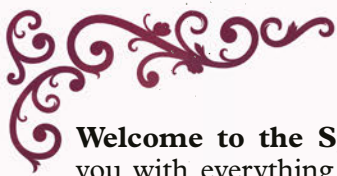




SPIRE

THE CITY MUST FALL

QUICKSTART



Welcome to the Spire Quickstart! This book provides you with everything you need to get up and running with *Spire* – rules, background information, pregenerated characters, and a scenario to play through.

Let's get right into it.

WHAT IS THE SPIRE RPG ABOUT?

Spire is a very tall and very old city located towards the centre of the land of Destera; two hundred years ago the aelfir, or high elves, invaded from the north and, with the help of gun-toting human mercenaries, took Spire from the native drow, or dark elves.

The masked aelfir now rule Spire from gilded ice-palaces within the upper areas of the city; they live lives of perverse luxury and senseless excess compared to the countless drow who work in their factories, houses and farms. Each drow is required to serve a Durance when they come of age – four years of unpaid labour in the service of an aelfir lord. Working conditions are poor, and injuries and deaths are common.

Traditional Desteran culture is under attack from the aelfir. Worship of two of the three main goddesses of old Spire has been forbidden, and cults devoted to them have been destroyed or radicalised and driven underground.

The player characters are members of one such cult – The Ministry of Our Hidden Mistress – and call themselves Ministers. They're paramilitary zealots living secret lives in service to their dark goddess of grace, subterfuge and misdirection. They have sworn to do anything necessary to remove the aelfir from power and return Spire to the drow.

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The Spire Quickstart

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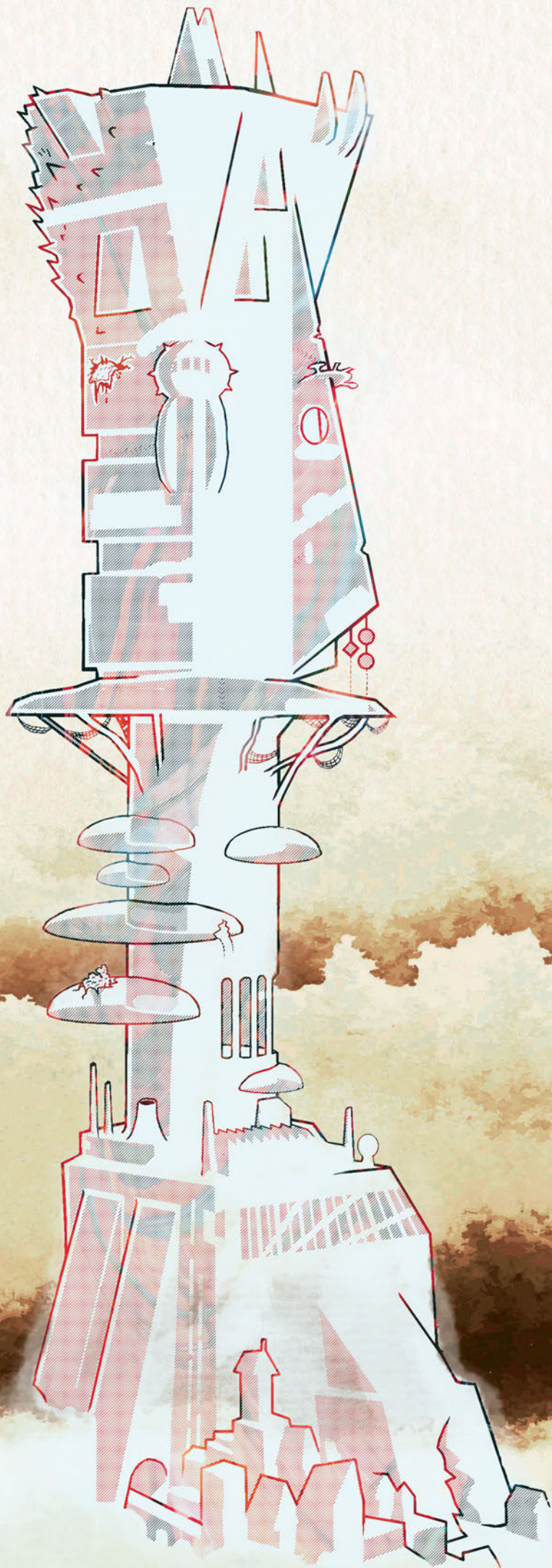
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SPIRE, IN BRIEF

This is **Spire**. The tallest city on the continent, and the oldest. Many have tried to measure its height, and none have returned with the same answer, but all agree that Spire is far too large to stand upright under any of the known laws of science. Built and rebuilt upon for generations and soaked in ancient curses and illegal magics, Spire defies standard cartography. But for those eager to explore, here is a rough guide as to what is where.

Amaranth, pride of the ruling aelfir, sits wreathed in magical frost near the top of Spire. Rich and powerful high elves live here and while away their days in the endless pursuit of beauty and status. The richest and most powerful high elves have the ear of **The Spiral Council**, an unelected cadre of clerics and plutocrats, whose dreams of empire propel the city-state into brutal wars of expansion. The **Silver Quarter** is riddled with casinos, luck-priests, canals and gangsters; it sits (leakily) atop **Ivory Row**, a tumbledown mess of faded grandeur, mad occultists and avant-garde art collectives.

Atop the city of Spire, Towers of Silence hold the bodies of the dead in **New Heaven** and the streets are fought over by rival death cults. On the side of the structure, the shanty-district **Perch** has been nailed and lashed to the wall over successive generations. **Pilgrim's Walk** is a red light district for religions, and is packed with cut-throat cult recruiters, nuns with come-to-prayer eyes and esoteric temples. Many drow prefer the **Cathedral of our Glorious Lady**, a house for the only dark elf religion allowed in the city, which is cobbled together from spare parts and hope.

The Solar Basilica is the seat of the state religion, and pilgrims from all over the land travel for years to tread upon its sacred flagstones. The four seasonal gods of the aelfir wax and wane in popularity throughout the year – the most mercurial is Brother Harvest, the autumn god of endings, the patron of **The Paladins** who enforce the will of the Council with blade and shot.

The Works is an ever-growing hive of industrial machinery, workshops and printing presses that use human retro-engineered technology from the east and forced drow labour to mass-produce goods on a scale undreamt of. Winding through it is **The Garden District**, filled with mushroom farms and vats of algae that grow lightless using traditional drow farming methods.

The Blue Port is a shifting maze of tents and stands ruled by priests of Azur, the god of gold. The **North Docks**, pulling in trade from the river, are fought over by dozens of Orders of platemail-armoured gangsters who call themselves Knights.

The Vermessian, a train network, was intended to connect all of Spire together and allow travel at lightning-fast speeds across the city. But due to poor budgeting decisions, a lack of clear communication and puncturing a hole to a parasitic hell dimension at the last minute, the entire network was condemned and abandoned fifty years ago.

Beneath the ground is **Red Row**, a lawless undercity of drugs and black magic and experimental theatre; beneath that is **Derelictus**, a lightless pit of destitution and want; beneath that is **The Heart**, the red-wet curdled core of the city, where reality has become unstuck and stitched itself back together in unsettling ways. But only the truly desperate would even think about going there.

THINGS TO KNOW

Before you start play, here are some things to know about your characters, the city, and its people.

SUBVERT, DON'T DESTROY.

Wrest weapons from the hands of your enemies and turn them against them. Recruit cells from other organisations, even ones that work against you, and use them as tools. If you kill someone in authority, someone will replace them and they'll probably be worse; turn them, instead, through blackmail or threats or bribery, and use them. You can't rule over ashes; you want the city to be standing when you're done. (Still: when it comes to it, don't be afraid to resort to bloodshed, especially when your cover is on the line.)

THIS IS NOT A KIND WORLD.

There are soft and gentle parts of it; there are easy lives, but you don't have one. You were born into an underclass within an underclass. You have struggled for everything you have, and even then someone probably tried to take it away from you. You have been handed such a bad lot in life, in fact, that you have joined a radicalised cell who worship a forbidden goddess and murder people in order to get revenge.

YOU ARE BRAVE.

People don't know what they want or, moreso, what they need. The drow need freedom, and you're the one to give it to them, even if that means hiding your actions. You are most likely lying to your loved ones, sneaking out while they sleep, and stockpiling illegal weapons under your bed. You are living one wrong step away from death every second of your life.

YOU ARE GOING TO HURT PEOPLE.

That's unavoidable. It's a crime for you to spill blood, but it's "justice" when they do it. The city guard are drow, just like you – desperate, and hungry, and tired, but they're duty-bound to stop you. Who are you going to hurt to get what you want? Who won't you hurt? What will you do to preserve the secrecy of The Ministry and your mission?

THIS IS GOING TO KILL YOU.

One way or another, you are going to die doing this. Maybe you've made your peace with it, and maybe you're lying to yourself and saying that you're smarter than everyone else, but if you stay active in the Ministry, you're going to wind up dead or mad or destitute or all three. The best hope you've got is offloading the danger onto someone else, earning the promotion to Magister, or retiring. But no-one really retires. So you burn bright, as best you can, and try to make a difference.

THERE'S ALWAYS ANOTHER LEVEL.

You can't win this. Listen: you can take a street back, sure. Maybe even a district. But if you make too much noise, take too much territory, someone much bigger and more dangerous than you will notice, and they'll turn up and destroy you. So it's slow work, and you have to subvert rather than destroy, and that leaves you with risky assets all over the map, and when you finally secure a victory, one of two things happens: either it gets taken off you by your enemies or your superiors, or it causes you untold problems, and suddenly you're the bastards in charge, oppressing people. But that's how it goes, and better you than them. Right?

YOUR OWN FAMILY WOULD SELL YOU OUT.

You know what ministers do? Ministers get people killed. Ministers used to meet in the cellar of the bar down the road, and then the Solar Guard showed up and burned it to the ground with everyone inside. Ministers abduct and kill people for reasons that no-one can fathom. Ministers draw the attention of the city guard, and the aelfir, on the poorest, most downtrodden districts of Spire. Far better, then, to report a cell to the authorities, and gain whatever rewards are offered for doing so – better job prospects, a pocketful of sten, maybe even a nicer flat further up-Spire.

THE MINISTRY WOULD SELL YOU OUT.

The Ministry are not your friends. They can't afford to allow you to mess up, or to let information slip – they've invested so much in getting as far as they have today, and their work has barely started. If you get something wrong and it causes problems, the Ministry will quite gladly give you false information and send you into a trap to confuse their enemies.

TERMS USED IN SPIRE

D3, D6, D8, D10. D stands for Dice and the numerical value refers to the total number of sides. D10s are the only dice used to resolve actions; the other dice are used to determine a random amount of stress.

DICE POOL. 1 or more ten-sided dice rolled at once; take only the highest result rolled.

REFRESH. Remove D3, D6 or D8 stress from any resistance or combination of resistances. The amount rolled is determined by your actions, and by the GM.

RESISTANCE. A place to allocate and codify abstract stress suffered by your character. The more stress you have marked to your resistances, the closer you are to serious consequences.

FALLOUT. Temporary or permanent problems suffered by your character as a result of marking stress to their resistances. The GM determines what fallout you take in any given circumstance.

ROLL WITH MASTERY. Add 1D10 to your dice pool.

PROP. An element or unimportant character present in a scene which can be exploited or interacted with by the player characters. That's not to say that they can only interact with props, but that props are useful methods for giving them opportunities to roleplay.

PC or PLAYER CHARACTER. A person in the story who is controlled by a player. Only player characters roll dice to resolve actions; the GM determines what happens when the non-player characters act.

NPC or NON-PLAYER CHARACTER. Any person in the story who's not controlled by a player, and thus controlled by the GM.

SITUATION. A variable length of time or section of gameplay equivalent to a scene in a film or an encounter in a video game where something exciting, dangerous or interesting happens. If the location or timeframe changes drastically during a situation, it's over and a new situation has begun. If whatever's going on isn't exciting, dangerous or interesting you don't need to worry about keeping track.

For example: an arms deal that goes wrong and devolves into a running battle is a single situation. If the city guard arrive to break up the deal and chase one party into a nearby market, the chase becomes a second situation. If you're hiding in the rafters above the arms deal after sneaking into the building that morning, the infiltration is one situation and the deal another.

MASKS

Aelfir wear masks in public; to show their faces to the world is considered barbaric or obscene. The wealthier an aelfir is, the more masks they own and the more precisely they'll dress themselves for any given occasion – poorer aelfir might only have their everyday mask and a fancy one worn on special occasions.

Aelfir expect their servants and those around them to follow the same rules, so the more aelfir there are in a district, the more you'll see drow wearing masks out of politeness, obsequiousness or obligation.





CORE MECHANIC

When your character performs an action and the gamesmaster asks you to roll, roll a D10 then consult this chart:

- 1: Critical Failure (take double stress)
- 2–5: Failure (take stress)
- 6–7: Success at a cost (take stress)
- 8–9: Success (take no stress)
- 10: Critical success (inflict +1 stress for each 10 you roll)

If you have the skill you need, roll another D10.

If you have the domain you need, roll another D10.

If you have mastery over the action, skill or domain, roll another D10.

Mastery doesn't stack – you can only use it once per action, no matter how many sources you get it from. You don't need a skill to benefit from mastery when using it, although usually you'll have both.

You'll use the highest dice result you roll to resolve the action; the other dice don't matter, unless they show 10 and you're inflicting stress on someone else (each ten rolled increases the stress you inflict by 1).

Don't roll if there's nothing at stake; if the character could do it, it works, and if they couldn't, they don't. Only roll if the character has something to lose, which is represented by marking stress.

Example: Chris is playing Justine, a supernaturally-beautiful occultist/artist known as an **Idol**. He describes his character walking into a seedy bar down-Spire, trying to attract the attention of everyone inside. The GM, Alex, reckons this is entirely possible and can't think of anything fun that would happen if she failed, so they describe the crowd turning as one to face Justine as she walks in. A few people stop drinking their beer and nudge their mates.

Chris goes on to say that he wants to track down the informant he's been told hangs out in the bar, and Alex sees that there's something at stake here, so they ask him to roll. He rolls a D10 and gets a 6 – Success at a cost. Alex says that Justine finds the informant, but that their entrance drew some attention from the authorities.

PARTIAL STRESS

Sometimes you're just rolling to avoid taking harm and not trying to achieve anything else in particular – you test to see if you can hang onto your mind after seeing something horrific, to avoid damage from someone taking a swing at you, or to escape from a burning building. On a 6–7 result on such an action, you still take stress, but it's one dice type lower than usual. The same rules apply when you're trying to buy something for cheap.

DIFFICULTY

If the action is difficult, the GM subtracts dice from your pool. If your dice pool would be 0 or fewer, roll one dice and downgrade the final result by 1 step. Difficulty ranges from 0 (standard) to 2 (very challenging).

HELPING AND GROUP ACTIONS

For each character that assists you, if they have a relevant skill or domain, add 1 to your dice pool – but they take stress the same way you would. (There is a limit to how many characters can aid you on any given action, determined by the GM.)

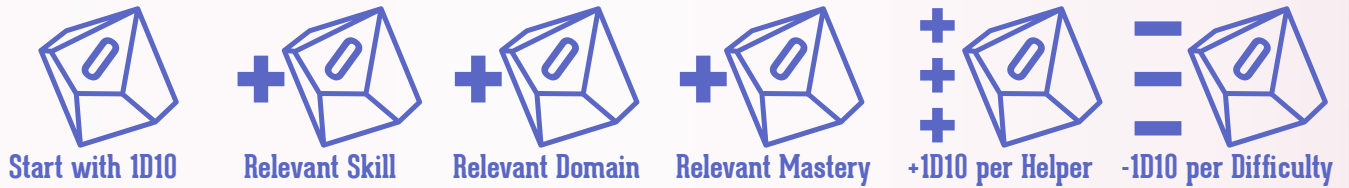
For group skill actions (such as sneaking in somewhere), choose one player to lead the group – if they succeed, every other player rolls with mastery even if they don't have the skill.

ADVANCEMENT

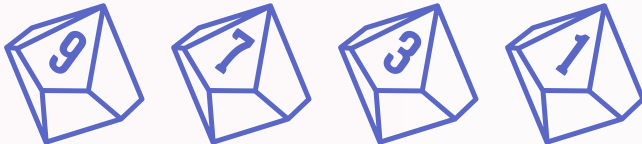
There aren't any rules for gaining more abilities in this Quickstart; if you want to expand your characters' range of spells and powers there are many more in the *Spire: the City Must Fall* RPG corebook, and details on how to acquire them.

RULES IN BRIEF

1. BUILD DICE POOL



2. ROLL DICE POOL



If the dice pool is reduced to 0 or fewer, roll 1D10.

3. DETERMINE SUCCESS AND FAILURE

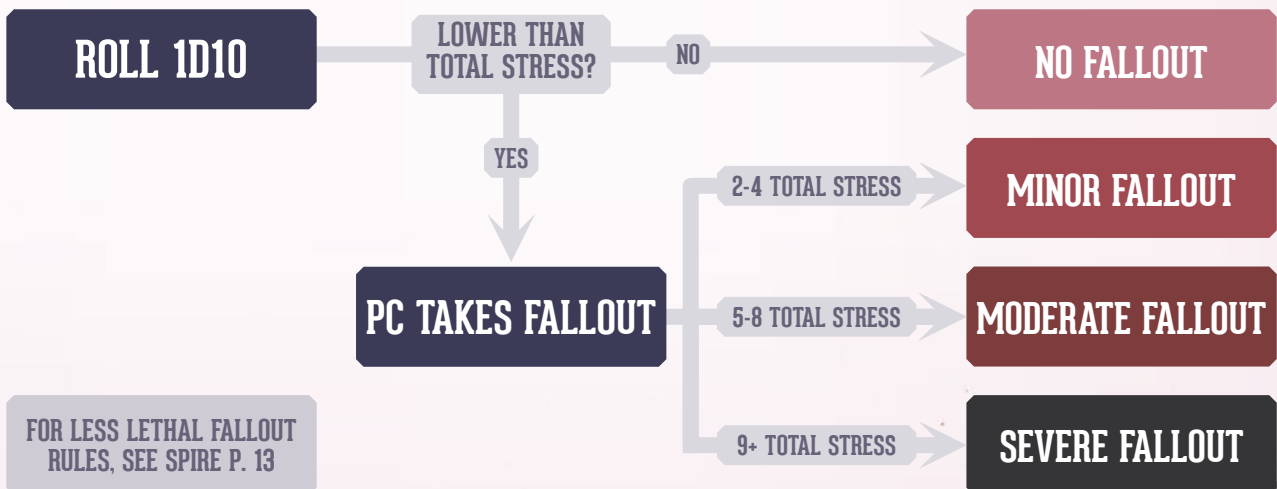
Check your highest dice:

Critical Failure	Failure				Success. Deal stress to an adversary using your equipment's dice.				Crit Success. Deal +1 stress.
1	2	3	4	5	6	7	8	9	10
Take 2x stress.	You and any helpers take stress to an appropriate Resistance.						Take no stress.		

If your dice pool was reduced to 0 or fewer in step 2, reduce your result by one tier: 8-9 to 6-7, 6-7 to 2-5, etc.

4. TAKE FALLOUT

If you took stress, the GM will test for fallout like so:





STRESS

When you act and something goes wrong, you'll take stress to one of your resistances. There are five kinds of resistance:

Blood	Physical damage and exhaustion.
Mind	Mental stress, instability and insanity.
Silver	Loss of money or resources.
Shadow	Loss of secrecy, damage to cover identities, police and government attention.
Reputation	Loss of social standing in a group or community.

Sometimes it will be stated outright what kind of stress a situation doles out – for example, when a Lahjan casts a spell, most often they'll be asked to mark stress against Mind as they channel the vast energies of their goddess. If it's not clear where stress would go, the GM and the player can work it out together.

Situations inflict stress on player characters relative to the risk and danger involved; the amount of stress is determined by the GM. Breaking into a low-rent slum in Derelictus will cause D3 stress on a failure; it's D6 to infiltrate a gung-ho Red Row bar; and it's D8 if you're sneaking into somewhere really important, like the Duke's personal paddle-steamer headquarters in the Docks. If you're fighting someone (or running away from them) and you take stress, you'll usually take stress equal to the amount that their weapon inflicts.

If you are dealing with multiple enemies at once and suffer stress, take +1 stress for each enemy after the first.

Each time you take stress, the GM will roll a D10 to see if you suffer fallout – definite, codified negative effects. If the D10 rolls lower than your current total stress, you suffer **fallout** (detailed below).

REMOVING STRESS

You can remove stress from your character in one of four ways:

- You can **lay low** to remove all stress suffered, but the plot will move ahead without you, and things will occur that are outside of your control.
- You can **act** to remove stress by narratively spending time doing something that would remove stress in a category (for example, borrowing money from a friend to lower **Silver** stress, visiting a doctor to lower **Blood** stress etc). Remove D3, D6 or D8 stress depending on the lengths you go to in order to recover.
- You can **refresh** by acting in accordance with your character's refresh action, outlined by your class or your additional abilities. When you refresh, remove D3, D6 or D8 stress depending on how fully, and how dramatically, you fulfilled the requirements of your refresh action.
- Suffering **fallout** reduces the amount of stress your character carries – it shifts from abstract to definite. When you suffer minor fallout, remove 3 stress; when you suffer moderate fallout, remove 5; when you suffer severe fallout, remove 7.

Example: Ana is playing Harold, an aging Lahjan (a priest of the drow moon goddess). Harold's total stress is getting pretty high after evading some city guard patrols – especially his **Shadow** stress – and Ana has a few options for how to lower it.

Firstly, Harold could lay low, removing all stress from all resistances; the GM decides that this would give the city guard a chance to uncover one of the group's hidden caches of weapons, and it would be confiscated.

Alternatively, Harold could act to remove stress from his **Shadow** resistance; for example, bribing a sympathetic guard to say he's fled the area, convincing a local bar owner to provide him an alibi, or burning evidence. This would remove D3, D6 or D8 stress from **Shadow**, and exactly how much is up to the GM.

Harold could also use the refresh action from his class: **Help Those Who Cannot Help Themselves**. During play, Harold takes great lengths to protect those hurt by the aelfir, putting himself in danger as he does so. As above, this would remove D3, D6 or D8 stress, but it can be removed from any resistance as Harold finds the strength to continue with the rebellion.

Finally, although Harold might not like it, when he suffers fallout, Ana can remove stress from any resistance. If he pushes his luck and gets arrested, for example, that's Moderate fallout – it would remove 5 stress.

KEEPING TRACK

The GM keeps track of the player characters' stress. This has two effects: 1) it makes it much easier to roll for fallout, and 2) it shifts stress from a mechanical effect into a narrative description. When the GM allocates stress to a player character, they should describe what's happening in-world – not just say the number and move on.

If a player wants to know how much stress they're suffering from, you can either tell them numerically (which is simple, if a bit boring) or, again, describe it in narrative terms. Rather than saying "You've got 4 stress marked against **Mind** and **Blood** each," say "You can feel your heart-beat ringing in your ears. You taste tin in your mouth. You can't focus on what anyone is saying."

You can ask players to keep track of their own stress and roll for their own fallout, but in practice they tend to forget about the second part. It's up to you; we prefer it this way, but it might not work for your group.

ADDITIONAL RESISTANCE SLOTS

Each character will have additional resistance slots against certain resistances determined by their class and their abilities. Stress marked in these additional resistance slots doesn't count towards the character's total stress for the purposes of determining fallout; they're "free." Armour also functions as additional resistance slots for **Blood**; you can learn more about it in the equipment section.

These slots are described in abilities as "+X [Resistance]." So, "+1 **Blood**" gives you access to an additional slot in **Blood** that isn't counted towards fallout.

SPECIAL STRESS SITUATIONS

THE CURSE

If a drow is caught in bright sunlight without proper protection, roll **Resist** or suffer D6 stress to **Blood** or **Mind** immediately. If they have the proper protection, it's D3 stress per day. Minor incidental exposure, overcast days, or sunset/sunrise inflicts 1 stress. It's rare for a drow to die of sun exposure unless deliberately restrained or surprised.

MAGIC AND STRESS

There are two kinds of magic: divine, which is sanctioned by a church or temple and uses established rites and ritual, and occult, which hacks into the ambient levels of unknowable energy and rewires them into strange and powerful patterns.

Divine magic doesn't require a roll to cast: you simply mark the stress, roll for fallout, and use the effect listed in the ability description. When you cast an occult spell, make an appropriate roll (usually listed in the ability itself). If you suffer stress from this action, you suffer D6 stress minimum. (But you might not suffer any stress at all!)





FALLOUT

Each time a player character takes stress, the GM checks for fallout, to see if there's any kind of ongoing, serious effect at play. The GM rolls a D10 and compares it to the current total stress marked against the character's resistances. If the result of the D10 roll is lower, the character suffers fallout. The level of fallout depends on the amount of total stress the character had when the fallout triggered:

2–4 Stress	Minor Fallout
5–8 Stress	Moderate Fallout
9+ Stress	Severe Fallout

Work out what happens based on the type of stress that triggered the fallout; usually that's the resistance type that has the most stress marked against it. If there's a mix, or it's not clear, go with whatever sounds more interesting. You can choose from the list opposite or make up your own.

Remember: On minor fallout, remove 3 stress; on moderate fallout, remove 5; on severe fallout, remove 7.

If you'd like, you can allocate two fallout results from the category before the one selected instead. (So, instead of being **Knocked Out**, you can be **Bleeding** and **Panicked**.) You can also upgrade fallout from one stage to the next if it's dramatically appropriate. (So, if a character who's already **Bleeding** suffers further minor fallout during the same fight, you can get rid of that **Bleeding** and give them a moderate result instead, like **Broken Limb**.)

You, or an ally, can mitigate **Blood** or **Mind** fallout with an appropriate **Fix** check; minor fallout can be removed, but anything moderate or above can only be stabilised and managed, and will need long-term or professional care to be removed. Magical sources can also cure fallout, rather than removing stress: 3 stress to repair minor fallout, 5 stress to repair moderate or fallout, and 7 stress to repair severe fallout. (But severe fallout generally isn't the sort of thing that you "cure".)

Non-Player Characters (NPCs) mark stress like players, but they only have one resistance. When an NPC takes total stress equal to their resistance, they flee the situation, drop out of the conflict, or do whatever it is the players want them to do.

BOND FALLOUT

Bonds are relationships that player characters have with each other or non-player characters. In the case of NPCs, they can suffer stress and fallout as though they were a Resistance. (In this text, we use "bond" to refer to both the relationship and the person with whom the relationship is shared.)

As it's tracked separately from regular stress, NPC bonds get their own section for fallout:

MINOR

Mistake: Your bond's actions raise suspicion. Mark D3 stress in **Shadow**.

Depleted: Your bond uses up their resources. Next time you ask a favour of them, the difficulty of the task they attempt is increased by 1.

MODERATE

In Trouble: Your bond finds themselves in trouble, and can't be used until the problem is resolved.

Leak: Your bond unwittingly gives out information that threatens the operation. Mark D6 stress in **Shadow**.

SEVERE

Betrayal: Mark D8 stress to **Shadow**. Your bond turns against you, although they will not tell you this until it is too late.

Made an Example Of: Your bond's connection to the resistance is uncovered, and they are made to pay the price. They are dragged into the streets and shot in public after being denounced for their crimes and declared dead.

MINOR FALLOUT

Minor fallout comprises short-term, low-impact effects.

Bleeding	Blood	Mark 1 stress to Blood each action, but don't roll for fallout from this.
Stunned	Blood	An enemy takes advantage of the confusion, and you lose the Fight skill.
Tired	Blood	You overlook something crucial.
Panicked	Mind	Choose: leave, or increase difficulty of all actions close to you by 1.
Shaken	Mind	Lose access to your Domains.
Weird	Mind	You upset a useful NPC.
Lash Out	Rep	You take your anger out on someone.
Lie	Rep	You tell a lie that will cause problems soon.
Compromised	Shadow	A friend starts asking difficult questions.
Rumour	Shadow	Work out three stories that spread: two true, one false.
Debtor	Silver	An NPC who lent you money calls in a favour.
Pawned	Silver	Lose a piece of equipment until the end of next session.

MODERATE FALLOUT

Moderate fallout represents serious problems that are ongoing or acute.

Broken Arm	Blood	You can't use it until it heals.
Broken Leg	Blood	Auto-fail Pursue attempts and increase difficulty of other tasks.
Knocked Out	Blood	You pass out for several hours and your enemies get an advantage.
Freak Out	Mind	You try to destroy whatever caused your mental break and won't stop until it's dead, gone, or you're restrained.
Memory Holes	Mind	You did something you can't remember. GM and other players work out what it is without your knowledge.
Permanently Weird	Mind	As Weird but it'll happen every situation until cured. Can suppress the weirdness for a situation by marking D3 stress to Mind .
Phobia	Mind	Increase difficulty of all tasks relating to your phobia by 1.
Humiliated	Rep	Lose access to a valuable ally or Bond.
Vendetta	Rep	Soon, an angry NPC will come looking for vengeance.
Arrested	Shadow	You're thrown in a jail cell, awaiting questioning.
Criminal	Shadow	You're known as a wanted criminal throughout the district.
Watched	Shadow	You're under observation, but you don't know it yet.
Sold	Silver	Lose an item to pay off a debt.
Services Rendered	Silver	You're forced into doing someone's dirty work.

SEVERE FALLOUT

Severe fallout can mean the end of a character's story – or represent a huge change in it. They are permanent, lasting effects that may have an impact on a character's allies and bonds as well as the character themselves. They're normally applied by agreement between the player and the GM.

Chosen	Blood	You evade death but it comes with a price from the god who saved you.
Dying	Blood	Choose: do one last thing (and roll with mastery) then die or lose something crucial and live.
Obsessed	Mind	As Permanently Weird , but roll with mastery when you indulge your obsession and increase difficulty of all other tasks by 1.
Renegade	Mind	Over the next few sessions, you turn against the Ministry completely.
Reviled	Rep	You are exiled from a community, and people are out for your blood.
Burned	Shadow	The Ministry feeds you some false info and sells you out to your rivals.
Wrath of the Sun Gods	Shadow	You attract the attention of the Solar Paladins; many of your allies are killed, your safehouses burned to the ground, etc.
Destitute	Silver	You've got one last chance to pay off your vast debt or you're as good as dead.
Turned	Silver/Shadow	You're pressured into becoming a double agent.

SKILLS AND DOMAINS

Your character has access to skills and domains when the game begins, and has the opportunity to gain more through advancement. There are no levels or values in these – you either have them or you don't.

SKILLS

All actions are linked to a skill. If you have the right skill, you add a D10 to your roll (p. 6).

Compel: When it comes down to it, all success in life can be achieved by getting people to do what you want. Use **Compel** to persuade, intimidate and charm people in an attempt to get them to see things from your point of view.

Deceive: As a minister, your public life is a lie, so it helps to be good at lying. Use **Deceive** to convince a person of a falsehood, to carry off a disguise, or to falsify documents.

Fight: Few people want to get into a fight, but Spire is a dangerous place, and it pays to be able to handle yourself. Use **Fight** to hurt and kill people (using weapons, or with your bare hands) and to avoid taking damage yourself, as best you're able.

Fix: The city is crumbling from without and within, so it's a good idea to make do and mend. Use **Fix** to repair broken people, things and relationships, as well as to build things.

Investigate: Secrets and information are Spire's primary currency, no matter what the gold-traders tell you, and **Investigate** can help you find things that other people don't want you to. Use **Investigate** to examine a scene, situation, or collection of information to come to useful conclusions based on your findings.

Pursue: Sooner or later, you'll need to get away from the authorities – or chase someone down to stop them telling the truth. Use **Pursue** to chase someone or something down, and track them if you lose sight of them. **Pursue** is also used to escape when you're being chased, or to reposition while in dangerous territory.

Resist: You will face no end of hardships fighting for the ministry, and those who can endure them are better off than those who can't. Use **Resist** to withstand pain and exhaustion, act when you're injured, resist torture and keep your wits about you when others would lose their minds.

Sneak: If no-one knows that you were there, no-one can accuse you of anything. Use **Sneak** to hide yourself, or small items on your person, from the attentions of others.

Steal: You can't always afford what you need to fight the aelfir, which means you need to find alternate means of acquiring it. Use **Steal** to take things that aren't yours, case a joint, disable security measures and fence stolen goods.

NAMES

Character names in Spire draw on real-world sources for inspiration. Drow names often sound French, but change "qu" for "k" and compress multiple words into single; human names draw on a sort of combination of Welsh and Greek; and aelfir use short poetic phrases as their names, operating in the same way as a sawn-off haiku. Whether aelfir have first names or not is determined by the current fashion, and some of them prefer to use descriptors instead.

DOMAINS

Domains are linked to areas of the city and to contacts you might have, but they don't link intrinsically to particular actions in the way that skills do. Instead, they give you a general bonus to everything you do that's influenced by the domain.

The **Academia** domain lets you roll an extra dice when you leaf through old books or take part in a spirited historical debate, for example, but it also lets you roll an extra dice whenever you're in an area associated with learning and higher education. If you've got the **Academia** domain, you roll an extra dice when you sneak into a library, evade a university porter who uncovered your safe-house, or track a scholar back to meet her secret contact.

Academia: The **Academia** domain covers book-learning, library use, and dealing with the peculiar personalities and miles of red tape that come attached to institutions of higher education.

Crime: Use **Crime** when you're dealing with criminals – whether investigating them or trying to work alongside them – or in crime-heavy districts such as Red Row.

Commerce: **Commerce** districts include the Blue Docks, the North Docks, the Sky Docks and anywhere you can buy or sell things.

High Society: Money and how to spend it is a big part of the **High Society** domain, but more important than money is the indefinable quality known as class. Dealing with most aelfir and moneyed drow falls under **High Society**.

Low Society: **Low Society** districts include the North Docks, Derelictus, Pilgrim's Walk, the Works, the Garden, Perch and anywhere else people are struggling to survive day-to-day.

Occult: Any use of magic not sanctioned by a church comes under the **Occult** domain, as do the secrets hidden in the Heart, other dimensions, or the times of legend in the distant past.

Order: This domain encompasses those who keep the peace in and around Spire, whether successfully or not – the city guard, for the most part, but also the army and the Council themselves.

Religion: The **Religion** domain covers interactions with institutions devoted to faith and knowledge of deities, and rites, of all kinds. Religious districts include Pilgrim's Walk, New Heaven, the Solar Basilica and the Cathedral of Our Glorious Lady.

Technology: The **Technology** domain covers working with or repairing complex machinery and dealing with groups or guilds that do the same; notable districts where it will come in useful are the Works, parts of the Gardens, and the human-led university of Gywnn-Enferr.

KNACKS

If you possess a skill or domain and gain it a second time, you gain a knack – proficiency with a particular facet of the broad spectrum covered by the skill or domain. Using a knack allows you to roll with mastery but, as ever, you cannot gain more than one dice from mastery per roll.



EQUIPMENT

Equipment, for the most part, lets you do a job. A lockpick lets you pick locks; climbing gear lets you scale a wall; perfume lets you smell like a fancy courtier. Trying to perform a task without the proper equipment can increase the difficulty of the action, or even make it impossible. Most equipment you use will fall into the above category, and it has no mechanical effect on the game.

BUYING AND SELLING

To buy items, the GM decides on the cost involved: D3 for minor purchases, D6 for moderate, and D8 for really expensive or exotic materials. Some items just can't be purchased without expending a lot of effort to find a seller and do whatever it is they want (that's worth more than money) to acquire it. Then the player makes a roll; usually **Compel+Commerce**, but **Deceive+Commerce** could work if they're trying to pull a fast one.

If the player rolls an 8 or more on their highest dice, their character manages to purchase the item without it causing a big impact on their finances; it costs money, but they have enough to afford it. 6 or 7 means that they take the full stress rolled, but they get the item. Usually, this stress is applied to **Silver**.

But what happens when they roll 5 or lower? They still mark stress, but they don't get the item. They might have had to grease some palms to set up a meeting (**Silver**), or endangered their reputation by organising a buy, only to turn tail and run when the price is too high (**Reputation**). Maybe the city guard get wind of someone trying to purchase unusual goods and start poking around (**Shadow**).

To sell something, make a roll to find a buyer, and then remove either D3, D6 or D8 stress from **Silver** (or **Reputation**) depending on how valuable the item was.

Players shouldn't have to roll to buy everything they use day-to-day; as with everything else, the gamesmaster should only ask for a roll if something's at stake and it could be interesting if they failed.

WEAPONS

Weapons inflict stress on targets based on their type. Most weapons have their stress dice in brackets after their name, but as a rough guide:

1 Stress:	Unarmed damage
D3 Stress:	Civilian or improvised weapons – knives, clubs, etc.
D6 Stress:	Military or professional weapons – swords, guns, crossbows etc.
D8 Stress:	Heavy or exotic weapons – greatswords, cannon, etc.

There are many examples of weapons in the pre-generated characters and adversaries in the **Snuff Out The Sun** scenario at the end of this book.

RANGE

We assume that weapons can only be used up-close unless they have the **Ranged** or **Extreme Range** tag. To use melee weapons against an adversary at a distance, who knows you're there and has a ranged weapon, make a roll (probably **Sneak** or **Pursue**) to get in range without taking damage.

If you outrange your opponents – as in you are using weapons with the **Ranged** tag and they aren't, or you're using weapons with the **Extreme Range** tag and theirs are only **Ranged** – you take a maximum of 1 stress per roll until they are close enough to use their weapons efficiently.

AMMUNITION

If a character has a weapon that requires ammunition (bolts, bullets, arrows, and so on), we generally assume that they have a ready supply of ammunition for it – there's no need to track each individual piece.

TAGS

Weapons may also have tags attached to them that mechanically affect the way they're used. Most tags will only take effect when a player uses the weapon. As a rough guide, if a tag refers to rolling dice, NPCs can't use it. (Tags such as **Piercing**, though, can be used by both player- and non-player characters.)

Bound: You can use **Bound** class abilities through this weapon.

Brutal: When you roll for stress with this weapon, roll two dice and pick the highest. Multiple instances of the **Brutal** tag stack. If you managed to get **Brutal** three times, for example, then you'd roll four dice and pick the highest when inflicting stress.

Concealable: When you attempt to conceal this weapon, roll with mastery.

Dangerous: If your highest D10 shows a 1 or a 2 when you use this weapon, it has exploded. Take D6 stress, probably to **Blood**; the weapon is destroyed.

One-shot: You can only use this weapon once per situation – it takes a very long time to reload.

Piercing: You cannot allocate stress inflicted by this weapon to armour, unless the armour has the **Implacable** tag.

Point-blank: When used at extremely close range, this weapon's damage increases by 1 dice size; at anything over medium range, it decreases by 1.

Ranged: This weapon can be used at range.

Reload: Once you've used this weapon, it cannot be used again until you spend time reloading it.

Scarring: Causes savage, ugly wounds on targets.

Tiring: When you fail an action using this item, its damage decreases in dice size by 1.

Unreliable: When you fail an action using this equipment, it cannot be used for the remainder of the situation.

ARMOUR

Armour gives additional Blood resistance slots to a character who wears or carries it, meaning that they can take more hits before succumbing to their wounds. Armour has tags in the same fashion as weapons:

Concealable: When you attempt to conceal this armour, roll with mastery.

Implacable: **Piercing** weapons do not negate this armour, but **Devastating** weapons do.

Heavy: When wearing your armour, you may not get dice from the **Pursue** or **Sneak** skills.

BONDS

Bonds are connections that the player characters share with other people, groups or organisations in Spire. A bond is a broadly positive connection, if perhaps a complicated one.

HELPING OUT YOUR FRIENDS

Once per situation, when you act in a way that benefits someone you share a bond with, you may do so with mastery.

NPC BONDS

You can also ask an NPC bond to perform a favour on your behalf – something that they wouldn't normally do and which puts them, and the relationship, under stress and danger. They're under no obligation to do what you ask – and the GM might ask for a check to get them to comply – but if they do so, they incur stress based on the scale of the favour asked.

Treat performing a favour as a normal roll. An NPC bond rolls 1D10, +1D10 if it's within their area of expertise, +1D10 if it's in their neighbourhood/home. If an NPC bond suffers stress when they roll to achieve a task, treat the relationship as a separate resistance allocated to the character and allocate stress to it. Here are some sample stress levels:

1 Stress	Give advice or access to general information within their domain; allow safe passage through space they control; offer temporary accommodation.
D3 Stress	Get you and your comrades access to a private area or event; lend you a piece of equipment; put in a good word with an authority in their domain; turn a blind eye to minor transgressions.
D6 Stress	Gift you a valuable piece of equipment; provide a safe haven for you and your comrades; betray the trust of an outsider; turn a blind eye to major transgressions; commit minor transgressions; engage in moderate-risk actions.
D8 Stress	Betray a friend; commit major transgressions; engage in high-risk actions; donate large amounts of resources to the Ministry.

You can remove stress from a bond by doing a favour for your ally in return; the bigger the favour, the more stress you'll remove.



BOND FALLOUT

Bonds don't count towards your total stress for fallout – they're handled separately, each as their own track. At the end of each session, roll to check for fallout on each bond that a player marked stress to that session. Bond fallout is detailed in the fallout section on p. 10.

(If a bond is temporary, such as one earned from a spell or class ability, then roll for fallout when it is removed.)

BOND LEVEL

There are three levels of NPC bonds: Individual, which is a single person; Street, which is a small-to-medium organisation; and City, which is a district-wide organisation with considerable influence.

Catspaw, a Knight of the North Docks, is Individual level; Catspaw's knightly order, The Riddling Pig, is Street level; the Knights of the North Docks are City level.

A bond's level reflects its overall capabilities, and the scale it works at. The GM and player are encouraged to use their common sense here and judge fairly as to what an organisation of a given size might be able to achieve.

If a bond works against an entity with a lower level than its own, it does so with mastery. A bond can't work against an entity with a higher level than its own – find a level-appropriate entity within it for them to tackle.

If the Order of the Riddling Pig went after a lone spy, they'd roll an extra dice; if they took on a rival pub, it'd be a normal roll; and they don't have the sway to take on the Knights as an entire organisation.

RUNNING THE GAME

SAFETY

Roleplaying games are, primarily, a social activity, and as gamesmaster you're in charge of making sure that the experience is a positive one for everyone sitting at the table – including yourself. Here are a few tools and methods you can use to help you do that:

TALK TO EACH OTHER

Talk openly with each other about whether or not you're having fun. Check in with players every now and again to make sure they're doing okay. Don't be afraid to say when you don't like something, or you find something upsetting, or not fun.

You might feel a bit embarrassed to talk to people about limits (see **Lines and Veils** below) but establishing consent is important, and makes for a better game, so do it.

USE LINES AND VEILS.

Drawn from the Nordic LARP scene, Lines and Veils are tools for letting other players know that you're not okay with certain things happening in the game. A Line is something you outright don't want at the table, and a Veil is something that you're okay with happening in-game, but you don't want to go into detail on it – you want to “draw a veil” over the scene, as it were, to leave it as an implication. Spire can deal with

some difficult topics (racial discrimination, indentured servitude, oppression, murder, terror tactics, body horror, mind control, etc) and it can be good to establish what's on and off the table before you start.

These are useful tools but sometimes they can involve telling a group of strangers a list of your fears, which may not be useful for some, which is why we also advise that you...

USE THE X CARD.

This is a tool created by John Stavropoulos, and we use it in all of our games. Take a card and draw an X on it, then place it in the centre of the table, and tell your players that if they don't like something in the story – and that goes for stuff you create or things that the other players do and say – that they can touch the card, and you all agree to stop doing whatever it was that upset them. There's no need to explain why at any point; it just stops, and you don't bring it up again. If this means that you need to rearrange the plot or a character a little bit, so be it – that's less important than any individual at the table.

The X Card is great because it functions as a safe word for roleplaying, and allows you to tackle some exciting and upsetting subjects with the understanding that people are encouraged to stop it if they're uncomfortable.

TIPS AND ADVICE

YOU NEVER ROLL DICE

Well – you roll dice to see how much stress you inflict on players, but that’s it. You never have to roll a dice to make something happen: you just say that it does, and it does. Players can resist, or fight back, if they want – that’s where the dice come in.

DON'T MAKE PLAYERS ROLL DICE UNLESS THEY HAVE TO

The rules of the game are intended to sit in the background, and the majority of a session will be spent having a conversation in which you tell a story. If you feel the story moving a certain way, let it – you don’t need to roll dice.

SOMETHING'S ALWAYS AT STAKE

Don’t ask the player to roll dice unless there’s something at stake – that is, unless you can envisage a way the task would mark stress against one of their resistances. If you can’t figure out what could go wrong, and if you can but it’s not interesting, don’t bother asking for a roll.

MAKE NOTES, THEN REFER TO THEM

They don’t have to be exhaustive, but try to write down whatever you or your players say that you find interesting or that you think will come up again in play. You won’t use all of it, but it helps to have it there.

SAY YES BUT BE CAREFUL

When a player asks a question, it’s an indication they want the game to go in a certain way. Try to say yes to queries when you can, because it moves the story and play onwards rather than stopping it in its tracks; but try to keep a handle on the game’s tone and pacing, and don’t let the improvisation get too off-the-wall or get caught up in unexciting scenes.

FAIL FORWARD

A failed roll isn’t a block in a storyline, it’s a different branch – something always happens. Whenever a player rolls the dice, change the world in some way as a response, or give them some information. When a player marks stress to their character, describe how the situation is tilting towards disaster - and then when they mark fallout, hit them with the pay-off.

RE-USE BEFORE YOU INVENT

Always try to use old material (characters, locations, etc) that the players have interacted with before rather than inventing new material, because re-using established facts is how improvised stories gain traction and weight. It’s easy, and it works.

ASK QUESTIONS, AND USE THE ANSWERS

If you don’t know precisely what’s what in a particular situation (i.e. if a player asks “Are there any dealers in the occult round here?”) then feel free to turn the question back on the players (“Tell me, are there any dealers round here? If there are, what are they like? If not, why not?”). Use their answers, everyone will feel more engaged with the story, and you didn’t have to do any work.

THE LAW

The laws of Spire are at best vague and at worst oppressive. In general, they’re designed to keep the drow down and protect the interests of the aelfir state. It is very hard to not do something technically illegal, and while the City Guard are bound by the same bureaucracy as everyone else in the city, they have a wide variety of excuses to arrest, abuse and assault drow citizens including but not limited to Suspicion of Loitering, Insufficient Piety and Inappropriate Glances.





SNUFF OUT THE SUN

Snuff Out the Sun is a scenario intended to get you up and running with the *Spire* RPG. It should take between two and three sessions of play to run. It's been designed to stand alone as a story, but also to allow integration with the Conspiracy Kit that allows you to continue the story and pursue the antagonists and their secret organisation throughout the city.

RUNNING SNUFF OUT THE SUN

Be upfront with your players. You don't have time for subtleties and grand misdirection. Don't be coy about dropping plotlines in players' laps, delivering exposition with gusto or ostentatiously hinting at approaches and props that might be fun.

The best way we've found to do this is to write nearly everything down on index cards. You can use a piece of paper if you want, but the nice thing about index cards is that you can fold them in half and they stand up like little tents, so they're more easily seen by everyone at the table. (Shared digital spaces for online play are also widely available and easily accessible by anyone with a computer and an internet connection.)


The first thing you'll need to write down is the locations - the Basilica, the Catacombs, etc. Arrange them in front of you facing the players, and outline what each of them are. If some of them can't be reached without a challenge, tell the players that. If a player character is taking part in the scenario, they should be in one of these locations. If they come up with something clever and you have to improvise a new location, write it down on an index card and carry on.

Try to group the locations with a nod to the physical space they occupy. You can get abstract with this, but placing the Guard Room next to the Main Office and far away from the Gardens implies that the first two locations are close to one another, but distant from the third.

Place any NPCs or props you're interested in using next to the locations where they can be found and lie them down flat. As with locations, it's a good idea to write down new NPCs and props if and when you create them, especially if you think they'll be important to the plot. If a player grabs a prop or brings an NPC along with them, give them the card and let them look after it (or stick it in front of them) so everyone can see what's happening.

Explain props to players if they ask about them. If you don't want to give everything away immediately, you can tuck props (or NPCs) underneath the locations where they can be found. Reveal them when a player character has explored the location to your satisfaction.

Finally, get the players to write down their character names on index cards. As play progresses, get them to place their respective card in the correct location for their character.





MISSION PARAMETERS

If you want a starting brief for the player's Magister to give them, use this:

The Solar Church, beloved by the conquering aelfir, are preparing to ritually execute their current Archbishop, who looks kindly upon the drow and replace him with Sister Crimson-Clouds-The-Sunrise.

We have information that Sister Crimson is a member of the Sun's Dominion cult and plans to destroy what little remains of the Church of Our Glorious Lady, crippling drow independence and scouring our history from Spire. We should take advantage of this situation and install a more favourable candidate.

The previous cell tasked with this mission were killed by agents of The Sun's Dominion several days ago; we have retasked you from your previous mission at short notice. The Ascension Ceremony is in five days' time, during the forecast eclipse – it is imperative that Sister Crimson is not permitted to ascend to the rank of Archbishop.

ALL IN A DAY'S WORK

The player characters have five days to get things in place before the Ascension ceremony begins. There's no need to work out what they're doing every single minute; assume each character has enough time and resources to do roughly one interesting thing each day (investigating an NPC, scoping out a situation, securing equipment and supplies, blackmailing a priest, etc) before the Ascension takes place.

THE SUN'S DOMINION

The Sun's Dominion is a conspiracy of like-minded aelfir and drow who not only wish to spread the word of the Solar Pantheon through the continent, but to demolish any serious opposition to it, ensuring it maintains a hold. Their members claim to be responsible for outlawing the worship of Our Hidden Mistress and The Crimson Vigil within Spire 150 years ago, but it's hard to verify this as true.

Their goals are broadly aligned with the state's goals (expansion and control). The official stance of the Solar Church is to allow other faiths to bloom in the light that it casts over the world whilst recognising them as strictly secondary, rather than resorting to purges and destruction. For now, therefore, the Sun's Dominion operates in secret.

Some days ago the cult, operating on orders from on high, struck out against a Ministry cell tasked with subverting the Ascension. Months of field work (and four agents) went to waste as Sister Crimson, flanked by two Autumn Paladins, breached their hideout in the catacombs beneath the Basilica and killed the lot of them. The cult is currently under the impression that the Ministry is no longer investigating them; the player characters can use this to their advantage.

NON-PLAYER CHARACTERS

SUB-ABBESS PHILYDIA WISDOM-GRACE-THE-UNWISE

Philydia is unusual in that she's a drow who's managed to reach a relatively high position in the aelfir-led Solar Church. She's one of the few dark elves who could give an order to an aelfir and have it obeyed, as long as that aelfir was a lower-ranking member of the Solar clergy or a particularly devout worshipper.

But Philydia doesn't actually respect or venerate the Solar Pantheon (though she certainly keeps up the appearance of doing so), being a born-and-raised follower of Our Glorious Lady, and the stress of the double-act is really starting to take its toll. Philydia is in charge of planning the Ascension Ceremony and has not been given enough time or money to do it smoothly. She's overworked, frustrated, and her doctor has told her if she keeps up her current consumption of stimulants, she'll be dead before next year.

She divides her time between the Solar Basilica backrooms and her well-appointed, barely lived-in apartment that overlooks an adjacent plaza.



Leverage: Not actually faithful; hugely overworked; dependent on amphetamines to function.

ARCHBISHOP DREAMS-SPILL-OUTWARD

A tremendously old aelfir priest who is – entirely voluntarily – preparing to be ritually executed during the eclipse to open up the position of Archbishop to his successor. Dreams-Spill-Outward is long past his best and ready to pass on, and has made a wide variety of bad investments in recent years, leaving him in large amounts of debt to known crime lord Mister Alas Duval of Ivory Row that he isn't interested in paying back. Sacrificing himself to the sun gods, thanks to a technicality in Spire's laws, writes off the debt.

He is too fragile to move much (he claims) and many of his creditors are waiting for him outside, so he has not left the Basilica in several months. He has a set of very comfortable private quarters in a converted basement, and is attended to by multiple physicians, masseurs, philosophers and epicureans.

Leverage: Sworn hedonist; owes a lot of money to up-Spire's most notorious gangster and bastard, Alas Duval.

BISHOP SOLEMN-RISE-THE-FALLEN

A bitter, vengeful, small-minded aelfir whose family connections saw him rise to the rank of Bishop at a young age. Furious at being passed over for promotion to Archbishop time and time again but not charismatic or clever enough to do anything about it, Solemn-Rise-The-Fallen instead delivers pointed sermons, incorporates passive-aggressive scripture into the canon and bemoans his situation to anyone who'll listen. He's convinced that this Ascension was his last hope, and he's descended into a mess of weeping melancholy and righteous indignation.

Solemn-Rise-The-Fallen spends all of his time in the Basilica, and his acolytes have begun to whisper that it's because the bank foreclosed on his house and he has nowhere else to go. He can usually be found twiddling his thumbs and reading scripture at the back of a meeting room.

Leverage: Easy to fool; nowhere else to go; desperate for a shot at the big time.



SISTER CRIMSON-CLOUDS-THE-SUNRISE

Sister Crimson is a rising star in the Solar Church who's a sure bet to become Archbishop; her winning smile, charming personality and cut-throat devotion to her own success have proved invaluable in furthering her career. She is a member of the Sun's Dominion cult and will use her position as Archbishop to demolish what remains of the traditional drow faiths in Spire if everything goes to plan.

Crimson spent time in her youth serving as an Autumn Paladin – the golden-armoured shock troops of Spire's state police – and while her sword arm isn't as strong as it once was, she can still hold her own in a fight and draw on the skills her old masters taught her.

Crimson can be found offering alms and evangelising in the square outside the Basilica or having quiet, high-powered meetings with church staff during the day. At night, she officially spends her time in quiet contemplation of the divine in her shrine in Amaranth; unofficially, she visits her drow lover Henri in the apartment they share together despite the forbidden nature of their relationship.

Difficulty:	0 if she's unaware, 1 if she knows you're coming for her
Resistance:	8
Equipment:	Purging Blade (D6, Brutal, Tiring)
Leverage:	Belongs to an unfashionable cult; in love with a drow.

Sister Crimson works closely with the Autumn Church. On the day of the Ascension ceremony, she'll be accompanied at a respectful distance by two Paladins.

ANTAGONIST: AUTUMN PALADINS

Names:	Strides-Across-Dawn, Ten-Thousand-Loves
Descriptors:	Bearing many relics; Reading aloud from the Third Book of the Harvest
Difficulty:	Paladins are some of the best fighters in the entire city, and also the best equipped. Difficulty 2, unless you can even the odds somehow
Resistance:	7
Equipment:	Paladin duty-plate (Armour 4) military-grade legrand rifles (D6, Ranged, Piercing) or carog-pattern shotguns (D6, Point-blank, Ranged, Reload) and nooses (D3, Debilitating)

LOCATIONS

This scenario takes place in and around the Solar Basilica – the seat of power for Spire's state religion. For ease of play, the Basilica is broken down into multiple smaller locations. Although the spaces described here are often massive, assume that any characters present in a location can find one another given time and inclination.

PLAZA OF A THOUSAND SUNRISES

The plaza outside of the Solar Basilica is home to pilgrims, hawkers of dubious relics, busking worship-choirs and a thousand fluttering banners donated by generous aelfir families from all over the continent. It's never not crowded, never quiet, and at noon each day the glass and crystal ceiling scintillates in wild patterns as the brightest sunlight is captured and distilled into magical power to chill the streets of Amaranth.

During the upcoming eclipse, the Plaza will host the Ascension ceremony where the new Archbishop will sacrifice the previous Archbishop to Brother Harvest. Sister Crimson can be found here each day performing charitable acts, and the people really seem to love her.

PROPS

- Crowds of eager faithful
- Push-cart of 100% genuine saintly remains, thrice-blessed water, oils wept by statues, etc.
- Big flock of birds ready to be disturbed and cause a distraction

ANTAGONISTS: CITY GUARD

Names	Reyen, Anton, Sallomme
Descriptors	Wearing armour one size too large; Humming along to the music; Carrying sandwiches in a brown paper bag
Difficulty	0
Resistance	5
Equipment	Light armour (Armour 2), Club (D3) if they're on patrol or Halberd (D6, Brutal) if they're on guard duty, occasionally a jackdaw pistol (D6, Piercing, Ranged, Reload).

DEFAULT STATS

Some NPCs, if they're good at fighting or have interesting abilities, have stat blocks describing them in mechanical terms. If an NPC doesn't have a specific stat block, use this default one:

Difficulty:	0
Resistance:	4
Equipment:	Whatever they can grab to defend themselves (D3)

BASILICA OFFICES

Running the largest church on the continent requires a lot of paperwork and meetings, and the majority of both are held in offices that ring the central Basilica structure. Squads of scribes and administrators hustle back and forth between rooms taking notes, recording tithes and arguing the finer points of bureaucratic scripture; in velvet-carpeted backrooms, the real business of maintaining the church is handled with tedious conferences and negotiations. Bishop Solemn-Rise-The-Fallen is here, sleeping in his office and trying not to look as though he's been sleeping in his office. Sub-Abbess Philydia is usually striding purposely from one meeting to another.

PROPS

- Scribe struggling through their first day (forgot their pen)
- Trolley loaded several feet high with boring but crucial documentation of church finances
- Mis-labeled chunk of everfrost erroneously brought here instead of straight to Amaranth

JUBILATION HOUSE APARTMENTS

Two dozen managed apartments decorated in the iver style that was fashionable about a decade ago; grey walls, exposed stone, black wrought-iron and bleak artwork, often depicting Spire itself. They are mostly used by visiting dignitaries or wealthy pilgrims. Philydia has been renting the penthouse here for the last two years at an exorbitant cost and rarely goes there except to sleep.

The Ministry have pulled some strings and acquired you a base of operations in Jubilation House, but to evade suspicion, your safehouse is in a leaky sub-basement that even the building owner is unsure of the existence of.

PROPS

- Philydia's home shrine to Our Glorious Lady, kept folded away under her bed
- Janitor sleeping in a cupboard after working all night to fix someone's blocked sink
- The previous team's partially-encoded notes on important NPCs and locations

CATACOMBS

There are miles of tunnels, sepulchres and forgotten passageways underneath the Basilica; the bones of the especially faithful used to be interred here, when such a thing was fashionable. Now it's a place for the church to store things or people they don't know what to do with. The current Archbishop, Dreams-Spill-Outward, has made his home here in what looks like a lavishly refurbished cistern. With sufficient determination and a good eye, you can find a route into the catacombs from pretty much anywhere around the area.

PROPS

- Hundreds of bones precariously stacked atop one another
- Doves, purchased in bulk by Philydia ahead of the Ascension, in dozens of cages
- Small, deniable Shrine of Conquest used by the Sun's Dominion cult
- The previous Ministry cell's hideout, breached and bloodstained
- Lost masseuse on her way to the Archbishop's quarters

CALIASTRO BOULEVARD, AMARANTH

The rich and powerful amongst the (already quite rich and powerful) aelfir live in Amaranth, and Caliastro Boulevard is one of the most prestigious addresses in the district. For drow to even set foot on the icy, carpeted pavement here they need to bypass the lethally efficient Black Guard, and without suitable disguises to pass as aelfir or household staff, they'll be discovered, roughed up and kicked out within minutes. Sister Crimson-Clouds-The-Sunrise lives here; her drow lover, Henri, comes and goes from her apartment via tunnels, back-routes and carriages with curtains drawn over the windows.

The Ascension Day parade is scheduled to go through here before it reaches the Basilica – that way, important aelfir can watch it from their balconies and not have to slum it with the hoi polloi in the Plaza of a Thousand Sunrises.

PROPS

- Thrumming everfrost generators, pumping out freezing air
- Frantic servant who can't possibly carry all the parcels they've been tasked to carry
- Unfathomably poisonous trees grown twisted in glass cases

ANTAGONISTS: BLACK GUARD

Names	Hurrell, Wexen, Sarhan
Descriptors	Has a full-face mask, Carries a custom-made shotgun, Uses hand-signals
Difficulty	The Black Guard are elite warriors; tackling them head-on is a difficulty 2 action, but if you're sneaky about it it's difficulty 0
Resistance	6
Equipment	Black Guard Armour (Armour 3), Halberd (D6, Brutal) and jackdaw pistol (D6, Piercing, Reload). On occasion, one of the squad members will carry a carog-pattern shotgun (D6, Point-blank, Reload) if they're expecting trouble

THE ASCENSION

What follows is a rough idea of the Ascension day celebrations, but assuming the player characters get involved, it's unlikely to go off without a hitch.

PRE-DAWN

Hundreds of members of staff, overseen by Sub-Abbess Philydia Wisdom-Grace-The-Unwise, prepare the Plaza of a Thousand Sunrises for the ceremony. Banners are hung, streamers are streamed, spring-release cages filled with doves are tastefully concealed around the architecture and the grand stage is erected by complaining labourers.

DAWN

Archbishop Dreams-Spill-Outward is roused, fed, made as sober as possible and dressed in sacrificial garb. Troublemakers are chased out of the Plaza and dozens of City Guard arrive to keep the peace during the ceremony.

MORNING

The tremendously slow parade of floats and marching bands sets off from the Council Chambers above Amaranth, moves down through Caliaastro Boulevard and past hundreds of politely-clapping aelfir and their snotty kids, travels over the security bridge on the edge of the district and arrives to the Plaza of a Thousand Sunrises. Sister Crimson joins the parade from her building's front door with much fanfare; other Bishops and dignitaries join in rough order of their importance, from least to most important.

NOON

The parade arrives just in time to witness the daily refraction of solar energy through the glass ceiling. Archbishop Dreams-Spill-Outward is presented to the crowd and delivers a short speech – the shorter the better, as far as Philydia's concerned.

As the eclipse takes effect, Sister Crimson kills the unresisting Dreams-Spill-Outward with her bare hands then swaps masks with him. The caged doves are released, fireworks are detonated perilously close to the ceiling, the crowd goes wild and Archbishop Crimson-Clouds-The-Sunrise is welcomed into the fold.

The sun does not come back out as imagined; something dark and cruel is brewing.

AFTERNOON-EVENING

Buoyed by the cheers of the crowd and invested with the power of Brother Harvest, Archbishop Crimson-Clouds-The-Sunrise leads an impromptu localised crusade and puts the torch to dozens of churches of Our Glorious Lady before storming and ransacking the Cathedral itself, claiming that the sun has turned its sight from the land as it is ashamed to look upon the heathens of this city. Hundreds of drow are injured and killed. The sun does not rise until the following morning; this is a day of mourning for the Church of Our Glorious Lady for centuries to come.

THE END

We don't know what's going to happen at the end of your game. We're broadly aware of what it's going to be like at the start but past that it's a mystery to us – the vagaries of luck, player choice, fallout and your imagination mean that everything's up for grabs. Whatever happens, have fun with it. If your players show interest in a particular story element, roll with it. Don't worry about going against the written material – the only version of the story that matters is the one being told at your table.

CONTINUING THE GAME

How far does the Dominion's reach extend within Spire, and can the player characters infiltrate it and use it for their own ends? What will happen once the cult gets word that the Ministry has acted against them once more?

You can continue this scenario after the events of the Ascension using the *Conspiracy Kit* – Sub-Abbess Philydia Wisdom-Grace-The-Unwise is drawn from there, and the Sun's Dominion is a ready-made conspiracy to explore and subvert. Using the events of your game and the guidance in the *Conspiracy Kit*, flesh out the rest of the organisation and set up a Conspiracy Web, then let your players get to work.

MORE SPIRE

If you like what you've read and are eager to explore more of *Spire*, this is just the start. In addition to the full *Spire* core book, there are lots of sourcebooks available – you can find campaign frames, scenarios, new character classes and abilities, information on different districts, and more. Go to rrdgames.com for more info, or ask your local games store if they've got anything in stock!



SANSEL

CLASS: BOUND

DURANCE: INFORMATION BROKER

REFRESH: BRING A CRIMINAL TO JUSTICE

RESISTANCES FREE SLOTS

BLOOD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SILVER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHADOW	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPUTATION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										

SKILLS

- Compel
- Deceive
- Fight
- Fix
- Investigate
- Pursue
- Resist
- Sneak
- Steal

KNACKS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

DOMAINS

- Academia
- Crime
- Commerce
- High Society
- Low Society
- Occult
- Order
- Religion
- Technology

KNACKS

- _____
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EQUIPMENT

- Light leather armour (Armour 2)

- Ceremonial red binding ropes and mask

- God-knife (D3, Bound, Concealable)

- Sturdy leather gloves, Climbing gear and ropes,

BONDS

- Bostelos, Human trader of dubious relics

- Another character (see reverse)

FALLOUT

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 bound a small god inside your blade with a bloody and dark ritual.* You can use your class abilities only through your God-knife. If it's ever is lost or destroyed, you can create a new one with a night-long, exhausting rite held back in Perch.

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's dice size increases by 1 for the next situation.

Secret of the Crowd (Divine): *You can hide in plain sight, so long as there are others around.* 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.

Saint of Hidden Faces (Divine): *To your oppressors, all poor folk look alike; your mask uses this fact, and it will be their undoing.* 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.

SANSEL, BOUND

SPIRE
THE CITY MUST FALL

PLAY SANSEL IF YOU WANT TO:

- Hide, sneak, and hunt from the shadows
- Blend into crowds and stab people quietly
- Pray to the small gods in your equipment for luck

Before your family was crushed to death by a stampeding Solar temple congregation, you were a well-adjusted Solar worshiper with a promising career in accountancy; after, you wound up on the streets doing things you weren't proud of to survive. At the age of Durance you were put into the service of an aelfir crime lord and tasked with tracking down their many enemies (both real and imagined) and bringing them to justice. As much as you hated the work, you were good at it.

One razorblade coup d'etat later, you were back on the streets and fighting for your life. You fled to the shanty district of Perch to lay low and found a place you belonged. Here you could take your talents as an investigator and use them to help out the oppressed. Here, you joined the Ministry. You hold the aelfir responsible for the wretched way your life has shaken out, and you're ready to start bringing them to justice.

BONDS:

- You have an Individual-level bond with Bostelos, a human trader of dubious relics who operates in the Plaza of A Thousand Sunrises outside the Solar Basilica.
- You have a bond with one of the other PCs who you rescued from a dangerous situation. Describe the situation they found themselves in.



ALABAST DEFOY

CLASS: GUTTER CLERIC

DURANCE: ACOLYTE

REFRESH: SACRIFICE SOMETHING OF WORTH TO A GOD YOU HAVE A CONNECTION WITH.

RESISTANCES FREE SLOTS

BLOOD	<input type="checkbox"/>	<input type="checkbox"/>	
MIND	<input type="checkbox"/>	<input type="checkbox"/>	
SILVER	<input type="checkbox"/>	<input type="checkbox"/>	
SHADOW	<input type="checkbox"/>	<input type="checkbox"/>	
REPUTATION	<input type="checkbox"/>	<input type="checkbox"/>	
ARMOUR	<input type="checkbox"/>		

SKILLS

- Compel
- Deceive
- Fight
- Fix
- Investigate
- Pursue
- Resist
- Sneak
- Steal

KNACKS

- _____
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DOMAINS

- Academia
- Crime
- Commerce
- High Society
- Low Society
- Occult
- Order
- Religion
- Technology

KNACKS

- _____
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EQUIPMENT

Home-made 'Pilgrim's Prayer' gun
(D3, Dangerous, One-shot, Point-blank)

'Cut-throat's Retort' razor
(D3, Concealable, Scarring)

BONDS

Quinlan Bright-The-Dawn

Another character (see reverse)

FALLOUT

ABILITIES

Petty Communion (Divine): *Small gods are desperate for any attention they can get. Once per session, summon the small god of an object and talk with them. The more venerated the object, the more coherent the god, from basic understanding of emotions and personhood up to the haughty, eloquent and dismissive objects of worship.*

Bootleg Miracle (Divine): *You'll take a miracle from any god that's listening. Once per situation, mark D3 stress to **Mind** or **Shadow**. Your next roll is made with Mastery.*

Father's Vigour (Divine): *Father Summer's bounty is without measure, and lends strength to the congregation. Mark D3 stress to **Mind** and work a ten-minute ritual to heal all nearby of D3 **Blood** stress.*

Idol Siphon (Divine): *A fan's adoration is a kind of worship, their idol a kind of god. Mark D6 stress to **Mind** or **Shadow** to take the form of the most famous person nearby until the end of this situation. It's not a perfect simulacrum, and the person you're imitating knows something is wrong.*

The Fire Stolen (Divine): *The aelfir stole fire from the gods, and a snuffed-out fire deity still seeks revenge. Mark D3 stress to **Mind** to speak words of concealment and warding over all nearby, reducing **Shadow** stress by half (round up) this situation.*

Mark D8 stress to **Blood** to speak the secret name of fire aloud. Your target, if they can hear it, marks double the stress you marked.

ALABAST DEFOY, GUTTER CLERIC

SPIRE
THE CITY MUST FALL

PLAY ALABAST IF YOU WANT TO:

- Dabble in religions, both forbidden and authorised
- Fast-talk and charm your way through situations
- Set people aflame with the illegal name of a banned god

You always felt you were supposed to be a priest, but you were never sure which particular religion was right for you. After spending time as a Plürian Voidspeaker, a Solar Acolyte and a Moon-Priest of Our Glorious Lady – as well as winding up in what you refer to as “managerial roles” in a handful of Pilgrim’s Walk pyramid cults – you came to the conclusion that you didn’t much care which god’s uniform you wore as long as the power kept coming.

Everything was working out fine (aside from the odd retributive lightning strike) until Our Hidden Mistress, shadow goddess of the dark elves, came to you in a dream one night and seared her midnight brilliance into your soul. You know now that all other gods are pretenders tugging at her cloak – mere celestial patsies to be taken advantage of and fooled in service of Her.

BONDS:

- You have an Individual-level bond with Quinlan Bright-The-Dawn, a tired drow scribe who works in the offices of the Solar Basilica.
- You’ve noticed a spark of divinity in one of the other player characters. Who is it, and have you told them about it? Take a bond with them.

DERWENT COOPER, VERMISSIAN SAGE

SPIRE
THE CITY MUST FALL

PLAY DERWENT IF YOU WANT TO:

- Solve mysteries and uncover hidden knowledge
- Explore and define traditional drow history
- Enter the cursed mass transit network that punctures the city

You were the first member of your family to attend university, and probably the sixth to learn how to read. You were raised to respect the value of hard work, honest toil, and ceaseless devotion to the Moon Goddess. In your time amongst the colleges of the University Quarter you were confronted with a terrible realisation – your history and culture was being disassembled piecemeal by the cruel aelfir.

Pushed back time and time again by elitist peers and tutors in the pocket of your oppressors, you fell out of favour in academic circles and began dabbling in some truly dangerous ideas – sedition, occultism, dimensional transgression and worship of forbidden goddesses. The Ministry welcomed you with open arms, and you share their enthusiasm for scouring the aelfir out of Spire.

BONDS

- You have an Individual-level bond with Under-Engineer Vostifer Drang, a superstitious human from the islands of Horizon, who is part of the team that maintains the solar energy capacitors around the Basilica.
- 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.

THE HOUSES OF THE DROW

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 Reputation stress
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

Once an ally's ancestry has been awakened by **Dynastic Memory**, they gain their dynasty's power every subsequent time the ability is used on them. The ability, of course, only works on drow.

DIYELL SERPENT'S-EYE, KNIGHT OF THE NORTH DOCKS

SPIRE
THE CITY MUST FALL

PLAY DIYELL IF YOU WANT TO:

- Get into fights, cause trouble and go drinking
- Protect your friends and keep them on their feet
- Take loads of damage and keep going

Your parents were both famed Knights who carved a bloody swathe through the North Docks twenty years ago; in an effort to get out of their shadow, you joined up to the Allied Defence Force and tried to make a name for yourself in the blood-soaked deserts of Nujab. You didn't; instead, you lost an eye and any respect you had for the military.

Now you're back on the streets of Spire and, fully radicalised by your experiences in the war, you've joined the Ministry in search of payback. They were happy to have you, although you're worried that it's because of your famous parents than your devotion to your squad-mates, and the cause – you'll have to try to prove yourself in combat. (Again.)

BONDS:

- You have an Individual-level bond with Linden, your devoted Squire who is in awe of your parents' achievements, and won't bloody shut up about them.
- 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.



MALLORY HEMLOCK

CLASS: LAHJAN

DURANCE: KILLER

REFRESH: HELP THOSE WHO CANNOT HELP THEMSELVES

RESISTANCES FREE SLOTS

BLOOD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SILVER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHADOW	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPUTATION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>										

SKILLS

- Compel
- Deceive
- Fight
- Fix
- Investigate
- Pursue
- Resist
- Sneak
- Steal

KNACKS

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DOMAINS

- Academia
- Crime
- Commerce
- High Society
- Low Society
- Occult
- Order
- Religion
- Technology

KNACKS

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EQUIPMENT

Ceremonial robes and wooden and silver jewellery

Knife (Damage D3, Concealable)

Healer's Kit

BONDS

Sister Heavensent

Another character (see reverse)

FALLOUT

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): *Limy e'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.*

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

Burn Bridges: *You sacrifice your allies for the greater good. 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.*

Our Lady's Curse (Divine): *You turn Limy e's light into a weapon. When you cast **Moonlight**, you may mark D3 stress to **Mind** to treat it as a (D6, Spread D3, Stunning) weapon until the end of the situation. Your jewellery bursts with a flash of bright, silvery light that incapacitates enemies.*

MALLORY HEMLOCK, MOON PRIEST

SPIRE
THE CITY MUST FALL

PLAY MALLORY IF YOU WANT TO:

- Bring solace and justice to the downtrodden drow of Spire
- Deliver the wrath of the Goddess to those who stand against you
- Shine moon-bright and cast dazzling magics

You were raised by traditionalist drow parents in the slums of Derelictus and struggled each day to not only survive but lead a life of grace and faith in service of Our Glorious Lady, the goddess of the full moon. When you came of age you were taken away from your home, and judged to be vicious and uneducated enough to act as a killer for your aelfir masters. They were right; you were very good at hiding in tight spaces and very good at slitting throats.

Your Durance served, your mind a mess of murder and shadows, you joined the church to seek calm – but you didn't find it. It was only when the Ministry of Our Hidden Mistress offered you a chance to apply your talents to the revolution that things started to fall into place for you. Working as the left and right hands of the Goddesses, you are blessed in their sight, and will bring justice to the rotten city of Spire.

BONDS:

- You have an Individual-level bond with Sister Heavensent, who runs the mid-city Moon temple that you use as a place to lay low on occasion. She doesn't fully endorse your actions in the Ministry, but you keep troublemakers away from her congregation, and she wants to protect you as best she can.
- 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.



BONCHANCE MALRIQUE

CLASS: MIDWIFE

DURANCE: PERSONAL ASSISTANT

REFRESH: DEFEND THE DEFENCELESS.

RESISTANCES FREE SLOTS

BLOOD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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SILVER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SHADOW	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
REPUTATION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ARMOUR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

SKILLS

- Compel
- Deceive
- Fight
- Fix
- Investigate
- Pursue
- Resist
- Sneak
- Steal

KNACKS

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DOMAINS

- Academia
- Crime
- Commerce
- High Society
- Low Society
- Occult
- Order
- Religion
- Technology

KNACKS

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EQUIPMENT

Twin Razors (D6, Concealable, Unreliable)

Ceremonial Silk Robes

BONDS

Maji Deveaux, the Order of Midwives

Another character (see reverse)

FALLOUT

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 doing so would be even slightly feasible. 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.

Web of the Mistress (Occult): *Strands of silver magic extend from your fingertips, and you sense the vibrations caused by any intruders.* Succeed on a **Fix+Occult** roll to 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.

Haunted: *You are plagued with visions of your own potential demise, some of which prove to be useful.* The first time you take fallout in a session, ignore all of its effects: you suffer no setbacks and your stress is not reduced.

Weave the Web (Occult): *You can weave a bond between people who've never met, forcing them into each other's destiny.* Succeed on a **Compel+Occult** roll to force any two entities or groups of your choosing to immediately act upon one another in whichever fashion the GM sees fit.

BONCHANCE MALRIQUE, MIDWIFE

SPIRE
THE CITY MUST FALL

PLAY BONCHANCE IF YOU WANT TO:

- Be spoiled, difficult, and brilliant
- Cast occult spells and fight with ceremonial Midwife razors
- Cause problems on purpose

Joining the Order of Midwives is one of the few respectable routes to power for an up-and-coming young drow, but you were never very respectable. You were a prodigy in the spider-blooded arts of Ishkrah from the moment you hatched – and you knew it – so you never learned to behave yourself. Your parents were too busy or drunk to raise you, and instead relied on a series of increasingly-frustrated guardians and tutors to mould you into the sort of ideal citizen they simply didn't have the time to be.

You acted out. You ran with the wrong crowds, fell in love with the wrong people, and said all the wrong things. Still: when you finished your Durance, you were accepted into the Midwives on account of your talents, if not your demeanour. Your latest dalliance with the Ministry is your most dangerous rebellion yet. You've got blood on your hands and a taste for chaos, and you're eager to find out what happens next.

BONDS:

- You have a Street-level bond with the Order of Midwives. Your immediate superior Maji Deveaux doesn't know you work for the Ministry and treats you as a sort of wayward child, which irritates you even though you realise her heart is in the right place. Your over-worked peer at the mid-Spire hatchery, Jonjette, does know you work for the Ministry and is getting a bit tired of you disappearing off on missions when there's midwifery to be done.
- 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.