned off from extradimensional entities, these wizards live precarious existences in search of the next hit.

**VERMISSIAN KNIGHT:** An armoured traveller along the cursed train network, the Vermissian, with experimental technology and inside knowledge of the system's inner workings.

**WITCH:** Carriers of a blood disease that grants them the ability to cast visceral magicks. Their sorcery hides their true forms: flickering zoetrope horrors.

## DETAILS

Aside from the mechanical elements of your character, you'll need to determine what they look like, what name they go by, how they act and any other number of things within the fiction. Don't feel like you have to detail everything about your character up-front; instead, work in broad strokes and leave room for exploration later.



## PEOPLE IN THE HEART

In the City Above, racial discrimination and war ensure that people of different ancestries live segmented, segregated lives outside of rare interzones. In the Heart, tensions are much more relaxed; prejudices are eroded when diverse communities band together against the dark. Your ancestry – or “race” – can be derived from any of the four cultures in this part of the world. Your ancestry has no bearing on in-game mechanics and only influences the fiction. The four most common ancestries for delvers are Drow, Humans, Aelfir and Gnolls. See the following pages for more on each.

### RACISM

There's a trope in fantasy fiction where elves are bigots who are assured in their believed superiority to all other people. Even in Spire, the antagonists are massively racist high elves. However, we encourage you to veer away from acting out this behaviour in play, especially if your character is an aelfir; it's overdone to look down on characters of other ancestries. This also goes for playing a gnoll as a slaving beast or a drow as a sexy, duplicitous spider-worshipper.

People are people, first and foremost, not caricatures of their race. Make a person, and let the story flow from there.

Of course, you can play a game that continues the racial inequality in Spire and examine the effects of the City Above on the City Beneath, but we haven't written it that way. Down in the Heart, people hate you because of what you believe or which settlement you live in, not for who your parents were.



## DROW, OR DARK ELVES

Monochromatic elves with a strong sensitivity to sunlight. The lands surrounding the Heart are predominantly populated by dark elves, including the towering city of Spire (where they are subjugated by the aelfir) and the rolling desert caravan city of Aliquam. Drow live to around a hundred years of age, but the cruel conditions of Spire means that few of them reach 50. Drow do not give birth to viable young – instead, they lay fist-sized fleshy eggs that must be tended to for months until they develop into an infant.

Drow regularly find their way into the Heart, either actively fleeing Spire or trying to find someone or something to call their own in the depths. Some are pilgrims tracing fragmented maps to find the Moon Beneath, tired of the state-mandated religions in Spire.

The Drow of Spire predominantly worship Our Glorious Lady, a facet of their once-tripartite moon goddess; venerating the other two facets is forbidden. This religion focuses on six primary virtues, and it is considered good and proper for a drow to live their life in accordance with them: Community, Sagacity, Fury, Grace, Tenacity and Vigilance.



**Example drow names:** *Therese, Livrade, Ypolita, Damon, Asseyon.*

**Answer one of the following questions when you make your character:**

- **You were born in the City Above** and served a durance – four years of indentured servitude – under the rule of the cruel aelfir. What were you forced to do?
- **You were born in the City Beneath.** Where does your family live, and who or what do they worship?
- **You're a traveller from a distant land** – the desert of Aliquam, the treacherous foothills of Nujab or the warrenous Home Nations. Where are you from, and why aren't you there anymore?

**When you generate your character, roll or pick twice to create some trinkets and keepsakes they've brought with them into the City Beneath:**

- |  |   |
|--|---|
| 1. Deck of Malrique fortune cards                                  | 11. Small collection of Half-sten Horror sensationalist pulp literature |
| 2. Yeast mother (name her)   | 12. Coupon good for 1 (one) skywhale trip to Ys                         |
| 3. Half a bottle of malak tincture; all that remains of your stash | 13. Love-letters sent from the war                                      |
| 4. Dog-tags from the Allied Defence Forces                         | 14. Midwife's blood-letting kit   |
| 5. Friendly but stupid pocket-mouse (name him)                     | 15. Brightly-coloured headscarf and dark glasses                        |
| 6. Hand-drawn image of your dad's largest pig                      | 16. Bottle of corpsefruit liqueur                                       |
| 7. Battered leather mask   | 17. Your mother's second-best dagger                                    |
| 8. Bag of statuettes depicting The Many, a gang of refugee gods    | 18. Votive image of Hallow Hearts-Breath-Halting                        |
| 9. Portable triptych shrine to the Moon Goddess, incense, candles  | 19. Well-worn brass statuette of an open-mouthed toad                   |
| 10. Warm, hand-knitted scarf and gloves                            | 20. Wanted poster from the City Above with your face on it              |



## HUMANS

In this part of the world, humans have a reputation for digging into the ground to uncover ancient relics, and it's not entirely inaccurate. They have emerged from their scattered island nations in the Eastern Kingdoms bearing retro-engineered technology, and are eager to sell it to the highest bidder. Humans live brief but bright lives in the eyes of the elves, passing away at 60 or so, often from illness or injury.

The discovery of spireblack processing and the resulting rise in arms manufacture is almost entirely their doing. They have become prominent enough to gain a seat at the Council that rules the City Above through their shrewd politics, the vast sums gained from their discoveries and the way that they will do anything if the price is right.

**Example human names:** *Whent, Raffid, Dolwyn, Urwain, Josef, Ingwyn.*

**Answer one of the following questions when you make your character:**

- **You are from the Eastern Kingdoms.** You came to Spire with nothing but the clothes on your back and a dream, looking for excitement and profit. What went wrong?
- **You were kicked out** of a retro-engineering or magical college thanks to your unorthodox beliefs and practices. What did you do?
- **You're third-generation Heartborn**, and not at all like the humans on the surface. What incorrect assumption do people most often make about you?

**When you generate your character, roll or pick twice to create some trinkets and keepsakes they've brought with them into the City Beneath:**

1. Grail charm made of wyvern-bone
2. Bullet with your own name carved on it
3. Broken pocket-watch with a picture of your mum in it
4. Arcology shard necklace
5. String of flickering coloured magelights
6. Votive image of a deceased Wanderer-King
7. Dog-eared Whitecross travel documents
8. Long-stemmed pipe and pungent tobacco



9. Feather-tokens to Luxulyan, Duke of Air
10. A single mechanical finger (in place of your own)
11. Battered and oft-repaired green coat
12. Custom scrimshaw kit, well-used
13. Sporadically-updated travel diary
14. Hard-to-clean drinking horn
15. Matching shell-casing charm bracelets, variety of calibres
16. Three slim unopened cans of cooked eels
17. Once-colourful mercenary fatigues
18. Harmonica inscribed with "SUMMERCOURT"
19. Pop-arcana book about humanity's ability to ascend to godhood, and how YOU can do it
20. Brightly-coloured fish in a jar (name him)



## AELFIR, OR HIGH ELVES

Aelfir benefit from massive privilege; they rule the City Above and lead lives of bizarre luxury in their frozen palace of Amaranth. Some turn away from a life of power to seek meaning in the lawless city below, while others pursue the dark secrets whispered about in perfumed boudoirs. They are tall, impossibly graceful and can sustain their lives supposedly indefinitely with curious rituals and surgeries. Aelfir in the City Above wear masks to hide their faces from their inferiors; in the City Beneath, only traditionalists wear them.

In the City Above, their rule is cruel and capricious; it is self-serving and deleterious to those around them. When venturing into the City Below, most aelfir know that they lost any authority as soon as they passed through Derelictus. Many have adjusted to their new place in life. It's foolish not to; the Heart treats everyone equally.

**Example aelfir names:** *Gather-Spring's-Heartbreak, Ash-On-Snow, The-Faithful-Unnumbered, Ink-Floods-The-Vein.* (Most use a single part of their name in conversations with acquaintances.)



**Answer one of the following questions when you make your character:**

- **You still wear your mask.** What does it look like, and why do you wear it?
- **Your family name was ruined** due to a cataclysmic social faux pas. What did they do?
- **You still cling to one luxury** that keeps you centred – a habit, a style of clothing, a drug, etc. What is it?

*When you generate your character, roll or pick twice to create some trinkets and keepsakes they've brought with them into the City Beneath:*

- |   |  |  |
|---|--|--|
| 1. Vial of orchid-oil perfume                               | 8. Ticket stub from an Opera-Orgy                      | 15. Sacred symbols of the Old Gods, outlawed in the City Above |
| 2. Fingerbone necklace                                      | 9. Mummified cat (name her)                            | 16. Metal teeth (original teeth removed due to boredom)        |
| 3. Your brother's preserved eye in a glass jar              | 10. Elaborate and shrill-sounding flute                | 17. Spritz bottle and pocket fan, to keep from overheating     |
| 4. Oversized and awkward book of family history             | 11. Glasses with red-tinted smoked lenses              | 18. Stunted tree that grows sour fruit                         |
| 5. Your spouse's death-mask                                 | 12. Bone-pipe and the dregs of a poppy-dust bag        | 19. Paints, brushes, and an easel of sorts                     |
| 6. Devotional circlet bearing imagery of the Solar Pantheon | 13. The flensing knife you got for your fifth birthday | 20. Patchy evidence regarding your step-sister's betrayal      |
| 7. Semi-functional music box                                | 14. Sword hilt with a half-inch of broken blade        |  |



## GNOLLS

Hyena-headed people from the south with fur that covers their bodies. The gnolls are at war with the aelfir, and are forbidden from entering the city of Spire; many have gone into hiding in the City Beneath. The gnollish empire (and its capital city Al'Marah) is founded on their advanced demonological and mechanical abilities; there are tales of djinn being bound into brass spheres to power uncanny devices. In the confines of the Heart, where the gaps between realities are thin, they can achieve unthought-of results in mechanocultism – and great machines from ages past thrum and whirr in the hidden depths, just waiting to be found.

Gnolls have a reputation for being angry, bestial warriors – but a lot of this is propaganda on the part of the aelfir, and they're no more warlike than any other people. Some gnolls try to use their public image to their advantage and cultivate fearsome visages, but the majority are keen to be left to their own devices.

**Example gnoll names:** *Some gnolls translate their names into the local language: Pitchwood, Roseglass, Herald or Redeye. Many use original names from their homeland, though: Brakesh, Ahkoura, Rahman, Dris, Majyd.*

**Answer one of the following questions when you make your character:**

- **You travelled to the Heart** in search of something specific. Were you part of a team, or were you on your own – and did you find what you were looking for?
- **You fled Spire** – you were an escaped prisoner of war, a refugee or an agent on a clandestine mission. What do you miss most about the surface world?
- **You were born down here.** What image do you project to impress, surprise or intimidate people?



**When you generate your character, roll or pick twice to create some trinkets and keepsakes they've brought with them into the City Beneath:**

- |  |   |
|--|---|
| 1. Tiny sealed box that gets angry when you shake it       | 10. Warm, leathery egg  |
| 2. Stag beetle in a jar (name them)                        | 11. Hair-dressing scissors, razor and mirror                    |
|  | 12. Book of macabre fairy-tales                                 |
| 3. Annotated map of the war-torn Dust region               | 13. Painted dog skull   |
| 4. Nujabian military fatigues                              | 14. Zither inscribed with vine-leaves                           |
| 5. Knotted weave of string that describes your grandmother | 15. Small sphere with southern star-map on it                   |
| 6. Poetry anthology with your work in it                   | 16. Tacky lenticular image of the Source Pyramid in Al'Marah    |
| 7. Several cubes of refined sugar wrapped in red paper     | 17. Vial of rainwater from the southlands                       |
| 8. Spyglass built by your lover                            | 18. Brass-inlaid tin half-filled with a brown, gritty stimulant |
| 9. Book of unsolved mathematical equations                 | 19. Bag of boiled sweets (various flavours)                     |
|  | 20. Djinn-battery you don't know how to recharge                |





## ADVENTURE

*The City Above holds no more excitement for you. In the City Beneath, on the knife-edge between real and unreal, you can be who you really are.*

## CORE ABILITY

**LEGENDARY:** *You strive to live up to the stories that they'll tell of your exploits. When you gain a minor advance, refresh D6. When you gain a major advance, refresh D8.*

**When you create your character, answer these questions:**

- What drove you out of the City Above?
- You and another player character barely escaped from a dangerous situation recently. Who was it and what happened?
- Recently, you and another character returned from a delve with an item for a wealthy patron. They wouldn't give it up – why, and what was it?
- What's the most dangerous beast or individual you've heard tell of, and why haven't you defeated them yet?



## MINOR BEATS

- ☐ Charm someone with tales of your exploits.
- ☐ Engage in reckless abandon with drink, drugs or sex.
- ☐ Slay a beast that drops resources of D10 or higher.
- ☐ Access a haven in Tier 2 of the Heart.
- ☐ Take Major **BLOOD** fallout.
- ☐ Take Major **FORTUNE** fallout.
- ☐ Defeat a powerful foe one-on-one.
- ☐ Help an important or influential figure in a haven.
- ☐ Refuse to back down when it would be beneficial to do so.
- ☐ Establish a connection.
- ☐ Get in trouble with the Hounds.
- ☐ Rescue someone from peril.
- ☐ Make a dramatic entrance that's a Risky action.
- ☐ Claim a resource of at least D10 from a dangerous location.
- ☐ Defend a haven from attack.
- ☐ Have at least three havens know your name, for good or ill.
- ☐ Rush into danger before anyone else.
- ☐ Have a cocktail, fighting move or legendary beast named after you.
- ☐ Go somewhere where no-one else has stepped foot for at least a century.
- ☐ Win an unarmed brawl in a haven.
- ☐ Kick someone off a tall structure (they really deserved it).

## MAJOR BEATS

- ☐ Acquire a rare or powerful (D12 value) item, preferably magic.
- ☐ Slay a beast that's at least five times your size.
- ☐ Have a landmark or connection named after you.
- ☐ Upgrade a haunt to D12.
- ☐ Save a haven from destruction or doom.
- ☐ Connect three havens to one another with permanent paths.
- ☐ Successfully perform a Dangerous action that saves the day.
- ☐ Catalogue your exploits for an extended period; either do it yourself or hire a bard.
- ☐ Lead a group or organisation (other than your delving party).
- ☐ Successfully lead, and take full credit for, a delve that takes you to Tier 3 or deeper.

## ZENITH BEATS

- ☐ Reach Tier 4 of the Heart.
- ☐ Lead a haven to prosperity.

- ROLL 1D10 OR PICK ONE YOU CARRY WITH YOU TO MARK YOUR CALLING:**
1. PULP NOVEL LOOSELY BASED ON YOUR EXPLOITS
  2. MOUTH ORGAN
  3. SPIDERSILK SCARF IN A DASHING COLOUR
  4. INACCURATE MAP OF THE HEART YOU BOUGHT OFF SOME GUY IN DERELICTUS
  5. UNPUNCHED VERMISSIAN TICKET USED AS A GOOD-LUCK CHARM
  6. PAPER AND SKETCHING CHARCOAL
  7. FAKE "ABOMINATION-HUNTING" LICENSE
  8. LETTERS FROM YOUR MUM ASKING WHEN YOU'RE GOING TO COME HOME
  9. COPY OF "RAVENOUS SHE-WITCHES OF HALLOW", A BEST-SELLING SENSATIONALIST BOOK
  10. EXPENSIVE KOHL EYELINER AND POCKET-MIRROR



## ENLIGHTENMENT

*Everyone said that what you intended to do was impossible, but you've never let "possibility" slow you down. You're looking for secrets hidden deep within the earth. You know that the Heart holds the answers to all your questions; no matter what it takes, you'll get them.*

### CORE ABILITY

**UNORTHODOX METHODS:** *You blend together method and madness in pursuit of your goals.* Gain the **DISCERN** skill. Once per session, before you roll dice to resolve an action, instead state that your result is a 6. You succeed but take stress.

**When you create your character, answer these questions:**

- What "impossible" thing are you attempting to achieve in the City Beneath?
- What's the first step on your journey?
- Choose another player character. They've been invaluable in your journey so far. What have you learned from them?
- Choose another player character. You know they're hiding secrets from you – why do you suspect they're doing this?





## MINOR BEATS

- ☐ Allude to the events that led you to seek forbidden knowledge to achieve an impossible task.
- ☐ Put the acquisition of knowledge above preserving the lives of your allies.
- ☐ Gain access to knowledge that someone tried to conceal.
- ☐ Gain favour with a faction that can help you learn more about your goal.
- ☐ Take Minor **Mind** fallout.
- ☐ Destroy evidence or rhetoric that proves your task to be impossible.
- ☐ Sell or sacrifice a D8 or higher resource to secure a secret.
- ☐ Reach a landmark on Tier 3 of the Heart.
- ☐ Find a helpful text.
- ☐ Succeed at a task that someone else has recently failed to achieve.
- ☐ Mark D8 stress to an NPC bond and describe what happens.
- ☐ Acquire an NPC bond who has access to useful information.
- ☐ Establish a connection on a delve.
- ☐ Take Minor **Supplies** fallout.
- ☐ Flee from combat or a similarly dangerous situation, or hide until it all blows over.
- ☐ Release your shocking findings in a journal published in the City Above.
- ☐ Meet someone from your old life who's trying to get you to give up on your quest.
- ☐ Dissect something or interrogate someone that can shed light on your task.
- ☐ Buy some cutting-edge, experimental or finely-made equipment and use it on a delve.

## MAJOR BEATS

- ☐ Take Major **Mind** fallout.
- ☐ Kill someone who is trying to stop you from claiming knowledge.
- ☐ Sell or sacrifice a D12 resource to secure a secret.
- ☐ Destroy a haunt to learn more about your task.
- ☐ Gain authority within a faction that you can use to learn more about your goal.
- ☐ Find a source of knowledge on Tier 3 of the Heart.
- ☐ Take Major **Supplies** fallout.
- ☐ Acquire a renowned piece of equipment.
- ☐ Attract a protégé who's read your work and is determined to learn more.
- ☐ Explore a mysterious tower whilst on a delve (this increases the difficulty of the delve by D12).

## ZENITH BEATS

- ☐ Find the final secret you have so desperately sought and use it to solve your impossible task.
- ☐ Find the final secret you have so desperately sought and destroy it so no one else can know of it.

*Roll 1d10 or pick one you carry with you to mark your calling:*

1. Set of fragile magnifying lenses
2. Book of handwritten theories and observations
3. Portable alchemy kit in a leather box
4. Dried dream-mushrooms
5. Heady incense sticks that burn dirty-blue smoke
6. Bundled-up red-string-and-pins collage identifying the fools who tried to stop you
7. List of people who are Going To Pay, some names crossed out
8. Bag of heavy glass fortune stones
9. Taxidermied owl (name them)
10. Imported book of meditative stances and recipes to cleanse your spirit



## FORCED

*You don't want to be down here, but you don't have any choice. You're a prisoner, an initiate to a cult or someone's blackmailing you.*

## CORE ABILITY

**COLLATERAL:** *You have a knack for getting behind someone else when things kick off. Once per session, allocate stress to the nearest friendly target (PC or NPC) instead of marking it yourself.*

**When you create your character, answer these questions:**

- Who, or what, are your masters?
- What do your masters want?
- How are your masters maintaining power over you?
- How do your masters contact you?
- Choose another player character. They have history with your masters too. What's their relationship?





## MINOR BEATS

- ☐ Receive orders from your masters.
- ☐ Follow orders from your masters, even though they put you at risk.
- ☐ Rebel against your orders, even though this puts you at risk.
- ☐ Forge a friendship or romantic relationship with an NPC.
- ☐ Get into trouble as someone discovers your chequered past.
- ☐ Betray someone because of your true nature.
- ☐ Take Minor **FORTUNE** fallout.
- ☐ Do something dangerous to conceal your past.
- ☐ Invoke your masters' name to get what you want.
- ☐ As a result of using the **COLLATERAL** ability, an NPC is taken out of action or a PC suffers fallout.
- ☐ Find a sanctuary where your masters cannot reach you.
- ☐ Rescue an NPC from trouble that you caused.
- ☐ Receive a time-critical mission that leads you away from your other objectives.
- ☐ Receive aid from someone reprehensible who's in the employ of your master.
- ☐ Send a requested resource (D8 or higher) back to your master rather than using it yourself.
- ☐ Perform a seemingly unconnected action for your masters that has grim consequences.
- ☐ Cover up a crime that someone else committed on behalf of your masters.
- ☐ Claim you're doing something on behalf of your masters when in fact it's for your own ends.
- ☐ Involve an NPC in your master's schemes.
- ☐ Do a favour for someone to gain leverage over them.

## MAJOR BEATS

- ☐ Destroy something important to your masters.
- ☐ Learn or possess something that lessens the control your masters have over you.
- ☐ Perform a truly reprehensible act on behalf of your masters.
- ☐ Suffer the consequences of refusing to perform an important act on behalf of your masters.
- ☐ Take Major **FORTUNE** fallout.
- ☐ An important or beloved NPC dies after you bring them into your master's schemes.
- ☐ Thanks to your actions, a haven is pitched into deadly chaos.
- ☐ Coerce an important or beloved NPC into undertaking a task they don't want to do.
- ☐ Aid another person, who you know and hate, that is also in the employ of your masters.
- ☐ Complete a major objective for your master – something taking at least two sessions to achieve.

## ZENITH BEATS

- ☐ End the control your master has over you.
- ☐ Take bloody revenge on your master.

ROLL 1D10  
OR PICK  
ONE YOU  
CARRY  
WITH YOU  
TO MARK  
YOUR  
CALLING:

1. Daguerreotype of your son
2. Subjugation sliver implanted in your neck
3. Signed contract detailing your "employment"
4. Your master's sigil, wrought from iron

5. Matchbook from The Manticore, an up-Spire casino
6. Moonsilver collar
7. Mark on your chest where your soul used to be, before you sold it

8. Deed to an apartment in Ivory Row up-Spire
9. Guild brand on your upper arm
10. Codebook showing you how and where to make your reports





## HEARTSONG

*When you sleep, you dream of the Heart. You're half-mad with glimpses of knowledge; mad enough to go ever deeper into the undercity, looking for revelations.*

## CORE ABILITY

**IN THE BLOOD:** You move through the Heart as if blessed. +1 **Echo** Protection. Once per situation, when you take stress to any resistance other than **Echo**, allocate it to **Echo**.

**When you create your character, answer these questions:**

- Which three images, symbols, people or creatures do you repeatedly see when you dream?
- What signs do you look for to recognise where the Heart is strongest?
- You recently witnessed an unearthly sight with another player character. Who was it, what happened and how did they react?
- Your connection to the Heart has touched you in some way. How does that manifest?



## MINOR BEATS

- ☐ Following a long ritual, name The Heart. Only refer to it by this name from now on.
- ☐ Take Minor **Echo** fallout.
- ☐ See something from your dreams in the real world.
- ☐ Consume something of the Heart (eat the flesh of a heartsblood beast, etc).
- ☐ Be rendered helpless in the Heart for an hour or more.
- ☐ Perform a rite at a place of power (Tier 2 or deeper).
- ☐ Damage or sabotage a haven, letting the Heart in.
- ☐ Sacrifice something you love to the Heart.
- ☐ Allow something dangerous of the Heart to live when you could have killed it.
- ☐ Let your curiosity lead you into danger.
- ☐ Undergo a trance-like vision that lasts for hours.
- ☐ Communicate with something of the Heart.
- ☐ Witness an emissary of the Heart Itself.
- ☐ Experience a pulse – the changing of the Heart from one state to another – first-hand.
- ☐ Receive insight from a witch, a heartsblooded person or something stranger still.
- ☐ Gain information on why you have been chosen by the Heart.
- ☐ Receive a strange surgical implant or heartsblood transfusion.
- ☐ Build a shrine to the Heart somewhere important.
- ☐ Terrify or intrigue an NPC with your obsession.
- ☐ Perform an act of service to an NPC witch.
- ☐ Shelter someone touched by the Heart from persecution.
- ☐ Find a heart-touched sapling on a delve and bring it back to a haven for planting.
- ☐ Convince the party to collect Cursed resources on a delve, adding D6 to the delve's resistance.

## MAJOR BEATS

- ☐ Take Major **Echo** fallout.
- ☐ Perform a rite at a place of power (Tier 3 or deeper).
- ☐ Sacrifice someone important to the Heart.
- ☐ Establish a bond with a hearts-blood beast (Tier 2 or deeper).
- ☐ Show the truth of the Heart's majesty to an outsider (Tier 2 or deeper).
- ☐ Meet and learn from an emissary of the Heart.
- ☐ Destroy a haven, returning the land to the Heart.
- ☐ One of your bonds takes Critical fallout thanks to your actions.
- ☐ Deliver a crucial message on behalf of the Heart.
- ☐ Visit three Vermissian Stations.

## ZENITH BEATS

- ☐ Become one with the Heart, and bind your essence to it.
- ☐ Break the hold that the Heart has over you, ripping it from your body and spirit.

**Roll 1d10 on the following table or choose to determine what you carry with you to mark your calling:**

1. Ink-blotted dream journal with maps of places you saw when you were asleep
2. Bag of bitter stimulant pastilles
3. Steel syringe and opiate powder
4. The word "THEOLOSIAN" growing over your upper chest
5. Barely-viable homunculus you shamefully coughed up or excised (name it)
6. Twenty sketches of the man you're convinced you're going to meet down here, all made by different artists
7. Signed copy of **BEYOND THE EDGE OF MADNESS: A Year In The Heart** by Gris Hanneman
8. Mandala made from hollow crow bones
9. Mad, impressionist votive image of a Witch
10. Greenish candles that help you sleep a dreamless sleep (sometimes)





## PENITENT

*You betrayed the trust of your order. Due to negligence, cowardice or malice, you caused them great harm. Now, wracked with guilt, you have sworn to make amends by venturing deep into the Heart and performing acts in service of your order.*

## CORE ABILITY

**NOT YET:** *Your willpower, fuelled with guilt, is legendary. Once per session, activate this ability to avoid suffering negative effects from **Blood** or **Mind** fallout for the remainder of the situation.*

**When you create your character, answer these questions:**

- What marks your order out from others like it?
- What evidence of your failings is visible in the City Beneath?
- Pick one of the other player characters; they were present at your betrayal. How were they involved?
- Pick one of the other player characters; you look up to them as an example of how to live one's life. What inspired this?



## MINOR BEATS

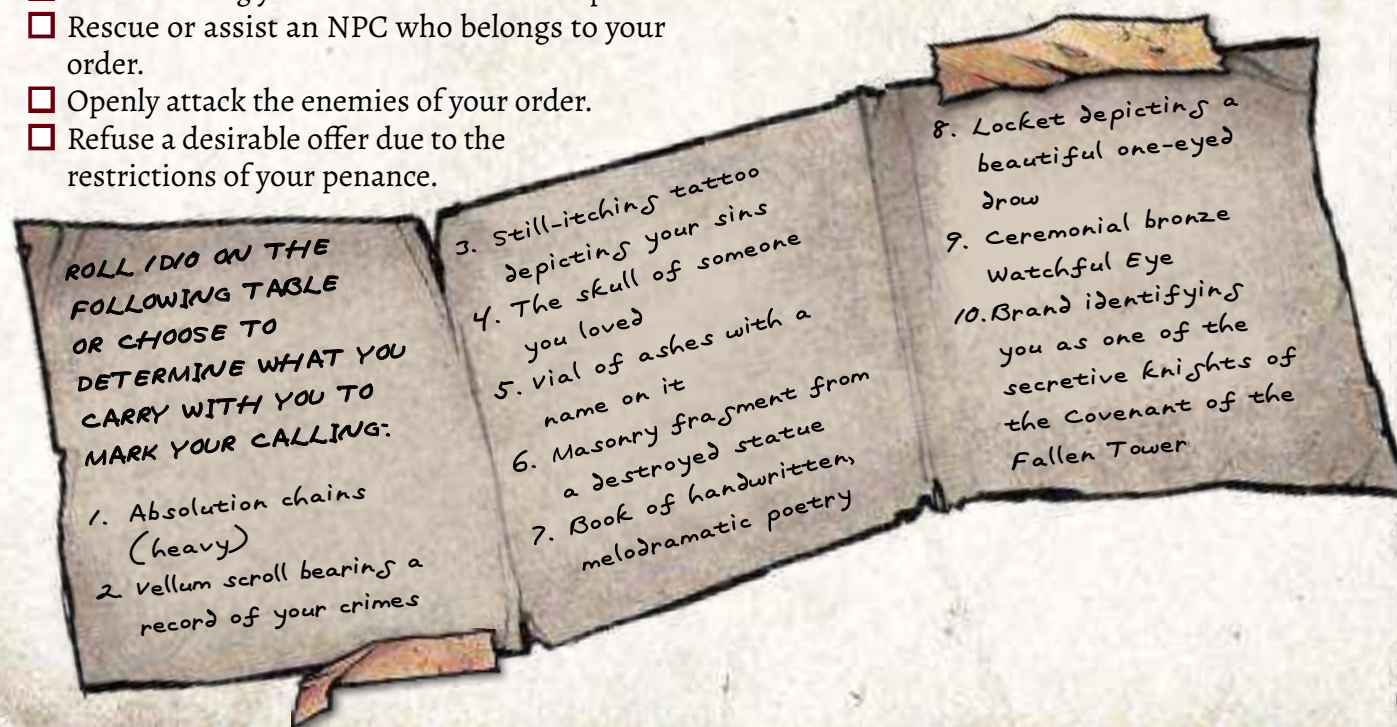
- ☐ Take Minor **Blood** fallout.
- ☐ Help someone vulnerable with no expectation of repayment.
- ☐ Repair something physical – a bridge, a door, a wall, etc. – that someone needs.
- ☐ De-escalate a situation that would have led to bloodshed.
- ☐ Spare someone's life.
- ☐ Make penance at a site that is important to your order.
- ☐ Punish an NPC for wrongdoing.
- ☐ Meet an NPC who hates you for what you've done.
- ☐ Perform an act in service to your order.
- ☐ Bring bodily harm to those who stand against your order.
- ☐ Sabotage the assets of those who stand against your order.
- ☐ Establish a connection to a landmark that's important to your order.
- ☐ Witness first-hand the tragic extent of your failings.
- ☐ Donate needed supplies to your order.
- ☐ Teach someone the value of your order's philosophies.
- ☐ Put yourself in great danger to protect your companions.
- ☐ Make reparations to an NPC that you have personally wronged.
- ☐ Do something your order would frown upon.
- ☐ Rescue or assist an NPC who belongs to your order.
- ☐ Openly attack the enemies of your order.
- ☐ Refuse a desirable offer due to the restrictions of your penance.

## MAJOR BEATS

- ☐ Take Major Blood fallout.
- ☐ Convert an important NPC to your order's cause.
- ☐ Establish continual connections between two landmarks on different Tiers that are important to your order.
- ☐ Perform an act that, if your order discovered it, would undo your penance.
- ☐ Betray someone who really trusts you.
- ☐ Save a landmark dedicated to your order.
- ☐ Attack the enemies of your order when the odds are massively stacked against you.
- ☐ Eliminate or completely undermine a faction that is opposed to your order.
- ☐ Your order suffers a devastating setback, and you believe that it's your fault.
- ☐ A member of your order begs you to perform an undesirable task; to refuse would be disgraceful.

## ZENITH BEATS

- ☐ Be truly absolved of your sins by a higher power.
- ☐ Betray your order – intentionally, this time.





CLEAVER





The Heart is a wild place, and it calls to wild people – those on the edge of society who find that the yoke of civilisation chafes against their skin. The wildest of all are known as Cleavers. They step out into the shifting nightmare of the City Beneath and make a home there. They are the first people to set foot in each new chamber of the place, forging ahead through a dark and strange frontier.

Their bodies change. Some welcome and seek out transformation, being unsatisfied with their physical forms – they modify their bodies with surgeries that are impossible in the City Above, or hunt and consume beasts of the Heart to gain their power. Some struggle with the change, but it is inevitable. Just as they scar the Heart into new patterns with each footstep forward, the Heart scars them in return and remakes them in a more suitable form: twisting horns, night-black eyes, curious senses unknown to the surface world and so on.

Cleavers are a common sight amongst parties of delvers, especially those in need of a guide – no-one knows the Heart like they do. No amount of research, no technological device and no arcane scrying ritual can tell you as much as burying yourself waist-deep in the red wet heaven and eating the bounty it generously offers up.

## CORE TRAITS

SKILL	Hunt
DOMAIN	Cursed
RESOURCE	A freshly-harvested heart that still occasionally twitches (D6 Wild)
EQUIPMENT	
<b>YOU GET:</b>	Hunting Knife (Kill D6)
<b>PICK ONE:</b>	Cleaver (Kill D8, Brutal, Tiring)
	Bone charms and animal-gut sutures (Mend Blood D6)
	Heavy-draw bow (Kill D8, Ranged, Tiring)

## CORE ABILITIES

### HEARTSBLOOD

You have a bone-deep connection to the Heart Itself; the closer you get, the more powerful you become. Your minimum protection value for all resistances is equal to the Tier of the Heart you are currently on. This value doesn't add to other sources of protection, but your base protection can't be lower than your current Tier unless you specifically lose access to it due to fallout.

### THE RED FEAST

Your crucible guts pluck memories from the meat. When you eat a resource, you gain any domains associated with that resource until the end of the situation. If you already have access to the domain, gain an appropriate knack. There's no limit to what you can eat, but tough or noxious materials might require an **Endure+Cursed** check to avoid causing yourself harm. Consuming resources requires your attention and leaves you exposed, so doing it successfully in stressful situations (such as combat) could require a **Sneak** or **Evade** roll.

## MINOR ABILITIES

### CALL OF THE WILD

With an almighty howl or a resounding blast on your horn, you pitch the area around you into disarray. Gain the **Wild** domain. Once per session, you can summon a chaotic horde of beasts (or just one big one) that throws the area around you into bestial chaos to conceal an escape, make communication nigh-impossible or create a distraction.

### DARKLING EYES

Years of exploring the City Beneath have rid you of the need for creature comforts such as warmth, light and shelter. Gain the **Delve** skill. Your jet-black eyes allow you to see in pitch blackness as though it were full daylight.



**DESPERATE MEASURES**

*You've eaten people. Sometimes to survive; other times to prosper.* Gain the **Desolate** domain. You can consume the flesh of something or someone that you have recently killed and gain a skill associated with them for the remainder of the situation.

**DOMINION**

Gain access to one of the following domains: **Cursed, Desolate, Occult, Religion, Wild, Warren.** You can take this advance more than once.

**FELL METABOLISM**

*Food is just fuel to stoke the fire undying within you.* Gain the **Endure** skill. When you use **THE RED FEAST** ability, you may choose to have your attacks gain the **Brutal** tag for a number of actions equal to the amount rolled on the resource dice instead of gaining a domain.

**FRACTURED FORM**

*Your flesh glistens with mirror shards that twitch and glitter to blur your silhouette.* Gain the **Evade** skill. Small animals and insects are drawn to you and will perform your bidding to their best of their limited ability. Once per delve, you may use your adoring swarm as a piece of equipment (Delve D8).

**CUT INSTINCT**

Gain access to one of the following skills: **Compel, Delve, Discern, Endure, Evade, Hunt, Kill, Mend.** You can take this advance more than once.

**INHUMAN**

Gain +1 protection in the **Blood, Echo, Fortune** or **Supplies** resistance. You can take this advance more than once.

**PITCHSKIN**

*Your skin bubbles and shifts into night-black tones as tar seeps through the pores.* Gain the **Sneak** skill. The secretions from your skin are flammable and adhesive, acting as a sort of volatile glue you can exude at will.

**SYMBIOTIC**

*You place a hand on a wall of flesh and feel the heartbeat of the City Beneath.* Gain +2 **Fortune** protection.

**TWISTING TERRITORY**

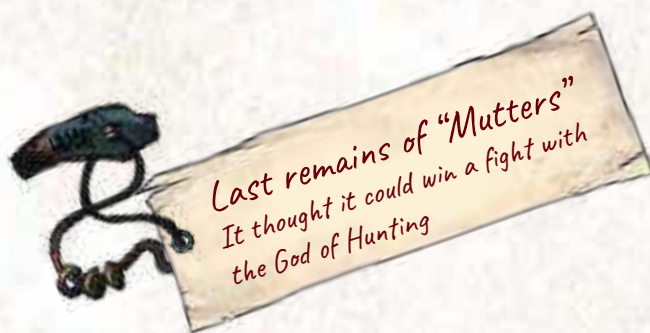
*You've fought tooth and nail in tunnels and pits to defend what's yours.* Gain the **Warren** domain. Once per situation, you can ask the GM who's in charge of the immediate area around you. By smell, sight or some other esoteric sense, you gain an intuitive understanding of the apex predator or alpha creature (whether that's a person or a beast) in the local area. When you use this power, the target gets the uncanny feeling that they're under threat.

**UNMAKING CLAWS**

*Your hands, anointed in the blood of angels, flicker in and out of reality.* Gain the **Kill** skill. Your unarmed attacks gain the **Piercing** tag.

**VESSEL**

*You let the energies of the Heart wash through you and fill you with glory, rather than struggling against them.* Gain +2 **Echo** protection.





## MAJOR ABILITIES

### BLOODBOUND BEAST

You are accompanied by a ragged cryptid that follows your commands – an ancient stone-browed stag, a razortoothed heartsblood hound or something stranger. You feed it your blood, and it fights for you. You gain the **Bloodbound** tag on all weapons as you and your companion work in concert.

- **MINOR: PACK HUNTER.** If you mark stress to **Blood** to activate the **Bloodbound** tag, roll with mastery when you use the **Delve** and **Hunt** skills for the remainder of the current situation.
- **MINOR: POUNCE.** Once per situation, select an adversary you can see. That adversary marks D6 stress as your companion leaps on them.
- **MINOR: FAITHFUL UNTIL THE END.** If you take Critical fallout and would die, you do not die – instead, you are rescued by your companion and dragged to safety at the nearest landmark. Your companion dies in your arms, exhausted and wounded, after you regain consciousness. Remove **BLOODBOUND BEAST** from your character sheet and gain an immediate major advance. You can't access **BLOODBOUND BEAST** ever again.

### CHIMERIC STRAIN

With the sound of cracking muscle and twisting tendon, your form is transmuted into something terrifying. When you activate this power, mark D4 stress to **Echo**. For the remainder of the current situation, all melee attacks you make gain the **Brutal** and **Wyrd** tags.

- **MINOR: BLIGHTED.** When you activate **CHIMERIC STRAIN**, increase the **Echo** stress inflicted by 1 step and gain +2 **Blood** Protection until the end of the current situation in addition to any other effects.
- **MINOR: HORNED.** When you activate **CHIMERIC STRAIN**, increase the **Echo** stress inflicted by 1 step and increase your melee damage by 1 step until the end of the current situation, in addition to any other effects.
- **MINOR: BEZERK.** When you activate **CHIMERIC STRAIN**, increase the **Echo** stress inflicted by 1 step and ignore the effects of **Blood** fallout until the end of the situation. You fight on, heedless of the pain.

### EXTINCTION BOW

You carry a huge bow capable of launching specially-made arrows at your prey – the mark of a true heartsblooded hunter. When you take this ability, you gain access to (or build) an enormous ranged weapon with the following profile: (Kill D10, Tiring, Ranged, Expensive.)

- **MINOR: HARPOON.** Once per situation, when you inflict stress to an adversary with the **EXTINCTION BOW**, you attach yourself to them with a rope or chain. They can't flee while attached – and neither can you.
- **MINOR: HUNTER'S EYE.** Once per situation, when you and your allies are in danger, point out a tactically useful element of the landscape. The first time an ally interacts with the element, they roll with mastery on their subsequent action.
- **MINOR: NIGHTMARE ARROW.** Gain access to the following weapon: (Kill D8, Spread, Ranged, One-Shot).

### MONSTROUS APPETITE

When you eat, you unhinge your jaw and wolf down anything within reach until your belly is distended and you are resplendent with power. When you use **THE RED FEAST** to consume a resource that has a domain you can access, remove stress from **Blood** or **Echo** equal to the amount rolled on the dice instead.

- **MINOR: REJUVENATION.** Once per session, when you use **MONSTROUS APPETITE** to consume a resource that has a domain that you have access to – and a value of D8 or higher – you can remove a Minor **Blood** or **Echo** fallout entirely.
- **MINOR: TAINTED MEAT.** Once per session, when you use **MONSTROUS APPETITE** to consume a resource with the **Cursed** domain with a value of D8 or higher, add 1 to the minimum protection provided by your **HEARTSBLOOD** core ability instead of removing stress. This effect lasts until the end of the situation.
- **MINOR: HORRENDOUS BITE.** Once per situation, when you inflict stress with an unarmed attack on an adversary, you may choose to lower their difficulty by one step to a minimum of **Standard** until the end of the situation.



## THE WILD HUNT

*The Heart sings of flesh and plenty; you echo that sickening song.* You may lead a group in communion with the Heart. This requires you to pass an **ENDURE+CURSED** roll, and the check is **Risky** if you're in an area with the **Haven** tag. (If you fail the check, you can try again later this session.) Those who commune gain the **Hunt** skill if they don't already have it, and increase the stress they inflict on delves by 1 step until the end of the current delve.

- **MINOR: ECHOES OF THE CITY BENEATH.** When you use **THE WILD HUNT**, instead of the **Hunt** skill, you may grant the **Delve** skill to participants. Pick which skill you grant each time you use the ability.
- **MINOR: STORYTELLER.** Once per session, when you're tracking a beast, you can declare it to be a renowned beast – you've heard tell of it before. Tell the party what's so dangerous about it, or repeat a legend of its exploits. This increases the beast's protection by 1, its damage by 1 step and any resources gathered from it by 2 steps.
- **MINOR: BOUNTY SHARED.** When you complete a delve or hunt and kill a renowned beast, everyone who took part in **THE WILD HUNT** may remove D6 stress from **Fortune** or **Supplies**.

## ZENITH ABILITIES

### ANGELIC

*You undergo the ultimate heartsblood transformation – you become an agent of the Heart Itself, a red and mighty angel, and your approach is ruin incarnate.* Following a transformation process that is either distressingly sudden or agonisingly slow, your flesh and bones burst and reform into those of a towering Angel (p. 185). You are as powerful and ruinous as any other Angel, but you retain your will – for the remainder of the current situation, at least. After that, you are absorbed back into the flesh of the Heart, and become another agent of unreality that will beset delvers in centuries to come.

## LEGENDARY BEAST

*You shed what little remains of your human form and ascend into something many-limbed and majestic.* When you gain access to this ability, you begin your hunt to slay the Beast: the capital-B Beast, an ancient creature wrought from stone and muscle and petrified wood. You will kill the Beast, and in doing so, you understand it perfectly. You become the new Beast, an epitome of bestial power and a legendary terror in the City Beneath.

You become part of the wilderness of the Heart; it grows around you more than ever, blossoming into patterns that you dream of in the echoing recesses of your ancient gestalt mind. Create a new landmark that you call your territory; here, you are lord and ruler, but you can no longer leave. One day, another Cleaver will find you, kill you and become you.

## WEALD AND WOE

*Following the passing of a legendary hunter, sometimes the Forest – an ancient heaven for wordless hunters and the gigantic beasts they pursue – crashes into the Heart to claim their body as a prize.* To activate this ability, die.

The landmark you are currently occupying is overwhelmed by the Forest (p. 176). If you're on a delve, immediately establish a new landmark where you're standing. Relic trees crash and tear through the walls of reality, swarms of giant beasts smash apart the world around them and your body is subsumed into the black, fecund soil to be reborn. This fracture will remain connected to the landmark for a few hours before it is severed – then the trees will petrify into a dead forest of glittering opal, ill-auspiced and frequented only by the dead.

When you are reborn, you awaken in the Forest. You have an afterlife of hunting, feasting and howling at the strange, indifferent stars to look forward to.





DEADWALKER



*You were always obsessed with death; maybe you were a nihilistic cultist, a moneyed arcanist, a radical theologian or a sanctified killer. But your initial fascination was nothing compared to what happened after you died for the first time. Nothing's been the same ever since.*

*You didn't die properly; somehow, through willpower, luck or trickery, you stayed alive. Your tattered soul gives you a near-unique ability to step between the lands of the living and the dead with relative ease. Your constant companion – a spectral manifestation of the death that didn't take – guards you jealously and whispers secrets from beyond the veil into your ear while you slumber.*

## CORE TRAITS

SKILL	Delve
DOMAIN	Desolate
RESOURCE	Bag of interesting teeth (D6 Desolate)

### EQUIPMENT

**PICK ONE:** Hunting Rifle (Kill D6, Extreme Range, Reload)

Greatsword (Kill D10, Tiring)

Bootleg Ambrosia (Mend Mind D6, Potent, Expensive) and Ritual Blade (Kill D6)

## CORE ABILITIES

### DEATH FOLLOWS CLOSE

*You never knew anyone could love you as much as your own death.* You are followed around by a manifestation of your death that is invisible and intangible to everyone but you – although when you are on the verge of dying, or in places that resonate heavily with death and sorrow, it might be visible to others. The exact appearance of it is up to you. The first time each session you suffer Major **Blood**, **Mind** or **Fortune** fallout, your death manifests to protect you and inflicts D8 stress on whatever caused the fallout.

### ENTER THE GREY

*You know the trick of stepping sideways into the Grey: the space between the worlds of the living and the worlds of the dead.* Roll **Delve+Religion** to enact this ritual. It takes around ten minutes of preparation, e.g. donning ritual garb, inhaling sacred smoke, communing with your death and so on. On a success, the smoke clears, and you (and anyone you bring with you) are in the Grey.

Within the Grey, the world is a shadowy echo of its living counterpart. Some souls linger here, awaiting their eternal reward, but for the most part it is grim, empty and monochrome. (For more information on travelling and surviving the Grey, see p. 177.) Exiting the Grey is a simple enough task for a Deadwalker and those they ferry across; it's a **Delve+Religion** roll for anyone else.



## MINOR ABILITIES

### ADEPT

Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Endure**, **Evade**, **Hunt**, **Kill**, **Sneak**. You can take this advance more than once.

### DEATHLESS

*You've already died once; you can suffer through this.* Gain the **Endure** skill. Roll **Endure+Religion** to ignore the effects of ongoing Minor **Blood** or **Echo** fallout until the end of the situation.

### DIRT UNDER THE FINGERNAILS

*You dug your way out of your own grave.* Gain the **Warren** domain. You can dig through earth and mud with your bare hands as though you had a shovel; your fingernails are always stained with a little soil, and you cannot clean it off.

### EXPLORER

Gain access to one of the following domains: **Cursed**, **Desolate**, **Occult**, **Religion**, **Technology**, **Warren**, **Wild**. You can take this advance more than once.

### GRAIL ARMOUR

*You wear patchwork platemail scavenged from the bodies of dead heroes.* Gain +2 **Blood** Protection.

### GRIM REAPER

*Your death has long whispered to you about the proper methods of execution; on occasion, it helps directly.* Gain the **Kill** skill. Your death's attentions now function as the following weapon: (Kill D8, Ranged, One-Shot).

### THE HARVEST

*The people of the Eastern Domain call Death the Harvest – an untamed god-beast of endings that you pray to for a quick demise.* Gain the **Wild** domain. Wild animals are scared of you and will not attack you if other targets are available.

### LAST RITES

*You know enough about death rituals to be sworn in as a priest in three major faiths.* Gain the **Religion** domain. When you touch the brow of a recently dead person, you can ask their spirit a single question before it fades away.

### MARKED FOR DEATH

*Your death tells you stories of dark spectres that swarm the land in search of doomed souls.* Gain the **Hunt** skill. In addition, you can mark prey. When you mark prey, you spend ten minutes or so observing your target from hiding and whispering words of death over your weapon. When you hunt prey you have marked, roll with **mastery**. Your mark endures until your target dies or you mark another creature.

### SHADOW

*Your body, unmoored from the lands of the living, can become shadowy and indistinct.* Gain the **Sneak** skill. By blowing out a lit candle and focusing, you can extinguish all light sources nearby. Sources that cannot be easily extinguished (magelights, glow-worms, etc) are temporarily muted instead.

### SURVIVOR

Gain +1 Protection in the **Blood**, **Echo**, **Fortune** or **Supplies** resistance. You can take this advance more than once.

### TATTERED SOUL

*Your eternal spirit has been warped and torn by your experiences, leaving you with an affinity with the not-quite-real.* Gain the **Cursed** domain and +1 **Echo** protection.

### WALKING RELIQUARY

*Your pack clinks and jingles with a dozen minor totems of the dead; in a pinch, the meagre power within can save your life.* Gain +2 **Supplies** Protection.



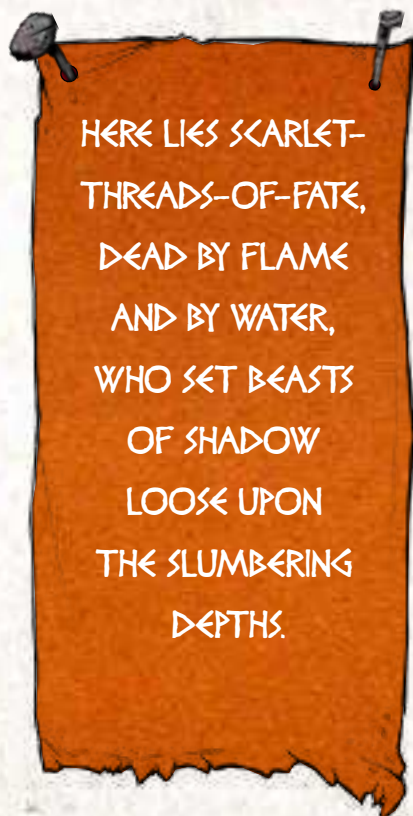
## MAJOR ABILITIES

### DESCENT

You push through purgatory into the storied lands of the dead. When you are in the Grey (see p. 36), you may undertake a delve to one of the eight heavens listed in the landmark section. Choose which one you have access to when you take this advance.

The delve will be **Risky** unless you and your companions dress in ritual garb and make suitable preparations to enter the heaven in question. Returning to the Grey requires another delve, which can be harder or easier than the initial one depending on whether the heaven wants to keep you there.

- **MINOR: ESOTERIC CARTOGRAPHER.** Choose two additional heavens that you have access to whilst in the Grey.
- **MINOR: STEP BETWEEN.** You can leave a Heaven and arrive at a completely different landmark than the one you started at. Your exit point must be within the same Tier, and it must share a domain with the Heaven that you just visited. If you've never visited the landmark before, undertaking the delve is **Risky**.
- **MINOR: ALL DOORS AS ONE.** When you use **STEP BETWEEN**, your destination point can be one Tier above or below your current Tier.



### ECHOES

You can glimpse the remnants of what has come before. Roll **Discern+[Domain]** to witness ghostly recreations of the past in your current location. This will generally show the most interesting or dramatic thing that occurred within recent memory.

- **MINOR: HIDDEN PASSAGEWAY.** Once per delve, when you use **ECHOES**, it functions as a D8 boon.
- **MINOR: FRAGMENTARY RECOLLECTION.** When you use **ECHOES**, you can speak with the echoes of people or other sentient entities present. These echoes are momentary snapshots of psyches, with all the limitations on cognition that such a state entails.
- **MINOR: ABSORB MEMORIES.** Once per session, when you're in a location with a domain that you do not possess, activate this power. You have access to that domain until the end of the session.

### INVIDIOUS SPECTRE

Your death has got your back – right up until it can claim you for itself. Your death manifests as poltergeist activity and other supernatural phenomena that distresses and confuses your enemies. Any weapon you carry is considered to have the **Conduit** tag, and as such, you can mark D4 stress to **Mind** to roll with mastery when you attack for the remainder of the current situation.

- **MINOR: SOOTHE.** Once per session, when you mark stress, add 1 to any of your Protection values. This increase remains in place until the end of the session.
- **MINOR: GHOULISH GRASP.** Once per situation, a weapon you are carrying has the **Debilitating** tag.
- **MINOR: ETHEREAL TOUCH.** If you mark stress to activate the **Conduit** tag on your weapon, it gains the **Piercing** tag.



## REAPER'S STRIKE

*You forsake defence for a single, decisive blow.* When you attack an adversary, you can choose to lose your **Blood** protection for the attack before you roll. If you do so and succeed or partially succeed, add your **Blood** protection value to the stress inflicted.

- **MINOR: INEXORABLE.** If the first dice you roll to determine the stress inflicted on an adversary shows 1 or 2, roll an additional dice of the same size and add the result to the stress inflicted.
- **MINOR: BLOODIED BUT UNBROKEN.** When you have 4 or more stress marked to **Blood** or are suffering from ongoing **Blood** fallout, gain +2 **Blood** Protection.
- **MINOR: SCYTHING BLOW.** Once per situation, treat your weapon as though it has the **Spread** tag when you inflict stress to an adversary.

## SUDDEN DEATH

*Your soul is so poorly attached to your body that you can dive headlong into the Grey without warning.* **ENTER THE GREY** no longer takes ten minutes to cast – it is instantaneous. Bringing others along with you when you cast it in this manner makes the action **Risky**.

- **MINOR: LIMINAL.** Gain +2 **Blood** protection after entering the Grey. You can see and interact with people who are in the living world – they appear as indistinct blurs at a distance, but become clearer when nearby. You manifest as a weird, semi-ethereal phantom when you use this ability.
- **MINOR: ENTROPY.** Your hands become (Kill D8, Dangerous). When you touch a machine, construction or mechanism and focus, you can cause rust and decay where you touched it. Doing this quickly or under stress (e.g. destroying a bridge before your enemies can cross it all the way) requires a **Kill+Technology** check.
- **MINOR: BLOOD SACRIFICE.** Once per situation, when you inflict stress on an adversary that's roughly the same size as you in melee combat, you can transport both you and them to the Grey.

## ZENITH ABILITIES

### EXTINGUISH

*Your death tells you soft and sweet: you can kill anything you want to.* Using your powers over life and death and binding your own energy to the spell, you can draw any person, entity, landmark or concept (aside from the Heart Itself) into a physical vessel. You can then kill the vessel, destroying the concept and yourself in a final strike.

The entity has stats as determined by the GM; you don't have to fight it alone, and it's certainly possible (and encouraged) to tip the odds in your favour beforehand. When and if it dies, you die as well.

If you kill a landmark, that landmark is destroyed. If you kill a concept, it will wither and die in the minds of the people of the Heart, and they will no longer think of it.

There are limits to what you can achieve with this ability. If you kill the concept of breathable air, for example, folk will still breathe in and out but they won't understand what they're doing or why it's important.

### INFERNAL CLAWS

*You learn the secrets of the Dark Place.* You know the location of and the route to hell (or something close to it). You can also summon fallen angels and other agents of misrule to drag a target down there. Compared to hell, the Eight Heavens seem like pretty nice places to spend an eternity.

This process traps the target there indefinitely, wracking it with torments and driving it insane. Dragging someone to hell in this way consumes your life essence, and your death embraces you for one final time before stopping your heart.

### SUNDER THE VEIL

*With your last breath you tear open a ragged door to heaven and energy floods into the area, causing spontaneous miracles.* To activate this ability, die. All nearby allies remove all ongoing fallout, all stress marked to all resistances and gain mastery on all rolls for the remainder of the situation.



DEEP APIARIST





*They called to you: a distant buzzing hivehum reverberating through the City, a message of control and hope, a secret means of scraping meaning and reason from the unfathomable and ever-changing Heart. They are the Hive, they say – a megaconsciousness, a defence network, grown from within the Spire. They are here to help you push back the tide of unreality.*

*Desperate, you accepted them into you. Ten dozen glyph-marked bees crawled into your sinuses and built waxen bulwarks against the disorder within. You are better now. You see the world in different patterns, and can sift through the chaff and noise that only confused you before. You have a crystal clear, perfect vision of what Should Be.*

*You are a Deep Apiarist – one of a small sect of occultists who use the power of the Hive to work magic that manipulates order and chaos. The sigil-covered bees crawling through their bodies can unleash deadly attacks on those who would stand in their way.*

## CORE TRAITS

<b>SKILL</b>	<b>Mend</b>
<b>DOMAIN</b>	<b>Occult</b>
<b>RESOURCE</b>	Heartsbloom rose in a glass jar (D6 Occult, Fragile)

### EQUIPMENT

**YOU GET:** Hive Tool (Kill D4, Brutal)

**PICK ONE:** Dimensional Barometer (Delve D6)

Hunting Rifle (Kill D6, Extreme Range, Reload)

Smoker (Kill D4, Debilitating, Smoke)

## CORE ABILITIES

### THE HIVE

*The sweetlings nest within your body. Some of your organs are replaced with complex copies made from wax by industrious bees. They live within you – a few at first, but as you grow in power, great swarms. Their curious buzzing aligns your mind with the Hive. At the beginning of each situation, clear all **Mind** stress as incipient madness flows through you and into the Hive. You can never benefit from **Mind** protection or remove stress from **Mind**, aside from using this ability.*

### RELEASE THE SWARM

*You send out a swarm of bees, eager to defend you. Gain access to the following weapon: (Kill D4, Spread, Ranged).*

## MINOR ABILITIES

### A PERFECT MACHINE

*You see that cogs, gears and engines are just echoes of the infinite, staggering majesty that is the Hive. Gain the **Technology** domain. Given time, you can repair technological devices even if you don't have the right parts: you synthesise them from wax and extruded bone.*

### APISAMBULATION

*Your body sleeps while your mind, riddled with industrious bees, marches on. Gain access to the **Delve** skill. Once per session, while on a delve, you can opt to fall asleep and let the bees inside your body steer you. In this state, the bees speak for you and perform actions on your behalf – roleplay accordingly (the GM can use **Fortune** fallout to represent your inhuman pilots). Assuming you get a few hours' rest and progress on the delve, refresh D6 from any of your resistances.*



**HIVEBORN**

*You were reborn in one of the Great Hives; your body, though still mortal, is waxen and papery. Gain the **Warren** domain. You can fit yourself through any gap small enough for a bee by having your swarm chew up and reform your body on the other side. This process takes upwards of six hours. You can rush to get it done in an hour instead, but mark D8 stress to **Blood** as a result.*

**HUNTER OF THE DAMNED**

*You bring order to the Heart with sword and shot. Gain the **Hunt** skill. Once per session, when you eliminate a heartsblooded creature, remove D6 stress from any of your resistances.*

**INTOXICANT**

*Pheromone glands pucker and blossom on your wrists and neck; you are alluring, irresistible, almost soporific. Gain the **Compel** skill. Once per session, when you talk to someone for five minutes or more, you convince them to revert to their basest impulses. They become driven solely by lust, hunger or a need for shelter – whichever they desire most right now.*

**INTRUSION**

*Your swarm grants you the power to overwhelm and control rudimentary minds. Gain the **Wild** domain. You learn the following spell: send your swarm to occupy and control the body of a wild animal that you can see with a successful **Compel+Wild** roll. You can now direct the animal to perform basic tasks, but the swarm's control is imperfect. For the duration of this spell, your unconscious body slumps to the floor; you come to when the swarm returns to you. At the end of the situation, the animal you controlled dies.*

**MANY EYES**

*Each of your companions is a vessel for your sight. Gain the **Discern** skill. When you stand still and close your eyes, you can see through the eyes of any of your bees, allowing you to spy around corners or look into closed spaces. You can't control the bees directly, but you have enough at your disposal to cover the area around you.*

**PERFECT STRUCTURE**

*Your body eschews treacherous meat in favour of a sturdy waxen comb. Gain +2 **Echo** Protection.*

**THRICE-WARDED**

*Your bees are marked with auspicious glyphs and you are able to brave the worst of the Heart unscathed. Gain the **Cursed** domain. Each session, the first time you would take Minor **Fortune** fallout, avoid the fallout and do not remove stress from **Fortune**.*

**UNCANNY BIOLOGY**

*Aside from the Queen nestled inside your heart, every part of your body is replaceable by the swarm. Gain +2 **Blood** Protection.*

**WAXEN SIGILS**

*Gain +1 Protection in the **Blood**, **Echo**, **Fortune** or **Supplies** resistance. You can take this advance more than once.*

**WHISPERS OF THE HIVE**

*Gain access to one of the following domains: **Cursed**, **Desolate**, **Occult**, **Religion**, **Technology**, **Warren**, **Wild**. You can take this advance more than once.*

**WISDOM FLOWS SO SWEET**

*Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Endure**, **Hunt**, **Kill**, **Mend**, **Sneak**. You can take this advance more than once.*



## MAJOR ABILITIES

### ANNIHILATION

*Your body is unHeart; it burns through the parasitic world of meat and bone. Against heartsblooded people or creatures, your touch functions as a (Kill D8) weapon. As you use it, your flesh roils and cracks, but the swarm repairs it as quickly as it is unmade; your opponent doesn't have that luxury. Against any other target, it functions as a (Kill D6) weapon.*

- **MINOR: BLOSSOM WITHIN THE SKULL.** **ANNIHILATION** gains the **Ranged** tag.
- **MINOR: DARK FLOWERS.** Your touch gains the **Debilitating** tag and causes crystal to coalesce around your targets.
- **MINOR: THAT WHICH IS GOLDEN.** You may increase the damage die of any weapon you touch by two steps. The weapon is destroyed after it inflicts stress once.

### BLESSED TOXIN

*The swarm within you offers up its members as sacrifices to your cause, just like you offer yourself up to the Hive. Some of the bees inside you develop a sting that soothes the mind when injected (as well as being an addictive narcotic). Your body functions as a (Mend, Mind D6) item; you can mark D4 stress to **Blood** to have it function as a (Mend, Mind D8) item on your next action.*

- **MINOR: FEARLESS.** Once per session, remove Minor **Mind** fallout from an ally or allow them to ignore the effects of Major **Mind** fallout for the remainder of the situation.
- **MINOR: PAINLESS.** Your body functions as a (Mend Blood D6) item. You can mark D4 stress to **Blood** to have it function as a (Mend Blood D8) item on your next action.
- **MINOR: BLOODLESS.** Gain +1 **Blood** protection. You are immune to mundane poisons.

### DELIRIUM SPIKE

*The sacred majesty of the Hive fills you with fizzing, unstable power. The stress inflicted by your **RELEASE THE SWARM** ability increases to D6. The first time you inflict stress using **RELEASE THE SWARM** in a situation, add your **Mind** stress to the stress inflicted on the target. After the action is resolved, reduce your **Mind** stress to 0. This supersedes the normal limitations on removing **Mind** stress outlined in **THE HIVE** (p. 41).*

- **MINOR: IMPERFECT BALANCE.** When you mark stress to **Blood**, halve the amount of **Blood** stress inflicted (rounding up) if it is lower than your current **Mind** stress.
- **MINOR: VENOMOUS HEX.** You may replace the **Spread** tag with the **Piercing** tag when you use **RELEASE THE SWARM**.
- **MINOR: INQUISITIVE BURROWERS.** **RELEASE THE SWARM** gains the **Brutal** tag.

### SACRED GEOMETRY

*Multiple futures swim about your head, and you pick that which is most advantageous; to an outside observer, you move unopposed and uncanny. When you are rolling to inflict stress on a delve or adversary, or remove stress from yourself or an ally, and you roll a 6 (a number sacred to Apiarists), roll an additional D6 and add it to your total.*

- **MINOR: MAJESTIC.** Once per situation, when you roll to resolve an action and you roll a 6, count that dice as if it rolled 10.
- **MINOR: PRISTINE.** You are always clean and well-presented, even when you have been trudging through filth or battling noxious pitchkin in close quarters. When you arrive in a landmark after a delve, roll with mastery when you make a first impression.
- **MINOR: REGAL.** Once per situation, after you mark stress to a resistance, gain +2 Protection in that resistance until the end of the situation.



## UNCHAOS

*The Heart is a chaotic place, and you seek to undo that with ancient magic.* Roll **Mend+Occult** to cast this spell. On a success, for the remainder of the situation, you or one nearby ally treats **Risky** actions as **Standard** actions (keep the highest rolled dice) as probability coalesces around you and crystallizes at your feet.

- **MINOR: STABILISATION.** **UNCHAOS** may now affect all allies within arm's reach rather than a single nearby ally. If they leave your side, they lose access to the effect.
- **MINOR: PERFECTION.** Once per situation, a target under the effect of **UNCHAOS** can treat a **Dangerous** action as a **Standard** action.
- **MINOR: FILED AWAY.** Once per situation, when you cast **UNCHAOS**, all those affected by the spell remove D4 stress from **Fortune**.

## ZENITH ABILITIES

### ABSOLUTE STASIS

*You use up every ounce of your power to encase a dangerous foe in crystal.* To cast this spell, touch a creature; you and they are forever bound together, rendered perfect, inviolable and immobile in glittering, transparent crystal like a statue.

No-one has yet managed to break one of these statues. In fact, interacting with the crystal in any way incurs D10 stress as it spreads instantaneously from one body to another, binding another person into the curious tableau.

It is believed that those inside the crystal are still alive and conscious, but as previously mentioned, no-one has managed to break one open to find out.

### DIMENSIONAL BASTION

*You become a conduit to the Hive, and thousands of glyph-marked bees rush out of your body and clothing until your physical form is dissolved entirely into the swarm.* The bees quickly spread out to the edges of the landmark you are occupying and ward it, building crystalline structures that keep the energies of the Heart at bay.



*IN MEMORIUM  
Czchuzen, glued into  
crystalline wax with a  
clone of her best friend.*

While the bees endure, this place will be safe from the uncaring and ever-changing Heart Itself. You aren't quite dead, but you definitely aren't alive either: you persist as a message passed between the bees, an echo in the place. Rename the landmark appropriately

### SURRENDER TO CHAOS

*A lifetime of carving order from disorder, and still the Heart remains chaotic. You lost before you ever started. You give in, tragically and catastrophically.* When you cast this spell, everything that is ordered around you flips to disorder: buildings collapse, machinery overloads and malfunctions, disease runs rampant, language breaks down and fire crackles at the edges of your vision. You are unmade, inverted; your bees are destroyed; and the Heart arrives to greedily consume your essence.

The Heart Itself spontaneously manifests in your current position. You are killed when this ability is used – crushed under the weight of impossible mathematics and ruinous vectors. Lines and angles no longer fully meet at the seams as raw nuclear chaos unfolds within you. After a few seconds of utter nightmare, the manifestation collapses, lapsing back into its natural state.





HERETIC



The Church of the Moon were driven out of the City Above two hundred years ago. Their faith had been outlawed by invading forces, their temples burned, their idols smashed to pieces, their priests slain in the street – but still they believed in *Damnou*, goddess of the moon tripartite, bringer of light and life to the drow. They fled into the undercity, seeking solace; what they found was a communion with their goddess greater than anything they could dream of in Spire. They found secrets hidden deep within the earth. They found the Moon Beneath.

You are an adherent to the faith of the Moon Beneath. Your great-grandparents might have been among the original refugees driven down to the Heart, or you might be a recent convert to the religion. Either way, you draw power from your faith and unearth the hidden wisdom of your queens who dwell deep in the earth. You proudly bear the symbols of your church – jewellery adorned with eyes, sacred chains that symbolise the restraints on the Moon Beneath, moonsilver piercings, and reams of sacred text – that would have you shot in the street in the City Above.

## CORE TRAITS

<b>SKILL</b>	<b>Mend</b>
<b>DOMAIN</b>	<b>Religion</b>
<b>RESOURCE</b>	A single devotional candle that burns with a silver flame (D6 Religion)

### EQUIPMENT

**PICK ONE:** Spireblack Brazier (Unlit: Kill D6; Lit: Kill D8, Obscuring, Dangerous)

Breech-Loading Pistol (Kill D6, Ranged, Reload) and Seeker's Blade (Kill D6, Brutal)

Scripture-Etched Bandages and Blessed Oils (Mend Blood/Mind D6) and Staff (Kill D6)

## CORE ABILITY

### MINISTRATIONS

You offer solace and calm in a world of chaos. Once per session, lead your allies in a service of praise to the Moon Beneath (how you practice your faith is up to you). All player characters who took part can remove one Minor **Blood** or **Mind** fallout, or downgrade one Major **Blood** or **Mind** fallout to Minor, at the end of the service. If you perform this service whilst on a delve, add +D4 to the delve's resistance.

## MINOR ABILITIES

### BLESSED DEPRIVATION

In your darkest hour, She will bless you with her immaculate grace. Gain the **Desolate** domain. When you are suffering from ongoing **Supplies** fallout, gain the **Trusty** tag when you roll to inflict stress on delves.

### GRAVE DUTY

You spent time amongst the dead in the sepulchres, and time amongst the living at the funerals. Gain the **Warren** domain. Once per session, when you console or bolster an ally in times of fear and uncertainty, they gain +1 **Mind** protection until the end of the session.

### THE GODDESS' GIFTS

Gain access to one of the following skills: **Compel**, **Discern**, **Endure**, **Evade**, **Hunt**, **Kill**, **Mend**. You can take this advance more than once.

### THE LEFT HAND OF THE GODDESS

The faithful are a bountiful garden, and it is your task to excise disease and corruption at the root. Gain the **Kill** skill and +1 **Blood** Protection.



**LIAR'S BURDEN**

*The moon beneath does not tolerate the wicked words of sinners.* Gain the **Discern** skill. If you suspect an NPC is lying to you, roll **Discern+Religion**. On a success, if they were lying, they mark D4 stress; their mouth streams with blood as though they had attempted to chew on broken glass.

**INCANDESCENT COMMUNION**

*In the tear between worlds, She blessed you with night-black eyes that resonate with Her Eternal Light.* Gain the **Cursed** domain. You can see in total darkness as though the area was illuminated by candle-light.

**RIGHTEOUS RHETORIC**

*You have argued over the interpretation of scripture with the temple elders time and time again.* Gain the **Compel** skill. When you invoke your holy texts in conversation with another member of your faith, roll with mastery.

**RITE OF PLACIDITY**

*Scholars who search for the Lady often find her immense majesty hard to bear, but you are well versed in the sacred canticles that allow you to weather her revelations.* Gain +2 **Mind** Protection.

**SACRED TATTOO**

*You carry your holy text inked onto your skin, a litany of pain endured in the name of Her Cthonic Majesty.* Gain +2 **Fortune** Protection.

**SHARD OF THE TEMPLE DOOR**

*The great doors of the Moon Ascendant temple were smashed to pieces on the night of the purge. You carry a shard of the door, reminding you that your faith is eternal.* Gain the **Endure** skill. Once per session, when you touch the shard to a closed door, it will not open for at least an hour (unless it is destroyed).

**TOMES OF KNOWLEDGE**

Gain access to one of the following domains: **Cursed, Desolate, Haven, Religion, Technology, Wild, Warren**. You can take this advance more than once.

**UNWAVERING FAITH**

Gain +1 Protection in the **Mind, Supplies, Blood** or **Fortune** resistance. You can take this advance more than once.

**WORDS OF GRACE**

*As you shine Her light into dark places, you are filled with her glory.* Gain the **Haven** domain. Once per session, when you lead the community in an act of mercy and grace, refresh D6.

**MAJOR ABILITIES****OATH OF COMMUNITY**

*You are scarred and battered from defending the defenceless, and you bear a sacred shield adorned with the wisdom of the Goddesses.* Gain +1 **Blood** protection. When a nearby ally is attacked and you're ready to defend them, their **Blood** Protection increases by 1.

- **MINOR: MARTYR'S BLOOD.** Once per session, when a nearby ally takes Major **Blood** fallout, you both take Minor **Blood** fallout instead.
- **MINOR: MIRACULOUS INTERVENTION.** Once per situation, when you take **Blood** stress but before the GM rolls to determine how much, activate this power. The attack only inflicts D4 stress.
- **MINOR: CAST ASUNDER.** Once per situation, when an adversary inflicts **Blood** fallout on you, reduce that adversary's stress dice by 1 step.



## OATH OF FURY

*You are but a vessel for the goddesses three to enact their will on the world through your hand.* Roll **Endure+Religion** to beseech Damnou to lend you Her fury as you adorn yourself with sacred silver symbols. On a success, until the end of the session, you gain the **Kill** skill and your attacks gain the **Brutal** tag. If you already possess the **Kill** skill, gain a knack relevant to an intended target. At the end of the session, if you have not taken the life of a worthy creature, mark D6 stress to **Mind**.

The minor advances below grant access to alternate versions of **OATH OF FURY**. When you cast it, you can choose any version you can access. If you cast **OATH OF FURY** an additional time without meeting the requirements listed at the end of the spell, you mark D6 stress to **Mind** immediately.

- **MINOR: AVATAR OF FLAME.** When you use **OATH OF FURY**, you can choose to replace the benefits granted with +2 **Blood** protection and your attacks gaining the **Debilitating** tag. At the end of the session, if you have not taken the life of a worthy creature, mark D6 stress to **Mind**.
- **MINOR: AVATAR OF MOONLIGHT.** When you use **OATH OF FURY**, you can choose to replace the benefits granted with +2 **Echo** protection. In addition, when you use the **Mend** skill on an ally, instead of removing stress you may remove Minor **Blood** or **Mind** fallout on a successful roll. At the end of the session, if you have not removed both **Blood** and **Mind** fallout from your allies, mark D6 stress to **Mind**.
- **MINOR: AVATAR OF SHADOWS.** When you use **OATH OF FURY**, you can choose to replace the benefits granted with +2 **Fortune** protection and your attacks (even melee) gaining the **Extreme Range** tag. At the end of the session, if you have not taken the life of a worthy creature, mark D6 stress to **Mind**.

## OATH OF SAGACITY

*You have learned one of the secret names of Three-Fold Damnou, and when you speak it aloud your enemies are struck senseless by its power.* The name of the Goddess functions as the following weapon: (Kill D6, Spread, Distressing, Maddening, One-Shot).

- **MINOR: FRAGMENT OF LEKOLÉ.** The weapon gains the **Brutal** tag.
- **MINOR: FRAGMENT OF LOMBRÉ.** The weapon gains the **Smoke** tag (it manifests like ink dropped in water) and no longer creates noise – in fact, it dampens all nearby noise.
- **MINOR: FRAGMENT OF LIMYÉ.** When you use **OATH OF SAGACITY**, you and all nearby allies remove D4 stress from **Blood**.

## OATH OF TENACITY

*She laid a kiss of stars and secrets upon your forehead, and you are infused with her tremendous determination.* When you succeed at a **Risky** action, increase the size of the stress dice you inflict by 1 step. When you succeed at a **Dangerous** action, increase the size of the stress dice you inflict by 2 steps. You can choose to make an action **Risky** or **Dangerous**, even if it's **Standard**, to gain access to this benefit.

- **MINOR: IMPLACABLE FAITH.** When you take stress due to attempting a **Risky** or **Dangerous** action, the stress dice is reduced by 1 step.
- **MINOR: GLORIOUS RESURGENCE.** Once per session, when you succeed at a **Risky** or **Dangerous** action, clear all stress marked against your resistances.
- **MINOR: ABIDE WITH ME.** Once per situation, you may grant the benefits of **OATH OF TENACITY** to a nearby ally.

### WHERE'S THE OATH OF GRACE?

The followers of Damnou, in her form as the Moon Beneath or the Moon Above, broadly venerate her through the six Damnic virtues: Tenacity, Sagacity, Fury, Community, Vigilance and Grace. You'll notice that five of these virtues are represented in the major advances for the Heretic, but Grace is missing. Why? No-one's quite sure. Some believe that Grace is above the other virtues, and that miracles channeling its power are beyond the ken of mortals. Others (dangerously) whisper that it was stolen from her by high elf gods millenia ago, making the drow of today blind and stumbling compared to the past paragons of elegance. Whatever the reason, the divine magic of grace evades the priesthood of the Moon Beneath for now.



## RITE OF VIGILANCE

You look upon the world through the six sacred eyes of the Goddess and see beyond the realm of flesh and stone. When you attune your mind to the glory of the Moon Beneath, roll **Discern+Religion**. On a success, when you close your eyes, you can see the souls of creatures around you in your immediate area. These are visible regardless of physical obstructions.

- **MINOR: HUNTER.** When an ally acts on the information you give them as a result of this power and attacks the creatures you've seen, they roll with mastery on their first attack.
- **MINOR: HEART'S SIGHT.** When an ally acts on the information you give them as a result of this power and attempts to socialise with the people you've seen, they roll with mastery on their first action.
- **MINOR: BLESSING.** When this ability is active, you can touch an ally and confer the benefits of soul-sight to them as well.

## ZENITH ABILITIES

### ASCENSION

*You transcend the need for mortal flesh.* The Goddess appears before you in her trifold majesty: a scintillating blaze of divinity, silver-crimson and midnight black. She blesses you, and your frail mortal anatomy becomes a conduit for her eternal flesh. You take on an angelic form.

The descriptions of angels of the Moon Beneath are varied, but multiple heads, six or more wings, mighty voices raised in exaltation and an abundance of eyes are common themes. In your new form, your many hyperdimensional claws and appendages inflict D10 damage and possess the **Piercing** tag. You roll 6D10 when striking at those who would threaten the faithful or desecrate sacred ground, and all other actions automatically fail.

At the end of the situation, you are transfused into ossified bone-crystal, your radiance added to her incomprehensible refulgence, and retired as a player character.

## GLORY

*You come face to face with the goddess herself, and the radiance reflected in your eyes is too much for people to behold.* You keep your face covered. When you uncover it, all those who can see you are stunned and awed, unable to look upon you without falling to their knees. Those who remain in your presence miraculously remove one Minor **Blood** or **Mind** fallout result, or downgrade a Major to a Minor after about an hour; most NPCs will convert to your faith on the spot.

In the City Above, a team of aelfir hunters working for the Solar Church are mobilised and dispatched to kill you. They will find and eliminate you, and you will die.

## TESTAMENT OF FAITH

*You become a beacon of hope for those struck by fear or desperation.* To activate this ability, die a martyr's death. The ground on which you died (or where you're buried, whichever is more dramatically appropriate) becomes holy to the church of the Moon Beneath. Over the next few months, pilgrims will visit the site and erect a suitable shrine. For the remainder of the campaign, and at the GM's discretion any future campaigns, the shrine functions as a landmark with some appropriate haunts. Once per campaign, when the surviving player characters visit it, they can beseech your spirit to answer a question. You will deliver valuable wisdom.







HOUND



*In the past: the 33rd Regiment were sent down to pacify the Heart by a mad warrior-poet from the City Above. Of the nine hundred or so enlisted soldiers who set off, three hundred survived. Surrounded by forces beyond their understanding and on the verge of total destruction, the surviving officers did what they could to save their troops. They did something terrible.*

*Now: there are three hundred badges, each marked with the name of the original hero who carried it. When you steal one, or have it bestowed upon you, you join the Hounds: the new name of the 33rd, protectors of the fragile populace of the Heart. You carry the weight of their deeds on your shoulders.*

*You hear that some of the original three hundred are still out there, still wearing their badges. You've heard of Hounds holding back the darkness alone, withstanding tremendous amounts of punishment, defending havens for days on end without sleep or food.*

*The Hounds draw on one another and the people of the Heart for strength. So long as someone draws breath in the City Beneath, they cannot be destroyed; this is their gift, and their curse.*

## CORE TRAITS

<b>SKILL</b>	<b>Hunt</b>
<b>DOMAIN</b>	<b>Haven</b>
<b>RESOURCE</b>	Bottle of rotgut liquor (D6 Haven)

### EQUIPMENT

**PICK ONE:** Standard-Issue Legrande Rifle (Kill D8, Ranged, Piercing, Expensive)

Repeater Sidearm (Kill D6, Ranged, Brutal, Reload) and Knife (Kill D6)

Well-Stocked Haversack (Mend Supplies D6) and Cudgel (Kill D6)

## CORE ABILITY

### IN THE THICK OF IT

*You have a knack for getting yourself in just enough trouble to find the truth.* Once per situation, when you would mark stress to any other resistance than **Fortune**, mark it to **Fortune**. When you suffer **Fortune** fallout, roll with mastery for the remainder of the situation.

## MINOR ABILITIES

### ADVANCED TRAINING

Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Endure**, **Evade**, **Hunt**, **Kill**, **Mend**, **Sneak**. You can take this advance more than once.

### THE BETTER PART OF VALOUR

*You'll get everyone out alive, if not intact.* Gain the **Evade** skill. If you succeed on an **Evade** roll, all nearby allies roll with mastery when trying to evade until you next act.

### CLOSE QUARTERS

*You like things to be up-close and personal.* Gain the **Warren** domain. When in areas with the **Warren** domain, gain +1 **Blood** protection.

### CUSTODIAN

*You – and those who wore the badge before you – have spent so much time rebuilding shattered lives and shattered homes that everyone welcomes you.* Gain the **Mend** skill. If you are in a populated location you can always find someone willing to take you in, give you somewhere to sleep and maybe even some warm food.



### ECHOES OF THE 33RD

Gain access to one of the following domains: **Cursed**, **Desolate**, **Haven**, **Technology**, **Warren**, **Wild**. You can take this advance more than once.

### HARD AS NAILS

Gain access to +1 **Blood**, **Mind**, **Echo** or **Supplies** Protection. You can take this advance more than once.

### KILL COUNT

*Your weapons are cross-hatched with kill-marks; a testament to what you've done to protect others.* Gain the **Kill** skill. Whenever you kill a person or creature, remove 1 stress from any resistance.

### LIQUID COURAGE

*You have developed a drinking habit to stay sane, because the booze isn't going to be what kills you.* +1 **Mind** Protection. When you go drinking to remove **Mind** stress or fallout, treat the resource you spend as one dice size higher.

### MARSHAL

*You find out what's wrong and do your level best to fix it; if you can get paid in the process, so much the better.* Gain the **Compel** skill. Once per session, when you enter a landmark, you learn of an injustice, threat or danger that's worrying the people there. Some folks might be able to pay you if you help them.

### OUR GLORIOUS LADY

*You found the goddess at the bottom of a bottle; she turned your life around.* Gain the **Religion** domain. Once per session, clear D4 **Blood** stress from an ally as you beseech the goddess for their protection.

### QUARTERMASTER TRAINING

*You have studied under the Quartermasters of the Hounds, learning the valuable skill of creative acquisition.* +1 **Supplies** Protection. You don't like to be unarmed – you steal, build and improvise what you need. Your “unarmed” attacks become (D6, Brutal, Unreliable); on a failure, it breaks and your unarmed attacks are D4 as standard.

### ROUND THE NEXT CORNER

*You can find a place to shelter, smoke a roll-up and let things blow over.* Gain the **Delve** skill. Once per delve, you find an out-of-the-way location where you can catch your breath and recuperate without fear of being discovered by your enemies. You can take your time and heal here without incurring a bane.

### SERGEANT

*You wear the trademark heavy long-coat of a Sergeant of the Hounds, designed to mark you out as a protector of the people.* +1 **Blood** Protection. Once per situation, when an adversary or NPC directs their attention towards an ally, declare that they pay attention to you instead.

## MAJOR ABILITIES

### CONDEMN

*You have the authority to declare someone as a wanted criminal.* Once per session, when you find evidence of someone's (or something's) crimes, you can publicly condemn them. When you or another Hound tracks down a condemned target, roll with mastery.

- **MINOR: JUDGE.** When you track a condemned target as part of a delve, increase your stress dice size by 1 step.
- **MINOR: JURY.** You no longer need evidence to condemn a target, but you do need a name, a picture or a first-hand description.
- **MINOR: EXECUTIONER.** When you attack a condemned target, increase your stress dice size by 1 step.



## FOREWARNED AND FOREARMED

*Never get into a fight you can't win.* Once per session, when you have an hour or two to spare in a landmark, you can make preparations for the coming challenges. Pick one of the benefits from the list below. You and all other characters who choose to take part in preparations gain this benefit until they next enter a landmark.

- ✂ **Whetstone and Weapon Drill.** One piece of Kill equipment gains the **Brutal** tag.
- ✂ **Checked and Triple-Checked.** One piece of Delve equipment gains the **Trusty** tag.
- ✂ **Toughen Up.** Gain +1 **Blood** protection.
- ✂ **One for the Road.** Gain +1 **Mind** protection.
- ✂ **Creative Acquisitions.** Gain +1 **Supplies** protection.
- **MINOR: DOUBLE DUTY.** Choose two benefits when using this ability; those who take part gain the benefits of both. You can't choose the same benefit twice.
- **MINOR: ENCAMPMENT.** You may now perform this action on a delve; add a D6 bane to the delve's resistance if you do.
- **MINOR: EMERGENCY SUPPLIES.** If you have a few minutes to spare, you can give yourself or one ally one of the benefits from the list by consuming a resource worth D6 or higher. This does not count as the per-session use of the ability.

## STARE DOWN

*You have a reputation as a terrifying enforcer; just looking at some folk is enough to get them to throw down their weapons.* Your gaze functions as a weapon (Kill D6, ranged). It only works when your target can see you and if they have the capacity to be scared of you – so criminals are fair game, but heartsblood predators aren't. You can use this "weapon" in a haven or other landmark without causing a huge ruckus. Your gaze won't kill people – it's disheartening, and if you reduce an opponent's resistance to 0 with it they surrender, try to bargain their way out or trip and incapacitate themselves whilst fleeing.

- **MINOR: LEGENDARY.** Your gaze now works on things that shouldn't be scared of you.
- **MINOR: NOSE-TO-NOSE.** Your gaze gains the **Point-Blank** tag.
- **MINOR: NO SYMPATHY.** Once per situation, your gaze functions as (Mend Mind/Blood D6, Ranged) as you give your allies a disapproving glance that spurs them into action.

## TRENCH-FIGHTER

*Your mind is scarred with mud, gore and screams from a century before your birth.* When you attack at close range, your attacks gain the **Piercing** tag, even if you're unarmed.

- **MINOR: OVER THE TOP.** +2 **Blood** Protection against ranged attacks.
- **MINOR: KEEP SMILING.** The first time you suffer **Mind** stress in a situation, do not roll for fallout.
- **MINOR: HOMECOMING.** When you enter a location with the **Haven** domain after a delve, refresh stress according to the size and importance of the location. Three shacks with a campfire is D4; Derelictus is D12.

## UNSTOPPABLE

*You are filled with the spirits of those Hounds who have come before you.* When you are suffering from ongoing **Blood** fallout, increase your **Kill** stress dice size by one step.

- **MINOR: LIMPING ONWARD. UNSTOPPABLE** also increases your **Delve** stress dice by one step.
- **MINOR: SCARS LIKE MEDALS.** Gain +1 **Blood** protection for each ongoing fallout you have.
- **MINOR: ON YOUR FEET.** Once per session, downgrade a Major **Blood** fallout you have to a **Minor** Blood fallout.



## ZENITH ABILITIES

### EVERLASTING STAND

*As you feel your identity slipping away into the gestalt consciousness of the 33rd, you give everything you have to protect the people of the City Beneath. When a landmark you are in is under threat from outside powers (which is pretty much always true), activate this ability. You become the original owner of your badge – it might be an instantaneous process, it might take several weeks – as you prepare to defend the landmark.*

Once your preparations are complete, you are subsumed into the Hounds completely. The 33rd will watch the landmark you designated as safe indefinitely – nothing short of another zenith ability will put it in danger.

### FULCRUM

*Your actions have earned you the ultimate reward – your name replaces the one marked on your badge, and you are officially inducted into the 33rd. You are filled with the hopes and fears of every terrified, desperate person in the Heart. Until the end of the current situation, you roll five dice and pick the highest whenever you make an action. Once the situation ends, you slope off into the depths of the Heart to fight metaphysical battles beyond the understanding of mortals.*

### INCURSION

*You learn a fragment of the terrible truth behind what happened to the 33rd all those years ago, and understand why they can never die. At the culmination of a dark ritual, you smash your badge apart on an altar made from bones and shell casings, and summon the last moments of the 33rd to your location. Reality comes undone; the world is transformed into a twisted, burning maze of trench and razorwire, and the 33rd act out their terrified final moments on whoever they can find.*

The landmark you're in is destroyed, pretty much everything inside it dies and your mind is blasted into pieces as you witness the lengths they went to in order to survive.

**IN MEMORIUM  
GRAMAK, WHO LEFT  
THIS WORLD AND  
TRIED TO TAKE ALL  
OF AELFIR PRIDE  
WITH HER**

*It didn't work.*







INCARNADINE



It's easy to fall into debt; it's not easy to fall into the catastrophic levels of debt that you managed to achieve. You had to be good at borrowing money – and time, and the faith of others, anything you could get your hands on – to attract the attention of Incarne, the Crimson God of Debt.

One day you woke up and found parts of your life missing as though it had been rummaged through by celestial bailiffs: property, possessions, memories, family members, emotions and desires were divided up between your creditors by an unseen force. Maybe your husband didn't recognise you anymore; maybe you were never married in the first place. Maybe you came home to find the rooms barren and filthy as though it hadn't been lived in for decades.

Incarne made their mark on you: a brand across your heart which brought an end to your life as you knew it. Some people seek out the mark; there's power and freedom associated with burning your old life to ashes, and Incarne rewards those they claim with uncanny abilities that can bring them (and others) even deeper into debt. You stepped into the Heart to find meaning, fortune or oblivion.

You rarely speak of the mark or talk about how far you have fallen to be trading stories, hours and lives down in the dark of the City Beneath. But the mark itches. Your greed itches. You carry a heavier weight than can be seen and push anger, sadness and loss out into the darkness, far beyond the light of the haven.

## CORE TRAITS

<b>SKILL</b>	<b>Compel</b>
<b>DOMAIN</b>	<b>Haven</b>
<b>RESOURCE</b>	Second-Hand Wedding Ring (D6 Haven)

### EQUIPMENT

**YOU GET:** Hooked Blade (Kill D6)

**PICK ONE:** Filigreed Revolver (Kill D8, Ranged, Expensive)

Bailiff's Iron Cudgel (Kill D8, Tiring)

Home-Made Spireblack Pipe Bombs (Kill D6, Ranged, Spread, One-Shot)

## CORE ABILITIES

### THE COST OF DOING BUSINESS

A mix of scrying and luck magic lets you portion off your fortune to be used as you wish. At any time you may consume a resource and roll its dice; set this dice aside. When you perform an action or inflict stress, but before you roll the dice to resolve it, you may replace any unrolled dice in your pool with the dice you set aside. Once used in this manner, it is consumed. If you have an unspent dice set aside at the end of the session, you take **Fortune** stress equal to the value rolled on the dice.

### MUTUALLY ASSURED DESTRUCTION

If you go down, you're taking them with you. If you die, the wards placed on your soul detonate in an attempt to take down whoever did you in. You explode and inflict stress equal to D8 + your current **Fortune** stress on anyone standing nearby.

## MINOR ABILITIES

### A RED AND BLOODY BUSINESS

You are well versed in the oldest transaction in the world – blood for blood. Gain the **Kill** skill. If you're killing someone or something that's shed your blood before, your attack gains the **Brutal** tag.

### AN EYE FOR THE STRANGE

Years of exposure to unnatural energies from the items you've bought and sold has left a dirty handprint on your soul. Gain the **Occult** domain. Once per session, you may exchange one domain on one resource for any other.

### BETTER SAFE THAN SORRY

Gain +1 Protection in the **Mind**, **Echo**, **Supplies** or **Fortune** resistance. You can take this advance more than once.

### CREATIVE ACQUISITIONS

You know that the best price for any item is free. Gain the **Sneak** skill. When you attempt to steal a resource or equipment of D10 value or higher, roll with mastery.



## CREATIVE BOOK-KEEPING

A flexible grasp on reality means you have something for every occasion on hand. Gain +2 **Supplies** Protection.

## EYES IN THE BACK OF YOUR HEAD

You've set up enough crooked deals to know when you're about to be suckered into one. Gain the **Discern** skill. When you stand still and concentrate, you can quite literally see behind you as though you had eyes in the back of your head. Doing this for too long causes headaches and nausea.

## JACK OF ALL TRADES

Gain access to one of the following skills: **Compel**, **Discern**, **Endure**, **Hunt**, **Kill**, **Mend**, **Sneak**. You can take this advance more than once.

## LOST IT ALL

You understand – truly – the wretched sensation of having less than nothing. Gain the **Desolate** domain. Once per session ask the GM where the nearest source of wealth is and they will tell you.

## MAKE DO

Periods of poverty have taught you to make the best of what you've got and keep things ticking over until your next big score. Gain the **Mend** skill. Once per session, you can immediately fix something that's broken – but it only works once. After that, it's destroyed past the point of repair.

## ON THE RUN

You've been running from your creditors for years; you're not above crawling through shit on your hands and knees to survive. Gain the **Evade** skill. Mark D4 stress to **Supplies** to shift the attention of a person or creature to another PC or an important NPC.

## PRIEST OF INCARNE

Most Incarnadines pay lip service to their god whilst paying off their debt; you've bought in wholesale, and you understand the terrible power of your patron. Gain the **Religion** domain. Once per session, when you visit a shrine of Incarne and preach to the faithful, refresh equal to the size of the shrine (D4 for cupboard-sized devotionals, D12 for a glorious temple). The Red Market is too fractious and shifting to act as a shrine for the purposes of this ability.

## RED MARKETEER

For a while, you were bold enough to trade blood and souls in the shifting alleyways of the Red Market. Gain the **Warren** domain. If someone tries to take what's yours, your attacks gain the **Brutal** tag when you attempt to stop them.

## VALUABLE ASSET

Incarnes won't let you die, because then they can't collect what they're owed. Gain +2 **Fortune** Protection.

## AREAS OF OPPORTUNITY

Gain access to one of the following domains: **Cursed**, **Desolate**, **Occult**, **Religion**, **Technology**, **Warren**. You can take this advance more than once.

# MAJOR ABILITIES

## BACKSTAB

They were fools to have trusted you. When you attack a target who is unaware of your position with a one-handed melee weapon, your attacks gain the **Piercing** tag.

- **MINOR: DEAD EYE.** The benefit also applies to ranged weapons.
- **MINOR: NEVER SAW IT COMING.** Mark D4 stress to **Mind** to activate this power for your next use of **BACKSTAB**. Your attack dice increases in size by two steps. **NEVER SAW IT COMING** only functions against a living person.
- **MINOR: REMUNERATION.** When you reduce a target to 0 resistance using **BACKSTAB**, remove stress from **Supplies** equal to double the value of your current Tier.



**BROKER**

You beseech Incarne for aid. Roll **Mend+Haven** to cast this spell. On a success, remove D6 stress from any resistance (other than **Supplies**) for one nearby character other than yourself.

- **MINOR: INVEST. BROKER** can now be used on yourself.
- **MINOR: TRANSFERRAL**. Roll **Mend+Haven** to cast this spell; on a success, move a Minor fallout from any willing target other than yourself to any other willing target. Both targets must be within arm's reach of one another, and the receiving party must be able to bear the fallout (i.e. a creature with no legs can't receive the **LIMPING** fallout).
- **MINOR: INFLECT**. When you cast **TRANSFERRAL**, the target receiving the fallout does not have to be willing to receive it. Casting the spell in this way uses the target's difficulty instead of standard difficulty.

**GRAVE**

*Debt is just quantified want; you cut out the middle-man.* Roll **Compel+Haven** to cast this spell on an NPC you're speaking to; on a success, you can instill a great desire for something in them. If the thing they want is unusual for them, casting this spell is **Risky**. On a success, they now fiercely want whatever it is you've specified until the end of the current situation.

- **MINOR: ADDICT**. When you cast **GRAVE**, the target will desire the subject of your choosing until the end of the session. If they don't get what they want by the end of the session, they either descend into violence to acquire it or lose their mind in despair (GM's choice).
- **MINOR: VIRAL**. When you cast **GRAVE**, the target has the capacity to pass the desire on to anyone they speak to (aside from you) until it fades – there's a 1 in 6 chance of infection (roll a D6) for every person they talk to for more than a minute. You are immune to the effects of this spell; your allies aren't.
- **MINOR: CONDITIONING**. When you cast **GRAVE**, mark D6 stress to **Mind** to scar the target with the desire. From now on, the first time they see you each session, treat them as though you had just cast **GRAVE** on them with the same subject of desire.

**DEBTOR'S REDS**

*Incarne's presence thrums through you; you are resplendent, terrible, and hard to look at directly.* When you wear the sacred robes of Incarne and a myriad of holy symbols, ledgers and freshly-minted coins, you may automatically cause 1 stress to an adversary who can see you each time you act.

- **MINOR: BUY OFF**. Once per situation, if you are wearing your **DEBTOR'S REDS** and incur stress, you can mark stress to **Supplies** instead of another resistance.
- **MINOR: CYCLE OF DEBT**. Roll **Kill+Religion** to cast this spell. Target an adversary who has been harmed by **DEBTOR'S REDS**. They mark stress equal to your current **Supplies** stress.
- **MINOR: ASSUME DEBT**. Whilst wearing your **DEBTOR'S REDS**, any time you mark **Supplies** stress you may choose to ignore your **Supplies** protection. If you do so, you may immediately cause someone within arms reach to mark the same amount of stress that you have just taken.

**KARMIC LEDGER**

*Once you know what's keeping someone awake at night, it's much easier to take advantage of them.* Roll **Discern+Haven** to cast this spell on a target you can see and hear. On a success, you determine their deepest karmic debt: the greatest thing that they've taken from someone else (money, valuables, freedom, a son, etc). When you act on this information, roll with mastery.

- **MINOR: CONNECTION**. When you cast **KARMIC LEDGER**, you can see who the debt is owed to via an ephemeral red string connecting the two parties. It's easy enough to follow it.
- **MINOR: HARVEST**. When you cast **KARMIC LEDGER**, you can beseech Incarne (ask the GM) to rate the value of their debt on a scale from D4 (low) to D12 (extremely high). When you murder the target and give their debt to Incarne, remove stress equal to the dice size of their debt.
- **MINOR: CANDIDATE**. Once per session, when you spend a few minutes communing with Incarne, they show you a vision of a person with outstanding karmic debt in your nearby area.



## NETWORK

*You draw the faithful – those whose lives have been scarred by debt – around a symbol of Incarne, and harvest the bounty they offer up to your god.* When in a landmark with the **Haven** domain, roll **Mend+Religion** to cast this spell as you build a shrine to Incarne; on a success, you add the landmark to your trade network. When you enter a haven that you have added to your trade network, gain a D4 (Haven) resource. Increase the dice size of this resource by one step for every additional haven in the network after the first to a maximum of D10.

If you take this ability, you or any other incarnadine may now incur the fallout below.

**FALLOUT: SEVERED [MAJOR, FORTUNE/SUPPLIES].** Thanks to your neglect or pure misfortune, one of your shrines to Incarne has fallen into disrepair, and the haven it's inside is no longer part of your trade network [Ongoing].

- **MINOR: PROLIFERATION.** Whilst at a haven that's in your trade network, you and your party may use haunts located in havens that you are not currently visiting. When you use a haunt in this way, halve the value rolled on the dice when determining how much stress to remove from your resistances. If you use such a haunt to remove fallout, increase the cost by 1 step.
- **MINOR: PATHWAYS.** When you and your allies attempt to establish a Connection between landmarks and at least one of them is part of your trade network, roll with mastery.
- **MINOR: MONEY TALKS.** Whilst at a shrine to Incarne, you can communicate with bonds or haunts in any haven that's part of your trade network.

## ZENITH ABILITIES

### ULTIMATE CREDIT

*A life lived in service of Incarne brings with it a powerful favour.* Once, and only once, you can buy anything (except the Heart Itself). You own this physical, conceptual or immaterial thing and have as much control over it as you do a knife, a suit of clothes or anything else you own. Two sessions from now, the debt will be recalled, and it will take your life.

### ULTIMATE DEBT

*You wield the wrath of Incarne.* Once, and only once, you can unload the weight of Incarne's debt upon a single luckless individual, location or entity (except the Heart Itself). Anything and everything that could go wrong for the target does go wrong, and it does so catastrophically, but they do not die. Once per situation, you can harvest the debt on the target to clear stress from your resistance tracks – when you do so, roll a D10. On a 2 or higher, remove that much stress. On a 1, your luck runs out, and a cosmic loophole sees Incarne claim your life.

### ULTIMATE REWARD

*You did it – you paid it off. You finally got out of Incarne's debt.* You can retire to a normal life wherever you please and start a family, maybe set up a small business – whatever you want. You die several years from now, maybe decades, surrounded by your loved ones.





# JUNKY MAGE





*You were a magician, but you always knew there was something more. In the City Above, magic is a pale imitation of what it can be in the Heart. Down here, there is true power to be channeled (i.e. stolen) from beings of tremendous power. You see that the rites of the spell-slinging occultists and the miracle-summoning priests of Spire are nothing but two sides of the same coin – tricks that redirect ambient energy into desired effects.*

*You've tasted the dreams of the ancients. You know that vastly powerful things slumber in the City Beneath, and you know the secrets that plumb your brain directly into their vast, alien consciousnesses. Your spells are cobbled together from snatches of dreams, shards of true-names and the ravings of madmen. You are on the bleeding edge of magic.*

*The power is undeniable; addictive, in fact. To channel – to steal – the power of godlike beings is intoxicating. You relish the touch of madness, of accursed insight, into the vast and terrible truths that hide beneath reality. Sanity, safety, reputation; all these are secondary to the pursuit of arcane majesty.*

## CORE TRAITS

SKILL	Discern
DOMAIN	Occult
RESOURCE	Vial of cursed ink (D6 Occult)

### EQUIPMENT

**PICK ONE:** Two Old-Fashioned Pistols (Kill D8, Ranged, Loud, One-Shot)

Hungry Knife (Kill D6, Brutal, Bloodbound, Dangerous)

Overstuffed Coat (Mend Supplies D6) and Blunderbuss (Kill D4, Spread, Point-Blank, One-Shot)

## CORE ABILITIES

### RAVENING KNOWLEDGE

*You crave the touch of what others call “madness”. The glimpses of truth that ravage your frail, mortal mind give you unimaginable power. When your **Mind** stress is 4 or higher, roll with mastery when you attempt to cast a spell.*

### SACRIFICE

*You are willing to sacrifice anything for another hit. Before you cast a spell from this class, you can opt to destroy a resource with the **Occult** domain. Roll the resource's dice; the amount rolled is added to your Protection value against any stress incurred as a result of casting the spell.*

## MINOR ABILITIES

### BACK POCKET ARCANA

*Your satchel is overstuffed with occult leftovers – shavings of spireblack amber here, cursed squid-ink there, nails from wrongful crucifixions – that you can press into service. +2 **Supplies** Protection.*

### BEEN EVERYWHERE

Gain access to one of the following domains: **Cursed**, **Desolate**, **Haven**, **Occult**, **Religion**, **Technology**, **Warren**. You can take this advance more than once.

### BY ANY MEANS

Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Evade**, **Hunt**, **Kill**, **Sneak**, **Mend**. You can take this advance more than once.

### FRONTIER ETIQUETTE

*Your time in the City Above wasn't for naught; you learned how to hold a conversation, smile and nod in all the right places and read a room to avoid offence. Gain the **Haven** domain. The first time each session that you use a haunt, your spent resource counts as one dice size higher.*



### LITANIES OF FALSE POWER

*You know that the gods of the world are distant, dead or disinterested; but you pay attention, for they may reveal useful secrets.* Gain the **Religion** domain. When you use the **SACRIFICE** ability above, you may also consume resources with the **Religion** domain.

### MARK OF HUNGER

*You can taste the power slumbering in the City Beneath, and you want it more than anything.* Gain the **Delve** skill. You can smell sources of magical power – the more potent and active, the more pungent the smell. Different types of magic have different scents: relics of the Moon Beneath have the aroma of wine and butter, necromancy smells like nujabian kafee and the occult technology of the Vermissian resembles malt and rich tannins.

### MARK OF THE PHANTOM

*Silver-grey skinspells and litanies of obfuscation wind their way over your body; you are an aberration in space and time, glitching through the City Beneath.* Gain the **Evade** skill. Once per situation, when you mark stress due to physical harm or detection, you may make the GM reroll the stress dice. Keep the second result, even if it's higher.

### MARK OF SHADOW

*You conceal your activities from rivals and superstitious fools with a mark etched on your skin; when you speak the right words, you become hard to notice.* Gain the **Sneak** skill. Hiding from someone or something is always a **Standard** action for you, and never **Risky** or **Dangerous**.

### MARK OF THE WEAVER

*Your hands are covered in spiderweb ink; you have the capacity to stitch, fix and bind with a thought.* Gain the **Mend** skill. Once per session, you can fix someone or something in a matter of seconds, even if it would usually take hours of careful work.

### RUST AND IRON

*You know of pathways that are clockwork and galvanic, shifting and malevolent, and were built by no mortal hand.* Gain the **Technology** domain. Learn the following spell: roll **Mend+Technology** to improve a piece of equipment that has moving parts using a ritual that takes around half an hour. On a success, increase the equipment's quality by 1 step (standard becomes good, good becomes excellent) and give it the **Dangerous** and **Unreliable** tags. Once you have improved a piece of equipment with this spell, you can't improve it again.

### SIPHON OF FORTUNE

*There are places where you can wager more than cash on a game of cards; your stake of choice is good luck.* +2 **Fortune** Protection.

### WARDING SPELLS

Gain +1 Protection in the **Blood**, **Supplies**, **Echo** or **Fortune** resistance. You can take this advance more than once.

### WRETCHED AND GLORIOUS

*Your body is a prison, and when it blurs or breaks, you feel closer to your patrons.* Gain the **Cursed** domain. When you use the **SACRIFICE** ability above, you may also consume resources with the **Cursed** domain.





## MAJOR ABILITIES

### CURSE OF THE SKY COURT

*These fae spirits of air, long-banished from their birth realm, are in a zealous and perpetual quest for pleasure.*

Roll **Compel+Occult** to cast this spell by drinking strong liquor or taking narcotics and intoning an ancient contract. On a success, all those nearby are compelled to seek immediate pleasure: drink, drugs, dance, wild creation of art, music, general hedonism and miscellaneous frivolity. The alien creatures of the Heart may have an unusual definition of “pleasure” that defies mortal minds.

- **MINOR: ECSTASY.** When you cast **CURSE OF THE SKY COURT**, you can focus it on a single target rather than everyone nearby. This individual is overwhelmed with joy, and energised to seek more of it – they find it hard to focus on even immediate dangers. As long as you maintain your concentration on them, their difficulty is reduced to **Standard**.
- **MINOR: A MOMENT ETERNAL.** Roll **Evade+Occult** to cast this spell. On a success, your immediate area is time-shifted. For each hour outside of the area, those in the area experience 4 hours of time passing. While intended to stretch out a perfect moment, this can make time-sensitive tasks easier to attempt. The barrier that surrounds the area is blurry and indistinct, and if anyone from outside the area intrudes, the spell is broken and time resumes to normal speed.
- **MINOR: STEAL THE NIGHT AWAY.** Once per session, when you engage in reckless hedonism, refresh D6. If you spend time with someone who fascinates you during the process, refresh D8 instead. These refreshes can be spent to remove fallout as though you were making use of a haunt.

### FIRE OF THE RED KING

*You have tasted the dreams of the Red King: his breath as fire, his blood as molten gold.* This spell causes your unarmed attacks to gain the **Ranged** tag as you conjure flames on the clothing and bodies of those nearby.

Each successive unarmed attack you inflict on the same target increases the size of your stress dice against that target by one step until the end of the situation.

- **MINOR: WORDS OF FLAME.** Your unarmed attacks inflict D6 stress rather than D4.
- **MINOR: SUPERHEAT.** In melee, your unarmed attacks have the **Piercing** tag.
- **MINOR: COIN-GOLD BLOOD.** You gain Protection 5 against stress marked due to flame or heat.

### FRENZY OF THE SKY COURT

*The Court had their memories stripped away and their brains filled with nothing but air; though all of genius-level intelligence, they exist purely in a single, frantic moment.* Roll **Evade+Occult** to cast this spell. On a success, you are filled with the mercurial energy of the Sky Court, and you gain +1 Protection to all resistances for the remainder of the situation. However, until the spell ends (and you can't end it early), any actions that require more than a couple of seconds' attention become **Risky**.

- **MINOR: TEMPORARY PERFECTION.** When you cast **FRENZY OF THE SKY COURT**, you gain access to a skill that you do not possess until the end of the situation.
- **MINOR: BRISK CONJURATION.** You are able to summon an indiscriminate blast of air in a direction of your choice. This spell functions as a (Kill D4, Spread, Debilitating, One-Shot) weapon.
- **MINOR: MADDENING STORM.** Roll **Compel+Occult** to cast this spell. On a success, an area roughly the size of a city block – centred on you – is assailed with stiff winds that stir up debris and howl deafeningly through tunnels and vents, but everything within ten feet of you remains calm. All **Sneak** and **Evade** checks in this area are made with mastery, but the inhabitants definitely know something's going on. This effect lasts until the end of the current situation; if you move outside of the zone of calm at the centre beforehand, the spell ends.



### GREED OF THE RED KING

The Red King's one desire is wealth; he was so devoted to the pursuit of gold that he dreamed himself a reality of infinite splendour. Roll **Discern+Occult** to cast the spell. On a success, you determine what a target you can see wants most of all right now. In addition, you can smell money, or anything of particular value.

- **MINOR: ONLY THE FINEST.** Once per situation, an item you are holding becomes **Excellent** quality. At the end of the situation, the item is destroyed.
- **MINOR: GORGE.** Once per situation, when you eat (destroy) a resource with the **Haven** domain, remove stress from **Blood**, **Mind** or **Echo** equal to half the amount rolled on the resource's dice.
- **MINOR: A KING DEMANDS.** Once per session, you can demand that a target holding any item gives you that item, and they must obey.

### KISS OF THE DROWNED QUEEN

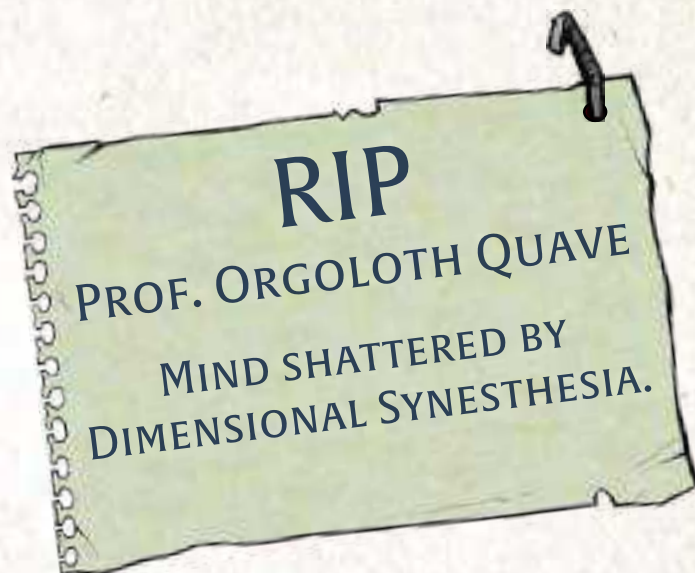
You have glimpsed the sunken Court of the Drowned Queen, where she slumbers and awaits the resurgence of her line. With a touch, you can conjure salt water in the lungs of those who oppose you. This spell functions as the following weapon: (Kill D6, Piercing.) If the target is at least shin-deep in water, it inflicts D8 damage.

- **MINOR: SLUMBERING ETERNAL.** You no longer need to breathe air; no matter the situation, you will not asphyxiate. Once per session, you can also locate a useful source of water – a stream, a pipe, a drain, a reservoir, a waterfall, etc.
- **MINOR: BODY OF WATER.** You may no longer remove **Blood** fallout or stress by using haunts. However, once per session, choose one of the following when you spend at least an hour submerged in water: remove all stress from **Blood**, remove all Minor **Blood** fallout or downgrade one Major **Blood** fallout to Minor.
- **MINOR: GRACE.** You may walk on water as though it were solid ground.

### SANCTUM OF THE STONE CHORUS

They claim, in a hundred voices like the scraping of tectonic plates, that they are the Old Gods, imprisoned in the Heart by upstart deities. Roll **Discern+Religion** to cast this spell. On a success, you find (or spontaneously create) a path to one of the parasitic temples of the Old Gods, which sucks existence from the world like ticks. When you meditate here, remove D6 stress from **Echo**; your allies may use the temple in the same way. You may not open more than one path to a temple at any one time. After an hour or so, the path will seal shut – but not without warning, so you'll have time to leave.

- **MINOR: BENEVOLENT.** Instead of removing D6 stress from **Echo**, you or any allies may remove D6 stress from **Supplies** or **Fortune** instead.
- **MINOR: OMNIPRESENT.** When you cast this spell, you access the same temple every time, no matter where you are; it becomes a Fracture. At the GM's discretion, Major **Mind** fallout could result in you losing access to this specific temple, and Minor **Mind** fallout could see it robbed or otherwise compromised.
- **MINOR: BOUNTIFUL.** Once per session, when you access the temple, you can locate a non-unique item of D8 value or lower.





## ZENITH ABILITIES

### THE HERALD OF THE DROWNED QUEEN

*You give the Queen what she wants most of all: subjects.* You can only cast this spell once, but you do so automatically without needing to roll. The landmark you're in is half-submerged in water, and from the depths in the centre a throne room rises, bearing the immortal majesty of the Drowned Queen. This is now her dominion, and you are her most trusted advisor; the remade landmark is utterly under your and the Queen's control. You have a session or two to get what you need out of the situation before you are retired as a player character – driven mad from occult stress, assassinated by agents of a rival haven, or betrothed to the Queen to cement the new expansion.

### THE HERALD OF THE RED KING

*You conjure forth a door to the King of Want, and his approach is terrible.* You can only cast this spell once, but you do so automatically without needing to roll. The Red King appears, a writhing town-sized knot of jealousy and fire and iron-hard scales, and breathes flame so hot that it can destroy anyone and anything it touches. You can direct his attack. When you cast the spell, roll **Endure+Occult**. On a success, you become the new Red King, a furious engine of desire, and can be summoned by other Junk Mages. On a failure, you are added to his hoard. Either way, there's no coming back.

### THE HERALD OF THE STONE CHORUS

*You throw open the door to the Chorus' prison; while they look on in shock, you throw another captive into the cell.* You can only cast this spell once, but you do so automatically without needing to roll. A creature or entity you are touching is sealed away in the Stone Chorus' prison eternally; you become part of the mechanism that locks the door, and cease to exist in any meaningful sense. Nothing can free the target from its prison short of you, the door, agreeing to open.





# VERMISSIAN KNIGHT





The Vermissian is a cursed, centuries-old mass transport network that the people from the City Above built to get from place to place quicker. To power it, they tapped into the wellspring of potential that is the Heart, and damned every single tunnel and station to eternal weirdness. The Vermissian never officially opened. Now, desperate people, fringe historians and heretic cults hide in the infrastructure, using the strange unreality within to further their own ends.

Using barely-understood technology and living in the space between worlds, the Vermissian Knights do their level best to understand the parasite reality and protect others they find there. They are in high demand as companions on delves: they have an understanding of the Heart, a good sword arm and a suit of powered armour built from scavenged train materials that helps keep them (and their allies) alive.

Knights will inscribe the names of landmarks that they have discovered, or found stable routes to, on their armour – it is as much a research project and an advertisement of their prowess as it is a means of protection. Each knight's suit is utterly unique, using technology taken from a dozen different places: different gauges of steels, different weights and levels of protection and flexibility and controls that are often inscrutable to anyone but the creator themselves.

## CORE TRAITS

<b>SKILL</b>	<b>Delve</b>
<b>DOMAIN</b>	<b>Technology</b>
<b>RESOURCE</b>	Spare capacitors and wires (D6 Technology)

### EQUIPMENT

**PICK ONE:** Pneumatic Hammer (Kill D8, Brutal, Loud, Tiring)

Scrapsword (Kill D6) and  
Magelight Rig (Delve D6)

Steel Door Shield (Kill D6, Block)

## CORE ABILITY

### VERMISSIAN PLATE

Your armour is made up of scavenged, barely-understood technology from the alternate realities inside the Vermissian network. Once per session, when you consume a resource with the **Technology** or **Occult** domains by augmenting or repairing your armour, roll the resource's dice and choose one of the following:

- Remove stress marked against **Blood**, **Mind** or **Echo** equal to the amount rolled.
- Inflict stress on a delve or adversary equal to the amount rolled.
- (D8 resource or higher) Gain access to a skill or domain for the rest of the session.
- (D8 resource or higher) Increase your **Blood** protection by 1 for the rest of the situation.

## MINOR ABILITIES

### ARCANE REBREATHING

You possess a gas mask that filters out airborne infectants from the Heart. +2 **Echo** Protection.

### ARMOUR PLATING

Retro-engineered from train carriages, this trademark chest armour still bears the symbols of the rail networks that built the Vermissian. +2 **Blood** Protection.

### BLACK KNIGHT

You have spent time studying the forbidden arts with the sages of your order. Gain the **Occult** domain. Once per session, when you enter a landmark, you can intuit the location of an occult sect who are hiding information that will aid you in your quest.

### KNIGHT PROTECTOR

You are willing to kill and die to ensure that the Vermissian is safe. Gain the **Kill** skill. Once per situation, when an ally within arm's reach would mark stress to **Blood**, you mark an equivalent amount to **Blood** instead.



**HELLWALKER**

*You have been anointed with the sacred oils that protect you from the nightmare energies of the Heart. Gain the **Cursed** domain. You can use a resource with the **Cursed** domain to activate your **VERMISSIAN PLATE** core ability.*

**PHANTOM LENS**

*Various blood, ichors and spittles have been used to treat these lenses, allowing you to see into dimensions other than the material. Gain the **Hunt** skill. While you wear these lenses, you can track anything – even if it doesn't leave a tangible trail.*

**PROTECTOR'S GAUNTLET**

*A heavy metal gauntlet bearing the emblem of your house: The Lords Galvanic, The Free Wheels, The Cross Countrymen. +1 **Blood** Protection, +1 **Fortune** protection.*

**SANGUINARY ARRAY**

*Your inefficient mortal heart is supplemented by a rig that extracts, filters and nourishes your vital fluids. One side effect of this is that your blood acts as an antenna for the scattershot electrical impulses of the Heart. Gain the **Discern** skill. If one of your senses becomes damaged or unusable, you can replace it with the weird echoes that shudder through your exposed blood – it's not perfect, but it'll do.*

**STALWART**

*Gain +1 Protection in the **Blood**, **Echo**, **Supplies** or **Fortune** resistance. You can take this advance more than once.*

**STEELBONES**

*Your armour bolts onto special implants that absorb harmful energy and distribute it through your body. Gain the **Endure** skill. You can fall distances of up to 3 storeys without taking damage.*

**STUDENT OF THE SAGES**

*Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Endure**, **Hunt**, **Kill**, **Mend**. You can take this advance more than once.*

**TUNNEL RAT**

*You have performed the Rite of Suffocation, and know ways of slowing your breathing to survive longer. Gain the **Warren** domain. You can hold your breath for a very long time, allowing you to stay underwater or in toxic areas for extended periods.*

**WELL TRAVELLED**

*Gain access to one of the following domains: **Cursed**, **Desolate**, **Haven**, **Occult**, **Technology**, **Wild**, **Warren**. You can take this advance more than once.*

**MAJOR ABILITIES****AETHERIC FIELD**

*Your armour buzzes with static that makes your hair stand on end; this discharge can keep you safe from the body-warping effects of the Vermissian. Once per session, activate this power. You gain +3 **Echo** protection until the end of the current situation.*

- **MINOR: HELIXICAN BURST.** When you activate **AETHERIC FIELD**, deal damage equal to your **Echo** protection to all adversaries standing nearby.
- **MINOR: RECHARGE.** Once you've used **AETHERIC FIELD**, you can use it again by consuming a D6 or higher value resource with the **Occult** or **Cursed** tags.
- **MINOR: ANATHEMA.** When **AETHERIC FIELD** is active, your melee attacks against heartsblood creatures or people gain the **Brutal** tag.



## DRAGON-KILLER

You have been entrusted with a greatblade from the order's vaults – an ancient weapon designed to slay the fiercest abominations within the Vermissian network. A greatblade has two profiles: one when used against human-sized targets (Kill D6, Tiring), and one when used against targets significantly larger than yourself (Kill D10, Tiring).

- **MINOR: HUNTED.** Name the creature that is coming after you. Once per session, you can declare that it replaces the opposition in a dangerous scene as it eats them, chases them off or causes a big distraction – the GM decides. You'll have to fight or evade it yourself now, of course. If you kill it, gain a minor advance and remove this ability.
- **MINOR: ENDURANCE TRAINING.** Your greatblade no longer has the **Tiring** tag, and inflicts D8 stress against human-sized targets.
- **MINOR: APPLIED RESEARCH.** Once per situation, when you inflict stress on an adversary, you can identify its weak spots. For the remainder of the situation, you treat that adversary's difficulty as one step lower (to a minimum of **Standard**) when acting against it.

## GET BEHIND ME

You know that you can't explore the world alone, so you've learned to keep your team alive. Any ally within arm's reach of you gains +1 **Blood** protection thanks to your interventions. Once per situation, you can bellow an order and remove D4 **Blood** or **Mind** stress from a nearby ally.

- **MINOR: LAST-MINUTE INTERVENTION.** Once per session, when an ally within arm's reach of you suffers **Blood** fallout, immediately downgrade it by one step (or remove it if it's Minor fallout).
- **MINOR: STEAM VENT.** Your armour gains the **Smoke** tag, and you can activate it at will.
- **MINOR: BACK-TO-BACK.** If there's only one ally within arm's reach of you, they gain +2 **Blood** protection instead of +1.

## OVERCLOCK

You push your Vermissian Plate up to, and honestly beyond, its limits. You may activate this ability at any time. When you do, make an immediate melee attack; your weapon gains the **Brutal** tag. After using the ability, mark D4 stress to **Fortune** as you push your luck and strain your engines.

- **MINOR: PUNCTURE.** When you activate **OVERCLOCK**, you may choose to add the **Piercing** tag to your attacks in addition to the **Brutal** tag. If you do this, mark D6 stress to **Fortune** after using the ability.
- **MINOR: MOMENTUM.** When you activate **OVERCLOCK**, you may choose to add the **Trusty** tag to a **Delve** roll instead of the **Brutal** tag to an attack.
- **MINOR: GALVANIC CRUCIBLE.** You may activate your **VERMISSIAN PLATE** core ability twice per session, rather than once. The second time you do it, mark D4 stress to **Fortune**.

## TRAILBLAZER

Leading teams of explorers to lost sites and distant stations have taught you how best to move through the City Beneath – even at a cost to your own health. When you lead a party on a delve, you may activate this ability. When active, increase the stress dice inflicted on the delve (and that the delve inflicts on you) by one step.

- **MINOR: FIRST TO THE FRONT.** When you lead a party in a fight you may activate this ability. When active, increase the stress dice that you and the adversary inflict on each other by one step.
- **MINOR: PATHFINDER.** When you attempt to establish a connection on a delve, roll with mastery.
- **MINOR: KEEP YOUR HEADS DOWN.** Whilst on a delve, any ally who can see or hear you while you give orders gains +1 **Fortune** protection.



## ZENITH ABILITIES

### END OF THE LINE

*A lifetime of searching has paid off: you discover what you've been looking for all these years. On Tier 2 or deeper, you may activate this power. You learn of the location of a unique landmark – something truly extraordinary. Work out what it is with the GM. You must complete a delve to reach it. Once there, you cannot leave the landmark. Instead, you die in some tragic fashion, vow to protect it forever or ascend into a pure state of electricity and echoing rails. Your character is removed from the story.*

### PERPETUAL MOTION ENGINE

*Years of heartsblood radiation and forbidden knowledge culminate in your ultimate work: an engine powered by a throbbing heartseed, a source of wild and limitless power. Upon implantation of the heartseed into your suit's furnace, you become an unstoppable force within the City Beneath – indeed, you can never stop moving.*

You stamp off into the darkness, and your character is removed from the story except for the **DEUS EX MACHINA** ability that is granted to all surviving members of your party.

### THE LAST TRAIN

*You consume your power in a forbidden rite. Etching ancient timetables onto the walls in the blood of angels, and lighting signal-fires in colours not visible to the naked eye, you summon The Last Train to your position. The Last Train arrives at your current position by the most direct and destructive route, destroying anything in its path. You are killed when this ability is used – crushed under the wheels of the train, riddled with strange energies and cooked in your armour or burned out from the occult strain.*



### DEUS EX MACHINA

*This ability may only be used once per campaign by a single player character. When you are outside of a landmark and you or an ally suffers Major or Critical fallout, an inhuman collection of meat and twisted steel – the Vermissian Knight – arrives. They've been watching you this whole time. They immediately inflict 25 stress on an adversary of the GM's choosing, then disappear into the City Beneath to protect other delvers.*





WITCH



There is a disease, deep in the City Beneath, that worms its way inside the blood and binds the victim to the place; they become a part of something far greater than themselves. Those who have made such a bond are called witches, and are viewed with a mixture of suspicion and awe by the other inhabitants of the Heart.

Each strain of the disease has a lineage and history associated with it, and witches are careful not to infect those who they think would squander the gift. This long tradition, combined with the way that some witches can kill the average person simply by glancing at them, means that the sect is treated as nobility or emissaries of the Heart Itself. They are almost fae-like, existing in their own world of strange practices and esoteric arts whispered from teacher to student over several centuries.

The witches' base of power is Hallow, a ramshackle town built within a burned-out cathedral inside the Heart. Almost every witch has passed through there, is going to pass through there or is trying to avoid it at all costs.

## CORE TRAITS

SKILL	Compel
DOMAIN	Occult
RESOURCE	Tattered finery – a silk scarf, worn jewellery, etc (D6 Haven)

### EQUIPMENT

**PICK ONE:** Sacred Blade (Kill D6, Bloodbound)

Goat's Leg Carbind (Kill D6, Ranged, Reload)

Physiker's Bag (Mend Blood D6)

## CORE ABILITIES

### CRUCIBLE

You bring the energy of the Heart inside yourself and transmute it into crimson power. At any time, roll a D6. If it's equal to or under your current **Echo** stress, clear that much stress from **Echo** and roll with mastery on your next action. If it's over your current **Echo** stress, add that much stress to **Echo**.

### TRUE FORM

Your skin skitters with barely-contained force: the heartsblood within you is waiting to remake you as a flickering, hungry zoetrope horror. Whenever you want to, or when you suffer Major fallout, you enter your true form – describe it. When in your true form, you **roll with mastery** on **Hunt** and **Kill** checks, but all other checks become **Risky**. At the end of the current situation, you revert to your humanoid form.

## MINOR ABILITIES

### A MIND OF MANY DOORWAYS

Mortal concerns fade in comparison to the majesty of the blood-song that resonates within you. Gain +2 **Mind** Protection.

### BLOOD-QUIET

The darkness of the City Beneath beats black within your veins. Gain the **Sneak** skill. When you enter your **TRUE FORM**, **Sneak** and **Evade** rolls are no longer considered **Risky**.

### BOOKS OF LORE

Gain access to one of the following domains: **Cursed**, **Desolate**, **Occult**, **Religion**, **Warren**, **Wild**. You can take this advance more than once.

### CHARMS AND WARDS

Gain +1 Protection in the **Blood**, **Mind**, **Supplies** or **Fortune** resistance. You can take this advance more than once.



## DISTINGUISHED LINEAGE

*Your blood-mothers have operated in the City Beneath for centuries; you carry the weight of their actions (and their promises) on your back.* Gain the **Haven** domain. Once per session, when you mark stress to a bond, do not roll for fallout.

## DIVINITY

*You were inducted into a coven who believe that witches are blessed by the gods; you recognise a second heartbeat, unknowable and sacred, inside you.* Gain the **Religion** domain. Roll **Discern+Religion** to follow the secret signs in an inhabited landmark that lead to the hidden places of worship where you are revered as a messenger of the Heart Itself.

## HEART-WISE

Gain access to one of the following skills: **Compel**, **Delve**, **Discern**, **Endure**, **Hunt**, **Kill**, **Mend**. You can take this advance more than once.

## IMPLACABLE

*You have withstood worse torments, and you will go on to do so again; through your blood you are stable, eternal, unwavering.* Gain the **Endure** skill. Once per session, add 1 your protection in a resistance of your choice. Remove the +1 at the end of the session.

## THE OLD BLOOD

*You inherited the disease from an ancient bloodline; you are strange, and powerful, and can see echoes of things that others can't.* Gain the **Discern** skill. When you observe someone for a few seconds, you can read their aura and discern their surface-level emotions – whether they're angry, happy, frustrated and so on.

## RAMBLEWYRD

*You are well-versed in exploring and surviving the places most connected to the Heart Itself; sometimes you do it for pleasure.* Gain the **Cursed** domain. Once per session, when you are in an area with the **Cursed** domain, remove D6 stress from resistances of your choice.

## RED DOMINION

*You don't bleed unless you want to; when you're angry, your veins pulse visibly beneath your skin.* Gain +2 **Blood** protection.

## WILD-WITCH

*You know the secrets of the wild things of the world, and are skilled at distilling their essences.* Gain the **Wild** domain. When you're in a landmark and have time to prepare, you can turn a resource with the **Wild** domain into a healing draught. When drunk, this draught removes **Blood** or **Mind** stress equal to its dice size minus one step – choose whether it's **Blood** or **Mind** when you create it.

## WITCH-SPIT

*They say that the spittle of witches can cure minor ailments, repair broken trinkets and soothe an aching heart. Yours closes up exit wounds.* Gain the **Mend** skill. When you want it to be, your spit becomes adhesive and can harden into a tarry, sticky substance.

# MAJOR ABILITIES

## ASCENDANCY

*You know the secret of singing the City Beneath into different shapes.* Roll **Compel+Occult** to cast this spell and draw the Heart Itself into the area around you. The area you're in gains the **Occult** domain, and reacts appropriately: magic circles blossom on the floor and thrum with dark power, mist floods the air and so on. This lasts until the end of your current situation.

- **MINOR: BYPASS.** The first time you cast this spell on a delve, it functions as a D6 Boon.
- **MINOR: BLOOD CALLS FOR BLOOD.** All weapons used in the area increase their stress dice by 1 step for both adversaries and player characters.
- **MINOR: REFUGE.** Clear D6 **Fortune** stress on you or an ally each time you cast this spell.



## CRIMSON MIRROR

You bleed onto an upturned mirror, and omens swim within the crimson. Roll **Discern+Occult** to cast this spell before you embark on a delve. On a success, you see three omens; describe them. You don't have to be too specific – in fact, the more vague you are, the better. These are fated to come up on the delve. The first time you interact with whatever you find that relates to each omen, you **roll with mastery**.

- **MINOR: SHARED VISIONS.** Your allies can also **roll with mastery** when they interact with the portentous items.
- **MINOR: SCARLET INSIGHT.** Once per session, when you cast this spell, clear D8 stress from **Mind** or **Fortune**.
- **MINOR: DIRE PORTENTS.** Once per session, re-roll any dice that you or anyone else rolled; the original roll is a vision you received, and you shout a warning (or act differently this time around).

## EXSANGUINATE

You pluck a target's blood out of its mouth and nose, choking it on its own viscera. This spell functions as a weapon with the following tags: (Kill D6, ranged). You can mark stress accrued as a result of using this spell to **Echo**.

- **MINOR: RETCH.** The stress dice increases to D8.
- **MINOR: MAESTRO.** The weapon gains the **Piercing** tag.
- **MINOR: AS ABOVE, SO BELOW.** You do not need line of sight to use **EXSANGUINATE** as long as you have a sympathetic token connected to your target (their hair, a figurine in their shape, a favoured item of theirs, etc.), but you are still limited to making an attack within the usual distance of the **Range** tag.

## FAMILIAR

You have developed a special relationship with a creature; you feed it your blood, and in return it accepts the monstrous changes of your magic. You are accompanied by a small creature – no bigger than a dog – that is cowardly and strange to look at. Describe it. When you take stress from magical sources (including your own), you may assign that stress to your familiar instead of your own resistances. When you mark 4 total stress to your familiar, it is unavailable until the start of the next session. It returns changed; describe what aspect of it has been transformed by the magical energy coursing through it.

At the start of each session, remove all stress marked against your familiar.

- **MINOR: RESILIENT.** You can mark 6 total stress, instead of 4, before you lose access to your familiar for the remainder of the session.
- **MINOR: HUNGRY.** Your familiar functions as a (D8 Kill, Ranged, Unreliable) item.
- **MINOR: CURIOUS.** Your familiar functions as a (D8 Delve, Unreliable) item.

## GREAT AND TERRIBLE

You unlock the power of your true form – an awe-inspiring union of magic and flesh. You are no longer forced to assume your true form (see **TRUE FORM**, above) when you take Major fallout. When you choose to enter your true form, all adversaries who can see you take D4 stress.

- **MINOR: ENTHRALL.** When you enter your true form, you may mark D4 stress to **Echo**; all who see you transform are stunned into inaction, and you have enough time to make a single action entirely unopposed.
- **MINOR: SACRED OBJECT.** Once per session, when you assume your true form, downgrade one **Blood** fallout result you are suffering from by one step.
- **MINOR: UNION.** Once per situation, when you are in your true form and an action you perform would be considered **Risky**, treat it as **Standard** difficulty instead.



## LAIR

You adopt or create a predatory building and claim it as your own; it still eats people, but it doesn't eat you. The building in question is no larger than a small shop or study. Inside, the shadows crawl and scurry, the walls creak and whisper and a maddening heartbeat thuds at the back of your consciousness – perfect for you, but unsettling for anyone else. Any non-witch who enters your lair must roll **Endure+Occult** and mark D6 stress to **Echo** on a failure or D4 stress to **Echo** on a partial success.

When you are in a landmark, roll **Mend+Occult** to summon your lair. On a success, it's always been here, as far as anyone knows. Your lair acts as a bond (p. 102) – if it suffers fallout, it's either eaten someone who'll be missed or been damaged by suspicious locals.

- **MINOR: CALM.** Your lair no longer inflicts stress on non-witches when they enter, unless you wish it to. You can't pick specific targets – it's either active or inactive.
- **MINOR: RULE.** While in your lair, you **roll with mastery** on all actions.
- **MINOR: FEED.** Once per session, you may feed a helpless or dead person or animal to your lair to remove stress from your bond. The larger the creature, the more stress you remove from the bond – a cat is D4, a person is D6, and if you can haul or lure a bear in there it's D12.



## ZENITH ABILITIES

### FINAL FORM

You reach down deep within yourself, inside the singing of your blood, and unearth your purest state: a nightblack being of wrath and ruin. Your true form was but a mere shadow of this. You have complete control over the landmark you are currently occupying (or the nearby area, if you're on a delve) and you are omniscient and omnipresent within its borders. You alone chooses who lives and dies inside.

At the end of the situation after you activate this power, the area you are in is stained forever with your essence. It counts as one Tier deeper than it was before and changes to become appropriately strange. You live on as an echo, a mark on the place; it becomes part of you, and you part of it.

### PERFECT RESURRECTION

*The communion between flesh and fracture, between the mortal and the undying, becomes near-perfect.* You can make a perfect copy of someone who has died, but only once. The copy is absolutely the same as the original, right down to the soul. The copy is so good, in fact, that the person can no longer permanently die. If they sustain damage that would kill them, they appear dead, but in fact a new copy is pupating somewhere in the depths of the Heart. It will slide out wetly within a lunar month. They get no say in this, and there is no known way to turn it off short of destroying the Heart Itself.

Casting this spell takes an hour or so of ritual chanting and kills you.

### THE RED QUEEN

You ascend to dominance over the witches of Hallow. Following a long period of scheming or a single night of decisive action, you are now in charge of all the witches of Hallow. Such a force, when mobilised, is terrifying to behold: their true forms skitter and swarm across rooftops and in the shadows. Few can stand in their path and survive.

After a session or two, the realities of being the head witch set in – there is a surprising amount of admin to do, and other witches are always coming to you with requests for aid. Pretty soon you're going to be interred in the Red Vaults beneath Hallow (as all the leaders of the witches are) to join the chorus of elders.