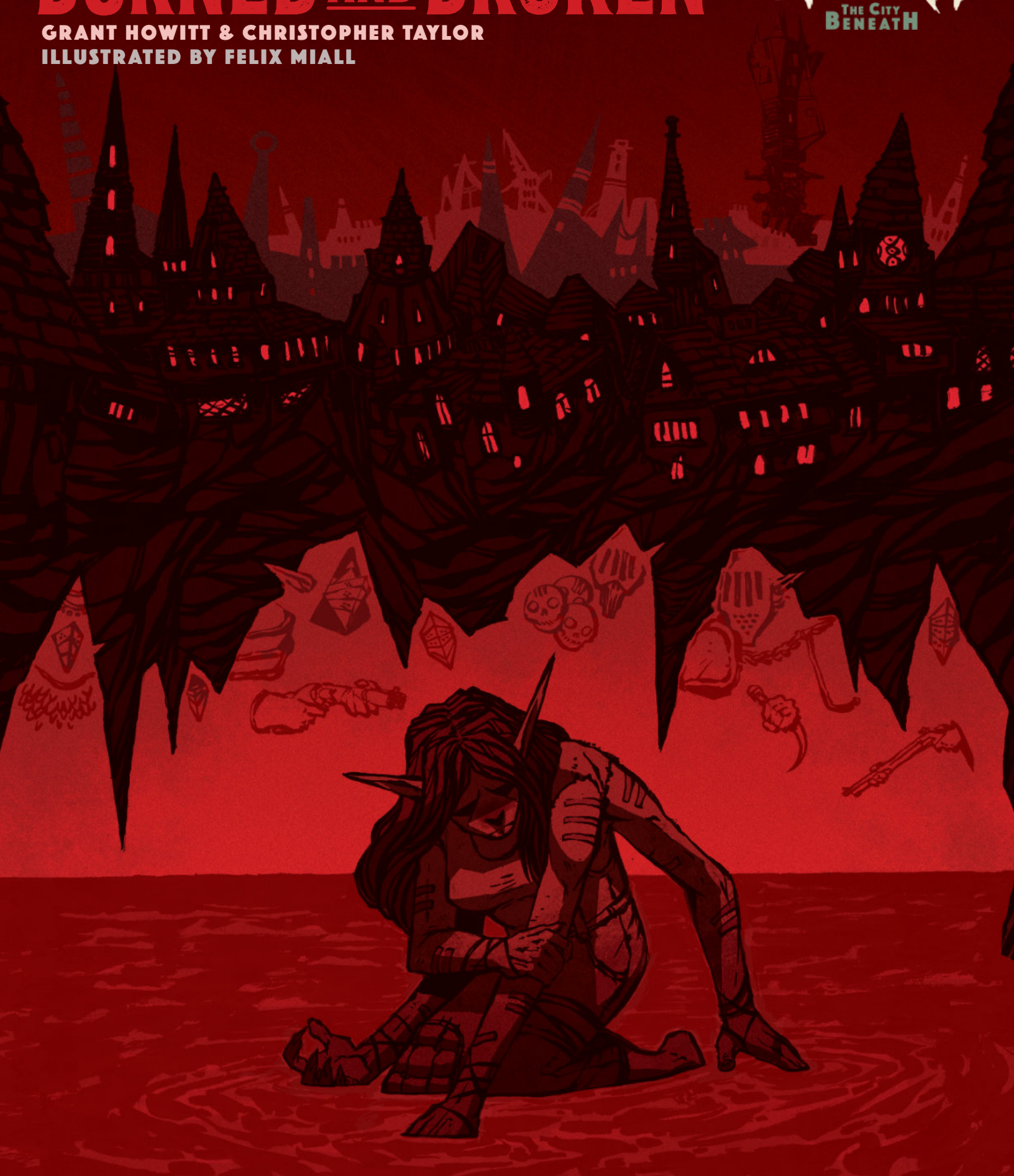


BURNED AND BROKEN

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HEART

THE CITY
BENEATH



Burned and Broken

A Spire Conversion Guide for the Heart RPG

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Content warnings: Heart is a horror game, and as such, there are some unpleasant things in the text. These include but are not limited to: violence, drug use, addiction, ghosts, unwanted bodily transformation, and monsters that used to be people. We can assure you that there is no rape or sexual assault in this game.



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YOU USED TO BE A MINISTER

You were an agent of the Ministry of Our Hidden Mistress: a paramilitary cult of dark elves dedicated to overthrowing the aelfir council of Spire; a shadowy and terrifying sect who use subterfuge and misdirection to achieve their aims; a force to be reckoned with.

You used to be on their side.

Someone slipped up – maybe more than one person, maybe more than once; or perhaps you took too many liberties. Secrets got out. The authorities started sniffing around. People started asking questions. One day, something changed, and the Ministry realised that you were worth more to them dead than alive.

They hung you out to dry. Maybe they gave you bad info and sent you into a trap to spread misinformation or tipped off one of the organisations you were infiltrating. Or maybe, somewhere in the upper echelons of the Ministry where things actually get done, your cell was simply traded in exchange for relaxed immigration controls from the Home Nations.

Whatever happened, you're on your own now.

Nowhere within the city limits is safe, and they're watching the ports. Grabbing what you can, you flee into the darkness of the City Beneath. Maybe you can survive there.

WHAT THIS BOOK IS

In *Burned and Broken*, we'll give you what you need to translate characters from *Spire* into *Heart*. You can remake them using sawn-off classes called Origins: ability sets and starting packages that are less powerful and adaptable than the classes in the core *Heart* rulebook.

Why less powerful? Because *Spire* characters are spies, killers and revolutionaries from one of the most cosmopolitan cities in the known world, and the Heart is a lawless nightmare realm where reality fears to tread. As competent as they might be in the City Above, the City Beneath presents an entirely different set of challenges.

You'll take your characters through a short series of linked games – a prologue of sorts – where you burn your remaining bridges with the Ministry, descend into the Heart and forsake your old class for a new *Heart* one.

You'll do this by hitting beats not from a **Calling**, but from your **Fall** – a general calling shared by the whole group – which will unlock abilities from your chosen *Heart* class. When everyone has hit their beats, they'll have all the powers of a starting *Heart* character (and a few extra ones from their **Origin**, too).

This book is not a straight translation guide for turning *Spire* characters into *Heart* characters. The games tell very different stories, despite being set in the same universe and using similar rules. Many people asked for a way to explore the Heart with their Ministers, so we opted to create something that would spark some exciting play whilst fulfilling the original purpose of the text.

If you're desperate to have your characters function exactly as described in *Spire* but with adventures in the Heart, we recommend that you use *Spire* rules and simply set the games within the City Beneath. We have a whole section dedicated to doing this in the core book.

In the final part of this book, we've included a quick and dirty guide to set you on the right path to converting individual abilities. However, we believe that the City Beneath is no place for a Minister; you'll have a better time watching your characters grow and change with the influence of the Heart.

WANTED



TRAITOR

GANFORD SIEGER

For Myriad Crimes, including:

Incitement of Insurrection
Extortion and Racketeering

Worship of Forbidden Gods
Drunk and Disorderly Conduct

250 Sten Reward for information that leads to capture.

DO NOT APPROACH

DERELICTUS, THE CITY BETWEEN

In the city of Spire, Derelictus is seen as a refuge for the lowest of the low; in the Heart, it's a cosmopolitan metropolis with easy routes to the surface world. In reality, Derelictus sits somewhere in the middle. Since it provides a stable route into the Heart, we've assumed that the cell will flee through it during their fall.

However, they don't have to: they could go through the Vermissian, knock on the right doors in Red Row or sneak down cramped tunnels that haven't been used in centuries. But we figured we'd focus on the most likely route.

You'll notice that this section is split up into landmarks and delves. In *Heart* proper, Derelictus is a single landmark (albeit a large one). For characters fresh out of *Spire*, Derelictus is a much more challenging prospect, so we've added some detail to make exploring the City Between a bit more interesting.

Mechanically, you can run the journey through Derelictus as you would a regular *Heart* game, alternating between dangerous areas (delves) and places of relative safety (landmarks).

LANDMARKS

THE CHURCH OF ABSOLUTION

DOMAINS: Desolate, Religion

DEFAULT STRESS: D4

HAUNTS:

- Priest who deals mind-numbing moth dust (D6, Mind)
- Font of Absolution (D8, Fortune)

The nihilistic cult of the Hungry Deep have set up shop in this crumbling, ancient cathedral to a long-dead god, using it to actively recruit the destitute, mad and broken people of Derelictus. They preach of a glorious oblivion: a state of perfect nothingness achieved through eroding the sense of self and enduring physical harm.

The structure is damp, rusty and mouldy. Fat pallid moths – the sign of the Deep's influence – flutter about carefree, and occasionally alight on the heads and arms of the mind-blasted faithful. On occasion, someone will pull out a tooth or fingernail and casually discard it before returning to contemplating one of the many defaced altars of other religions which litter the cathedral.

In other words: it's a weird place for weird people, but at least they aren't trying to kill you. A lot of them are rather friendly, in a rotting sort of way. If the cell don't mind being proselytised to for a while, they can probably catch their breath here and plan their next move.

RESOURCES:

- Pallid Moths (D4, Desolate)

HEMLOCK FRUIT MARKET

DOMAINS: Haven

DEFAULT STRESS: D4

HAUNTS:

- Essie Hatcher, ancient midwife who can't seem to retire properly (D8, Blood)
- Foxworth, old-fashioned corpsefruit trader (D8, Mind)

Built in the remains of a vast water cistern, the Hemlock Fruit Market is one of the few places in Spire where you can secure a reliable supply of corpsefruit from the dark elf Home Nations in the west. The market also boasts some of the best mushroom broth and raw deep-fish you'll find anywhere in Destera.

Corpsefruit is a potent narcotic, and crucial to a lot of Desteran drow ceremonial practices. Naturally, the aelfir council outlawed it soon after taking power to disrupt the traditions of the people they conquered. This sickly-sweet plum-like fruit comes from the trees planted atop the ominous Cemeteries of Ys, where their roots pluck the dreams of the dead from the earth.

Due to the large numbers of Home Nations refugees that come through Derelictus via the tunnels to the west, Hemlock is home to some of the most traditionalist drow in Spire. Most dark elves born in Spire think corpsefruit is a bit hokey or old-fashioned, and write it off as a boring drug for old people.

HAVEN STATION

DOMAINS: Haven, Technology

DEFAULT STRESS: D4

HAUNTS:

- Amberzyn, Vermissian Collective doctor and biological researcher (D10, Blood)
- The Silent Protagonist, a bar owned by ex-knight "Handsome" Sally Grackler (D8, Mind)
- Platform 1 Market (D12, Supplies)

Haven marks the beginning of most people's descent into the City Beneath. Originally intended as a nexus for undercity transport (though never opened), the station is built around four rail platforms that have since been repurposed into staging posts for journeys into the Heart. You can learn more about Haven station in the Derelictus landmark on page 136 of the Heart core rulebook.

DELVES

GRIST

DOMAINS: Warren at street-level; Desolate across the rooftops.

STRESS: D6

RESISTANCE: 10

EVENTS: Townsfolk throw fizzing flares into the darkness around you, marking you as sacrifice; A pack of ghouls give chase, cackling and braying; Residents block your exits with large wooden shields, funnelling you towards the town square kill-zone.

DESCRIPTION: The shadowed, twisting streets of the Grist district are terrorised by rangy, distended cannibals that lurk on rooftops; on occasion, they drop down into the streets below to take their prey. In an effort to make the area marginally safer, the non-ghoul inhabitants of the neighbourhood have begun to offer up sacrifices in exchange for safe passage: criminals, the socially ostracised or unwary outsiders who step inside the boundaries of Grist.

ADVERSARY: GHOUL

NAMES: They had names once; now, each bears a title delivered in guttural yawps and barks

DESCRIPTORS: Bearing huge ripping canines that dig into their lower jaw; Consuming someone whole and lurching to safety while they digest them; Gnawing on a discarded hand with a wedding ring still on it

MOTIVATION: To kill and eat people, starting with the weakest

DIFFICULTY: Standard

RESISTANCE: 5

PROTECTION: 1

RESOURCES: Nothing of value

EQUIPMENT: Teeth and talons backed up by rope-like muscles (Kill D6, Brutal)

DOMAINS: Warren

FALLOUT: HALF-SWALLOWED [Major, Blood]

A ghoul distends their jaw and lunges hard at you, enveloping much of your upper body in their gullet. You can try to escape (it's Dangerous), or just hold out until an ally comes to free you.

MINES

DOMAINS: Warren

STRESS: D4

RESISTANCE: 12

EVENTS: One of the party gets wedged in a tight press and is unable to escape; No-one's walked down here in years due to risk of collapse, but you weren't aware of that; Water starts flooding the tunnel after one of you dislodges something.

RESOURCES: Nothing of worth.

DESCRIPTION: Derelictus is built on mines. Most of them collapsed years ago, but there are a handful of tunnels that are used as travel routes or homes by desperate people. The inhabitants of Derelictus – those that live in or near the mines, at least – have learned to navigate the mines without getting trapped in a crevice or risking collapse; you haven't.

PIG FARM

DOMAINS: Warren, Wild

STRESS: D4

RESISTANCE: 10

EVENTS: A pair of gangsters pitches a few corpses into the enclosure to dispose of them, then your eyes meet; An unstable bridge spans a basin of lumpy pigshit; A pig owner hefts rocks at you with skull-cracking accuracy

RESOURCES: Pig (D8, Haven, Awkward, Mobile)

DESCRIPTION: Pig farming remains a popular profession and pastime in Derelictus, as pigs will eat pretty much anything organic you can throw at them (the ravenous deep-pigs of Spire can eat inorganic things too, if pressed). The farm you find yourselves stuck in is one of the worse ones: a warren of shit-caked tunnels and repurposed abandoned buildings, half-starved pigs ready to crush and eat you and owners who aren't above getting some free animal food in the form of clueless outcasts from the City Above.

You can use the stats for Heartsblood Beasts (*Heart*, p. 191) to represent particularly aggressive pigs.

EBONY ROW

DOMAINS: Occult, Warren

STRESS: D6

RESISTANCE: 8

EVENTS: A street wraps around on itself, seeming endless thanks to magical run-off; a machine powered by imprisoned ghosts sends out nosebleed shrieks; the ceremonial garb of the man hunting you suggests that he's performing a ritual.

RESOURCES: Scrimshawed shinbones and spirewhite powder (D6, Occult); Reams of mad but distressingly accurate research on banned magical practices (D10, Occult, Niche)

DESCRIPTION: Ivory Row in the City Above is home to some of Spire's most dangerous moneyed occultists; Ebony Row, in Derelictus, is where they come when they get too dangerous or run out of money. Sheltering in creaking towers and basement laboratories, the

magicians of Ebony Row are some of the most devious bastards in the entirety of Derelictus. When they're not killing each other with centipede-blood hexes, they send mobs of cruel assistants to capture people off the streets.

The Burnt-Out Occultist adversary (*Heart* p. 179) is a natural fit here. To represent a more powerful arcanist, you can increase their protection by 1 or 2 points and remove the special rule where they are taken out of action if they roll 7 or more stress on an attack.

ADVERSARY: EBONY ROW STALKER

NAMES: Griswyn, Dreggor, Violetta

DESCRIPTORS: Dragging a restrained target behind them; Muttering canticles of shadow and protection over themselves; Swinging a wicked-looking hook in arcs above their head

MOTIVATION: To capture people (alive, if not intact) for their occultist masters

DIFFICULTY: Standard

RESISTANCE: 5

PROTECTION: 0, but see below

RESOURCES: Arcane offcuts and magical dogends (D4, Occult)

EQUIPMENT: Mancatchers and hessian sacks (Kill D4, Debilitating) or long knives (D6)

SPECIAL: If you're fighting a pack of stalkers, when you reduce the first one to 0 resistance (or otherwise make a show of your power) they realise that you might not be easy pickings after all and cast borrowed magicks to protect themselves. Their protection increases to 1 for the remainder of the situation.

DOMAINS: Occult

THE FALL

Regular *Heart* characters have access to **Callings**: drives, obsessions and circumstances that have pushed them to and keep them in the Heart. In *Burned and Broken*, you have a **Fall** instead – the events that lead to your expulsion from the Ministry, your escape and the aftermath, and your development into a proper Heart-dweller. The fall is shared between all characters in the group, too; they're all in this together.

Pick one beat from each category below (**Leave**, **Acclimatize**, **Become**) when you create your character. You can't pick the same beat as someone else, so work out which ones you're choosing as a group. When you hit a chosen beat, gain one of the following:

- ☐ A **Calling** of your choice (don't pick out beats yet – wait until you clear all the ones from your Fall).
- ☐ The core abilities from the **Class** you intend to become.
- ☐ A major advance from the **Class** you intend to become.

Taking these in order from top to bottom makes the most sense in terms of ability progression, but work with the GM to figure out what makes the most narrative sense. When you hit a beat, cross it off the list. If you're not happy with your current beats at the end of a session, you can change them out for different ones as normal.

Once you've achieved all three beats from your **Fall**, you're a fully-fledged *Heart* character – and you'll have some abilities and advantages left over from your **Origin** too. From here on out, play proceeds as per a standard campaign of *Heart*.

LEAVE

Get out of Spire alive, burning bridges to light your way.

- ☐ Defeat a Paladin sent to kill you
- ☐ Destroy a relationship to save either of you from danger
- ☐ Destroy something from your past life
- ☐ Evade a Ministry Silence Team
- ☐ Find evidence of your enemies pursuing you
- ☐ Get revenge on those who sold you out
- ☐ Kill a Minister sent to assassinate you
- ☐ Make amends with people you hurt
- ☐ Meet someone you sold out
- ☐ Someone who you betrayed confronts you

ACCLIMATIZE

Adapt to the pervasive strangeness of the Heart.

- ☐ Claim a resource worth D8 or higher
- ☐ Complete a delve
- ☐ Fight an adversary with protection 2 or higher
- ☐ Kill a heartsblood creature
- ☐ Kill an adversary with resistance 12 or higher
- ☐ Remove 6 total stress from your allies
- ☐ Suffer Fortune fallout
- ☐ Take Major Echo fallout
- ☐ Take Minor Echo fallout
- ☐ Witness something wondrous

BECOME

Make connections with the people and places of the City Beneath.

- ☐ Complete a delve of resistance 12 or higher
- ☐ Do a favour for an organisation
- ☐ Do a favour for representatives of your intended class
- ☐ Establish a connection between two landmarks
- ☐ Get paid for work
- ☐ Have fallout removed by an ally or at a haunt
- ☐ Make contact with an organisation
- ☐ Make contact with representatives of your intended class
- ☐ Reach a haven
- ☐ Use a haunt to remove stress



ORIGINS

The Ministry hired you for a reason. Pick one of the following origins to explain why they were interested in you in the first place, and what skills and equipment you brought into the City Beneath. Instead of starting with a *Heart* class, each origin provides a handful of abilities related to your *Spire* class, and acts as a halfway point between the two.

Where possible, we've tried to fashion the names of existing *Spire* abilities into something roughly equivalent, but it's not a straight one-to-one translation in terms of function or power. What might be a potent ability in the City Above may be largely useless in the Heart, and the circumstances of the cell's fall will have reduced their capabilities significantly.

As you translate your characters from one system to another, use the origins here to create a sketch of your Minister rather than a perfect representation. Work out what you've had to leave behind (or what was taken from you) as you fled the City Above.

ANCESTRIES

All player characters in *Spire* are dark elves, so we can assume that any characters made with Origins will be dark elves too; but there are rare cases of non-drow working as Ministry allies or assets if you are interested in trying something different. It's your game, after all, and it has no mechanical effect.

AZURITE

You were a priest of the God of Gold, Azur, in the Blue Docks of the City Above. Your miracles granted you the ability to buy and sell allies – but here, deep beneath the earth, your magic begins to falter.

START WITH:

SKILL: Compel

DOMAIN: Haven

EQUIPMENT:

Club

Kill D6

PICK TWO:

BLESSED BY AZUR: Gain +1 **Fortune** protection.

BODYGUARD: Gain the **Kill** skill.

EYE FOR A BARGAIN: Gain the **Discern** skill.

GO-BAG: Gain +1 **Supplies** protection.

HARD BARGAIN: Resources you trade for healing at a haunt count as one dice-size higher.

HIDE BEHIND SOMETHING: Gain the **Evade** skill.

PRIEST OF AZUR: Gain the **Religion** domain.

PICK ONE:

HEART'S DESIRE

Once per situation, pick an NPC that you can observe for a while. The GM will tell you what they want most right now.

ON THE TOSS OF A COIN

When you make an action, toss a coin instead of rolling dice. If it shows heads, treat it as a 10; if it's tails, treat it as a 1. This result is not modified by the difficulty of the action in any way.

THE GOLDEN GOD'S ARCANA

Roll **Compel+Religion** to cast this spell. On a success, you or a nearby ally gains a skill they do not ordinarily have access to until the end of the current situation.

TRUE BLUE

When you wear the sacred blue silks of Azur and spend half an hour or so preparing your body with prayer and sacred jewellery, you gain Protection 1 in all Resistances. When you take fallout your clothes are torn or marred in some way, and you lose the benefits of **TRUE BLUE** until you take half an hour to cast it again.

BLOOD-WITCH

You have heard the first whispers of the Witch Virus that echoes and pumps through the City Beneath. You have tasted the old blood, and you are becoming a conduit for something greater than can be contained within your mortal shell.

START WITH:

SKILL: Endure

DOMAIN: Occult

EQUIPMENT:

Blade

Kill D6, Bloodbound

PICK TWO:

REFUSE TO BLEED: Gain +1 **Blood** protection.

MURDEROUS: Gain the **Kill** skill.

BLIND EYE CURSE: Gain the **Sneak** skill.

HARDENED MIND: Gain +1 **Mind** protection.

INFECTED: Gain the **Cursed** domain.

HEART-WISE: Gain the **Delve** skill.

COMMANDING: Gain the **Compel** skill.

PICK ONE:

FAMILIAR

Gain an animal companion that functions as the following equipment: (**Delve D6, Trusty**) and (**Kill D8, Ranged, One-Shot**).

ECHOES

Gain +1 **Fortune** protection. When you taste the warm blood of a creature, you learn something interesting or surprising about its past or future.

NASCENT TRANSFORMATION

When you suffer **Major** fallout, you shift into a zoetrope horror. For the remainder of the situation, all stress inflicted on adversaries increases by one step. If you gain **TRUE FORM** from the Witch class, this stacks with all effects of **TRUE FORM** when you suffer **Major** fallout.

TORRENT

Once per situation, when you attack a target that is not at their full resistance level, your attack inflicts D10 damage.

BOUND

You were a vigilante who hunted criminals above the ramshackle shanty streets of Perch, the bone-strewn Towers of Silence in New Heaven or the lawless warrens of Red Row. You pray to the small gods in your ropes, your blade and your armour.

START WITH:

SKILL: Kill

DOMAIN: Warren

EQUIPMENT:

God-Blade Kill D6

God-ropes Delve D6

PICK TWO:

SECRET OF FLIGHT: When you throw your god-blade, it gains the **Ranged**, **Piercing** and **Unreliable** tags.

SECRET OF HEARTBEATS: Gain the **Hunt** skill.

SECRET OF LOOSE TONGUES: Gain the **Compel** skill.

SECRET OF LUCKY BREAKS: Gain +1 **Fortune** protection.

SECRET OF SECOND SKIN: Gain +1 **Blood** protection.

SECRET OF SHADOWS: Gain the **Sneak** skill.

SECRET OF THE CROWD: Gain the **Haven** domain.

PICK ONE:

SAINT OF BINDING

+1 **Supplies** protection. Your god-rope gains the following profile: (**Kill D4**, **Debilitating**, **Spread**).

SAINT OF BLADES

+1 **Blood** protection. Your god-blade increases its damage by one step.

SAINT OF BLOOD

Once per situation, remove D6 stress from **Blood** or downgrade a **Blood** fallout result by 1 step when you make someone bleed.

SAINT OF FEAR

Once per situation, enrage the small god in your god-blade. When you do so, your blade gains the **Brutal**, **Loud** and **Spread** tags for the remainder of the situation.

CARRION-PRIEST

You were a member of a heretic death-cult in the wind-swept streets of New Heaven, ushering worthy souls to Charnel, the laughing carrion god.

START WITH:

SKILL: Hunt

DOMAIN: Desolate

EQUIPMENT:

War-cleaver Kill D8

PICK TWO:

AMBUSH: Gain the **Sneak** skill.

BONE ARMOUR: +1 **Blood** protection.

CACKLE: Gain the **Compel** skill.

CHARNEL'S CHOSEN: +1 **Fortune** protection.

DEATH PRIEST: Gain the **Religion** domain.

GHOST SPEAKER: Gain the **Occult** domain.

RIP AND TEAR: Gain the **Kill** skill.

PICK ONE:

CHARNEL'S MARK

Mark D6 stress to **Blood** to cast this spell on a target you can see. Until the end of the situation, you and your allies gain the **Brutal** tag when they attack this target.

COMPANION

+1 **Blood** and +1 **Mind** protection. Gain a hyena (Delve D6, Trusty, Loud).

FORM OF THE CORVID

Mark D6 stress to **Blood** to turn into a larger-than-normal corvid for twelve hours or so. You can't speak or perform complex tasks, but you can fly, and few people will suspect you of being in disguise.

RED FEAST

Once per situation, when you kill someone and eat their flesh, remove D6 stress from any resistance other than **Mind**.

FIREBRAND

You were a voice for the voiceless – a leader of drow, hot-headed and fierce, who took the fight directly to those who would dare oppress you.

START WITH:

SKILL:	Compel
DOMAIN:	Haven
EQUIPMENT:	
Shotgun	Kill D8, Ranged, Unreliable
Blade	Kill D6

PICK TWO:

ALWAYS OUTNUMBERED, NEVER OUTRUN:

Gain the **Evade** skill.

CONNECTED: +1 **Supplies** protection.

FIGHT THE POWER: Gain the **Endure** skill.

GODDESS' CHOSEN:

Gain the **Religion** domain.

IRON WILL: +1 **Mind** protection.

NOBLE SACRIFICE:

Gain the **Fight** skill.

NOSE FOR TROUBLE:

Gain the **Discern** skill.

PICK ONE:

BROTHERS IN ARMS

+1 **Blood** protection. Once per session, when you fight side-by-side with an ally, both your attacks gain the **Brutal** tag until the end of the situation.

MAKE AN EXAMPLE

Once per situation, when you take an adversary out of action, all adversaries who see it happen mark D4 stress.

ME AND THIS ARMY

Once per session, when you're in an area with the **Haven** domain, you can rile up a mob of angry people and have them march with you. For the next situation, you have +2 **Blood** protection, all stress inflicted on an adversary or delve increases by one step, and you have the **Loud** tag on all your equipment.

UNTOUCHABLE

+1 **Fortune** protection. Once per situation, mark stress to **Fortune** rather than another resistance.



IDOL

You were a beautiful artist-sorcerer dripping with black market black magic, plying your trade in the glittering Silver Quarter and the decrepit (but still wealthy) Ivory Row district.

START WITH:

SKILL: Compel

DOMAIN: Occult

EQUIPMENT:

Blade Kill D6

PICK TWO:

CREATOR: Gain the **Mend** skill.

IMPLACABLE: +1 **Mind** protection.

KEEN-EYED: Gain the **Discern** skill.

QUICK: Gain the **Evade** skill.

SEAMLESS: +1 **Fortune** protection.

SPIRITED: Gain the **Wild** domain.

SUBTLE: Gain the **Sneak** skill.

PICK ONE:

GRACE

Once per situation, when you roll dice to see if you succeed at an action and one of them shows a 1, you may reroll all the dice that you threw.

MAESTRO

+1 **Mind** protection. Once per session, choose one of the following:

- when a nearby ally suffers Minor **Mind** fallout, you calm them down and it has no effect, or;
- when a nearby ally suffers Major **Mind** fallout, downgrade it to **Minor** before it takes effect.

PAINT WITH BLOOD

Gain the **Kill** skill. When you have no ongoing fallout marked against you, your attacks gain the **Brutal** tag.

SPITE

Roll **Compel+Occult** to cast this spell on a target you can see. On a success, the target lashes out at themselves. They mark D6 stress if unarmed, and D8 stress if they're holding a weapon.

INKSMITH

You were a journalist-magician spinning spells from the cultural zeitgeist of the City Above. Down here, far from the nearest printing press or salacious magazine, you have to rely on yourself instead of your sorcery for protection.

START WITH:

SKILL: Compel

DOMAIN: Occult

EQUIPMENT:

Grackler pistol Kill D8, Ranged, Loud, One-shot
Broken rapier Kill D6

PICK TWO:

NOSE FOR TROUBLE: Gain the **Discern** skill.

EVERYONE'S BEST FRIEND: Gain the **Haven** domain.

ROUGH AND TUMBLE: +1 **Blood** protection.

LUCKY BREAK: +1 **Fortune** protection.

KEEP YOUR HEAD DOWN: Gain the **Evade** skill.

ADVENTURER: Gain the **Delve** skill.

BON VIVANT: +1 **Mind** protection.

PICK ONE:

FUDGE THE FACTS

Roll **Discern+Occult** to cast this spell. On a success, you or a nearby ally gain access to the domain you're currently in until the end of the situation.

TRUST ME

+1 **Supplies** protection. There is a bond waiting for you in the first inhabited landmark you reach – someone who knew you were coming.

KNOCKOUT PUNCH

Roll **Compel+Occult** to cast this spell. On a success, you gain the **Kill** skill, and the first bare-knuckle attack you make against each mortal humanoid target inflicts D8 damage. If you reduce them to 0 Resistance, they're knocked out (but not killed). These effects last until the end of the current situation.

NAMELESS DREAD

Roll **Compel+Occult** to cast this spell. On a success, a mortal humanoid target you can see and hear takes D6 stress from fear and attempts to flee.

KNIGHT

You were a member of one of a hundred knightly orders who are permitted to police the river docks of Spire by the aelfir; you were a legbreaker, a racketeer and a scoundrel.

START WITH:

SKILL: Kill

DOMAIN: Haven

EQUIPMENT:

Greatsword Kill D8, Tiring

PICK TWO:

BLESSED: Gain the **Religion** domain.

CHARMED: +1 **Fortune** protection.

LAW OF THE LAND: Gain the **Hunt** skill.

OPTIMIST: +1 **Mind** protection.

PERSUASIVE: Gain the **Compel** skill.

PLATEMAIL REMNANTS: +1 **Blood** protection.

STREET-FIGHTER: Gain the **Warren** domain.

PICK ONE:

BRAGGADOCIO

Once per session, automatically convince an NPC you can achieve something (whether you can actually do it is immaterial).

BRING IT ON

Adversaries do not increase their damage dice if they outnumber you in combat; but if you are outnumbered in combat, your attacks gain the **Brutal** tag.

DIRTY FIGHTING

When fighting unarmed against something roughly your size, your attacks gain the **Debilitating** tag.

JOUSTER

+1 **Blood** protection. Gain a lance (Kill D6, **Piercing**, **Unreliable**).



LAJHAN

You were a priest of the one drow goddess whose worship is still permitted in the city of Spire, and you worked miracles to support those in need.

START WITH:

SKILL: Mend

DOMAIN: Religion

EQUIPMENT:

Blessed weapon Kill D6, Conduit

PICK TWO:

GUARDIAN ANGEL: +1 **Fortune** protection.

STRENGTH OF FAITH: +1 **Mind** protection.

OUR LADY'S CALM: Gain the **Endure** skill.

FRIEND TO THE DOWNTRODDEN: Gain the **Haven** domain.

SHIMMERING IMAGE: Gain the **Sneak** skill.

SCRYATRIX: Gain the **Discern** skill.

SELF-DENIAL: Gain the **Desolate** domain.

PICK ONE:

MOONLIGHT

+1 **Supplies** Protection. You can produce light at will. Gain access to the following divine weapon (Kill D4, Spread, Debilitating).

OUR LADY'S KISS

Roll **Mend+Religion** to cast this spell. On a success, remove D6 stress from **Blood** or **Mind** on an ally within arm's reach.

RITE OF THE SILVER SANCTUARY

Roll **Mend+Religion** to cast this spell. On a success, you create a silver sigil on a wall or floor you can touch. Anything that crosses it takes D6 damage and you become aware of their intrusion; the sigil is then removed. You can only have one sigil active at one time.

VISIONS OF THE HEART

+1 **Fortune** protection. Gain the **Delve** skill and the **Cursed** domain.

MASKED

You served the aelfir directly, covering your face out of politeness, and schemed against them while you bowed and scraped.

START WITH:

SKILLS: Compel, Discern

EQUIPMENT:

Duelling pistol Kill D6, Piercing, Ranged, One-shot

Knife Kill D6

PICK TWO:

INNER MASK OF CALM: +1 **Mind** protection.

MAKE DO AND MEND: Gain the **Mend** skill.

MOUTHLESS MASK: Gain the **Sneak** skill.

ONE EYE OPEN: Gain the **Evade** skill.

TORMENTED: Gain the **Endure** skill.

VENGEFUL: Gain the **Kill** skill.

WELL-PREPARED: +1 **Supplies** protection.

PICK ONE:

MASK OF THE KILLER

+1 **Blood** protection. Your bare hands are (Kill D6, Brutal) weapons.

MASK OF THE LOVER

Once per session, if you so choose, an NPC falls for you. Tell the GM who.

MASK MAGIC

Gain the **Occult** domain. When you leave your mask somewhere, you can see through its eyes when you close yours.

SYMPATHETIC EAR

+1 **Supplies** protection. Gain the **Haven** domain. Once per session, when speaking to an NPC, you can automatically determine what problem they have that you can solve to get in their good graces. If you solve the problem, gain them as a Bond.

MIDWIFE

You are a spider-blooded protector of unborn drow; one of a storied and mysterious sect, trained in the twin arts of magic and murder.

START WITH:

SKILL:	Mend
DOMAIN:	Occult
EQUIPMENT:	Razors
	Kill D6, Brutal, Unreliable

PICK TWO:

- AVENGER:** Gain the Kill skill.
- CHITINOUS SHELL:** +1 Blood protection.
- DIPLOMAT:** Gain the Compel skill.
- GUARDIAN:** Gain the Haven domain.
- RITE OF STILLED MIND:** +1 Mind protection.
- WALL-WALKER:** Gain the Warren domain.
- WEB OF THE MISTRESS:** Gain the Discern skill.

PICK ONE:

- ARACHNID BODY**
+2 Blood protection. Gain the Hunt skill.

CANTICLE OF REMAKING

Roll **Mend+Occult** to cast this spell. On a success, following a half-hour ritual, you remove Minor **Blood** fallout from yourself or an ally.

MARTYR

Once per session, when a nearby ally takes Minor or Major fallout, they can ignore its effects. You take D6 stress to an appropriate resistance instead.

SUMMON SWEETLINGS

Gain access to the following weapon:
(Kill D6, Spread, Piercing, One-Shot).



SHADOW AGENT

You were a sanctified killer and spy for Our Hidden Mistress, the shadowed goddess of the Ministry, and you slipped on identities as easily as you would a cloak. Now you are cut free from your web of contacts and dupes, and set loose in the City Beneath.

START WITH:

SKILL: Compel

DOMAIN: Religion

EQUIPMENT:

Broken stiletto dagger Kill D4, Brutal, Piercing

Crossbow Kill D6, Ranged, Reload

PICK TWO:

OCCULTIST: Gain the **Occult** domain.

DROW OF THE PEOPLE: Gain the **Haven** domain.

LOMBRE'S EMBRACE: Gain the **Sneak** skill.

UNCANNY AWARENESS: Gain the **Discern** skill.

INSTRUMENT OF THE GODDESS: Gain the **Kill** skill.

FAVOURED: +1 **Fortune** protection.

DISTANT: +1 **Mind** protection.

PICK ONE:

THROUGH A GLASS, DARKLY

Once per session, ignore any **Blood** or **Mind** fallout marked against you until the end of the situation.

FOLIE A DEUX

Once per session, activate this power when you enter a populated landmark. An NPC there believes that they know you and that the two of you have history; but you have never met.

JACK OF SHADOWS

Roll **Sneak+Religion** to cast this spell on a target you can observe without being noticed. On a success, gain a domain associated with them.

HARVEST

If you kill someone, roll with mastery when attempting to disguise yourself as them until the end of the session.

VERMISSIAN SAGE

You were a scholar obsessed with the secrets and magic contained in the Vermissian network; now you have the opportunity to venture in deeper than ever.

START WITH:

SKILL: Discern

DOMAIN: Technology

EQUIPMENT:

Collapsible crossbow Kill D6, Ranged, Reload

PICK TWO:

CALLOUSED SOUL: +1 **Echo** protection.

COGNITIVE BARRIER: +1 **Mind** protection.

FOREWARNED: Gain the **Cursed** domain.

HIDDEN KNOWLEDGE: Gain the **Occult** domain.

PERSUASIVE ARGUMENTS: Gain the **Compel** skill.

TECHNICAL MANUALS: Gain the **Fix** skill.

TUNNEL-BORN: Gain the **Warren** domain.

PICK ONE:

EXPLORER

+1 **Fortune** protection. Gain the **Delve** skill and a dimensional barometer (**Delve D6, Trusty**).

MENTAL DIRECTORY

Roll **Discern+Occult** to cast this spell. On a success, ask the GM a question: they don't have to tell you the answer, but they do have to tell you the most straightforward way of getting one.

MIND BLANK

Roll **Mend+Occult** to cast this spell. On a success, a nearby ally ignores the effects of all ongoing **Mind** fallout until the end of the current situation.

THAT DIDN'T HAPPEN

Once per situation, when you roll to attempt an action and fail, re-roll a single dice in your pool.

FALLING FROM GRACE: RUNNING THE GAME

What follows is a loose collection of advice on running games using the *Burned and Broken* framework; we hope you find it useful.

IS BURNED AND BROKEN RIGHT FOR ME?

Burned and Broken presents a very distinct story: a cell being disowned by the Ministry and choosing to flee into the undercity of the Heart to survive. It's nowhere near as open-ended as the core rules for *Heart* (or even *Spire*).

Make sure the players know this before play. This is a method for translating characters from one state and location to another through a specific set of prompts. The characters can't avoid going into the Heart. They can't decide to leave the city and fly off on a skywhale to Aliquam; they can't go into hiding in Red Row; they can't flee to the Home Nations.

However, if that's what ends up happening and you have a good time with it: okay! You can just make it up as you go along. But at that point, you are not playing this game.

A NOTE ON LOCATION

We assume that the majority of a *Burned and Broken* game will take place in Derelictus and the upper levels of the Heart. However, starting your game in the City Above and playing out the characters' flight from Spire could be fun.

Consider, for example, running a delve set in the North Docks. It's not ravenous monsters and rickety bridges that endanger the delvers, but rather the City Guard closing in on their location. What used to be a simple walk down the street or trip in a lift becomes fraught with danger. This is a useful way of teaching players the new mechanics of the game before you drop them into the Heart proper.

A NOTE ON TIME

Falling from the Ministry isn't a quick process, and neither is becoming the sort of person who'll survive in the Heart. As you play through the games

where the player characters shift from Minister to delver, you might need to cut out sections of time – a few days or even weeks – as feels appropriate.

For example: if a player has earned the core abilities for the **Vermisian Knight** class, that involves a suit of powered armour that they've at least partially built themselves. This can take time. What do the other characters do while that is happening? (They don't have to do much – they're laying low, after all.)

ADVERSARY STATS

In addition to the adversaries listed above in *Derelictus*, we've provided some stats for the people who might be hunting you through the Cities Above, Between and Beneath. Note that the Paladins and Silence Operatives are especially deadly, so you should use them sparingly. The players will let you know whether or not they want to get into a fight with one (or more than one) by choosing the appropriate beats.

SPIRE CITY GUARD

NAMES: Gavain, Hostler, Buller

DESCRIPTORS: Trying to get behind the other guards so they don't have to confront you; Ushering confused bystanders out of the way; Overturning a cart for cover during a gunfight

MOTIVATION: To enforce the laws of Spire, which broadly amounts to doing whatever their aelfir masters tell them

DIFFICULTY: Standard

RESISTANCE: 5

PROTECTION: 1

RESOURCES: Pocket change and tatty identification papers (D6, Haven)

EQUIPMENT: Standard-Issue Truncheon (Kill D6); Standard-Issue Crossbow (Kill D6, Ranged, Reload)

DOMAINS: Haven

PALADIN OF THE AUTUMN CHURCH

NAMES: Brother Pierce-the-Brow-with-Wisdom, Sister Westward-March-the-Faithful, Souvain Thousand-Feathers-Bleeding

DESCRIPTORS: Shining like the sun in absolute darkness; Intoning prayers to their reaper god under their breath as they reload; Shrugging off small-arms fire.

MOTIVATION: To destroy the Ministry of Our Hidden Mistress and look good doing it

DIFFICULTY: Risky

RESISTANCE: 9

PROTECTION: 2 in battle; 1 if caught unawares

RESOURCES: Paladin uniform (D10, Haven; D6 if it's covered in blood and bullet holes); High-quality ammunition (D8, Technology)

EQUIPMENT: Finely-balanced shortsword (Kill D6, Brutal) and clip-fed Enfor-9 pistol (Kill D6, Piercing, Ranged, Expensive); or Custom legrand rifle (Kill D8, Piercing, Ranged, Expensive)

SPECIAL: If the Paladins take you by surprise, they will lob an explosive at you that detonates with solar energy. Anyone nearby must pass an **Endure+Religion** check; on a failure, they mark D8 stress to **Blood** as they're blinded, deafened and wrong-footed.

DOMAINS: Religion

MINISTRY SILENCE OPERATIVE

NAMES: Livrette, Barnstal, Poe

DESCRIPTORS: In disguise as a bystander working in Derelictus; Sealing the door shut with a spell as you attempt to flee; Strangling the life out of one of your bonds

MOTIVATION: To eliminate dissenters and those who have failed the Ministry

DIFFICULTY: Risky

RESISTANCE: 8

PROTECTION: 0

RESOURCES: Relics of Our Hidden Mistress (D8, Religion)

EQUIPMENT: Concealed, razor-sharp weapons (D6, Piercing, Ranged, Unreliable)

SPECIAL: Silence teams weave spells of binding over areas that they're hunting in; attempting to flee once a fight has begun is **Dangerous**.

DOMAINS: Religion

A QUICK AND DIRTY GUIDE TO PUTTING SPIRE CHARACTERS IN HEART

Okay. We hear you. You wanted a straight ability-by-ability translation guide from *Spire* to *Heart* and this isn't it. If you're absolutely dead set on using *Spire* characters in *Heart*, here's what we recommend:

- Change every instance of D3 to D4.
- Change Silver stress to Supplies stress.
- Change Shadow and Reputation stress to Fortune stress.
- Armour provides additional Blood slots, not its own category of resistance.
- Divide the number of extra slots in a character's resistance by three to determine their Protection in that resistance.
- Refreshes no longer function.
- Bonds, unless they're in Derelictus or the Vermissian, are removed.
- Replace the Deceive skill with the Compel skill; Fight becomes Kill; Fix becomes Mend; Investigate becomes Discern; Pursue becomes Hunt or Evade (pick one); Resist becomes Endure. Steal is removed.
- Remove all domains aside from Occult, Religion and Technology.
- Increase the dice size of all stress inflicted and/or received by one step.
- Work out whether abilities will function in the Heart or not. The Knight's PUBCRAWLER ability, for example, won't work in the City Beneath because they haven't been drinking down there. You'll have to play this by ear.

Is this system fair? Does it produce viable characters? Maybe! But in a pinch, it's a useful guide.

THE MINISTRY BENEATH

If you're interested in using the themes of *Spire in Heart*, but don't want to go through the unpleasant business of being burned and/or broken, there are alternatives.

The active operations starting on this page provide inspiration for gamesmasters and players to craft ministry plotlines. The extra advances on p. 23 are available to any character with suitable background justification, and represent the advantages and sorceries available to a Minister (or ex-Minister). The **Minister** calling on p. 24 – a modified version of the **Forced** calling from the core book – provides you with a means of working for the Ministry whilst remaining on semi-friendly terms.

If you're interested in playing a character with connections to Our Hidden Mistress, adapting the Heretic class gives you plenty of options for religious magic that can be re-flavoured to fit Our Hidden Mistress rather than the Damnic Moon Beneath. Similarly, with a little work, the abilities of the Deadwalker can be reskinned to focus on shadowy mysticism rather than ghostly reaping.

As with the core material in *Burned and Broken*, it's assumed that all characters with a connection to the Ministry will be drow – but if you'd rather play something else, just talk it through with your GM and your group.

ACTIVE OPERATIONS

The Ministry's main focus remains in the City Above; their ultimate goal is, after all, the overthrow of the Spiral Council. But an organisation as wide-ranging and powerful as the Ministry would be foolish to ignore the opportunities afforded in the City Beneath. As such, they maintain a handful of operatives and assets in the Heart.

Any of the following missions could provide the basis of beats for a character with the Minister or Forced calling, and the Ministry isn't above hiring teams of experienced (or disposable) delvers to get what they need.

SILENCE AND RECLAMATION

There are always Ministers who go rogue (or are burned by the organisation) and flee into the Heart to throw off the attention of their previous masters. The Ministry lets most of them go, as the Heart is quite dangerous enough on its own.

However, for operatives with critical information or vital skills, they'll dispatch teams to eliminate them – or to reclaim them and bring them back into the loving arms of the goddess via extensive magical brainwashing.

The following are currently among the fallen Ministers at large in the Heart:

Vench, a Carrion-Priest with packs of ghosts, hyenas and ghost-hyenas at her command. She uncovered a plot to fund a sympathetic aelfir to get into the Spiral Council, and started her own war against the Ministry in revenge.

Fert Nostarium, a scholar and occultist currently under the protection of the Vermissian Collective. He has been revealing Ministry secrets around the principles of sliver manufacture (Strata, p. 39) to his guardians, and slowly replacing his failing organic form with a silicate upgrade.

Kennis Deval, a Perch vigilante who stole the extracted heart of an undying Exarch (a high-ranking member of the Ministry) and is using it as leverage.

VERMISSIAN EXPLORATION

The Ministry maintains an on-again off-again truce with the scholars of the Vermissian. On occasion, when their interests align, they'll team up to achieve difficult objectives.

In the depths of the Heart, access to the Vermissian is often easier than in the City Above. More than one team of Ministers has provided muscle or intelligence for a group of Knights and Sages en route to a new or long-lost section of the network. See the *Heart* sourcebook *Vermissian Black Ops* for more details on the landscape of the Vermissian; in addition, some rumoured locations are:

Several "alternate" Vermissians: one using pressurised water; one where the trains work but are ruled by territorial gangs; one that's all ghosts and opulence; and so on.

[REDACTED], a place that's impossible to perceive via regular senses and which nobody is able to reliably name.

Chronocapacitor 4, the last remaining chronocapacitor, which saved the time from trains that arrived early and moved it to support trains that were arriving late.

DISPOSAL

The Maw (*Heart*, p. 160) is one of the few places in Desteria where one can reliably destroy the undestroyable. It is a dessicate void where the primal forces of entropy tear apart anything and anyone that enters the central chamber. The Ministry would currently like to dispose of:

The Vicious, a silver-etched eidolon (demon-summoning device) which attracts the attention of the Fourth Sister and plucks the breath from those around it.

A vial of moonlight collected during the Red Moon – a process which is normally forbidden – that drives anyone who sets eyes on it into a blind rage.

A spellhexed blood-witch, unable to die, who unintentionally warps the world around her into a nightmarish and gory mess.

PREASSASSINATION

The Slumbering Depths (*Heart*, p. 173) are an unusual heaven. It's a before-life rather than an after-life: the aelfir who dream here view it as a penance to be endured in exchange for a beautiful and exciting life in the mortal realm. It's theoretically possible to kill aelfir before they're born by breaking into the Slumbering Depths.

Prominent scryatrices allied to the Ministry have a list of future aelfir who will act against them in the coming century. Your Magister hands you a harpoon made of ebon-black bone and a drawing of an as-yet-unborn high elf made by a blind zealot: it's time to go hunting. Similar metaphysical jaunts include:

Break into the Moon Garden to pull out the spirit of a prominent Exarch after they were killed by a traitor.

*As bloodthirsty cells of the Crimson Vigil (*Spire*, p. 161) draw strength from a particular Red Saint (*Heart*, p. 195), the way forward is clear: kick in the back door of their heaven and kill them before the next red moon sparks a new wave of slaughter.*

Infiltrate the time-looped, unreal dreamscape of an aelfir who fell from grace a century ago, and trick them into revealing secrets that will undermine the Spiral Council.

KILL YOUR FUTURE SELF

As strange as Spire is, the Heart is stranger. Ministers used to standard assassinations and cultish espionage might find themselves doing some tremendously unusual things in the name of Our Hidden Mistress – such as killing a version of themselves from the future, an alternate timeline or both.

The metaphysics of the Heart are curious indeed. Whilst it's not always possible to grasp how an older you (who is full of glowing sliver implants and praying to a god you're pretty sure doesn't exist) came to be in your room, it's simple enough to stab them to death and dump the corpse into the nearest carrion-pig hole.

SHARDS OF THE GODDESS

Several notable Exarchs believe that when the worship of Our Hidden Mistress was outlawed in Spire, a sect of faithful zealots took fragments of her shattered temple and fled with them. Most went to the Home Nations, some took shelter in the shifting deserts of Aliquam and a handful descended into the Heart to escape the invading aelfir.

Reality being what it is in the Heart, the fragments taken down there now have a peculiar resonance. They have become shards of the fallen goddess herself, and could be of great use to the Ministry. For all the scheming, backstabbing and double-crossing that takes place in the Ministry Beneath, the overall goal for every Magister – whether they know it or not – is to uncover these lost shards of the goddess and return them to the City Above.

EXTRA ADVANCES: FAITHFUL OF OUR HIDDEN MISTRESS

All of these are available as Minor advances to a character who has history with the Ministry of Our Hidden Mistress.

ENDINGS

You are Her bloody left hand. Gain the **Kill** skill. When you attempt to end the life of someone that stands against the Ministry or sides with the Spiral Council, increase the stress dice you inflict by one size.

OFFERINGS

She hungers. Gain the **Sneak** skill. Once per session, when you sacrifice a restrained or incapacitated person to Our Hidden Mistress (a process which takes at least half an hour and probably some sort of ritual equipment) you gain a blessing from her. The blessing takes the form of liquid shadow which you can collect in a vial. When you anoint yourself with it, roll with mastery on **Sneak** actions for the remainder of the situation. Alternatively, the vial functions as a (**D8, Religion, Taboo**) resource, or a (**Kill D6, Spread, Debilitating, One-Shot**) weapon when thrown.

WHISPERS

With holy spireblack touched to throats, you bind your voices to that of the goddess. Roll **Discern+Religion** to cast this spell on yourself and up to six other willing targets within arm's reach. On a success, for the next few hours, each member of your group can hear everything the other members say as though they were whispering it in their ear, no matter the distance between them.

SHADOWS

You pray for sacred shadows to blind the eyes of those who stand against you. Roll **Sneak+Religion** to cast this spell on a target you can see. On a success, until the end of the situation, they can't see you unless you come within arm's reach of them, make a loud noise or otherwise draw attention to yourself.

CALLING: MINISTER

You have devoted your life to the service of a forbidden goddess—Our Hidden Mistress—and sworn to dethrone the cruel aelfir overlords of Spire. Your mission has taken you into the City Beneath in search of a fragment of the Goddess' power.

CORE ABILITY

GRACE. *You are blessed by the Goddess herself, and move with an unnatural fluidity. Once per session, when you roll a dice pool to attempt an action, you can reroll some or all of the dice rolled. You may do this after dice have been removed due to Difficulty.*

When you create your character, answer the following four questions:

- What have you done in service of the Ministry that you regret?
- How do the Ministry contact you with new information?
- What's your current objective in the City Beneath?
- You've worked with one of the other player characters before in your capacity as a Minister. Were they part of the conspiracy, an asset, a rival or something else?



MINOR BEATS

- ☐ Receive orders from the Ministry.
- ☐ Follow orders from the Ministry, even though they put you at risk.
- ☐ Rebel against your orders, even though this puts you at risk.
- ☐ Forge a friendship or romantic relationship with an NPC.
- ☐ Get into trouble as someone discovers your true allegiances.
- ☐ Betray someone for the sake of your cause.
- ☐ Take Minor **Fortune** fallout.
- ☐ Do something dangerous to conceal your true allegiances.
- ☐ Invoke the Ministry's name to get what you want.
- ☐ Uncover information hinting at the location of a relic of Our Hidden Mistress.
- ☐ Find a sanctuary where your masters cannot reach you.
- ☐ Rescue an NPC from trouble that you caused.
- ☐ Receive a time-critical mission that leads you away from your other objectives.
- ☐ Receive aid from someone reprehensible who's in the employ of the Ministry.
- ☐ Send a requested resource (D8 or higher) to the City Above rather than using it yourself.
- ☐ Perform a seemingly unconnected action for your masters that has grim consequences.
- ☐ Cover up a crime that someone else committed on behalf of your masters.
- ☐ Claim you're doing something on behalf of the Ministry when in fact it's for your own ends.
- ☐ Involve an NPC in the Ministry's schemes.
- ☐ Do a favour for someone to gain leverage over them.

MAJOR BEATS

- ☐ Recruit an NPC to the Ministry using harrowing induction rites.
- ☐ Sacrifice something or someone important to the goddess and receive a vision from her.
- ☐ Perform a truly reprehensible act on behalf of the Ministry.
- ☐ Suffer the consequences of refusing to perform an important act on behalf of the Ministry.
- ☐ Take Major **Fortune** fallout.
- ☐ An important or beloved NPC dies after you bring them into your schemes.
- ☐ Locate a powerful relic of Our Hidden Mistress.
- ☐ Coerce an important or beloved NPC into undertaking a task they don't want to do.
- ☐ Aid a person you hate who is associated with the Ministry.
- ☐ Complete a major objective for the Ministry – something which takes at least two sessions to achieve.

ZENITH BEATS

- ☐ Discover a shard of Our Hidden Mistress' power and extract it to the surface world.
- ☐ Discover a shard of Our Hidden Mistress' power and consume it, increasing your own power tenfold.

FROM THE CITY ABOVE TO THE CITY BENEATH

Burned and Broken is a sourcebook for the *Heart* roleplaying game with details on how to bring characters from *Spire* into *Heart* and how to use the themes of the Ministry in regular campaigns.

Inside, you'll find:

- A new way of playing *Heart*: flee the Ministry after they've turned against you and make your way to the City Beneath.
- Origins for each *Spire* character class that allow them to function as characters in *Heart*.
- More information on Derelictus, the City Between, giving players the chance to explore it as though it were a series of landmarks and delves.
- Active Operations of the Ministry in the Heart, each a plot hook for a zealous character or crew.
- The Minister calling, which allows players to quest for fragments of Our Hidden Mistress.
- Four new spells for those devoted to the dark goddess.

A copy of *Heart: The City Beneath* is required to use this book.

