

CHARACTERS

HOW TO CREATE A CHARACTER

To make a player character in Spire, choose a durance from the list on page 26: this is an indication of the sort of thing your character was doing before they joined the resistance. Once you've selected a durance, select a class (they begin on page 28) and two Low abilities from it. Choose a name and bonds, note down your free core abilities, select your equipment from the options provided and you're ready to go.

BACKSTORY

You can determine as much, or as little, about your character's past and personality as you like before play starts – and it can really help to get a thorough understanding of who the character is so you can roleplay them better.

However, we prefer to keep things vague. By defining only broad truths about your character, you give yourself enough basis for roleplay, but also leave things open to interpretation if you want to connect them to other characters and events that might come up during play.

HOW TO ADVANCE A CHARACTER

When you make a small change in the city of Spire, gain a Low advance. When you make a moderate change in Spire, gain a Medium advance. When you cause huge, severe and perhaps irreversible change in Spire, gain a High advance.

The change does not have to be for the better.

Advances are selected from within your class, unless you want to multiclass.

MULTICLASSING

You may, if you wish, select an ability from a different class when you advance, but your advance counts as one grade lower – if you choose to do so, you gain that class's refresh ability as well. You must have a way to learn the ability in-character, too – if you're a Knight and you want to purchase Bound abilities with your advance, you'll need to spend some time in Perch or at least with an existing member of the organisation.

DURANCE

Although the aelfir occupied Spire nearly two hundred years ago, they allow dark elves to live and work in the city in exchange for a durance – four years of indentured servitude to a high elf with enough money and influence to support them. In exchange for those four years of free labour (and dark elves are not permitted to choose how they spend their durance, either), the aelfir in charge is expected to provide food, clothing and shelter for their charge. Given the overcrowded nature of Spire's prisons, a period of durance is a common punishment for a crime – six months for minor infractions, and several years (if not decades) for serious crimes.

There are many kinds of durance: a dark elf whose family is in good standing with the aelfir will treat the durance as a sort of internship or apprenticeship, perhaps setting them up for later roles as paid researchers, artists, military officers or traders. (These drow are often supported by their families during their durance, too, so they can afford to go without pay for four years and not feel the bite of poverty too keenly.)

But the majority of drow are not in good standing with the aelfir, instead being third- or second-generation children of immigrants from Aliquam or the Home Nations who reside in the damned undercity

or the cramped confines of the Works, the Gardens or Pilgrim's Row, and their durances are not so kind. Once they are of age (around sixteen, but children as young as thirteen can be taken in desperate times) they are rounded up by the city guard on Durance Day and herded up-Spire. Here, they will be bargained for, and traded back and forth between monied Lords and Ladies who pay a small donation to the city for each servant under their control.

Not all drow perform a durance; some wealthy drow families "buy out" the young dark elf, making the donation to the city that their aelfir lords would (plus an additional fee, of course), and many of those who live in Red Row or Derelictus are never spotted by, or deliberately hidden from, the guard who come looking for them each year. Those who have hidden from the aelfir live uneasy lives, as the penalty for not serving a durance is exile, or worse.

What do drow under durance do? The Works runs on indentured drow; legions of ashen-skinned, starving labourers, hauling raw materials to furnaces, risking the loss of a limb in whirring machinery or a lung from breathing in atomised spireblack (see page 124). The Garden, save for the few spots owned by independent deep farmers, is attended to by swarms of workers who pluck fruit from the vines and stir the great, still vats of algae. The armies of the Allied Defence Force, though they carry guns of human make and have aelfir leaders, are made up largely of indentured drow soldiers swathed in protective scarves and goggles to keep the sun's light at bay.

Spire would not be the city it is today were it not for the thousands of unpaid workers who toil ceaselessly to keep it running.

Select one of the following durances to represent how you spent your four years of service to the aelfir at character creation – feel free to create your own with the GM if you are interested in an origin that is not represented here. Your domain will give you access to the additional resistance slots, skills, or domains listed after the title. For more information on skills and domains, see page 17.

ACOLYTE: +2 Mind, Religion. You spent time serving as an assistant to an aelfir in the Solar Basilica or researching ancient gods in dusty temples. You have a broad awareness of religious practices in Spire and are used to helping out during casting of ritual magic.

AGENT: +2 Shadow, Crime. You served as a connection between your master and the underworld, doing whatever needed to be done to ensure the success of their business enterprises. You are adept

SLAVERY?

Durance is a form of slavery, albeit a temporary form – although a drow can leave their post after four years of labour, they will find it hard to acquire resources and skills to make it on their own, and often wind up working for a pittance under the very aelfir who had them during their durance in the first place. Even during their durance, a drow is still considered a person, not property.

The topic of slavery – full slavery, where human beings are bought and sold as though they were commodities – is a difficult one to broach, and we're not sure we're equipped to do it. To that end, as far as we're concerned, outright slavery is illegal in Spire the same way murder and theft are. Some people still do it, the same way they do in the real world, but there's not a great industry around it. If you want to explore slavery in your game – and the moral implications of a city that made it legal, as well as an oppressor who explicitly seeks to buy and sell the oppressed – go for it, but that's not a story we're interested in trying to tell.

at covering your tracks, and in the know when it comes to the criminal element.

BUILDER: Fix, Technology. You designed and built things for your master – machines, structures, bridges, elevators, and so on. You are well-versed in patching things together and understanding the mysterious inner workings of devices.

DEALER: Compel, Commerce. You bought and sold things for your Lord, striving to get a good price, and are not averse to applying pressure to get what you want. You know the best places to acquire goods.

DUELLIST: Fight, High Society. You put your life on the line, fighting for the honour of an aelfir lord during their debauched festivals, and you survived. You can comport yourself equally well in a swirling melee or a cocktail party.

ENLISTED: +2 Blood, Fight. You were a grunt – a front-line soldier, wrapped in scarves to protect yourself from the sun's light, fighting a war far to the south against the gnolls. You are tougher than most, and can shoot straight.

GUARD: +2 Reputation, Order. You were one of the thousands of drow forced to police Spire. This thankless task gave you a reputation as someone who's useful to know, and a keen understanding of how to cut through bureaucratic red tape.

HUMAN EMISSARY: Technology, Commerce. You dealt with the humans, a strange and short-lived race from beyond the eastern ocean, and grew used to understanding their strange technology before buying it off them.

HUNTER: Pursue, Sneak. You hunted wild beasts around the minarets of the upper Spire; either you aided your master in their hunts for sport, or you hunted alone for their table.

INFORMATION BROKER: +2 Shadow, Investigate. You applied your unique talents for your lord's benefit, buying and selling information, secrets and allegiances to further their political schemes. You have a keen eye for information, and are hard to track down.

KILLER: Sneak, Fight. You murdered the enemies of your lord in cold blood; strangling them with their silken bedsheets, pushing them off gilded balconies, or shooting them in the street. You have an aptitude for death, and going unseen.

LABOURER: +2 Blood, Resist. You toiled in the enormous factories of the Works or the endless fields of the Garden district alongside multitudes of other drow. It made you tough, and instilled a keen sense of rebellion in you.

OCCULTIST: +2 Shadow, Occult. You plumbed the depths of arcane knowledge for your master, risking your sanity by poring over forbidden tomes in an effort to unlock the secrets within. You are used to concealing your activities from the authorities and decoding ancient spells.

PERSONAL ASSISTANT: +2 Silver, Compel. You handled the day-to-day business of your lord, giving you an unusual level of authority and a small stash of embezzled money that has nearly run out.

PET: +2 Silver, High Society. You were kept as an objet d'art, too pretty to put to work, and shown off at parties. You have retained some of the trinkets and cash from your previous life.

SAGE: +2 Mind, Academia. You worked in one of the universities up-Spire, or perhaps in a private collection, understanding and distilling a broad array of topics for your master. You have a wide understanding of the sciences and history.

SPY: Sneak, Deceive. You were employed as a spy, infiltrating societies and guilds to spread misinformation and report back on their activities to your lord. You are adept at lying, cheating, and moving unseen.

Or, you didn't serve an aelfir lord at all, and instead you:

- *Kept a low profile in Derelictus:* +2 Shadow, Low Society.
- *Fought to protect your community:* +2 Reputation, Crime.
- *Led a doomed uprising:* Compel, Low Society.
- *Joined a cult or two:* Religion, Occult.
- *Toughed it out in Red Row:* Fight, Crime.
- *Fell in with a gang of thieves:* Sneak, Steal.
- *Spent your time in jail:* +2 Blood, Crime.
- *Hid in plain sight:* Deceive, High Society.
- *Helped the Ministry wage their war:* +2 Shadow, Resist.



AZURITE

“Everyone has a price. Even you, my Lord.”

You are a trader, deal-maker and hustler from the south docks, clad in sacred blue and gold. You are welcome almost everywhere, and have connections all over Spire from previous business deals and debts owed.

CORE TRAITS

RESISTANCES: Silver +2, Reputation +2

REFRESH: Carry out a deal that benefits you more than it does the other party.

SKILLS: Compel, Deceive

DOMAINS: Commerce and either High Society or Low Society

BONDS

- You have an individual-level bond with someone who buys, sells, or smuggles things for a living. Name them and what they're most interested in.
- You have a bond with one of the other PCs who you helped out of debt. Say who, and why they got into debt in the first place.

EQUIPMENT

- One set of blue robes, many layers
- A smattering of gold jewellery made of coins from overseas
- Buckler of Azur (Armour 1, also counts as a holy symbol)
- Serious-looking club (D3, Brutal)

Or:

- Three sets of beautiful robes and girdles, each in slightly different shades of blue
- Golden necklaces, nose-rings and bracelets bearing the symbol of Azur
- “Weapon”: Bodyguard, D6, Tiring

If you choose the second option, you're protected by an agent under your employ, often to make up for your lack of combat prowess. When you receive this, name and describe your bodyguard and note down two things they hate.

CORE ABILITIES

CUT A DEAL. *You know anyone who's anyone...*

Once per session, set up a meet with an NPC who can acquire you pretty much anything available in Spire. It won't be free, though, and odds are they'll want a favour or a cut too.

HEART'S DESIRE. *...And you know what they want.* Once per situation, pick an NPC that you can observe for a while. The GM will tell you what they want most of all right now.

ADVANCES

LOW

GOLDEN TONGUE. [Divine] *You buy fluency in a language from your god.* Spend 1 Silver to speak a language, dialect or slang of your choosing for the next situation. You can't read or write it, but you're pretty much fluent as far as speaking and understanding is concerned.

IGNOBLE TACTICS. *You have mastered the art of standing behind someone bigger than you.* Gain the Fight skill. Your bodyguard, if you have one, gains the Defensive tag.

GOLD-BLOODED. [Divine] *You can buy your way out of anything – even gunshot wounds.* Gain Religion as a Domain. Once per situation, allot stress to Silver when you'd normally allot it to Blood, or vice-versa.

HIDDEN STASHES. *You have dozens of caches hidden within the city limits.* +2 Silver. In addition, once per session, gain a (non-unique, mundane) piece of equipment instantly as you retrieve it from a cache.

THE GOLDEN GOD'S ARCANA. [Divine] *You put a coin under your tongue as payment to Azur, who fills your mind with knowledge.* At the end of the rite, it disappears. Mark D3 stress in Silver to cast this rite; gain access to a Domain that you do not have for the remainder of the current situation.

BUY FRIENDS. [Divine] *You sacrifice a handful of sten, throwing them from the side of Spire, and beg Azur to put in a good word on your account.* Mark

D6 stress in Silver and beseech Azur to aid you in a short ritual. Choose an organisation – you are treated as having an individual-level bond in that organisation until the end of the session, as Azur tweaks the golden skeins of fate to make a connection between the organisation and yourself.

GLUTTON'S COIN. [Divine] *You summon a magical coin that curses the holder with insatiable greed.* Mark D3 stress in Silver or Mind. You summon a coin that you imbue with magical power. The first person to touch it other than you will be possessed by a feverish desire to gain as much wealth and items as possible before the next sunrise.

MEDIUM

TRUE BLUE. [Divine] *Blue is a sacred colour to Azur, and Azur protects the faithful.* As long as you're wearing the sacred blue silks of Azur, your clothes provide Armour 2. Mark D3 stress against Silver to increase this to 4 if you perform a half-hour ritual which makes your clothes glitter like golden coins.

DESPERATE BARGAIN. [Divine] *Your god extends their protection to all facets of your life, for a steep price.* When you take stress, but before the GM rolls for fallout, you may mark D3 stress to Silver; if you do so, they don't roll for fallout this time.

GOLDEN QUILL. [Divine] *All languages of the world are known to Azur, and now, to you as well.* As Golden Tongue, but now you can read and write the language, too. Mark D6 stress against Silver to make the change permanent.

ON THE TOSS OF A COIN. [Divine] *When all else fails, you can even the odds.* When you make any action that requires a dice roll, mark 1 Stress to Silver to use this spell. Instead of rolling your standard dice pool, toss a coin. Heads, you get what you want, take no stress, and you look good doing it. Tails, and you suffer a critical failure and double stress.

AZUR'S GRACE. [Divine] *You are a master of the slightly crooked deal, smoothing things over with divine aid.* +1 Reputation, +1 Shadow. Mark D3 stress to Silver to cast this rite; when you do so, remove D3 Reputation or Shadow stress marked against yourself or an ally.

THE GOLDEN GOD'S GUIDANCE. [Divine]

Azur gifts you and your allies with muscle-memory and training – but not for free. Choose any skill – you now possess it permanently. In addition, you learn the art of bargaining with your god for proficiency in mortal tasks: you may mark D3 stress in Mind, Blood or Silver to temporarily purchase a skill from Azur. You, or an ally, gain the skill as a class skill until the next sunrise.

BUY LOYALTY. *You drop a handful of jewelry down Azur's well in the Blue Docks and beseech your god to buy you some connections. As BUY FRIENDS, but the bond in question is Street-level.*

HIGH

BUY SOME TIME. [Divine] *It's expensive, but you can buy back a minute of your time. Mark D8 stress to Silver to cast this spell, which takes effect instantaneously. You travel a minute back in time, and will probably meet yourself from the past depending on how far you've moved over the last sixty seconds. At the end of the minute, you and your past self meld back into the same person as they cast the spell.*

(If you stop yourself from casting Buy Some Time, then things get temporally difficult. Each of you marks D8 stress every minute until one or both of you dies.)

GOLDEN HANDSHAKE. [Divine] *Everyone loves you, so long as you buy them something nice. Gain mastery in Deceive. In addition, you learn the following rite of Azur: when you buy a present for someone, mark D6 stress in Silver to imbue it with Azur's good graces. Once they accept the gift, they'll treat you as a close personal friend until the next sunrise – or until the gift breaks, whichever comes first.*

BUY ANYTHING. [Divine] *Nothing is outside of your remit as a master trader. Gain mastery in Compel. You can now buy or sell anything to or from a willing participant – not just goods and services, but skills, memories, stress marks, injuries, relationships, time, etc. Both parties must be willing to make the trade.*

If you mark D6 stress to Silver as part of casting this rite, you can still buy or sell anything – but transfer of property is dependent on terms set out in a contract signed by both parties. If the terms

of the contract are broken, the transfer is effective immediately.

BUY POWER. [Divine] *In a secret and shadowed ritual, you make a fire of bearer bonds and sacred incense and breathe deep as Azur sneaks you into high society. As BUY LOYALTY, but the bond in question is City-level and the spell costs D8 stress to Silver to cast.*



BOUND

“Rope, secure me. Armour, shield me. Blade, bleed them dry.”

You are an acrobatic vigilante, accustomed to dealing quick and decisive judgement to criminals. You worship the small gods in your armour, your ropes, your weapons, and they take care of you.

CORE TRAITS

RESISTANCES: Blood +1, Shadow +2

REFRESH: Bring a criminal to justice.

SKILLS: Fight, Sneak, Pursue

DOMAINS: Low Society, Crime

BONDS

- You have an individual-level bond with a member of the downtrodden underclass. Name them, and name the thing that’s most important to them.
- You have a bond with one of the other PCs who you rescued from a dangerous situation. Describe the situation they found themselves in.

EQUIPMENT

- Light leather armour (Armour 2)
- Ceremonial red binding ropes and mask
- Sturdy leather gloves
- Climbing gear and ropes

Either:

- God-knife (D3, Concealable, Bound)

Or:

- God-axe (D6, Bound)

CORE ABILITIES

SURPRISE INFILTRATION. *Nothing can keep you out.* Once per session, insert yourself into a situation where you are not currently present, so long as there's some conceivable way you could get in there.

BOUND BLADE. *You have captured a god and forced it into your blade.* As a Bound, you gain a god-knife or god-axe blade when you join the order, and bind a small god inside it with a bloody and dark ritual. This weapon has the Bound tag, and as such you can use your class abilities through it. You can't use your abilities through another weapon, but if your Bound weapon is lost or destroyed, you can create a new one with a night-long, exhausting rite held back in Perch.

ADVANCES

LOW

THE SECRET OF BINDING. [Divine] *Your rope can form knots that no other person can untie.* Gain Fix as a class skill. In addition, your rope learns the secret of tying itself into permanent forms. When you tie a knot with your own rope, it cannot be undone by anyone but yourself. (Others can still cut the rope, though.)

THE SECRET OF SECOND SKIN. [Divine] *The god in your armour watches out for you.* Once per situation, when you are attacked by an enemy and the GM would roll to inflict stress, you take 1 stress instead.

THE SECRET OF THE CROWD. [Divine] *You can hide in plain sight, so long as there are others around.* +1 Shadow. When you wear your mask and stand in a crowd, you will blend into the background (though not become invisible) unless you do something out of the ordinary to attract attention.

THE SECRET OF FLIGHT. [Divine] *The god bound into your blade can make it soar like an angel.* Your blade gains the following tags: Ranged, Piercing, Reload. (When you reload, go and pick up your blade.)

THE SECRET OF LOOSE TONGUES. [Divine] *Your bottle enchants the liquor inside it, convincing those who drink to share their secrets.* Gain the Compel skill. When someone takes a drink from your bottle, they will feel compelled to tell you about a crime they were involved in, or adjacent to. (You cannot turn this off.)

THE SECRET OF FEAR. [Divine] *You rattle the cage that keeps the god bound in your blade, and it terrifies your enemies.* Mark D3 stress to Shadow; your bound weapon dice size increases by 1 for the next situation.

THE SECRET OF LUCKY BREAKS. [Divine] *Your gods see to it that you're never without small luxuries.* +1 Mind, +1 Reputation. Your bottle always has a little bit of liquor left in it, your crumpled cigarette packet always contains three cigarettes, and your box of spireblack matches always contains one match. (You can't use this ability to give out infinite cigarettes and booze to loads of other people in an attempt to make money; the gods will resent the abuse, and cease to aid you.)

MEDIUM

THE SAINT OF BLADES. [Divine] *You loosen the bindings on the god in your blade, and it thanks you.* Your blade's damage dice increases by 1 step and it gains the Defensive tag.

THE SAINT OF BLOOD. [Divine] *You sacrifice others to the god hidden in your blade.* +1 Blood. In addition, your bound weapon can drink the blood of others and fill you with vigour. Once per situation, when you hit with your weapon, remove D6 stress from Blood.

THE SAINT OF BINDING. [Divine] *Your rope-god dances and twists for you.* Your rope animates as if of its own accord, tripping your enemies. It becomes a weapon with the following stats: Damage D3, Stunning.

THE SAINT OF HIDDEN FACES. [Divine] *To your oppressors, all poor folk look alike; your mask uses this fact, and it will be their undoing.* Gain Deceive as a class skill. Once per situation, you and another character who are both wearing masks may swap places with one another if you are both willing to do so.

THE SAINT OF WAYS. [Divine] *No lock will impede your progress.* Gain the Steal skill. When you wear your gloves and try to open a door, that door is unlocked and unbarred. It works on windows and trapdoors, but not chests, display cases or safes – it only allows access to portals big enough for an adult drow to fit through.

THE SAINT OF LAST STANDS. [Divine] *Your armour-god extends its protection and watches over your comrades.* +2 Reputation. Once per session, declare a room you are standing in as under your protection. While in there, until you leave the room, any stress that your allies suffer to Blood or Mind is reduced by 1 dice size.

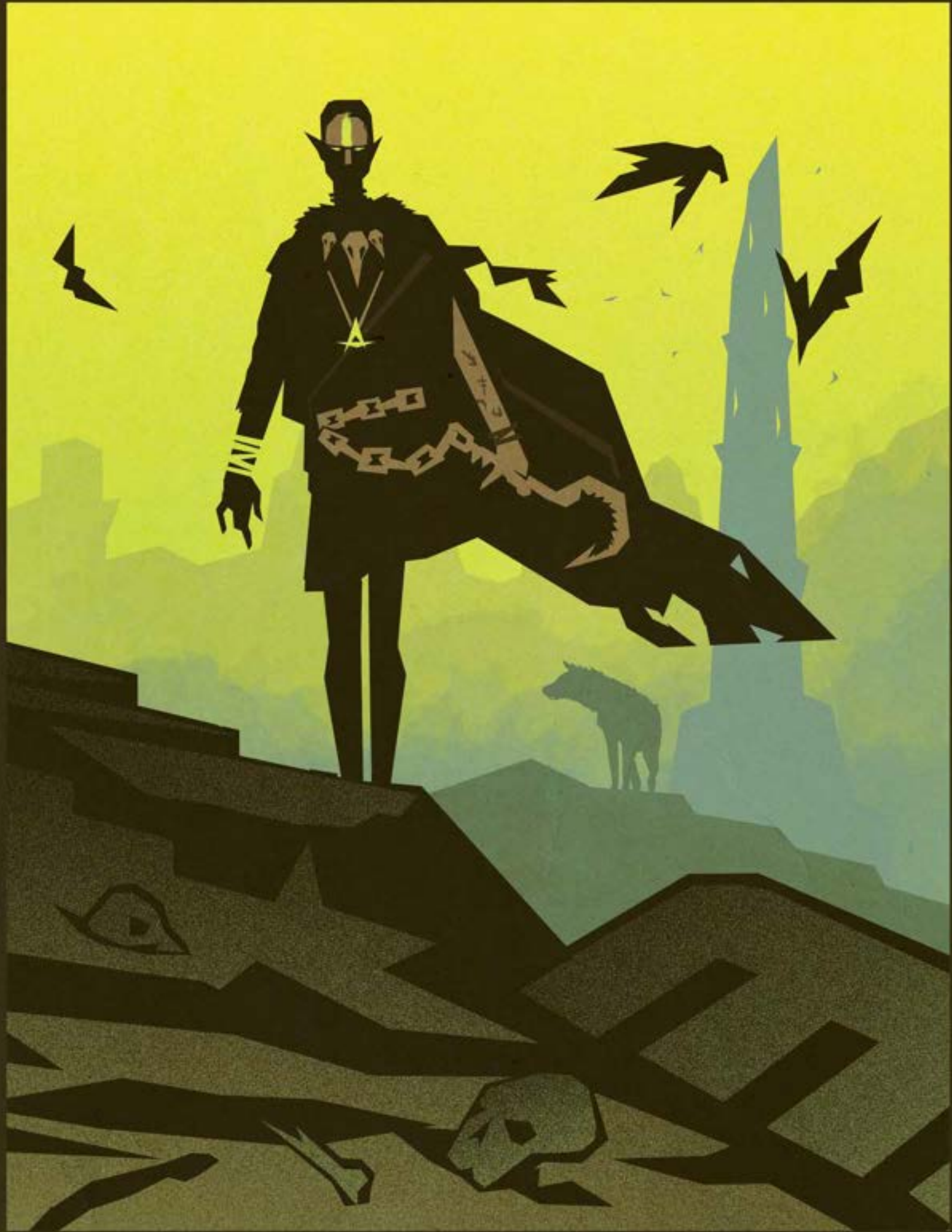
HIGH

THE GOD OF SLAUGHTER. [Divine] *The furious god in your blade is barely restrained, and grows more powerful with each new sacrifice.* Gain mastery of the Fight skill. If you inflict Blood stress with your blade on a mortal target, you kill them.

THE GOD OF SHADOWS. [Divine] *Your mask hides you, even from the light.* +2 Shadow. At the start of a situation, you cannot be seen unless you draw attention to yourself by attacking or making a loud noise. You can return to this state by marking D3 stress in Shadow or Blood.

THE GOD OF PERCH. [Divine] *The many gods of Perch smile upon you.* +2 Reputation. Gain mastery in Pursue. You can walk on any solid surface as though it is flat ground, and cannot fall unless you wish to. While in Perch, you roll with mastery on all checks.

THE GOD OF GETTING EVEN. [Divine] *Your armour is a vengeful god.* As SECRET OF SECOND SKIN, but a nearby enemy takes the stress you would have taken instead and you refresh D3.



CARRION-PRIEST

“Charnel feasts tonight, brothers! As do we.”

Part of the followers of Charnel – a heretical sect of death worshippers who live atop Spire in the towers and oubliettes of New Heaven – you believe that the bodies of the dead should be eaten by sacred hyenas to ensure the safe passage of their souls to the afterlife.

CORE TRAITS

RESISTANCES: Blood +2, Reputation +2

REFRESH: Complete a hunt and take your quarry.

SKILLS: Pursue, Sneak

DOMAINS: Religion, Low Society

BONDS

- You have a street-level bond with the faithful of charnel – a collection of worshippers of the corpse-eater god who live in New Heaven. Name three of them, and what’s weird about them.
- You have a bond with another PC who you have helped deal with a death – either by guiding them through the grieving process or disposing of the body. Say who it was, and who died.

EQUIPMENT

- Leathers and robes: Armour 2
- Hyena (see page 38)

Either:

- Heavy-pull crossbow (D8, Ranged, Reload, Unreliable) and Knife (D3, Concealable)

Or:

- War-cleaver (D6) and Preyhook (D3, Ranged, Stunning)

CORE ABILITIES

HYENA. *You have a companion hyena who obeys your commands.* At character creation, pick two commands that your hyena understands. At the start of your turn, choose one command to give to your hyena from the list that it understands so long as it can hear you speak:

SIC 'EM: When you launch a surprise melee attack on a target, your attacks gain the Brutal tag.

SCOUT: When you attack at range from a position of hiding, your attacks gain the Brutal tag.

GROWL: When you intimidate or drive away someone, do so with mastery.

GUARD: When you take stress to Blood, take 1 less stress than the result rolled to a minimum of 1.

FETCH: When you hunt down a target that you can see and hear, do so with mastery.

SCENT: When you sniff around a scene for clues, do so with mastery.

LAY OF THE LAND: *You are a trained hunter, and others would do well to heed your words.* When you enter a dangerous situation, you can name up to three features or opportunities that your allies can take advantage of. The first time you or an ally uses an opportunity, they roll with mastery (for example: cover with a good view of the battlefield, an exit, a badly-guarded door, a stack of barrels, etc).

ADVANCES

LOW

NEW TRICKS. *Your hyena is unusually well-trained.* Gain the Compel skill. Choose two more commands that your hyena understands.

CAKLE. [Divine] *You are a terror of New Heaven, and your enemies quake at your approach.* +1 Reputation. Mark D3 stress to Mind or Body to unleash a nightmarish cackle in concert with your hyena that strikes fear into the hearts of your enemies (and anyone else within earshot). For the next minute or so, if your enemies have a difficulty rating, it is one lower.

MURDER OF CROWS. *The sacred birds of death come to your call.* Mark D3 stress to Mind or Blood to cast this spell, which you must do so with access to a large open interior space, or the sky. You

summon a flock of crows, ravens, jackdaws, magpies and all kinds of corvids, who will do your bidding until the end of the situation. They aren't skilled combatants, but they can provide a distraction in a pinch, and you can talk to them in a weird, croaking dialect if you want to ask them to gather information or watch an area.

RIP AND TEAR. *When you corner your quarry, their death is swift.* When you inflict stress in melee combat, re-roll the stress dice if it shows 1. If it shows the maximum number (i.e. 6 on a D6, 8 on a D8), roll it again and add both together.

DEAD FLESH. [Divine] *You are well-liked amongst the slums of New Heaven, as you are able to make rotting food edible once more.* +2 Reputation. You can call upon Charnel to bless rotting or spoiled food, casting the decay out of it, and making it safe to consume, as a five-minute ritual.

CHARNEL'S MARK. [Divine] *You channel the energies of the God of Slow Death through your body and onto your foes.* Mark D6 stress to Blood or Mind to cast this spell on a target within sight; a rune daubed in rapidly-drying blood appears on their person. Until the end of the situation, you and all allies gain the Brutal tag when you roll to inflict stress against them.

MEDIUM

GHOST SPEAKER. *Your connection to the World After is strengthened through Charnel.* +1 Mind, +1 Reputation. You have a close connection to death and the afterlife. Take D3 stress in Mind or Blood to activate this power for a situation – you can see, speak to, and physically interact with ghosts as though they were physically present in the scene. In addition, once per session, you find a ghost and talk to them about the present situation – ask the GM who it is.

RED FEAST. [Divine] *You can eat of the dead as a sacrifice to the Laughing Death, who eases your sorrows.* Communing with Charnel, you can transmute the flesh of sentient creatures into your own at a cost of your own sanity. When you eat the flesh of a person, Refresh. You cannot use this action to remove Mind stress.

MASSACRE. [Divine] *You, or an ally, become a conduit for Charnel to enter the world through blood and*

death. Mark D3 Blood stress and spend an hour sanctifying yourself, or another, in service of Charnel to cast this spell. Each time you mark stress to Blood, every weapon you carry gains the Spread D3 tag so long as it does not possess the Reload tag. This effect is cumulative, increasing the value of Spread by an additional dice size each time you mark stress to Blood. This effect lasts for one situation.

ALPHA. *You hold great power over your sacred beast.* +1 Reputation. At the start of your turn, choose two commands for your hyena to obey.

FORM OF THE CORVID. *You can shift your form into that of a lesser carrion-eater.* +1 Shadow. Mark D6 stress to cast this spell. You channel Charnel's power through your body during an hour-long ritual, during which time you dress yourself in a cloak of black feathers you have made yourself. At the culmination of the ritual, you take the form of a slightly larger-than-normal corvid (the specific type is up to you). While in corvid form you can use your skills and domains as usual, but the fact that you are a bird will limit their application somewhat. You certainly can't use weapons in combat.

You will return to your normal form at the next sunrise, or when someone speaks your full name within earshot – whichever comes first.

RED OF BEAK AND TALON. *Your crow-servants are as fierce and murderous as you are.* As MURDER OF CROWS, but the swarm of corvids count as a (D3) weapon with the Ranged and Brutal tags. (You don't need to purchase the MURDER OF CROWS advance to take this.)

HIGH

BLOODHUNT. [Divine] *Once you've tasted blood, you are all but impossible to stop.* To activate this power, taste a target's blood and mark D6 stress to Blood. Until you sleep, or until they die, you may step out from the shadows nearby to them whenever you desire. They can protect themselves, give or take, by eliminating all nearby shadows.

A FLOCK OF NIGHT-BLACK TERRORS. *The crows you summon are Charnel's chosen.* As RED OF BEAK AND TALON, but the swarm counts as a (D6) weapon with the Extreme Range, Brutal and Bloodbound tags. (You don't need to purchase the

MURDER OF CROWS or RED OF BEAK AND TALON advances to take this.)

TASTE LIFE. [Divine] *Dead flesh contains many secrets, and you can unlock them in concert with your god.* +2 Blood. When you eat the flesh of a recently dead creature, Charnel sends you visions regarding their life. You can learn their identity, how they died, and their recent actions up to the moment of their death. In addition, you gain permanent access to one domain they possessed when they were alive.

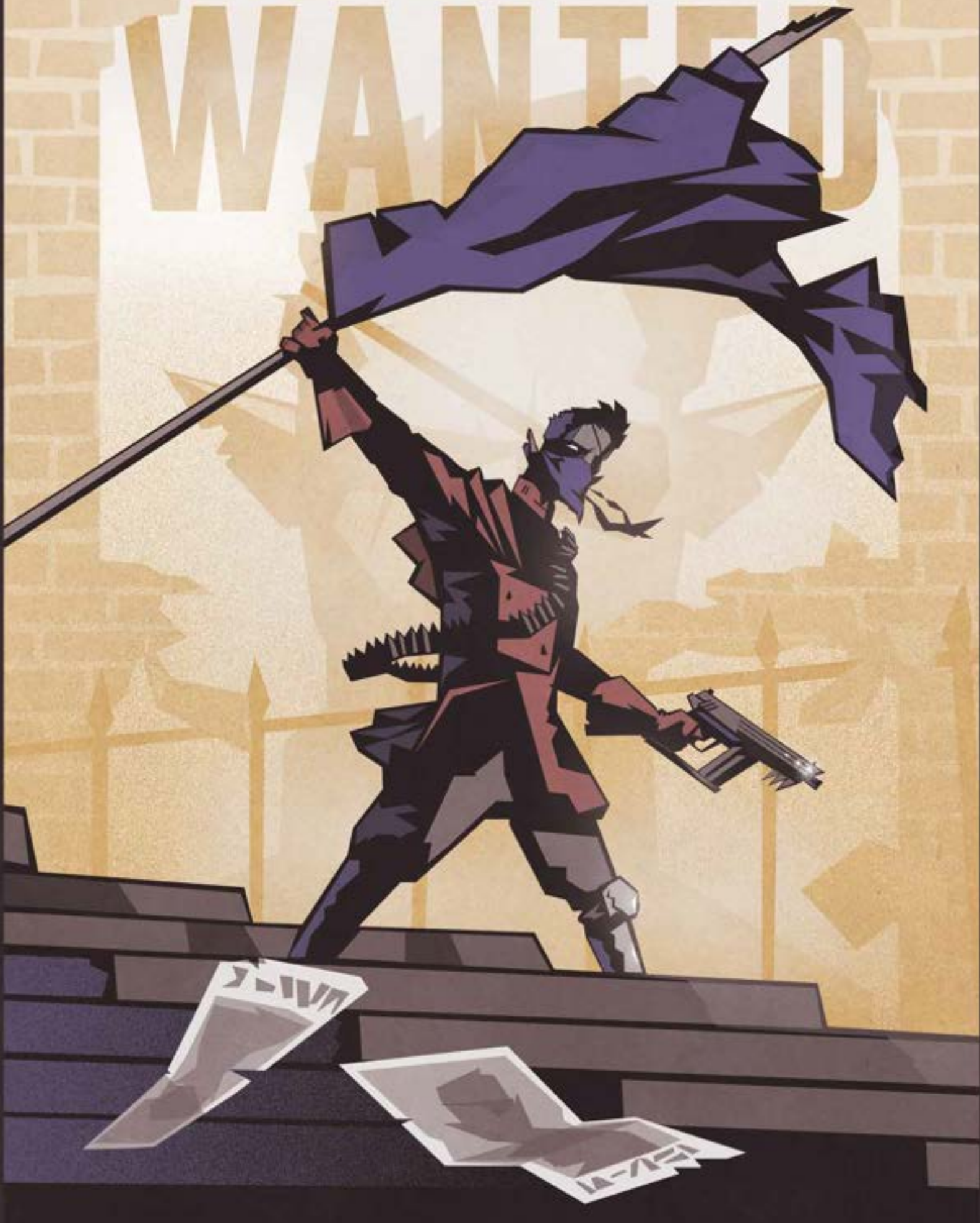
FORM OF THE GREAT CARRION-EATER.

[Divine] *You fuse with your sacred beast, becoming a divine monstrosity in service of Charnel.* Charnel blesses you with the ability to change your body into that of a monstrous, slaving hyena. Mark D6 stress to Mind: this is an extended process that takes about 30 minutes to complete, and includes ceremonial eating of flesh and communing with the spirit of your animal companion as well as donning a sanctified hyena-skin. During this process, you will physically merge with your hyena companion, so you can no longer issue them commands until the spell is ended.

You will assume the form of an unnaturally large and muscled hyena for a day, during which time you will be unable to speak intelligibly, but roll with mastery on Fight and Pursue checks. While you are transformed, you gain an additional 5 slots in Blood, and your claws count as D8 damage weapons, but you cannot use weapons, armour or other equipment.

You cannot return to your humanoid form until the spell wears off – you cannot end it early.

WANTED



FIREBRAND

“They can’t take us all on. Not all of us. Tonight, we show them who’s really in charge.”

You are a revolutionary, a rabble-rouser, a dangerous criminal in the eyes of the authorities, who hangs out in the lawless undercities of Red Row and Derelictus. As you gain power, the people of the city begin to worship you, and you can bestow blessings on them by focusing their belief through your actions.

CORE TRAITS

RESISTANCES: Reputation +3, Shadow +1

REFRESH: Take something back from those who would oppress you.

SKILLS: Compel, Steal

DOMAINS: Low Society, Crime

BONDS

- You have two individual-level bonds with folk who are sympathetic to your goals. Pick two domains, and create an NPC bond for each of them.
- You have a bond with one of the other PCs who you recruited to the cause. Say who, and say what it was that tipped them over the edge.

EQUIPMENT

Either:

- Knife, sap, or brass knuckles (D3, Concealable)

Or:

- Sledgehammer or pickaxe (D6, Tiring)

And either:

- Crow-pattern revolver (D6, Unreliable)

Or:

- Buzzard sawn-off (D6, Reload, Point-blank)

CORE ABILITIES

LEAD FROM THE FRONT. *You excel when you're under pressure.* When you have 6 or more stress in Shadow, gain mastery on all actions.

DRAW A CROWD. *You can pull together a crowd at a moment's notice.* Once per session, you can draw a crowd to you in a matter of minutes. People will stop what they're doing, so long as it isn't life-or-death, and listen to what you have to say.

ADVANCES

LOW

FIGHT THE POWER. *You channel your anger into fighting the police, soldiers, the solar guard – anyone who'd stand against you.* Gain the Resist skill. When you engage in violence against an enemy who is part of the Order domain (city guard, military, etc) you do so with mastery.

NOBLE SACRIFICE. *You convince your allies to pay for victory in blood.* Gain the Fight skill. If you spend a few minutes getting everyone pumped up before a battle, you and all your allies gain the Bloodbound tag on any weapon you use.

FORCE OF PERSONALITY. *There's nothing you can't do. Honest.* Gain the Deceive skill. Once per session, declare you possess a Domain or Skill that you don't actually have – you are treated as having access to it until the end of the situation. Your natural bravado and charisma are enough to carry you through, even with your lack of applicable knowledge.

ALWAYS OUTNUMBERED, NEVER OUT-RUN. *You are exceptional at getting the hell away from your problems.* Gain the Pursue skill. When you flee a superior force, you do so with mastery.

BROTHERS IN ARMS. *You inspire your comrades to greatness and demoralise your foes.* Once per situation, when you and an ally are fighting side-by-side, declare you're using this ability. The next time both of you roll a Fight check, both you and your ally can either increase your stress dice by 1 size or decrease the enemy's stress dice by 1 size – choose before you roll.

GODDESS' CHOSEN. [Divine] *You fight for the people, and Limyé smiles upon you.* Gain one low-level advance from the Lajhan class.

MEDIUM

ME AND THIS ARMY. *You can cause a riot whenever you need one.* +1 Reputation. Mark D6 stress to Shadow or Reputation and spend fifteen minutes getting a crowd of people riled up to turn them into an angry mob on the hunt for blood and justice. You can direct them against a particular target – or try to get them to perform a particular basic action – during the speech, but once you fire them off, the situation is out of your hands.

THE PEOPLE'S CHAMPION. *You are the rock around which the rebellion is anchored.* +1 Reputation. You gain a street-level bond based on the cadre of revolutionaries that follow you around, espouse your virtues and (if you've written any) hold up your manifestos as intellectual principles for life. When you ask this bond for a favour, the stress dice is one size smaller than normal.

SCAPEGOAT. *Your ability to shift blame is legendary.* +1 Shadow. Once per session, when an NPC accuses you of wrongdoing, you can automatically convince them that you're entirely innocent and someone else (choose who) is responsible.

MAKE AN EXAMPLE. *Your fighting style terrifies your enemies.* +1 Blood. Your attacks gain the Brutal tag. In addition, if you take someone out of action in combat, the gruesome spectacle inflicts D3 stress on any other enemy that sees it happen.

FRIENDS IN LOW PLACES. *You know the secret gestures and signs that mark a revolutionary.* Once per session, make an Investigate check against an NPC. If you succeed, you uncover evidence that they are allied to the revolution in some way.

UNTOUCHABLE. *You take any measures to survive, and thus the revolution will survive.* Once per scene, if you suffer Blood fallout, mark D3 stress to Mind and transfer the fallout to a non-enemy NPC who's in the scene instead. Whether they willingly sacrificed themselves or you managed to get behind them in time is up to you.

HIGH

MY NAME IS LEGION. [Divine] *You channel the adoration of the masses, and use that power to transform into a whole crowd of people. Gain mastery of Low Society. Mark D6 stress to cast this spell. You transform into a great crowd of citizens – part illusion, part simulacrum and part real people who got caught up in the mix. You don't have control over the whole crowd, but you can "possess" anyone in the crowd and take over their actions (and therefore attempt to direct or manage the mob). You can't take Blood stress in this form, but the individual parts of the crowd sure as hell can.*

The spell lasts for an hour or so, or until the crowd is broken apart by outside forces.

THE MEANS OF DESTRUCTION. [Divine] *Your touch becomes anathema to your oppressor. Mark D3 stress to cast this spell. Any improvised weapon you touch (eg. work tools, bolt-cutters, kitchen knives, crowbars, etc) inflicts D8 stress when used against your oppressors for the remainder of the situation, and gains the following tags: Brutal, Devastating.*

IRONWILL. *You know that your path of action is right and good, and nothing can sway you from your course.* +3 Mind. Gain mastery of Resist. In addition, once per situation, when you would take stress to any other resistance, you can allocate it to Mind.

YOU CAN'T KILL AN IDEA. [Divine] *To carry on the fight, you hide within the very concept of rebellion until you can strike back. You can cast this spell instantly – often as a reaction to someone attacking you or uncovering your hideout. It costs nothing to do so.*

You transform into the idea of revolution, of hope and resurgence, and your mortal form dissipates into shadow. You become a song; a mantra; an image; an icon. Wherever that idea is spread and believed in, you retain a sort of awareness. This action counts as laying low, so all stress is removed from your resistances. While you are in the form of an idea, you can influence the world around you through your bonds (although you do so on a semi-mystical level).

When you choose to reform – which must be at least a week from when you changed – mark D8 stress as you coalesce out of the shadows to lead your people once more.



IDOL

“Truth? What is truth, when you have beauty?”

You are a beautiful artist and revolutionary, and your creations can reshape the world through bleeding-edge, half-understood sorcery.

CORE TRAITS

RESISTANCES: Silver +1, Mind +1,
Reputation +2

REFRESH: Someone feels deeply moved when they witness your art.

SKILLS: Deceive, Compel

DOMAINS: High Society, Occult

BONDS

- You have a street-level bond to your adoring fans. Name three of them, and what the group is most excited to see next.
- You have a bond with another PC who you know has feelings for you, even if they wouldn't admit it. Describe the moment when you knew for definite.

EQUIPMENT

- Several sets of flattering clothing
- Tools to create or perform your chosen art
- Small gifts and trinkets from your fans
- A knife (D3, Concealable)

CORE ABILITIES

LIFE AND SOUL OF THE PARTY. *People flock to be near you.* Once per session, so long as there are people nearby and a place to have it, you can create an instant gathering with dancing, games, drinking, eating and chatting. The party gives you mastery to persuade, deceive, or distract actions performed within it.

GLAMOUR. *Black magic and poise let you become whoever they want you to be.* Once per situation, choose an NPC. Using a cocktail of charm, practiced poise and semi-legal black magic, you change your appearance to represent their ideal partner. You don't get to determine what this looks like – it's entirely reliant on the person you're targeting – and you can end the spell by scrubbing off whatever makeup you've applied and spending five minutes in front of a mirror remembering what you look like.

Whatever your target prefers, you'll always look like you. If they're obsessed with tall people, you'll look taller; if they like aelfir, you'll look as though there's some aelfir blood in you; if they're mad about one particular person, you'll resemble them (but not enough to, say, pass as them).

ADVANCES

LOW

CENTRE OF ATTENTION. *When you stride into a room, people take notice.* Gain +1 Reputation. Roll with mastery when you attempt to get everyone in a situation to focus on you and you alone. In addition, describe three incredible outfits that you now own.

GRACE. *You try not to sully yourself with failure.* You move with such precision that fate herself gives you a lucky break now and again. Once per situation, when you make a dice roll and one or more of the dice shows 1, you can re-roll the entire pool.

WHO ARE THEY? *You are enigmatic in the extreme.* +1 Reputation. In addition, the first time you meet someone who doesn't know your name, you roll with mastery to Deceive or Compel them. Once they know your name or see you for a second time, the spell is broken.

MAJESTY. [Occult] *You become so beautiful that none would dare raise a hand against you.* Gain +1 Silver. To cast this spell, anoint yourself with pigments and regal jewelry. Make a Compel+Occult roll: if you succeed, for the next minute or so, you cannot be the target of attacks until you make an attack yourself. People can still block your path, but they can't grab or attempt to restrain you until the spell is broken.

DISHARMONY. [Occult] *You turn your enemies against each other with whispered curses.* Make a Deceive+Occult roll and pick a target that can see and hear you. On a success, they will immediately inflict stress on their nearest ally equal to whatever weapon they're holding (if any), believing them to be an enemy. If they don't have an ally nearby, this spell doesn't have any effect on them.

INSTILL EMOTION. [Occult] *Your art drives others to excess.* If you succeed at a Compel+Occult check when you perform or exhibit your art for an hour or more, you may drive a receptive crowd into one of the following: debauched excess, utter sorrow or mind-numbing ecstasy. You can't direct them past this.

INCORRUPTIBLE. *Your mind is crystal, shining and pure, and madness rolls off you and onto others.* Once per situation, when you take stress to Mind, a different nearby character (chosen by the GM) takes it instead.

MEDIUM

BEAUTY IS TRUTH. [Occult] *Your art carries potent subliminal messages.* You can bind a concept into a piece of art you create to implant a suggestion into the minds of everyone who views it. Make a Compel+Occult check to create or perform the piece. On a success, anyone who views the art has the suggestion implanted in their minds, but they're not entirely sure where it came from.

UNTOUCHABLE. *Your glamered form is so perfect that bullets spatter off it like rain.* +1 Mind. You are so impossibly beautiful that few people can bring themselves to touch you, let alone harm you. You gain armour 3 so long as your beauty is on show.

SPITE. [Occult] *With a glance, you crush an enemy's sense of self-worth and they lash out at their own body.* You assault an enemy's mind with raw

humiliation, and they attack their own body out of shame. They must be able to see you for this spell to take effect. Roll Deceive+Occult; on a success, they mark D8 stress (Piercing) against themselves if they are carrying a gun or edged weapon, and D6 stress (Piercing) if they have a blunt weapon or are unarmed. If they survive the attack, they will remember you.

KILL FOR ME. *You can push people far past their limits.* +2 Reputation. NPCs you share a bond with will perform any task for you, no matter how immoral or depraved – all you have to do is ask.

PAINT WITH BLOOD. [Occult] *To you, even death is an art form.* Any weapon you wield gains the Conduit tag. When wielding a melee weapon, you may use Compel+Occult to attack.

RENDER UNTO ME. [Occult] *The world is yours for the taking.* Once per situation, you can command an NPC to hand an item they're carrying over to you, and they must obey.

HIGH

TRUTH IS BEAUTY. [Occult] *Your art is so powerful that reality cannot stand against it.* +1 Mind. Roll Deceive+Occult and create a piece of art that embodies a suggestion; this process takes about a week. If you succeed, the suggestion becomes true as the world bends and twists to accommodate it. (The more outlandish the suggestion, the higher the stress inflicted on the caster.)

HAPPY TO HELP. *Everyone wants to be your friend.* +2 Reputation. Once per situation, declare that a target who can see and hear you becomes an individual-level bond until the end of the session. At the end of each session, make one of these temporary bonds permanent.

SOUL'S PORTRAIT. *You portion off the ugly parts of yourself into a cursed work of art.* You craft an image of yourself – or something more abstract that you relate to yourself – that acts as a conduit for all your sins and physical ailments. While the artwork is intact your face cannot be marred in any way, you will not age, you will stay beautiful, and any injuries you suffer will not be visible to all but the most thorough examinations. In addition to this, while the artwork exists, gain 3 additional resistance slots in both Blood and Mind.

Each time you mark stress in your additional resistance slots your image in the portrait becomes more haggard-looking and decrepit. Should the painting be destroyed, or should you ever look upon the painting once it is complete, you will immediately suffer Moderate fallout. If the painting is destroyed, it will appear near to you (on your wall, through the post, on billboards, etc) and it will mock you until you die.

OTHER ART FORMS

Your soul's portrait doesn't have to be a portrait, or even a piece of physical art; it could be a play, or a song, or a set of dance steps. It must be performed regularly for it to work, and the more stress you place upon it, the more deranged and perverse it will become.

PERFECTION. *You are the embodiment of perfection, striding through the world unburdened.* You are utterly, mind-destroyingly perfect; bad luck and misfortune rolls off you like rain off a slate rooftop. Gain two additional slots in every resistance.



KNIGHT

*“I swear to Our Lady, this hangover could bring down a skywhale.
Did we win?”*

You are a member of an ancient order of knights who were given the right to police the northern river docks of Spire. Over the centuries, your order has splintered and become ever more corrupt, and now you are little more than heavily-armoured gangsters with a penchant for organised fighting tournaments.

CORE TRAITS

RESISTANCES: Blood +1, Silver +2,
Reputation +1

REFRESH: Engage in reckless excess.

CLASS SKILLS: Fight, Compel
DOMAINS: Low Society, Crime

BONDS

- You have a individual-level bond with your squire – a young dark elf serving you with an eye to becoming a Knight themselves some day. Name them and say whether they’re idealistic or cynical about the whole affair.
- You have a bond with another one of the PCs – you and them used to go drinking, and still do on occasion. Describe the wildest thing you two got up to on one of your legendary nights out.

EQUIPMENT

- Knight Quarter-Plate (Armour 3, Heavy)

And either:

- Greatsword (D8, Tiring)

Or:

- Sword (D6) and Grackler Pistol (D6,
Brutal, Ranged, One-shot)

Or:

- Knightly Lance (D6, Piercing, Surprising)

CORE ABILITIES

PUBCRAWLER. *You bear an encyclopedic knowledge of where to get drunk.* Once per game, name a nearby bar, pub or inn where you know the landlord (whether they like you or not is up to the GM).

PICK A FIGHT. *You’ve spent many an evening sizing up the other patrons in search of a decent brawl.* Once per situation, ask the GM who is the best person in the surrounding area to pick a fight with on one of the following conditions: 1) you want to win 2) you want to make a good impression 3) you want to cause a distraction.

LAW OF THE DOCKS. *You carry a mighty weapon.* As a Knight, you are permitted to carry a large bladed weapon (or a lance) without getting in trouble with the city guard. Using it is another matter.

KNIGHTLY ORDER

As a Knight, you will be pledged to one of the following orders, all of which coincidentally happen to own at least one pub named after themselves: *The Questing Cock*, *The Drowned Sailor*, *The Thirsty Maiden*, *The Wolf & Hound*, *The Kraken Bell*, *The Fiendskin Tome*. (Or: make up your own order.) You will be expected to perform quests on behalf of your order (light extortion, hustling, bodyguarding), and refusal can lead to your expulsion and loss of your right to carry a large, bladed weapon.

ADVANCES

LOW

CAROUSE. *You make the best friends when you're drunk.* +1 Blood. When you get drunk with someone, you gain an individual-level bond with them until the next day.

JOUSTER. *You are adept at running hard into dangerous situations.* Gain the Pursue skill. You are experienced in the art of high-speed combat; when you charge in recklessly, your attacks have the Brutal tag.

BRAGGADOCIO. *You are an accomplished liar, especially when it comes to exaggerating your own abilities.* Gain the Deceive skill. Once per session, automatically convince an NPC that you can achieve something (whether or not you're able to do it is immaterial).

KNIGHT-ADMIRAL. *You have achieved a high rank, and thus command a portion of the fleet.* +2 Reputation. Your order bestows upon you a mighty mount – a rowboat. Name it. In addition, pick one: it's fast; it looks good; it has a swivel-gun on the prow (D6, Ranged, Reload); it doesn't leak much. Seats six (all of them rowing).

BULWARK. *You and your armour share a special bond; it looks after you, you look after it.* Once per session, clear all stress marked to your armour.

KNIGHT-PROTECTOR. *You are adept at throwing yourself into trouble to save your friends.* Once per situation, when a nearby ally would take Blood stress from an enemy attack, you take it instead.

THE CROWD GOES WILD: *You're used to fighting with the support – or ire – of the crowd to keep you going.* When you have a crowd watching you, your attacks have the Brutal tag. In addition, when you win a fight in front of a crowd, refresh.

MEDIUM

ARMOUR-KENNING. *You know that your armour is not just for show.* When you wear armour, you increase its value by 1 point until you take it off. Also, as you know just where to hit people who are trying to protect themselves, any weapon you carry has the Piercing tag.

RACONTEUR. *You know precisely when to get a round in.* As CAROUSE, but it works as a Street-level bond, because you get drunk with their mates as well.

BRING IT ON. *You are used to being outnumbered in fights.* Any weapon you carry (including your bare hands) that does not possess the Ranged tag gains the Spread D3 tag.

DIRTY FIGHTING. *You have a wide variety of dirty tricks.* Once per situation, when you inflict damage on an enemy, you reduce their difficulty to 0 until they get away from you and catch their breath.

DO YOU KNOW WHO I AM? *You possess a bulletproof reputation.* Gain +1 Reputation. Once per situation, when you take stress to any resistance other than Reputation, allocate it to Reputation.

RIGHT PLACE, WRONG TIME. *You have an almost supernatural ability to get into fights that make your life more interesting, even if they make it a lot shorter at the same time.* Add the following condition to your PICK A FIGHT ability: 4) you want to advance your current objective. You and the group will definitely get a lead or an angle out of the fight, but you have to win it first (or maybe just get out intact).

LAW OF THE LAND. *You are, technically, an officer of the law.* +1 Silver. Gain access to the Order domain. You are sworn in by the Duke herself as a protector of the Docks; when you attempt to de-escalate a situation, you do so with mastery. You can also arrest people, if it takes your fancy.

HIGH

All High-level abilities for the Knight focus around one or more quests. The precise nature of the quest should be worked out between the GM and the Knight's player, but they should be a) difficult and b) achievable. Quests will reflect the nature of the Knights that you have established in your game; they might be doing their best to be chivalrous, or entirely self-serving.

FORTRESS PLATE. [Quest] *You begin the forging of the renowned fortress plate.* +1 Reputation. When you take on the quest, you are tasked by your superior in the order (or the Duke) to perform certain feats of courage and chivalry (or stealing a load of diamonds, whatever needs done that day); for each minor quest you complete, pick one of the following upgrades:

- Remove the Heavy tag from your armour
- Add the Implacable tag to your armour
- Increase your armour's value by 2
- When you receive Blood fallout whilst wearing your armour, you inflict stress on all enemies standing close to you: D3 for minor Blood fallout, D6 for moderate, and D8 for severe

You cannot pick the same upgrade twice. By the end of your last quest, you will have upgraded your armour to be a suit of the finest full-plate, adorned (by yourself or others) with inscriptions and images of your glories, some of which may even be true.

PULL THE SWORD FROM THE STONE.

[Quest] *You travel in search of a legendary sword.* When you accept this quest, you gain the Resist skill and Occult domain as you are ritually branded or tattooed with symbols of chivalric protection. You must journey to the centre of Spire, find St Beneferas' sword, and pull it from the floorboards of The Stone (a pub) into which he plunged it hundreds of years ago.

When you complete this quest, you gain a (D6, Brutal) magical sword; as it's magical, you can use it to attack ethereal creatures or those which are immune to normal weapons. In addition, choose two of the following upgrades to the sword:

- Inflict D8 stress
- Gain the Ranged tag
- Gain the Stunning tag
- Gain the Defensive tag
- Gain the Bloodbound tag
- Gain the Devastating tag

And one of the following "upgrades":

- Demons and ghosts are drawn to the sword's powerful energies
- The sword whispers eerie truths
- The sword glows blue in the presence of... something, you're not sure, seems important though
- You know in your heart that you are the true monarch of Spire

SLAY THE DRAGON. [Quest] *You attempt to slay death itself. You are anointed with the legendary Spirit of St Beneferas, an impossibly-strong liquor distilled by a blind madman on retainer to the Duke.* Combined with the proper devotional rites, you change – your touch heals the sick and binds wounds shut. Once per situation, you may remove D3 Mind or Blood stress on any character other than yourself.

You accept a quest to venture to the Heart of Spire, find the nightmarish Dragon pub, and slay the vile guardian that dwells there. Upon completion, the blight that the Dragon spreads holds no dominion over you. Disease and poison no longer affect you. Your very presence, in fact, causes plagues to cease and the sick to recover at an accelerated rate. At the start of each situation, remove 1 Blood stress, and: you can no longer die.

SEEK THE GRAIL. [Quest] *The memory of St Beneferas calls to you, and you set out to become his successor.* You take on a quest to find The Grail, a legendary pub that is said to lay beneath the silt of the North Docks. There you will find St Beneferas, patron of the Knights, and share a drink with him.

When you accept the quest, you are Seen by Damnou, the dark elf trinity of goddesses, and she/they will protect you. Once per session, when you suffer fallout, you can choose to ignore it.

Upon completion, St Beneferas bestows upon you the duty of ruling the Knights, finally passing on his duties. As he was a washed-up drunkard, eternally trapped under the river waters, the North Docks and the Knights therein have come to represent him – degenerate and almost useless. Now, as the you accept the helm of St Beneferas, the docks will change to resemble you instead – both for good and for ill. (This doesn't count as a high-level change in and of itself, so you can't use it to earn another high-level advance.)

Gain the city-level bond NORTH DOCKS.



LAJHAN

“Our Lady protects, sweetness. Hold her in your heart and she will soothe your passing.”

The Lajhan, or “silvered,” are the chosen of Our Glorious Lady, the light side of the moon, whose light does not burn the drow as the sun’s rays do. Lajhan serve her and spread her wisdom throughout Spire, providing aid and nourishment to the impoverished drow.

CORE TRAITS

RESISTANCES: Mind +2, Reputation +2

REFRESH: Help those who cannot help themselves.

SKILLS: Fix, Resist

DOMAINS: Religion, Low Society

BONDS

- You have an individual-level bond with an NPC member of the congregation who is sympathetic to your goals. Name them, and what they’re getting out of the relationship.
- You have a bond with a PC who you’ve helped overcome sickness, injury or addiction in the past. Say who it was, and what the problem was.

EQUIPMENT

- Ceremonial robes, a set of wooden and silver jewellery including bracelets, anklets, earrings and circlets.

Either:

- *L’od Nansan (The Order of Blood)* Knife (damage D3, Concealable) and Healer’s kit (describe it)

Or:

- *L’od Limyé-Anjhan (The Order of Silver Light)* Moonsilver staff (damage D3, Conduit)

CORE ABILITIES

RITE OF RESPITE. [Divine] *You create a place of stillness and healing.* Once per session, lead your allies in a recuperation session while you hold vigil. Describe how you create a comfortable, healing environment and how you help them. All allies present may restore 3 stress from Mind or Blood.

MOONLIGHT. [Divine] *Limyé’s light shines forth from you.* Your forehead gem (or necklace, or bracelet, etc) glows as brightly as the full moon, casting a calm light into the darkness that cannot be extinguished unless you decide to snuff it, or you fall unconscious. The more ritualists casting this spell simultaneously, the brighter the light becomes.

ADVANCES

LOW

BUILD BRIDGES. *You sacrifice yourself for your allies.* +1 Reputation. Before you roll for fallout on a bond, you may mark stress on yourself to remove it from the ally – each point you mark removes 2 points of stress from them.

BURN BRIDGES. *You sacrifice your allies for the greater good.* Gain the Deceive skill as a class skill. When an ally performs an action on your behalf, they may roll with mastery – but if they do so and suffer stress, roll twice and pick the higher value.

BEDSIDE MANNER. *Your ministrations engender trust.* When you heal someone, gain a bond with them until the end of the next day.

FRIEND TO THE DOWNTRODDEN. *You can sense who most needs your help.* +1 Reputation. Once per situation, ask the GM which NPC is most in need of help, and they'll tell you.

OUR LADY'S CALM. [Divine] *You shine the calming light of Limyé over a situation, and tempers fade.* Mark D6 stress to Mind to cast this spell. You, and anyone nearby to you, cannot fight, or engage in violent actions, or move above a run, for the next minute or so – you can extend it for another minute by marking another D6 stress to Mind.

RITE OF THE SILVER SANCTUARY. [Divine] *You mark a room as sacred to the goddess, barring the entry of trespassers.* Anoint the walls of an area (the size of a large room) with silver pigment mixed with sacred oils and mark D3 stress to Mind. If you are present in the area, you can stop or slow unwelcome guests from coming inside – if someone attempts to enter the area and you don't want them to, they take D6 stress. They can sense this beforehand and choose not to enter if they wish.

SCRYATRIX NASCEN. [Divine] *You possess uncanny senses, and take the first step along the path of the blind seer.* Spend ten minutes meditating and attuning to the area around you to uncover strangeness or things out of place. You may then ask the GM to reveal something hidden to you in your immediate area: this can be an item, a motivation, a pathway, etc. The GM will relay the information to you as a vision or sensation, not hard data.

MEDIUM

SHIMMERING IMAGE. [Divine] *Your body shifts and warps like moonlight on a pool of water and twists the world around it.* Whenever you mark stress to Blood, you and any nearby allies roll with mastery on Sneak and Pursue until the end of the situation or you mark stress to Blood again, whichever comes first.

RITE OF THE THREE SISTERS. [Divine] *You share misfortune between your allies.* Mark D3 stress to Mind when you cast this spell. You and two allies take part in a half-hour ritual in which your blood is mixed with sanctified mercury and daubed over your heart. Until the next dawn, when you or one of the other participants in the ritual mark stress, it is divided equally between all three of you. If one of the

members of the trinity falls unconscious or dies, the spell ends.

SCRYATRIX INANIS [Divine] *You are accepted into the first circle of the Scryatrices, the blind seers of Our Glorious Lady.* You must have the SCRYATRIX NASCEN advance to purchase this advance. As part of an hour-long ritual, cover your eyes with cloth and silver – preferably spider-silk and broad, curved eye-shields with Our Lady's symbol on the inside of each. While you wear the covering, you can't see normally, but you can see the auras of people and places around you. Their auras show information about them that they simply cannot hide, cluing you in as to whether they're under supernatural influence, undead, or an occultist.

For each point of stress you mark against Mind when casting this spell, you are able to "see" one item from the following list:

- Any bonds the character has, or any important relationships if they're an NPC
- The target's current numerical stress values
- The subject's skills and domains
- Whether the target is undead, possessed or haunted (or is a ghost)
- Whether the character has cast a spell in recent memory, and what it was
- The character's emotional state

The spell lasts until you remove the bindings. Increase the difficulty of all other tasks by at least 1 when doing anything else, as you're effectively blind – certain tasks, like reading a book or looking for something in a painting, are impossible.

OUR LADY'S KISS: [Divine] *The goddess' protection presides over your allies.* When a nearby ally marks stress to Blood or Mind, you may mark D3 stress to Mind to cast this spell. If you choose to do so, the ally instantly removes D6 Blood or Mind stress before the GM rolls for fallout. In addition, when you guide a person to a gentle death in the arms of the Lady, refresh.

OUR LADY'S CURSE: [Divine] *You turn Limyé's light into a weapon.* When you cast MOONLIGHT, as described above, you may mark D3 stress to Mind to treat it as a damage D6 weapon (with the following tags: Spread D3, Stunning) until the end of the situation. Your jewellery bursts with a flash of bright, silvery light that incapacitates enemies.

PERFECT MIRROR. [Divine] *You can remake your mind into a psychic mirror.* Mark D3 stress to Mind to cast this spell. As part of an hour-long ritual

devoted to the goddess, you stare into a series of angled mirrors until your mind becomes untethered from your consciousness, instead reflecting the minds of those around it with perfect grace. Until the next sunrise, when you roll to affect an NPC in any way, you are treated as having all Domains that they have. (In addition, you are considered to have access to any knowledge that those Domains would confer on you.)

HIGH

BODY OF SILVER LIGHT. [Divine] *You can change your body into pure moonlight.* +1 Mind. Mark D6 stress to Mind. As the culmination of an hour-long ritual, you dissolve into a roving patch of bright moonlight. In this form, you cannot affect the world (aside from illuminating it) and it cannot affect you, but you can move great distances at astonishing speed (and bypass any barrier that lets light through). This form lasts until sunrise, or until you wish to dismiss it.

OUR LADY'S MARTYR. [Divine] *While you stand, no others are allowed to fall.* +1 Blood. Mark D6 stress to Mind to cast this spell. You glow with a brilliant, radiant light that fuels the resolve of those around you; for the next scene, so long as you stand in defence of the drow people and faith, any ally standing nearby or closer to you does not have to roll for fallout when they mark stress to Blood or Mind. At the end of the situation, or when you fall or flee, the spell ends and all affected must immediately roll for fallout.

SCRYATRIX DEMEN. [Divine] *You are a blind seer, and can manipulate the connections that bind souls to the material realm.* You must have the SCRYATRIX INANIS ability to purchase this advance. You join a cadre of Scryatrices in a ritual where you blind yourself with sacred silver needles; from now on, you no longer see normally, but instead experience the world as a wash of strange visions and stolen memories. For example: you can no longer read a book, but you can “look” at it and absorb the memories of the person who last read it, or the person who wrote it.

As a full Scryatrix, you have access to all the visions listed in SCRYATRIX INANIS at all times. In addition, by marking D3 stress, you can sever any one of the connections you see. If you sever a bond, that relationship withers and dies; if you sever a possession, the spirit is flung from the

host's body; and so on. You cannot sever stress in this manner, but anything else is fair game, and may require some creative interpretation between you and the GM.

BEYOND THE GARDEN GATE. [Divine] *You can reclaim souls from the embrace of Our Glorious Lady.* +2 Mind stress. When you cast this spell, take D8 stress to Mind. You can bring a dark elf back from the dead, so long as their body is largely intact. Communing with Our Lady in a long, drawn-out ritual, you beseech her to return their soul to the earthly realm for a time to complete their tasks.

For a full lunar month, the target returns to life and acts as normal. At the end of that month, they die once more, and nothing can bring them back from the Moon Garden, except for physically travelling there and freeing them from death's clutches.

Further Lajhan advances, devoted to saints or hallows of the order, can be found on page 158.

AURAS

The art of aura reading is at least as old as the church of Our Glorious Lady, most likely older, and it is not an exact science. A character could study for years under the blind Scryatrixes at the Lunar Temple and learn a fraction of what has been documented, and argued over, in relation to the understanding of the patterns read in the souls of others. But, as a rough guide – a person's aura will shift, pulsing through colours and shapes, and flashing through strange glyphs and symbols, that the Lajhan should read as though they were a fortune-teller interpreting the leaves at the bottom of a cup of Nujabian tea. The undead show up as strange, glass-like statues of themselves in aura readings, and no-one's quite sure why.

Example things that might show up in portents and aura readings: the moon, in all its forms; birds, such as owls, ravens, sparrows and hawks; the Moon Garden, the drow land of the dead; crumbling towers, spires and parapets; unearthly music; gleaming needles, pins and scissors; gushing blood, organs and hearts; thread and rope; ringing bells and guttered candles; the drowned, and those who have died of exposure; silver ivy and bone-white trees.



MASKED

“Ah, my Lord, my apologies – these are the correct manifests, not the ones you have there. I’ve had the delivery boy shot already to anticipate your desires.”

You spent your durance serving a high elf master in the upper echelons of Spire. You are well-accustomed to wearing a ceremonial mask in company, as all aelfir and their servants are expected to do, and you are a master of subterfuge, going unnoticed, and quiet acts of rebellion.

CORE TRAITS

RESISTANCES: Silver +1, Mind +1, Shadow +2

REFRESH: Show someone they should not have underestimated you.

CLASS SKILLS: Resist, Compel

DOMAINS: High Society, Order

BONDS

- You have one street-level bond with the servants of your old master. Name three of them and describe their jobs, and note down your master’s name and the worst thing they ever did to you or someone else under their power.
- You have a bond with another PC who you assisted during their durance. Who was it, and how did you help them out?

EQUIPMENT

- Your Mask (describe it)
- Two sets of nice clothing (describe them)
- Servant Mask (carries the sign of your old master)

Either:

- Hawk Duelling Pistol (Damage D6, Piercing, Ranged, One-shot)

Or:

- Dagger (Damage D3, Concealable)

CORE ABILITIES

SMELL STATUS. *You know precisely who to talk to, or who to take out, to get things done.* Once per session, ask the GM: “Who’s really in charge, here?” You can find out easily, or you already know thanks to your connections.

SERVANT TO THE HIGH ONES. *You spent years bowing and scraping at the feet of the high elves.* When interacting with the aelfir, roll with mastery on social checks.

ADVANCES

LOW

CITIZEN’S MASK. *When you need to be, you become one of the crowd.* Gain the Sneak skill. When you wear your Citizen’s Mask, you roll with mastery when you’re attempting to pass yourself off as someone unimportant or beneath the attention of your target.

INSTITUTIONAL FALSEHOOD. *A single misplaced document or amended sentence can send ripples through an organisation.* Gain access to the Academia domain. Once per session, when you have access to the paperwork or employees of a particular organisation and five minutes to spare, you can disseminate a lie through the organisation that will be widely believed until it is proven false.

INNER MASK OF CALM. *You wall up your madness in other identities.* + 2 Mind. In addition, when you suffer Mind fallout, you can disregard any effects placed on you from the fallout by removing your current mask. When you put the mask back on, the effects will resume. For each session you spend without wearing the mask, mark D3 stress to Mind.

ONE OF THE STAFF. *You’d be surprised how much chambermaids see.* Gain the Deceive skill. Once per session, you can seamlessly blend into the household staff or employees of an organisation or group and keep your ears open for information. For every hour you spend performing busywork (up to a maximum of 3), ask the GM one question about the organisation that they must answer honestly.

ONE EYE OPEN. *A life of regular beatings and cruel “gifts” have hardened you.* Gain access to the Fight skill. Even when you’re asleep or knocked unconscious, you have an awareness of your surroundings. You suffer no penalties for being surprised or ambushed, you are broadly aware of your location even if blindfolded and moved around, and any weapon you carry has the Surprising tag.

DRESS FOR SUCCESS. *A good cravat can cover all manner of sins.* Gain access to the Fix skill. If you spend an hour helping an ally prepare before a difficult endeavour, picking out their clothes and advising them on methods of approach, they roll with mastery on Compel and Deceive checks for the next situation.

MEDIUM

MASK OF THE LOVER. *You wear an exquisitely beautiful mask, gifted only to those who carry themselves with the utmost grace and poise.* +2 Reputation. Once per session, if you so choose, an NPC falls for you. Tell the GM who.

MASK OF THE KILLER. *You have a mask that you wore to carry out the bloody business of your Lord.* Gain +1 Blood. When you wear this mask, your hands function as D6 weapons. The ritual to don the mask is a five minute process that requires a quiet and calm area to perform – it can be taken off instantly, however.

MASK OF PLENTY. [Occult] *The mask of plenty is a favoured tool amongst destitute nobles and scheming tricksters.* +2 Silver and gain access to the Commerce domain. When you wear this mask, you give off the impression that you are rich, famous and charismatic. People will treat you appropriately, even if you give them reasons not to, and will expect repayment for favours to be an easy task for you.

MOUTHLESS MASK. [Occult] *The most precise application of grace, to some, is silence.* Gain the Sneak skill. While wearing the mask (which is worn by clenching it between your teeth – it has no straps), you can elect to make no noise when you perform any action – and objects or people nearby will be silent too. You cannot speak while wearing the Mouthless Mask, for obvious reasons.

MIRROR-MASK. [Occult] *This scintillating mask clouds the minds of others, tricking them into a sense of security.* You construct a delicate mask from mirrored glass and rare spireblack amber, and when you wear it and talk at length to a target, they enter a peculiar trance where they believe they're talking to themselves. As such, they will have no issue with revealing dangerous truths or plots. This ability only works when the target is alone – should anyone else enter the scene, the trance ends.

HIGH

THE MASTERLESS MASK. [Occult] *You become an avatar of the rebellion. You create a mask that is whispered of in aelfir circles – the Masterless Mask, terror of the aelfir, scion of the Red Moon, who will visit their doom upon them.* When you wear it, you roll with mastery and inflict D8 stress when you attack an aelfir, regardless of what weapon you're using to do it.

What's more, each night a drow in Spire prays to you to deliver them from their masters, refresh. Ten or so people removes D3 stress, a hundred D6, and a thousand or more will remove D8.

GESTALT. [Occult] *You understand the riddle of masks; that they are more real than the faces they hide.* You have crafted a true copy of your own mask, a long and harrowing process using not a small amount of your own blood and skin. When another person dons your mask – a process that takes an hour or so, and one they do not have to be willing to perform – until the next sunrise they are controlled by your mind as though you were controlling your own body. Your original body stays active during this time – you play two characters, both of whom are the same person. When the wearer removes the mask, they are entirely aware of the actions they performed while wearing it, which is the sort of thing that inflicts Mind stress to say the least.

Unlike other High-level advances, you can take Gestalt as many times as you wish, crafting a new mask each time.

THE MASK OF MANY FACES. [Occult] *You train spiders to weave illusory faces over your own.* Using old drow sorcery from Ys, you capture and train the deep-spiders that scurry around the edges of the Heart, the rotten core of Spire. While the spiders are living in your hair and on your face, they can be instructed to weave a mask that replicates any person (or any mask) that you have seen

before. The reproduction is almost perfect but it cannot get wet, or withstand the heat of the sun, else it will fall away to nothing.

PANTHEON MASK. [Occult] *Your masks are so artful as to trick the gods themselves.* You gain an uncanny ability to create masks that emulate the power of specific gods; to do so, mark D6 stress to Mind or Silver, and acquire something of the faith to bind into it. When you create the mask, you may bind any Medium-level divine advance into it, and access it whenever you wear it. You may only have one such mask at any one time, and must sacrifice your current godmask if you wish to make a new one.



MIDWIFE

“Of course I will fight for you; the web connects us all, brother.”

You are one of a line of ancient scholars and defenders of the drow, blessed with an arachnid bloodline that you have been taught to augment via sorcery and meditation. In addition to this, you are responsible for the future of your race: you take care of unborn drow while they gestate in their egg-sacs, watching over them and keeping them safe from harm.

CORE TRAITS

RESISTANCES: Blood +2, Reputation +1, Mind +1

REFRESH: Defend the defenceless.

SKILLS: Fix, Fight

DOMAINS: Occult, Low Society

BONDS

- You have a street-level bond with the Order of Midwives, and are an active member. Name your immediate superior, who does not know you work for the Ministry, and one colleague, who does.
- You have a bond with another player character, whose life you saved when no-one else would. Say who, and what they'd done to ostracise themselves from their community.

EQUIPMENT

- Ceremonial silk robes

Either:

- Twin Razors (D6, Concealable, Unreliable)

Or:

- Weighted chain (D3, Concealable, Stunning)

CORE ABILITIES

MARTYR. *You sacrifice your life, inch by inch, to safeguard the future of the drow.* Once per session, when an ally takes fallout, you appear nearby so long as it would be even slightly feasible for you to do so. They ignore the effects of the fallout, and you take D6 stress to an appropriate resistance instead.

PROTECTOR'S EYE. *Ancient instincts, bound into you by forgotten sorcery, give you a measure of what a person really cares about.* Once per situation, ask the GM what a particular NPC wishes to protect above all else.

LOW

CANTICLE OF REMAKING. [Occult] *Intoning ancient psalms to forgotten powers, you bind your wounds with strands of ethereal web.* +1 Blood. Roll Fix+Occult to cast this spell. On a success, remove D6 stress from Blood on yourself, or D3 stress from Blood on another character.

WEB OF THE MISTRESS. [Occult] *Strands of silver magic extend from your fingertips, and you sense the vibrations caused by any intruders.* Gain the Pursue skill. Roll Fix+Occult to cast this spell. On a success, you gain immediate awareness of everything in the vicinity – an area about the size of a large building – even if you can't see or hear it directly. This remains in effect until you move, or are moved, more than a step away from your current position.

HANDS OF THE MOTHER. [Occult] *At will, your hands become dangerous weapons as your nails harden and flexible plates cover your palms.* Your unarmed damage becomes (D6, Bloodbound).

BLESSING OF ISHKRAH. [Occult] *You weave a spell of protection over your allies, and inky spiders crawl across their skin.* Gain the Academia domain. Roll Fix+Occult to cast this spell. On a success, your allies are under the protection of Ishkrah: the first time they suffer stress to Blood in combat, the enemy that caused the stress suffers D3 stress from arachnid nightmares assaulting their senses.

PLUCK THE WEB. [Occult] *You bind up tiny effigies of your foes with glistening silk, and force them to act upon each other.* Roll Compel+Occult to cast this spell. On a success, any two connected entities or groups of your choosing (whatever their size, so long as they share a connection) immediately act upon one another in whichever fashion the GM sees fit.

EYES OF ISHKRAH. [Occult] *You grow additional eyes with which you can sense the threads of magic.* Gain the Investigate skill. Roll Investigate+Occult to cast. On a success, you see all forms of occult magic in the surrounding area as shimmering webs of fate (including those around invisible creatures, or people observing you remotely) until the end of

the current situation. You can follow these threads to the point where the spell was cast.

RITE OF STILLED MIND. [Occult] *You have been taught the secret art of decanting your madness into ink-black liquid that you spit into vials.* Once per session, remove an ongoing minor or moderate Mind fallout result, or downgrade one severe Mind fallout result to moderate.

MEDIUM

WEAVE THE WEB. [Occult] *You can weave a bond between people who've never met, forcing them into each other's destiny.* As **PLUCK THE WEB**, but the groups or entities involved do not have to share a connection for you to affect them.

CHITINOUS SHELL. [Occult] *Your skin shifts and hardens into scintillating chitin on your command.* Gain the Resist skill. Roll Resist+Occult to cast this spell. On a success, gain Armour 3 until the next dawn.

COCOON OF REBIRTH. [Occult] *You smother an ally with a cocoon of magical silk, a process which takes several hours.* Within this cocoon, they are remade into their ideal image, free from scars, madness and injuries. At the end of a week, cut them free (they are unable to free themselves) – any long-term effects of Blood and Mind fallout are removed.

VENOMOUS MANDIBLES. [Occult] *You sprout mandibles from your lower jaw, and drool an excruciating venom over your weapons.* Roll Fight+Occult to cast this spell. On a success, until the next dawn, all your attacks with your bare hands or edged weapons gain the Brutal quality, and you can spit your venom as a (D6, Ranged, Unreliable) attack.

WALL-WALKER. [Occult] *You conjure an additional set of legs that grow out of your pelvis with the sound of cracking chitin.* Roll Fix+Occult to cast this spell. On a success, until the end of the current situation, you roll with mastery on Pursue checks, and may walk on any grippable surface as though it was flat ground.

ARACHNID BODY. [Occult] *Your body changes to become more beautiful and closer to the form of your patron.* If you possess **WALL-WALKER**, **CHITINOUS SHELL**, **EYES OF ISHKRAH** or

VENOMOUS MANDIBLES, choose one. You no longer need to roll to cast the spell, as your form changes permanently. You can take this advance up to four times, choosing a different ability to make permanent each time.

SUMMON SWEETLINGS. [Occult] *You bring forth a swarm of spiders from your clothing that swarm out over the surrounding area.* Roll Compel+Occult to cast. On a success, you summon a swarm of spiders. When you summon the spiders, choose one type of spider to summon:

- Watch-webs: These spiders have keen eyes, and whisper to you in the tongue of Ishkrah. They function as the WEB OF THE MISTRESS spell, but they will stay in place for a week or so, and you can move freely without breaking the spell. A tiny spider living in your ear canal will whisper what they see to you, no matter how far away you are.
- Dagger-weavers: These spiders are fast, and swarm all over targets to inject their nightmarish venom. The swarm is usable as a (D6, Piercing, Spread D6, Stunning, One-shot) weapon.

At the end of the spell, the spiders scuttle back into your clothing or dissipate into the shadows.

HIGH

ISHKRAH'S PERFECT COCOON. [Occult] *You know of a strange and beautiful spell that can undo all kinds of misfortunes by wrapping the subject in the blessed web of Ishkrah herself.* As COCOON OF REBIRTH, but: it applies to any fallout the character is suffering from, not just Blood and Mind. In addition, the first time they undergo the procedure, they gain +1 Blood.

PURGE. [Occult] *Your form is perfect and inviolate, bound up with the sacred threads of Ishkrah.* Once per session, immediately clear yourself of all Blood stress and all ongoing Blood fallout.

NO MAGIC BUT THE MAGIC OF MY MISTRESS. [Occult] *The spells of inferior casters – and gods – are caught in your web like flies.* Roll Fight+Occult to cast. On a success, any effect that originates from a magical source (be that occult or divine) is suppressed while you are nearby until the end of the current situation. Minor magical effects are completely undone, and you become

immune to magic attacks. (This will require some creative interpretation from the GM to resolve.)

FORM OF ISHKRAH: [Occult] *You unbind your body's bones and reform them, painfully, into the form of a great and terrible half-spider, half-drow.* Roll Fix+Occult to cast. On a success, you immediately gain access to EYES OF ISHKRAH, HANDS OF THE MOTHER, WALL-WALKER, CHITINOUS SHELL and VENOMOUS MANDIBLES if you do not already have them. In addition, when you act to defend the future of the drow race or some unborn drow, roll six dice. These effects last until the end of the current situation.



VERMISSIAN SAGE

“I reckon I’ve got just the book you need – problem is it’s eight stations down and five across, so you might want to bring provisions.”

The Vermissian is a grand failure – an attempt at a mass transport network in Spire by over-funded human retroengineers – that buckled the walls between worlds and fell into ruin. Now, in the mazelike tunnels and dead-end corridors, a sect of drow historians is attempting to use the non-euclidian space to store information and relics of their home nations. You are one such drow – a sage of the Vermissian Vault.

CORE TRAITS

RESISTANCES: Mind +3, Shadow +1

REFRESH: Uncover hidden information.

CLASS SKILLS: Investigate, Compel

DOMAINS: Academia, Occult, Technology

BONDS

- You have an individual-level bond with an academic, researcher or guardian of the Vault. Name them, and their specialty.
- You have a bond with another PC – you know a secret about them. Say who it is, what the secret is, and whether they know you know or not.

EQUIPMENT

Either:

- Folding crossbow (D6, Ranged, Concealable, One-shot)

Or:

- Dagger (D3, Concealable) and padded vest (Armour 1)

CORE ABILITIES

BACK DOOR. *You throw open a door and lunge through it into a twisted metallic nightmare: home.* Once per session, you can find an entrance to the Vault no matter where you are in Spire

(whether it was there before you started looking remains unclear). Inside, you’ll find a collection of strange items and peculiar books, many of which relate or come from alternate histories, and some of which tell the truth. Any non-Sage character who enters the Vault should roll Resist+Occult or suffer Mind stress.

THE VAULT. *You have access to the vast informational resources of the sages.* While inside the Vault, whether you accessed it through a Back Door or by normal means, you have access to equipment that will allow you to perform an Investigate check on any subject. It won’t confer mastery, but it will allow you to perform the check.

OBSESSIVE RESEARCHER. *You spend every quiet moment filling your brain with knowledge – knowledge which is often fleeting.* At the start of each session, gain a knack of your choosing in any skill or domain, even if you don’t normally have access to the skill or domain. At the end of the session, you lose that knack. You can’t have the same knack two sessions in a row; you get bored, and must expand your mind in different ways.

ADVANCES

LOW

FIND CONNECTION. [Occult] *You use the unique capabilities of the Vermissian Vault to unlock secrets about a target.* Once per session, declare that two NPCs are connected somehow – ask the GM in what way.

DEAD DROP. *You have a network of concealed caches, filled with useful equipment.* +1 Silver. Once per session, find a hidden stash of equipment that you, another scholar, or a version of you from an anomalous history has left in place to prepare for this eventuality. The drop allows you to equip a small

group of people with generic equipment to perform a particular task (e.g. lockpicks, dark cloaks, matches and lanterns, food, etc). This equipment will never confer mastery.

MENTAL DIRECTORY. [Occult] *You can smell knowledge.* +1 Mind. Roll Investigate+Occult and ask the GM a question. On a success, they don't have to tell you the answer, but they do have to tell you the most straightforward way of getting one. (For example: You can't know the combination to a safe, but you can know that it's written down on a scrap of paper tucked into the overseer's diary.)

THE LOCKED STACKS. [Occult] *You have access to the Locked Stacks, a dead and dusty place where knowledge is interred to an eternal rest.* +1 Mind. When you visit the Locked Stacks, you can attempt to suppress a single fact or rumour – roll Compel+Occult. On a success, the information will begin to fade out of public knowledge unless someone makes a dedicated effort to make it known.

THORNED TONGUE. [Occult] *Untruths, in your presence, burn like cinders.* Roll Compel+Occult to cast this spell. On a success, you can punish people for lying to you: for the next situation, if someone lies to you (not through omission, but actively presents a falsehood) they mark D3 stress as searing pain shoots through their body and stabs behind their eyes. This is enough to put most people off ever lying to you, if they know who you are.

THAT DIDN'T HAPPEN. [Occult] *Reality is malleable, in the right hands: yours.* Gain the Fix skill. Once per session, re-roll all the dice in your pool, as you reveal the events that just happened to be false. You can try this trick a second time, but you take D6 stress to Mind when you do so.

MEDIUM

POCKET GUIDE. [Occult] *You bind the essence of the one surviving accurate map of the Vermissian into your mind.* Roll Investigate+Occult and ask the GM a question. If you succeed, they will tell you where the answer lies in the Vermissian Vault. Getting there will be a long process (taking at least half an hour) and the answer to the question probably won't tell you everything you need to know, but there are no limits on the questions you can ask.

UNSPEAKABLE. [Occult] *You focus your mind and catch the words before they escape their throat.* +2 Mind. Focus on an NPC and roll Compel+Occult. If you succeed, they will no longer be able to speak about a concept of your choosing – the words will escape them. This lasts until the end of the current situation.

MEMORY BLANK. [Occult] *You pluck unwanted events from the minds of those around you.* +1 Mind. Focus on a target and roll Compel+Occult. If you succeed, they forget a specific, short, recent event. They will overwrite it with events of their own invention that join up the gaps in their memory.

DYNASTIC MEMORY. [Divine] *You awaken the ancestral blood in your allies.* +2 Reputation. Mark D3 stress to Mind to channel the power of the ancient Houses of the Home Nations, and give you and your allies strength. The first time you use this power on a character, determine which House they originate from by choosing it from the list on the opposite page. From then on, when you use this power on them, they gain access to the relevant power for the remaining situation. (This spell only functions when cast on dark elves.)

VERMISSIAN DROP. [Occult] *You plunge a target into the dark realm of the Vermissian, hopefully never to return.* Roll Fix+Occult to cast this spell. On a success, you immediately plunge one nearby target into the depths of the Vermissian through a hitherto-unseen trapdoor, hole or gap in reality. They may or may not be able to fight their way out and find you afterwards, or cause problems whilst they're inside, but they're out of your hair for now.

HIGH

UNREADABLE. [Occult] *You snatch whole concepts out of your target's mind, leaving them unable to comprehend basic truths.* As UNSPEAKABLE, but the target cannot perceive the concept of your choosing in any way. Depending on what you pick, this can be of no concern to the target (if they lose the ability to perceive, or even really understand the concept of, intruders) or terrifying (if they can no longer interact with the idea of light). This spell alone won't kill a target, as the body works on more fundamental levels than the one you're tapping into, but it can make it a lot easier. This lasts until the end of the current situation.

THE HOUSES OF THE DROW

House	Effect
Destera, the Weavers	Spiders adore you and will perform self-sacrificing actions on your behalf
Yssen, the Unquiet Blades	If you wear no armour, your attacks have the Brutal and Surprising tags
Malrique, the Unlidded Eye	You cannot be surprised or ambushed
Valwa, the Silver-blooded	When you successfully Compel a target, gain a temporary bond with them
Gryndel, the Crimson Hunters	When you declare a target's full name out loud and they hear it, you roll with mastery on Fight and Pursue actions against them. You can only do this for one target at a time
Starys, the Drowned Kings	You no longer need to breathe
Aliquam, Repairers of Reputations	At the end of the situation, remove all stress marked against Reputation
Duval, the Grave Cold	By focusing for a minute or so, you may not be seen so long as you remain motionless and close your eyes
Quinn, the Noble and Most High	You can smell gold, silver, jewels and other items of value

ANASTOMOSIS. [Occult] *You connect the power of the Vault to the real world, letting alternate truths blossom into Spire. Gain mastery of Deceit. You can briefly let out the energies of the Vault into the real world to spread false information. Roll Deceive+Occult. On a success, you create the world's most believable lie; not only is the lie backed up by incontrovertible evidence, but you can deliver it with such weight that even the person it's about could believe it's true. The more audacious the lie, the higher the amount of stress you risk taking.*

The lie is a lie, though, so it's not possible to say that gravity doesn't exist and have everyone float away into the sky. But it is possible to have gravity as a theory widely debunked by the academic community, and replaced with something else that you have waiting in the wings, if that's something you'd like to do.

THE GLASS LIBRARY. *You have access to the Glass Library, a strange place that filters ambient information from Spire and distills it into books, newspapers, scraps of information and works of art. Gain mastery of Investigation. While you sit in the Glass Library, you can investigate any location in Spire as though you had unfettered, uninterrupted access to it.*

The Glass Library is also bathed in sunlight during the day due to a strange quirk of the information filtering process. Unlike normal sunlight, this does not burn the skin of dark elves, though many sages find it uncomfortably bright.

REWRITE. [Occult] *Who controls the Vault controls the past. Roll Compel+Occult to cast this spell. Gathering your allies in the Vault, you use the strange energies there to change the events of the past. You, and each ally present, can remove one ongoing fallout they are currently suffering from, as well as refreshing D6 stress from any of their resistances. Any remaining stress can be reallocated to any resistance on any member of the ritual.*

It is through your skill as a sage (and careful doctoring of newspaper reports and witness statements) that you subtly tweak the past – the time-stream can't handle big changes, and tends to reject them out of hand. As such, this power can't be used to mould the past into a more pleasing shape, except when it comes to who's suffering what stress.



EXTRA ADVANCES

These abilities aren't limited by class. You can unlock access to each set of advances by satisfying the requirement listed at the top of each entry, and then purchase them as you would in-class powers.

If you would like to start play with access to one of these sets of advances, discuss the matter with your GM. It can safely be assumed that every player character has access to the minister set, given their allegiance.

GENERIC ADVANCES

If you want access to a skill or domain, you can purchase it with a Low Advance. You can also use a Low Advance to gain +1 to any resistance. This isn't a hugely exciting use of the advance, but it can help you use abilities that you've picked up from multi-classing or extra advances.

CITY GUARD

REQUIREMENT: Serve, or have served, in the City Guard.

REFRESH: Make an arrest.

LOW

WEIGHT OF THE LAW. *You wave your badge around to get what you need.* Take D3 stress to Shadow to roll with mastery on your next suitable social interaction as you threaten people with arrest.

SUBDUE. *You're used to hurting, but not killing, criminals.* Any non-edged melee weapon you carry gains the Stunning tag.

CUTTHROUGH RED TAPE. *You are well-versed in the draconic legislation that permates Spire.* +1 Reputation. When you attempt to navigate through bureaucracy, you do so with mastery.

MEDIUM

EVERYONE'S GUILTY OF SOMETHING. *You know they did it, and they know they did it; all you have to do now is apply leverage.* Once per session, select an NPC. The GM tells you what crimes they've committed (and they have committed a crime in recent memory, thanks to this ability); you have no solid proof, but a good hunch.

UNDERCOVER EXPERT. *You're spent many a night undercover.* The first time you take Shadow fallout in a session, ignore it.

SEEN WORSE THAN THIS. *Years on the streets of Spire have hardened your mind.* The first time you take Mind fallout in a session, ignore it.

CHOSEN OF THE HUNGRY DEEP

REQUIREMENT: Lose someone or something genuinely irreplaceable. Attend regular ceremonies to the hungry deep at the Church of Absolution in Derelictus, or commune with it on your own terms at least once a week.

REFRESH: Destroy something of beauty, giving it to the deep as sacrifice. Someone who is beautiful will work too, as the deep doesn't view people and things differently from each other – they're all just matter.

LOW

DECAY. [Divine] *Your touch is poison.* Mark 1 stress to Mind and touch the doorframe of a normal-sized house or apartment; all foodstuffs in the building will become spoiled and inedible, and potable water will be changed into brackish, stinking liquid. Mark more stress to Mind to affect a bigger area.

CONTAGION. [Divine] *You breathe virulent life into poxes.* Touch someone with a disease and mark D6 stress to Blood or Mind. Additional people equal to the amount of stress you marked will catch this disease before the dawn of the next day.

DESTRUCTION. [Divine] *You rust and decay items with but a kiss.* Mark D3 stress and commune with the deep over a non-unique item, or part of an item (such as the lock in a door). Over the next few minutes, that item degrades into nothingness.

MEDIUM

ROT. [Divine] *The world tilts towards decay, and you are the fulcrum.* Mark 1 or more stress to Blood or Mind up to a maximum of 6. Through communion and whispered prayers, the corruption of the deep bubbles up around the caster. For the next day, whenever a nearby character takes stress (including friendly characters), increase the result by 1 for each 2 stress you marked during the cast. In addition, wounds get infected, metal rusts, and damp creeps up the walls around you.

BLESSING. [Divine] *Weapons moulder and crumble when brought against you and your allies.* Mark D3 stress to Blood or Mind, and mark 1 stress to Blood or Mind on each other participant in the

ENLISTED

REQUIREMENT: Serve, or have served, as a soldier in the allied defence forces.

REFRESH: Have another character follow your orders, even when they'd rather not.

LOW

KEEP MOVING. *There are more important things than pain.* +1 Mind. Mark D3 stress to Mind or Blood; you, and any nearby allies, ignore the effects of minor fallout until the end of the situation.

SQUAD LEADER. *You were a sergeant in the allied defence forces.* +1 Reputation. Gain the Compel skill and Order domain.

MARTIAL TRAINING. *Hidden in your lodgings, you have a proscribed military weapon stolen from the army.* Gain the Fight skill and access to your

ritual. You place your hand over the heart of each participant and ask the deep to bless them in their endeavours; if they are attacked with weapons during the next situation, those weapons inflict stress as though they were 1 dice size smaller as they rust, malfunction and come apart in their attackers' hands.

TRUTH. [Divine] *You speak the nightmare truth of Spire in dark, chattering syllables.* Mark D3 stress to Mind and gesture at someone within earshot while chattering in strange tongues; you communicate to them the full majesty of the decay that sits within the heart of Spire. Everyone else who hears you marks 1 Mind stress; the target suffers D6 stress, or D8 stress if you're right up in their face when you talk to them.

SWARM. [Divine] *You birth horrid creatures into the world.* Mark D3 stress to Blood or Mind and retch up a writhing mass about the size of both of your hands clenched together. When it hits the ground, it will explode into a swarm of highly venomous flapping creatures which look something between moths, horseflies, and maggots that spiral around you. Anyone who approaches you takes D3 stress as a matter of course, repeated each time they act in your presence. Most sensible people will just run away.

military weapon – either a Legrande rifle (D6, Accurate, Ranged) or Raven long-gun (D6, Extreme Range, Reload, Unreliable). Ownership of this gun is illegal.

THE SIGHT. *You received occult training, most of which you can't remember, at the hands of the Special Tactics Corps.* Gain access to the Occult domain and +1 Mind. When you refuse a direct order from a superior in the corps, you must pass a Resist+Order check not to obey it.

MEDIUM

BATTLE LEADER. *You lead the assault.* When you inflict damage to an enemy in combat, all allies who attack that enemy gain the Brutal tag for their attacks. This lasts until you next act.

INSPIRING. *You've seen people walk on broken legs. You'll get out of this.* As Keep Moving, but it works for the first moderate fallout any allies suffer during the situation, too.

CONDUIT. *Your mind is theirs.* (Requires THE SIGHT.) +1 Mind. You uncover a hidden memory – you were implanted with a memetic virus

THE FAITHFUL OF KING TEETH

REQUIREMENT: Worship at the feet of the nightmare demigod King Teeth in Grist. Pay tribute to him in the form of the flesh of elf or man or gnoll. Eat of the forbidden flesh yourself.

REFRESH: Eat the flesh of elf, man or gnoll. The more you eat (and the tastier it was), the bigger the refresh dice.

LOW

SKITTER. [Divine] *Your nails distend into sacred talons.* Mark D3 stress to Mind or Blood to cast this spell. Your fingernails and toenails (don't wear shoes) grow long, hard and yellowed. Not only do they now count as D3 weapons, but you gain mastery on any Pursue or Stealth checks that involve climbing or hanging off ceilings. This lasts until the end of the current situation, at which point they will grow brittle and splinter off.

GORGE. [Divine] *You cram still-living people into your belly, where they die.* When you take a target

GREYMANOR INVESTIGATOR

REQUIREMENT: Pass an interview with the owner of Greymanor, Maxwell Roche.

REFRESH: Solve a case assigned to you by the bureau.

LOW

TRIPPING OVER THEIR FEET. *Sometimes, getting beaten up is the best way to learn things.* If you lose a fight, you can ask the GM three questions about your current investigation that somehow connect to the fight. They should answer you honestly.

by the Special Tactics corps. It allows occultists to use your body as a ritual proxy. If your allies have some of your blood to hand they can cast occult spells through you, treating you as the origin point – and optionally the target. Stress taken as a result of the spell is halved between you and the caster.

out of action or totally restrain them, you can immediately eat them whole by unhinging your jaw and forcing them into your guts, where they will squirm around and die. If you do this, remove D6 stress, and anyone who sees it happen takes D6 stress to Mind (D8 if they knew the guy). After you eat them, you're not good for much until you can digest them – a process that takes about 8 hours.

MEDIUM

RETCH. [Divine] *Your stomach acid is blessed by King Teeth, and it will sear through anything.* Mark D6 stress to Mind or Blood to cast this spell. You vomit up about a bucket's worth of hideously strong stomach acid over anything in front of you. It will melt through pretty much anything, and it can be used as a D8, Devastating weapon against someone you've grabbed first.

A NOSE FOR TROUBLE. *Civilised society is one bad decision away from descending into chaos. You make those bad decisions.* Once per situation, ask the GM what action would cause the most trouble. If you perform that action, roll with mastery.

SMELL CORRUPTION. *You know what strings to pull to get things done.* Once per situation, select an NPC. The GM will tell you two ways in which they're corrupt, one of which is true.

THOROUGH INVESTIGATOR. *You separate the wheat from the chaff.* Gain the Investigate skill. You know instinctively which clue is the most important in a given scene (if there is more than one clue).

MEDIUM

EVERYONE'S GOT A SECRET. *No-one's telling the whole truth.* Once per session, when you spend a few minutes interacting with an NPC, ask the GM what their secret is (if they don't have one, make one up). You don't have hard evidence proving your hunch, but you know in your heart that it's true.

TOO DRUNK TO CARE. *You're a washed-up, worthless drunk who's not ashamed to debase themselves if it gets them out of trouble.* If you're loaded on hooch and you take minor or moderate fallout, mark D6 stress to Reputation and ignore the results of the fallout.

HELLIONITE

REQUIREMENT: Attend a few sermons at Brother Hellion's Church of the Gun on Kiln Street in Red Row. Own a gun that you have named – crossbows and bows definitely don't count.

REFRESH: Use your gun to get what you want.

LOW

SCARED SHOT. [Divine] *Sometimes, all it takes is one bullet.* Inscribe the scriptures of Brother Hellion on a bullet and mark 1 Blood or Mind stress. When you fire this bullet and hit, it gains the Brutal tag. In addition, if the stress dice match, add them together and inflict that much stress.

BLESSING OF THE REVOLVING CHAMBER. [Divine] *You bind your fortune to a spun cylinder.* Mark D3 Blood stress to cast this spell and spin the chambers of a pistol with a revolving magazine, then roll a D6 and mark down the number. For the next situation, if you would take stress equal to this number, you do not take stress at all.

MEDIUM

VIRGIN BIRTH. [Divine] *Hellion's miracles remove the need for powder and shot.* Mark D3 stress and sanctify your gun with your own, or someone

HIGH

TAKE A BEATING. *You've been shot, stabbed and clubbed about the head so many times that getting your nose broken feels like a godsdamn vacation.* Gain the Resist skill. If you would mark stress to Blood, at a value less than half your current Blood stress, do not mark it.

A DAMNOU WALKED INTO MY OFFICE. *One last job, and then you're out of the game.* Within the week, the trinity of drow goddesses known as Damnou will ask you to perform your services on their behalf. The risk, and the rewards, are impossibly great.

else's, blood as part of a half-hour ritual. You call forth an angel of gunpowder to bless your weapon, and for the next situation, you ignore the Reload tag on the weapon.

BOUND DEVIL. [Divine] *You can summon dark and terrible spirits into weapons with an occluded rite that Brother Hellion tries to hide from his congregation.* Mark D6 stress to cast this spell over a gun; it permanently increases its stress dice by 1 step, but gains the Dangerous tag. (You can't cast this spell on the same gun more than once.)

HIGH

BALLISTIC AVATAR. [Divine] *In your hands, guns are destruction and will made incarnate.* Mark D3 stress. Any gun you carry for the next situation you enter inflicts D8 stress and gains the Piercing and Extreme Range tags.

THE SAINT OF BULLETS. [Divine] *Every bullet in Spire loves you like a brother.* Bullets, or indeed anything fired using explosives, no longer inflict stress on you. Each time someone shoots at you with intent to harm, refresh D3.

LUCK-PRIEST OF STOLZ

REQUIREMENT: Gamble an important part of your life – a partner, a limb, a sense – solely in order to offer it up to Stolz, if she wants it. Wear the sacred vestments of Stolz – scarves, ties and cloaks in many vibrant colours.

REFRESH: Put your life, or the lives of your allies, at risk.

LOW

SECOND CHANCES. [Divine] *You know a minor prayer to the Goddess of luck, often used by gamblers.* After you've rolled dice to resolve an action but before play continues, mark up to 3 stress (against any resistance you wish) and mutter a prayer to Stolz under your breath. You may re-roll as many dice as you marked stress.

THE SACRED ART. [Divine] *You always know where to find some action.* Once per session, you can find a gambling session where the stakes are interestingly high, or somehow relevant to your ongoing story. In addition, when you take part in games of chance, roll with mastery.

MINISTER

REQUIREMENT: Perform an act of great revenge in the name of Our Hidden Mistress, patron goddess of the Ministry.

REFRESH: Eliminate an enemy of the Ministry.

LOW

OUR LADY'S GRACE. [Divine] *You give more of yourself to Our Hidden Mistress in exchange for her protection.* After you take stress, but before the GM rolls for fallout, you may elect to take an additional D3 stress – if you do, the GM does not roll for fallout, and you escape repercussions for now.

WHISPERS. [Divine] *The secret cant of the ministers extends communication.* +1 Mind. Mark 1 stress to Mind per participant in the group. You lead a group in a ritual that binds your voices to their Goddess, adorning each of their throats with a thumb-print of charcoal. For the next day, each member of the group can hear everything the other members say

MEDIUM

NOTYET. *The difference between life and death is a roll of the dice.* Once per situation, when the GM rolls for fallout on you or a nearby ally, make them re-roll their dice if successful.

THE GODDESS' SHIELD. [Divine] *Stolz smiles on you, and your enemies weapons misfire or cause flesh wounds instead of fatal injuries.* Mark 1 stress to cast this spell. For the next situation, when used against you, weapons use the damage dice below the one they'd normally use (i.e. a D6 weapon becomes a D3 weapon).

HIGH

AVATAR OF THE FOOL. [Divine] *No-one stops the Fool.* Mark D6 stress. Your eyes flash through myriad colours, your clothes float and flutter as though caught in a wind, and when you move you leave the footprints of someone else. For the next day, the difficulty of all tasks you undertake is 0.

as though they were whispering it in their ear, no matter how far apart they are.

UNDO THE ANCIENT CURSE. [Divine] *You no longer fear the sun's kiss.* Gain the Resist skill. Mark 1 stress to Blood or Mind per participant in this ritual. For the next situation, those who take part in the ritual no longer suffer harm when exposed to sunlight.

SNUFF THE FALSE SUNS. [Divine] *You extinguish the light so your work may go unnoticed.* Gain the Sneak skill. Mark D3 stress to Mind or Silver and pour a vial of sanctified ink onto the ground. You extinguish all non-magical sources of light in the immediate area around you. Magical light is temporarily suppressed until you leave the area; sunlight is unaffected.

OUR MISTRESS' BLESSING. [Divine] *You can see clearly in the city's darkest corners.* Gain the Steal skill. Mark 1 stress to Mind or Silver and adorn

the subject's eyelids with sacred spireblack. When they close their eyes, they can see in absolute darkness as though the area was well-lit.

MEDIUM

TURN THE LIGHT. [Divine] *You hide someone from the faithless.* Mark D3 stress to Mind and make the sign of the goddess upon the subject's head. As long as the target of this rite remains stationary, they cannot be seen by anyone who is not devoted to Our Hidden Mistress.

SHADOWED SANCTUARY. [Divine] *You trap your foes in the darkness.* Anoint the walls of a room with spireblack pigment mixed with sacred oils and mark D3 Mind or Blood stress. Whenever someone tries to leave the room, you can roll Compel+Religion to stop them – on a success, they are knocked unconscious. You don't take stress from this roll.

RITE OF PERFECT GRACE. [Divine] *You cast away your identity in favour of a more useful one.* Mark D6 stress to cast this spell; you need twenty minutes, sacred ink collected from cephalopods that have never seen the sun's light, and someone tied up and gagged in your cellar. Press your thumbs into the ink and hold them over their eyelids until it dries; when it does, you will have a temporary cover identity that checks out against all but the strictest examination. That identity is based on but not identical to the person restrained

at the centre of the ritual. If they're married, sell rare books and belong to the Vire club, you might end up as a divorced antiquarian who's a member of the Boating club. It's not exact.

Your paperwork and effects will shift and change to reflect your new identity; your friends and contacts will still know who you are, you haven't become an entirely new person – just, from a bureaucratic point of view, you count as one. The effects of the rite last until you cast it again; you can't choose to dispel it. (So: you can't get your "first" identity back. At least, not with this spell.)

HIGH

RITE OF CONVERSION. [Divine] *You burn your target's passions to ashes, and build faith to the Goddess in their place.* Having restrained a target, you delve deep into the recesses of their mind and rip their allegiances to shreds, replacing them with a slavish devotion to Our Hidden Mistress. At the end of this rite, the subject loves and will gladly die for the goddess. (It is considered good practice for magisters to have this rite cast upon them once a year.)

Unlike other divine spells, this requires a roll (Compel+Religion) to cast, and even if you succeed, you must mark D6 stress minimum after casting it. The subject also takes D6 stress to Mind. You have no intrinsic means of telling whether or not the spell has worked; you must subject the target to further tests to ensure their loyalty.

SOLAR DEVOTEE

REQUIREMENT: Make a devotional pilgrimage to the Solar Basilica, or to one of the many great temples to the Solar Pantheon in the frozen north.

REFRESH: Spend at least three hours in sunlight, the hotter the better (you don't have to have your skin exposed for this to work).

LOW

FATHER'S VIGOUR. [Divine] *Father Summer's bounty is without measure, and lends strength to the congregation.* +1 Blood. Mark D3 stress to Mind to

cast this spell. At the culmination of a ten-minute ritual, you and each character nearby to you regain D3 Blood stress.

MOTHER'S BLESSING. [Divine] *The Mother's Mark is a sign of great craftsmanship and reliability.* +1 Mind. Mark D3 stress to cast this spell. You bless the tools, weapons or equipment of yourself or an ally during a half-hour ritual performed in total darkness. The first time they use those tools following the ritual, they roll with mastery, and this benefit lasts for the remainder of the situation or until they fail a roll using the equipment.

BROTHER'S EYE. [Divine] *You have joined a sect of anointed murderers.* Gain the Fight skill. Mark 1 stress to cast this spell. You anoint your weapon with sacred oils and bind the grip with dead leaves that crumble under your palm. For the next situation, when you inflict stress on a target in combat, inflict 1 additional stress.

MEDIUM

SISTER'S FIRE. [Divine] *Your body burns with the raw beauty of the Sister.* Mark D6 stress to cast this spell. Your palm glows with white-hot light that

VIGILITE

REQUIREMENT: Join the fanatic cult of the Crimson Vigil, and destroy something or someone who would oppress you, in their name.

REFRESH: Destroy someone important (or something expensive) connected to your oppressors.

LOW

EYES OF LEKOLÉ. [Divine] *The Goddess' word is fire.* Mark 1 stress to Blood to immediately start a fire somewhere nearby with a whispered prayer to Lekolé.

SIGIL OF OUR WRATHFUL LADY. [Divine] *You transmute your body into a curse inflicted upon any aelfir that look upon it.* Mark D3 stress to Blood. You adorn your body with sanctified blood and oil in mind-warping sigils of the Red Goddess, including a large rune scratched into your chest. Any aelfir who looks upon you immediately takes 1 stress, and if you get close enough to touch them they take D3 stress as a matter of course. If you attack an aelfir while in this state, your attacks gain the Brutal tag.

LEKOLÉ'S INSIGHT. [Divine] *You know the secret rages people cradle in their hearts.* Once per situation, select an NPC. The GM must tell you what would make them angry right now.

functions as a D8 damage weapon with the Piercing tag for the next situation. You can mark 1 stress per attack to give it the Ranged tag.

MOTHER'S CURSE. [Divine] *You damn a machine into inaction.* Mark D3 stress and point at a nearby item with moving parts, intoning the wrath of Mother Winter. For the remainder of the situation, that item no longer functions.

MEDIUM

CRUCIBLE. [Divine] *You turn pain into yet more pain, returning it tenfold.* When your total stress is 6 or higher, your weapon dice increase in size by 1 step.

THE GODDESS' KISS. [Divine] *You pray to Lekolé, asking her for alms, but she is a cruel mistress.* When you plunge part of your body into flame, roll a D6. On a 1-3, take that much stress. On a 4-6, refresh that much stress.

HIGH

FORM OF THE GODDESS. [Divine] *You are fury incarnate.* Invoking forbidden prayers to the Red Goddess, you shift into a many-limbed wraith with eyes the colour of fire, towering over other drow. This process takes about a minute. In this form, you clutch burning swords of fire and blood (which are D8, Devastating weapons) and when you take stress to Blood, that stress is halved. This transformation lasts until the end of the current situation, at which point you take immediate severe Blood fallout.

THE VYSKANT

You have been infected with the living mantid disease that is the Vyskant, and you will serve alongside them to welcome the birth of your mother into the world in a beautiful cocoon of flesh.

REQUIREMENT: Visit the Cave and take the bloodsong into your body, whether willing or not. Alternatively, make contact with infected blood, but you get a Resist roll to resist the infection if that's the case.

REFRESH: Follow one of the mysterious orders you receive in dreams sent to you by the World-Mother. These include, but are not limited to: infecting a given person with your blood; hiding items in locations (for other infected to collect); counting the number of white crows you see land on a particular rooftop and then writing the number on a wall in chalk; or drowning a load of cats and dogs and burying them underneath the floorboards in the basement of a seemingly random house.

Unlike other abilities, you don't earn Vys abilities when you change the Spire. At the start of every session, the GM should roll a D10 and add 1 for each session that has passed without you gaining a Vys advance. If the result is 10 or more, you gain a random Vys advance.

Roll D10 on this table. If you already have the advance rolled, reroll until you get a new one.

- 1: BONE SPURS.** With a gesture, you can summon (D3) weapons to your hands that are formed of your own bone made hard and sharp. If you spend 1 stress to Blood, these are D6 weapons instead.
- 2: HYPNOTIC SWEAT.** Your sweat becomes a potent hallucinogen, but not one that lasts for any time once removed from the body, so it has to be licked off. It has no effect on you.
- 3: SKIN VIBRATION.** You can talk to others by touching your skin to theirs and delivering minute, precise vibrations through transparent prehensile hairs. If they're also a Vys carrier, you can have a normal conversation in a matter of seconds; if

they're not, you can only use words of a single syllable, and it takes place at a normal pace, and they can't respond.

- 4: REGENERATION.** Eager mantid claws kindly knit your wounds together from the inside. At the start of each situation remove 1 stress from Blood.
- 5: SYNTHESIA.** You can hear light, feel sound, taste with your feet and any other number of strange combinations of senses and inputs. You can mark 1 stress to Mind to avoid being blinded or deafened (or rendered unable to touch, taste or smell, if such a thing comes up) by rerouting the sensation through other channels.
- 6: CARAPACE.** Your ribs fuse and harden into a single strong but flexible shell, giving you +1 Blood.
- 7: ALIEN CALM.** You can no longer take stress to Mind, but you're not what most people would consider "normal" any more. You automatically pass Resist rolls to maintain control of your mind, but you can no longer cast spells that rely on marking Mind stress to cast.
- 8: AS ONE.** When you and another Vys carrier interact against a third party, you do so with eerie precision. Once per situation, you can roll with mastery on any check as long as you're assisted by a fellow carrier.
- 9: UNEARTHLY SONG.** You grow feathered nodules of bone in your throat that you can modulate to unleash a high-pitched, keening wail that causes nosebleeds, clouds vision, and makes animals flee. This counts as a D3 weapon with the Spread D6 and Devastating tags.
- 10: CHOOSE.** You may choose any of the above powers.

