

SPIRE
THE CITY MUST FALL



THE KINGS OF SILVER

A CAMPAIGN FRAME FOR SPIRE RPG
BY GRANT HOWITT & CHRISTOPHER TAYLOR

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Rowan, Rook and Decard

113 Forest View Road

London E12 5HX

www.rowanrookanddecard.com



Writing and design: Grant Howitt and Christopher Taylor

Illustrations: Adrian Stone

Layout: Alina Sandu

Production: Mary Hamilton

INTRODUCTION

Glittering and grimy, bloody and bright, the gaudy crown jewel of Spire – the Silver Quarter is ripe and ready to fall. The current de facto ruler, a diminutive and ingenious drow called Mesye So, has resisted previous attempts by the Ministry to turn him towards their service, so a council of elders within the sect has developed a new plan. They have purchased – through a string of agents and shell companies – the Manticore, a run-down casino, establishing it as a base of Ministry operations. From there, using the gambling house as a cover, they have tasked a cell of ministers to infiltrate and seize control of the Silver Quarter – or, at the very least, destabilise it enough to allow someone else to step in.

You are one of the ministers who has been chosen to take on this mission. You have been given the keys to the Manticore and a sheaf of newspaper clippings that form a dossier on power players within the Silver Quarter who your magister feels could be of interest. All of them have something to lose, and something they desperately desire.

THE SILVER QUARTER, IN BRIEF

The Silver Quarter is described in great detail in the *Spire* core book, but for the sake of completeness, here is a refresher:

Beneath the icy streets of Amaranth and above the mouldering rooftops of Ivory Row, the Silver Quarter is where the wealthy drow of Spire come to see, and be seen. (And where the aelfir come to misbehave.) It is a garish web of magelit walkways and balconies where filthy canals flow uphill, or in impossible patterns, throughout.

It is primarily famous for its casinos, gambling houses and members-only clubs, almost all of which are a hotbed of illegal or at the very least nefarious activity. At the head of it, situated behind rows of the best security that money can buy, is Mesye So. Through clever manipulation of the up-and-coming House Quinn, he has transplanted the civil war from the Home Nations to the streets of the Silver Quarter, and he uses it as a means to expand his empire of hotels, casinos and clubs further and further each month.

THE HOME NATIONS CIVIL WAR

Located to the west of Spire, the Home Nations have been embroiled in a bloody civil war for as long as anyone cares to remember, with militarised city states led and funded by the noble houses of the drow. At present, the biggest two players in the war are the current rulers House Yssen (traditionalist, party-going bloodletters) and House Quinn (*nouveau riche*, bound together by oaths and not marriage or blood).

Each year, the war spreads to new areas, and drow are driven out of their homes by the thousand. Some go west and try their luck amongst the disparate communities of the humans, but most gather their possessions and trek to Spire, either overland (paying exorbitant immigration fees at the Blue Docks) or through one of the many tunnels that stretch out from the Home Nations. A lot of them die en route; those who survive often carry grudges against one house or another.

This leaves no end of willing footsoldiers ready to be radicalised and turned against one another. Houses Yssen and Gryndel specialise in arming militias and authorising hit squads, while Quinn prefer to swear in their agents as some kind of minor noble, often with an entirely invented title: Demi-Dukes, Halfmarquises, Kinglings, etc. Outside of the Silver Quarter, the tensions between houses rarely boil over into violence. Within the Quarter, gangs of nobles and half-bloods kick the tar out of one another on a regular basis in an attempt to claim territory.

HOW TO RUN THIS GAME

Here's how *Kings of Silver* works: as the GM, you give the players the newspaper clipping handouts at the start of the campaign, right after they pick their characters from the pregenerated options available (or make their own). Then, they choose which leads to investigate and in which order – it's up to you, GM, to react appropriately as the players push against the established power structures in the Silver Quarter.

Given that Spire gives so much control to players – many of the abilities possessed by player characters allow them to frame scenes in ways that you simply can't plan for – you'll find that the system resists active, painstaking planning. Instead, we recommend that you get a handle on the NPCs and factions involved, pick out the ones that interest you, and hold them in your mind as the players set out to take over the district.

It bears mentioning that you – probably – won't use every NPC in this document, nor will you use every suggested scene. As you play, you'll find that the players veer towards certain characters and locations; use these, and discard the rest. If you don't know the answer to something, make it up. (Or, better yet: ask the players, and use their answers.) There's no right way or wrong way to run this campaign frame – think of it as a starting point for a story about corruption, brutality and betrayal.

Players can expect to advance when a sizeable progression has been made towards one of their goals. For example: capturing a respected member of Loq Walks-On-Light's entourage would earn them a low advance; reclaiming a casino from Mesye So's control could earn them a medium; and defeating, or turning, one of the named NPCs could earn them a high. However, as ever, use your best judgement, and treat advances as a reward for exploring plot threads and achieving the cell's mission in interesting ways.

There are three key characters in Kings of Silver: Loq Walks-On-Light, Lay-Deacon Strides-Out-Harmonious, and Hestra Wander-the-Lost. Groups don't have to deal with all of them – don't consider them as a list of objectives to be ticked off and dealt with. The Ministry's goal is to destabilise or take control of the Silver Quarter, and there are other cells that can take advantage of missed opportunities that the player characters overlook or don't have time, resources or manpower to handle.

However: if you'd like to use all three, and your players are leaving some by the wayside, consider having an NPC reach out directly to talk to the cell. After all, odds are that the player characters are making waves in the local community, and they'll draw the attention of other useful people who want to try and exploit them or shut them down.

USEFUL RANDOM TABLES FOR THE SILVER QUARTER

What follows is a handful of D10 tables that you can use to lend some random chance to your games; they're not intended to generate full plots, but instead to add colour and depth to the game world.

WHICH HOUSE IS THIS DROW NOBLE CLAIMING TO COME FROM?

1. Destera, the Weavers: deposed rulers of Spire, all faded grandeur
2. Yssen, the Unquiet Blades: glory-hound warriors
3. Malrique, the Unlidded Eye: scryers and mystics
4. Valwa, the Silver-blooded: cursed by an ancient pact, with a flair for the dramatic
5. Gryndel, the Crimson Hunters: bon vivant bloodletters
6. Starys, the Drowned Kings: damned and spat upon by other Houses
7. Aliquam, Repairers of Reputations: desert merchants from the southlands
8. Duval, the Grave Cold: pale and interesting, morbid sense of humour
9. Quinn, the Noble and Most High; nouveau riche, not bound by blood but sworn in
10. Roll again, re-rolling further results of 10 – they have been disowned by this house

WHAT'S THE MOST INTERESTING FEATURE HERE?

1. Grand fountain, spraying water and mist out into the air
2. City guard violently breaking up a shady three-queen monte game
3. Interlocking balconies, some of which host competing minstrels
4. Vibrantly-lit aquarium, many feet tall, filled with shoals of glinting silver fishes
5. House Yssen and House Quinn in a stand-off over territory, rapiers drawn
6. A tavern kicks out, filling the street with drunks looking for a good time
7. Handful of moneyed drow are out on a sulphur bender, looking for nasty thrills
8. Plaza housing an outside bistro, where strong kafee is served in thimble-sized cups
9. Pre-war, idealised statue of a drow noble with its name-plaque removed
10. Thin, improvised bridge built by stevedores, only wide enough for one

WHAT'S THE NAME OF THIS GAMBLING HOUSE/CLUB, AND WHAT'S INTERESTING ABOUT IT?

1. The Cat o'Twenty Tails; upmarket BDSM joint with plenty of private rooms, play cards on a barely-clothed usher
2. The Silver Fountain; has a whacking great fountain in the middle of it, full of fat fish
3. The Polaris; very expensive, raw meat and fish served on everfrost in the aelfir style
4. The Nujabian; tacky, over-decorated homage to the culture of the gnolls to the south
5. The Turned Buckle; jumped-up pitfighting arena with a variety of side-bets available
6. The Green Lady; expensive wine-bar, not much going on, run by vintner druids
7. Terpsichore's Vaunt; a torrid, too-hot table-dancing bar with cheap drinks
8. The Cube; a perfectly cubic white space, hireable for private parties, repainted weekly
9. Devil's Bargain; only has roulette, coin-toss and other games of chance – games of skill are strictly forbidden
10. The North Docks; a sanitised, swish version of an "authentic" North Docks "tavern experience" run by clueless aelfir

WHAT'S TODAY'S FESTIVAL?

1. Sun's First Rising; solar feast of resurgence, where people wear yellow and publicly forgive one another of past sins
2. Huge Stolzian wedding; everyone invited, culminates in a sometimes-lethal leap for the bride and groom from the side of Spire bound to sacred ropes, wild bacchanal otherwise
3. The Festival of Mourning; a drow festival, where important (dead) community members are venerated through costume, ceremonial readings, and the imbibing of strong liquor; a kind of district-wide wake
4. Heartsnight; an evening where the barriers against the Heart are weak, and ghouls and spirits walk the streets. To dissuade them, folk wear spooky costumes to "blend in" – some aelfir don't wear their true mask anywhere on their body (scandalous!)
5. Festival of Common Players; plays and street theatre roll around the district, using the city as a stage, with huge crowds following them. Occasionally fights break out between rival troupes thanks to the common practice of sneaking into someone else's play and acting deliberately badly
6. No-Moon Night; drow religious observance, widely-followed, where talking on the streets after dark is banned
7. All Fate's Day; Stolzian street festival where illegal gambling laws are relaxed and games of skill and chance spring up in stalls all over the district
8. The Feast of Glorious Dominion; an aelfir holiday commemorating the taking of Spire two centuries ago, with military processions bearing huge illustrated maps of the aelfir kingdoms
9. Summercourt's Bounty; a beer-festival, led primarily by humans, where beer-stalls (of varying quality) line the streets and the gutters overflow with piss
10. The Way of Lights; aelfir celebration of colour and light, with dangerous fireworks sparking off against the upper levels of the district

MESYE SO'S DOMAIN - WHAT'S GOING ON?

1. The entire place is in lockdown after a break-in; both city guard and gangers are here, leading to high tensions between the two groups
2. House Quinn is holding a show trial for captured members of House Yssen for crimes against drowkind in the central square
3. The players get wind of a street-killing about to happen
4. The gangers are kicking apart a club that refused to pay protection money
5. After House Yssen made inroads into their turf up-district, House Quinn is gearing up for a retaliatory strike with carousing and weapons practice
6. An aelfir staff member is delivering a final warning to a red-faced lieutenant after they made a mistake
7. A group of So's fallen aelfir are out on a night on the town, throwing their weight around, causing problems with the noble drow
8. A pickpocket is risking stern reprisals by targeting the wealthy, and usually armed, gangers
9. A group of House Quinn gangers are picking on a vagrant priest of Stolz
10. A casino has caught fire after a bar-room brawl, and looters descend on the place

THE CITY GUARD GARRISON & SURROUNDING STREETS - WHAT'S GOING ON?

1. Captain Lacostra is running drills in the courtyard; guards are running up and down the length of it in full riot gear
2. A fight has broken out in a nearby club and the city guard are trying to break it up before it hits the tipping point into a riot
3. A street-trader loudly complains that his stall and supplies were taken (although it transpires that he was selling illegal goods)
4. Three drunk city guard are off-shift and looking for trouble
5. The garrison is receiving delivery of valuable goods – a shipment of Carog-pattern shotguns and ammunition
6. A captured Idol, their hands bound and mouth gagged, is being escorted to the Hive by a suspiciously large group of guards
7. The city guard are having a funeral for one of their own, and they're getting sad and angry and drunk in equal measure
8. The city guard mistakes a player character for someone they're not – a criminal! (Well. A different criminal)
9. The players spot a corrupt city guard demanding money from a street-corner dealer in exchange for not arresting them
10. A large crowd of citizens have gathered, protesting the increased arrests and beatings, and it's about to kick off

DOSSIER NOTES

Minister,

The following information is to be studied and placed around your shrine to the Mistress, so to beseech her to aid you in your sacred duty.

Yours in grace,
M. N.

NEW CAPTAIN OF THE WATCH APPOINTED IN SILVER QUARTER

Following the death of Cpt Drakesoath at the hands of unknown assailants nr Loughlin's Gentleman's Club, L. Noelle LaCostra, also a drow, will take on the position and command all city guard within the Silver Q.

Cpt LaCostra issued the following statement to The Chronicle: "I relish the opportunity to provide protection and security to all law-abiding residents of Spire, and this promotion will allow me to do just that.

"For too long, parts of the Silver Quarter have been plagued by gangs of organised criminals, narcotics dealers, illegal gambling dens, malicious cults and corrupt individuals in positions of power.

"The civil war in Ys, from which many of us sought sanctuary in Spire, spills over into the streets, and I will no longer stand for it.

"I pledge to clean up this district, and woe betide anyone who attempts to impede me or my officers on this crusade."

The Chronicle wishes Cpt LaCostra the best in her endeavours. She will be replaced by Lt Dalziel Goadwater in the event of her demise.

STRIDE-OUT STRIDES OUT!

LAY-DEACON LEAVES SOLAR BASILICA TO OPEN SILVER QUARTER MISSION

Strides-Out-Harmonious, prominent contributor to Father Summer's church of plenty, has upped sticks and moved to the glamorous Silver Quarter! In a statement issued to Ambrosia by the Lay-Deacon's representative, they say: "I believe that I, and the other members of the temple of Summer, have spent too long hidden away from the people of Spire behind the walls of the Solar Basilica. This mission, founded in the heart of one of the most prosperous and vibrant districts of the city, will draw untold bounties to our most blessedly corpulent and vigorous deity."

Ambrosia has heard whispers that this is only the first in a string of opulent temples devoted to Father Summer set to spring up in the district over the coming years – and we can't wait to see them!

This mission will draw untold bounties to our most blessedly corpulent and vigorous deity.

TEMPLE BRAWL KILLS FIVE

City Guard report five dead and at least ten injured in a fracas witnessed in the Yearn St. Temple of Father Summer, Silver Q, yesterday evening.

Cpt LaCostra of the guard said: "We are hamstrung, and our coffers are bare; we can barely contain the chaos of this Heartsd'mned district.

"Our superiors know this and continue to allow the operation of unregulated gambling dens within temples, where we are not permitted to gain access on 'holy days."

Temple owner and prominent member of the Charitable Order of St Perdita, Lay-Deacon Strides-Out-Harmonious, declined to comment.

The Chronicle

NEWS

LAY-DEACON STRIDES-OUT-HARMONIOUS IS AT IT AGAIN – AND THIS TIME, THEY'RE BRINGING THE LAW WITH THEM!

QUEENS FOR OUR BOYS IN GOLD!

Lay-Deacon founds new Paladins outpost in Silver Quarter

Lay-Deacon Strides-Out-Harmonious is at it again – and this time, they're bringing the law with them! Last week, they appeared at the opening of a new Silver Quarter war-temple for exclusive use of the order of Paladins. Although they're keeping mum on their official reasons for funding the new temple, Ambrosia reckons that it's something to do with Captain First-At-Dawn's-Breaking – an absolute hunk, and a real poster-boy for the Paladins. (I wouldn't mind a few rounds of "interrogation" with him, if you follow my drift. – Ed.)

The Captain begins his service as acting head of the Silver Quarter Paladins from next month onwards, and we can't wait to see more of him around the district!

MR SILVER QUARTER: LOOKING FOR LOVE?

Noted drow entrepreneur Mesye So joined it-girl Hestra Wander-The-Lost for a romantic evening after purchasing a dinner date with her, following an audacious bid at a charity auction held by the order of St Perdita. Although the official amount is not public knowledge, sources close to Mesye So have told The Torch that So bid well over a thousand queens for the privilege.

The two were spotted in the bar at the Eclipse, where Wander-The-Lost has made her home. Given Mesye So's predilection for hiring aelfir into his service, onlookers could be mistaken that this was a job interview, but nothing could be further from the truth.

The Torch interviewed a member of the staff at the Eclipse, who wishes to remain anonymous: "They were chatting to each other all night. Lady Hestra had the oysters, as she normally does, and Mesye So joined her; they got through about five or six plates by the end of it. It just seems like he wanted to get to know her; maybe he's lonely?" The Torch has approached Mesye So's representatives for comment, but has received no response at this time.

HOUSE QUINN FACES MURDER TRIAL

Wexford Quinn, of House Quinn, stands trial for the murder of three members of House Yssen.

The young noble seemed unbothered by the accusations, arriving for his court appearance in the flamboyant garb which his house is renowned for.

Smoking a cigarillo, he remarked to the assorted members

of the press: "I didn't kill those dogs, and moreso if I did, it shouldn't be a crime to rid Spire of dangerous animals like the brigands that House Yssen is breeding and dumping onto our streets with every passing year.

"I look forward to seeing you all after my exoneration."

Mr Quinn was quickly led away by Magus Spring-Fa-

des-Eternal, an aelfir lawyer of uncommon skill thought to be in the sole employ of the Silver Quarter's Mesye So following the well-publicised fall from grace of the entire Spring-Fades-Eternal family five years ago.

The court is expected to reach a decision within the week.

MIDWIFE MURDERER WALKS FREE

OUTRAGE as right-thinking spirizens of central Ivory Row marched in their hundreds to the Silver Quarter courthouse. These heroes protested the release of known murderer and enemy of the righteous drow Antoine Lefevre, turncoat and known scoundrel, who was released from his cell without charge after viciously slaying Phoenix Arran – a midwife, protector of drowry-to-come, and pillar of the burgeoning Ivory Row community. LIBERATE has, on good authority, that Arran was a member of the Ministry and a decorated soldier of Our Hidden Mistress.

Lefevre was released into the custody of Lord Loq Walks-on-Light, an aelfir, who purchased his durance from the City and recruited him to his entourage as advisor and confidante.

House Quinn representatives were seen to lead the march and protest, and LIBERATE supports their efforts. The protest was broken up by the efforts of the City Guard, led by Cpt Noelle LaCostra; the lives of two drow were taken, and 20 more were seriously injured in the fracas.

HESTY GETS FRESH

IT-GIRL PHENOMENON Hestra Wander-The-Lost shocked the Silver Quarter lords and ladies last night as she wore her most scandalous mask yet: a scanty sliver of gold that barely covered her forehead.

Hestra is no stranger to controversy, and despite repeated warnings from her sibling on the council, she shows no sign of slowing down. Crowds lined the streets outside the door of the Eclipse to catch a glimpse of her stepping out on the town in her provocative mask. Drow and aelfir alike craned their necks to see what new creation she would unleash on the Silver

Quarter and they weren't disappointed. The mask, made by master craftsman and artiste Victorious-Ride-The-Three, uses magnetic force to affix to the party girl's brow. Sources close to Hestra say that she had lodestones surgically implanted in her forehead to give up straps and hooks for ever. With much of her face left uncovered by the mask, bystanders could clearly

see her eyebrows, and much of her cheeks and lower nose.

Neither Miss Wander-The-Lost nor her representatives were available for comment on the mask, but the house of Wander-The-Lost issued a statement condemning her actions in a full-page ad in

WALKS-ON-LIGHT DRINKS DOCKS DRY!

FED UP with the entertainment on offer in the Silver Quarter, fiery playboy Lord Loq Walks-On-Light made a trip down to the North Docks last night in search of new thrills.

Accompanied by an entourage of more than twenty people, with aelfir, drow and human amongst them, Lord Loq geared up for a pub-crawl through the infamous dockside district. Visiting the Bell's End, the Flogged Pony, the Doxy's Pocket and the Poet & Inkwell, then taking in a performance of The Weeping Maiden in controversial desang theatre the Respite, Loq certainly painted the town red.

"We never see folk of his kind come down these parts," said Herald Seiger, a member of the Drowned Sailor order. "But Lord Walks-On-Light was a real gent, and made sure that none of us were left wanting when it comes to tips. Got a hell of a right hook on him, too!" Lord Loq was seen leaving the docks the next morning with "Handsome" Sally Grackler, distinguished desang and burlesque performer, who is rumoured to have joined his entourage as a person of interest.

Must-read News & Occurrences

Mme Doves-Watch-The-Sunrise hosts an undying party for her daughter Nerys, who is to have the requisite surgeries performed within the year. Guests donated scrimshawed bones of favoured servants or ancestors to be incorporated into Mlle Doves-Watch-The-Sunrise during her operation.

Lady Hestra Wander-The-Lost, sister of noted warrior-poet and council member Wander-The-Lost, engages in a public tryst with a priestess of Sister Spring and a drow in armour, presumed to be of the order of the Querent Hound, in Terpsichore's Vaunt. When approached for comment, she seduced our representative.

Mr Jonjak Gryndel celebrates the opening of a new manufacturing plant in the upper Works with a traditional White Crow Hunt. Mr Gryndel himself takes a brace of ivory crows; Captain First-A-Dawn's-Breaking of the Order of Paladins surprises guests by bagging twelve assorted whitebirds, most remarkable of which is a crested albino jackdaw of uncommon size.

Lord Loq Walks-On-Light brings his entourage to wager some queens on a spin of the roulette wheel at the Devil's Bargain; the dashing military man wastes no time in making friends with the Stolzian sect who run the casino.

Silver Quarter businessman Mesye So joins council member Lady Grendelmyn Stars-Softly-Shine for a light lunch in the prestigious Polaris restaurant; the two enjoyed a traditional platter of bearflesh, carp and samphire served on everfrost.



SETUP

THE MANTICORE

Dukes! Dames! Tired of humdrum songstresses and paltry odds? Want to make a splash on the social scene? Join us every nite at THE MANTICORE, the Silver Quarter's premier entertainment destination!

– A faded poster pasted (illegally) to the wall of a significantly more successful casino

The Ministry have purchased the deed to a gambling club, the Manticore, to provide you with a base of operations and a suitable cover for you to operate in the Silver Quarter. You are responsible for the operation of the club itself. The previous owner was a minister, but turned out to have such deep ties to Mesye So that continued partnership with him was impossible, and he was retired from service.

Located on the south side of the district, the Manticore was never famed for quality. It has been struggling to make ends meet since it opened, undergoing several changes of ownership and rebrands – to no avail. At present, it is a low-rate gambling hall (with six or so tables of cards operational at any one time) with an emphasis on offering avant-garde entertainment that allows it to punch above its weight. Many of the strangest and most exciting performance artists on the scene have played a stint in the Manticore at one point in their careers. The most famous of these, the rebel warrior-poet aelfir Sun-Kisses-The-Brow, played a maskless show on-stage to a packed out hall only days before her untimely death at the hands of a Special Tactics Unit excruciatrrix.

The decor inside isn't quite old enough to be antique or well-made enough to be retro, and it veers between charmingly kitsch and disastrously out-of-style depending on who you ask and how much they've had to drink from the extensive range of liquor on offer from behind the bar. The bathrooms are filled with mounted hunting trophies from a previous owner who went hunting up-Spire on his days off, and feature a wide variety of megacorvids and the odd hyena. The walls are covered in garish art from historic acts, some of whom even graced the stage with their presence at one point. The whole place is dimly-lit, with spireblack lanterns casting a grimy glow over faded red cushions and question-mark-curved wrought iron table legs.

None of the glasses match, and most of them are jars. You know the kind of place.

THE MANTICORE STAFF

Thanks to the previous owner, the Manticore still has a full staff; not all of these people will be on shift at one time, but all of them will come into work at least three times a week. (Many of them hold down other, less legal, jobs on the side.)

You are free to invent staff members as you wish, draw from the list below, or simply ignore them altogether – while the Manticore is the central hub for this campaign, you don't have to build the game around the personal lives of the staff if you don't want to. If your players are interested in the day-to-day management of people, including acquiring potential recruits for the Ministry and resolving personal disputes, it

can be a lot of fun to play out in-game – but if they just want to get on with the serious business of disrupting aelfir interests, then the club can pretty much run itself.

(Also, if the players like the Manticore, don't hesitate to attack it or have it declared condemned and unfit for trade by their rivals. Nothing unsettles a player group like threatening their home base.)

3x Bar staff/cooks

- Theo, dyes his hair bright-white, cocktail master
- Frankie, feeds a pet crow on their shoulder
- Vedok, talks real classy, aromatic chef-for-hire

4x Waiters

- Lili, just doing this to work her way through Brazacott University
- Aq, recent immigrant from Home Nations, wears traditional jewelry
- Carmichael, human, utter bastard, hates his job
- Barris, smokes pungent cigarillos on frequent smoke breaks, yellow fingernails

9x Croupiers

- Besh, ex-doxie from Red Row, endless charm
- Thom, would rather be a stage magician
- Rouxan, second-generation Charnelite from New Heaven
- Mayin, probably (definitely) skimming profits to feed her five kids
- Afferik, used to run crooked Find the Queen games down in Derelictus
- Randall, enthusiastic gun owner, probably a Hellionite
- Rom, lightning-fast hands, bad at talking to customers
- Kulis, hopeless romantic, keeps dating customers (with terrible results)
- Tarratar, human with a chip on his shoulder, convinced he's smarter than everyone else (and is wrong about it)

4x Security

- Bolshoy, enormous brick-house of a drow, used to work for Mr Winters
- Nemnogo, maybe a bit too enthusiastic with her beatings, probably dating Bolshoy
- Yindrez, rangy and too-tall, one eye, refuses to talk about how they lost it
- Shirok, drinks too much, hooked on corpsefruit he sure as hell can't afford

1x Cleaner

- Etaj, terrible and prolific liar

2x General dogsbodies (admin, agents, accountants, etc)

- Francoise, wears tiny pince-nez glasses, incredibly tedious, runs the books, accomplished fraudster
- Serris, acquisitions and buyer, handles food and drink purchases for this and ten other joints in the neighbourhood

2x Entertainers

- Crowlette, avant-garde singer/performer, working with human engineers to fashion bespoke stage-lights
- Valeri Duval, posh as all get-out, plays the piano pretty well, tells ribald gags between songs

PEOPLE

THE FAT CAT - LAY-DEACON STRIDE-OUT-HARMONIOUS

Why are they important? Lay-Deacon is a rare title, and only given out to extremely pious (or generous) servants of the church who hold no official rank. Stride-Out-Harmonious is tremendously wealthy, and effectively purchased the title in their thirtieth year with a series of overtly generous contributions towards repairing and refurbishing of the Solar Basilica. They are currently affiliated with the order of St Perdita, a charity club who hold regular fundraising galas to raise funds for causes they deem to be worthy.

They are keenest to be seen allying themselves with the temples of Father Summer, the aelfir god of plenty. They are tall, broad-shouldered and heavy-set - unusual for an aelfir, who are naturally willowy in their stature.

They have set up multiple "temples" to Father Summer within the Silver Quarter, many of which operate as functional casinos (playing on the Father's theme of "bounty") to draw in additional funds for the Lay-Deacon's schemes (see below).

What sets them apart from other aelfir? They are tremendously pious - but their worship of Father Summer is a front for worship of Brother Harvest, the aelfir god of timely death, to whom they have devoted their life almost entirely. Vast swathes of resources are diverted through their charitable causes and into support for the Paladins, the cadre of plate-mailed inquisitors who hunt down the Ministry. (Supporting Brother Harvest is seen as gauche, or in extreme cases unfashionable, and so many aelfir refuse to be seen doing it.)

What do they desire? They believe that the post-er-child for the Paladins, a strong-limbed warrior by the name of Captain First-At-Dawn's-Breaking, is the sole chance the cult has of a proper resurgence within

aelfir society. In addition, they have strong, lustful feelings towards him, which he does not reciprocate.

What do they despise? Non-believers. They believe that only aelfir can achieve personhood, and the only route to personhood is through devout worship of the Pantheon. Those aelfir who pay lip-service to the gods, or worse still ignore them completely in favour of barbaric false deities, are little better than any other beast - be it ox, snake, gnoll, or drow.

What can you take from them? Vast sums of money, although much of it is bound up in investments. Lucrative contacts to the weapons trade, through which they supply the Paladins with arms and armour. Influence within the Solar Basilica, and therefore aelfir culture in general.

SUGGESTED SCENES

- The Lay-Deacon attends the opening gala for a new temple-casino; security is tight, but they're keen to be seen by the other nobles, so they're more exposed than usual.
- The Lay-Deacon holds a public religious ceremony in the square outside the Mermaid casino, much to the chagrin of the devout Stozlians who run the place.
- They attend the Boating Club's annual regatta, in which teams of representatives from different noble houses and lineages sponsor a vicious gondola race down the district's canals.
- They attend a public function (check to see which festival is on in the district this week using the random table on pxx) with Captain First-At-Dawn's-Breaking. After a couple of glasses of wine, their attraction to the Captain becomes obvious.
- They visit the construction site for a new temple, or an overhaul on an old one; it looks as though they want to have a stern word with the foreman, but only behind closed doors.



CULT PALADIN BODYGUARDS

Names: Brother-Sgt Turns-The-Blade, Sister Freedom's-Great-Herald, Sister Heavy-Is-The-Mountain

Descriptors: Leaping down from a rooftop, their fall miraculously broken by prayers to the solar gods; Bearing a sutured-on mask to show their devotion; Armour glowing in the light so brightly it nearly dazzles you

Resistance: 6

Difficulty: 2

Armour: 3 (top-notch military-grade armour, specially-fitted)

Equipment: Beautiful, deadly swords (D6, either Brutal or Defensive depending on their squad role) and Enfor-9 pistols (D6, Ranged). One in each squad will carry a strix long-rifle (D6, Accurate, Extreme Range, Reload) or a thunderhead pump-action shotgun (D6, Point-blank, Ranged).

Special: Occasionally Paladins will be joined by a priest of Father Summer (resistance 5, unarmoured, D3 weapon) who reduces all stress they suffer by 1 point with protective rites, or a priest of Brother Autumn (same stats, D6 weapon) who increases all stress they inflict by 1 point with canticles of timely death. Silencing the priest will end the effect.

THE MEDIA SENSATION - HESTRA WANDER-THE-LOST

Why is she important? Hestra is the sister of the noted war hero and current melancholic council member Captain Wander-the-Lost, and as such she has garnered a great deal of fame by proxy.

What sets her apart from other aelfir? Despite being raised in high society, she apparently has little idea of how to behave in the manner of a proper lady (or no inclination to do so) and is rarely off the front covers of the gossip rags that flood out the printing presses in the Works. Favouring a scandalously small facemask that barely covers her cheeks, she has been involved in no end of affairs and debaucheries: seducing a visiting Lahjan priestess while the pair of them were dosed up on glimmer; fighting a pistol duel against a rival noble in the street outside the Mermaid, and winning; appearing in a walk-on role in A Thousand

Saplings Dance, an aelfir opera with vaguely prodigal leanings; and so on.

What does she desire? Fame, fortune, attention and power. Most of all, she wants to hold enough political sway to replace her sibling on the council, who she views as dull and uninspiring; a leader should excite and fascinate her followers by any means necessary. If the Captain has to die for the position to open up, that's an acceptable loss.

What does she despise? She actively hates her sibling on the council, and indeed her entire family, who are traditionalists in the extreme and keep threatening to cut her off from the family fortune. She has stashed a large amount of silver in various investments and safe-holds in case this occurs.

What can you take from her? Drawing attention away from her will most likely upset her into making a mistake upon which you can gain leverage. In addition, she has a vast array of contacts in both high and low society, and would make a valuable asset to the Ministry if subverted or turned somehow – she certainly seems to dislike aelfir society as it currently stands. Finally, and perhaps least interestingly, she has access to vast resources through her family connections and her own investments, which could be stolen from her – but her presence and societal sway are worth far more than mere silver.

SUGGESTED SCENES

- Hestra tumbles out of a carriage, visibly intoxicated, flanked by Knights of the Querent Hound (who are also kind of drunk) and rolls into a nearby casino, cackling.
- She's having her portrait painted, flanked by a gaggle of beautiful (shirtless) Knights, in the beautiful square outside of the Mermaid casino.
- She's wining and dining the handsome Cannonade Drynn, son of the (human) council member of the same name. They're dancing in the ballroom of the Eclipse, and everyone is talking about it.
- Outside the Eclipse, reporters from every paper worth its salt (and many that aren't) are jostling for position – she's not emerged from her quarters in a week, but sources close to Hestra indicate that she's making a grand exit tonight. All of them are keen to get the scoop on who she's dating, and why she disappeared for a whole week.
- She attends the Boating Club's annual regatta, in which teams of representatives from different noble houses and lineages sponsor a vicious gondola race down the district's canals.

QUERENT HOUND KNIGHTS

Names: Tristan, Jocasta, Westmoreland
Descriptors: One blind eye and slicked-back hair; Wearing a blood-red cravat; Whistling a jaunty tune
Resistance: 6
Difficulty: 1 if they're on-duty and ready to rock, 0 if you catch them unawares
Armour: 0 as standard on account of the suits, but they can gear up to 3 if they have prior warning
Equipment: Brass knuckles, clubs, chains etc (D3), and either cut-down talon shotguns (D6, Point-blank, Reload) or high-calibre hawthorne pistols (D6, Brutal, One-shot, Dangerous, Ranged)

WHERE ARE THE NPC STAT BLOCKS?

Out of the three main NPCs, we have only detailed Loq's combat stats, because the other two have no fighting abilities to speak of. The Lay-Deacon and Hestra are both guarded and protected, but neither will put up much of a fight when it comes down to it. If it happens, and they can't flee or bargain their way out of the situation, give them resistance 3 and a (D3) weapon of some kind.

THE SYMPATHISER - LOQ WALKS-ON-LIGHT

Why is he so important? Loq – an aelfir – is a major player within the Crimson Vigil: his donations and connections have made several devastating actions into aelfir interests possible. When the revolution comes, Loq will be on the frontlines, torch in hand, burning the aelfir from their homes. This, coupled with the fact that Loq is involved in various fashionable clubs that allow him to turn other aelfir to his cause, makes him a powerful person indeed.

How is he different from other aelfir? Loq is an aelfir fully radicalised into the Crimson Vigil, though his motives remain his own. He doesn't care who gets

Spire when the flames die down – only that the aelfir return to the homeland. Loq believes that being far from his icy home taints the aelfir, lessening them somehow, and has chosen to martyr himself, allowing the poison of the southern lands to fall upon him so that he may save his race.

The ritual scarification and mental conditioning involved in the Vigilite initiation process have almost completely inured Loq to pain, and this, combined with his aelfir weapons training and burning zeal, makes him a fearsome opponent in battle. To hide his scars, he favours uncomfortable, skin-covering clothing that buttons up to the neck and wrists.

What does he desire? A unified aelfir nation, strong and clean in the northern homeland. Loq needs validation and a sense of belonging, hence his sociable approach. He found adoration and exaltation in the Crimson Vigil; he believes that he alone is capable, and worthy, of bearing the sin and wickedness of this place to protect his people.

What does he despise? The heat down here. It makes him angry and vindictive, and he refuses to lessen his torment with ice baths or even loose clothing, opting for tight, goat-wool jackets worn against the skin. He acts as though continually on the edge of an outburst, but has kept his cool for the most part.

What can you take from him? You can break his social connections and isolate him, weakening his control and support of the Vigil – or you can open up his treachery to the aelfir themselves, although whether they'd believe you is another matter. Loq, and by extension the Vigil in the Silver Quarter, are also a powerful blunt instrument that can be fired off against perceived threats with very little provocation – as long as you don't mind some collateral damage.

SUGGESTED SCENES

- Some unlucky sod gets in Loq's way as he and his crew walk from one bar to another – Loq uses his heavy cane to thrash the guy until he flees, bloody and limping, to the safety of an alleyway.
- Over the course of the evening, you notice that several respectable lords and ladies attempt to flirt with Loq, but he refuses all comers with cold indifference.
- A casino – one of the good ones – burns down thanks to lax fire regulations and over-enthusiastic patrons. Lots of people die in the blaze, but Loq walks out unscathed – in fact, he goes back in several times to pull members of his entourage from the flames. He won't say so,

but Lekole has given him her protection, and he can no longer be hurt by fire.

- A radical aelfir, mask off, stands on a street corner and espouses the need for an end to the servitude of the drow – and a more democratic council, funding to be directed towards the poorhouses, Derelictus to be overhauled and made safe, and a wide variety of other pipe-dreams that will never see reality. The guards can't touch him – he's an aelfir, after all – and he's gathered together a small crowd of enthusiastic drow listeners. He only stops when Loq, or more likely someone from his entourage, steps in to silence him.
- Loq radicalises someone. Maybe the players try to send the guards after him, or they try to recruit a member of a different faction to the Ministry; Loq has a quiet word, works his magic, and now they're slavishly devoted to the Crimson Vigil. (In fact, if a player goes up against Loq and fails, you could give them Severe Mind fallout that represents his terrifying ability to reprogram people.)

ENTOURAGE MEMBERS

Names: Lucius Never-The-Many; Jubilance; Fraternity Echo

Descriptors: Covered in self-inflicted scarification marks; Wearing gorgeous flowing green silk; Hiding razor blades in their braided hair

Resistance: Anything from 4 for non-combatants to 8 for strapping ex-military types

Difficulty: 1

Armour: 0, in general

Equipment: Almost anything; a lot of them carry duelling sabres (D6, Parry) or rapiers (D6, Piercing) on their hips, and the more combative of them pack elegant pistols (D6, Ranged, Reload). Feel free to throw in whatever you fancy

LOQ WALKS-ON-LIGHT

Resistance: 14

Difficulty: 2

Armour: 0

Equipment: Sanctified cull-blade of the Crimson Vigil (D8, Piercing). If anyone who's not as zealously devoted to the Vigil as Loq uses it, it's a standard (D6) weapon

THE LAW - CAPTAIN NOELLE LACOSTRA

Why was she chosen to serve? She wasn't. Her superior died after getting on the wrong side of Loq (see above), and she took on the role of Captain, protecting the whole Silver Quarter district. Traditionally, the role of Captain in the Quarter has been little more than a glorified bouncer job, keeping unsavoury elements off the main streets and making sure that wealthy troublemakers are given a quiet cell to sleep off whatever cocktail of drugs they've taken – but Noelle has different ideas.

What marks her out from other city guard? She wants to clean up the streets. Tired of seeing organised crime rule the district, and seeing the impact it has had amongst the poorer citizens, she has unearthed various old books of law and has begun... enforcing them. Cigarillo-smoking dandies are finding themselves arrested for carrying illegal rapiers; protection rackets are being broken up and the collectors imprisoned in the Hive; besuited fixers and drug-dealers are having their mansions raided, their stock seized, and their lieutenants exiled. It's a good time to be a lawyer, and a bad time to be Captain LaCostra – her days are numbered, and it's only a matter of time before she winds up floating face-down in the canal.

What does she desire? She wants to see Mesye So in the Hive, arrested for his crimes; not only for his drug-running and leg-breaking, but also – secretly – for being a traitor to the drow, and selling out his people to the aelfir in exchange for a cushy position. She's aware of the hypocrisy of this statement, seeing as she works for them too, and she hasn't quite come to terms with it yet.

What does she despise? Cowards. She has a particular loathing for police officers who take bribes or give in to coercion, and several of the worst offenders have felt the full force of her wrath – broken knees, shattered ankles, splintered bone in their eye sockets and permanent, unceremonious, retirement. She views herself as above the law, in this regard.

SUGGESTED SCENES

- After picking up a modest amount of Shadow fallout, the players receive a polite visit from Captain LaCostra who informs them that she knows something's going on (she doesn't know exactly what but she can sense the cell is up to no good). Keep it up, and she'll start cracking heads and seizing assets, even though you're ostensibly on the same side.

- There are minor clashes between the guards and noble drow dandies every day, but this one seems to be getting out of hand. The guard are forced onto a bridge over one of the canals, surrounded by armed drow, and LaCostra faces a race against time to deliver reinforcements to rescue her troops.
- LaCostra arrests an aelfir. A terrible plan, and the conviction won't stick, but it makes the papers, and LaCostra says it's the first of many.
- Mesye So tires of the Captain arresting his men, and sends a hit squad after her to kill her. It doesn't work, but she's left in a critical condition in her garrison attended to by a trio of Lajhan priestesses.
- LaCostra, tired of doing things legally, asks flat-out to join the Ministry. (This is especially apt if the players have been less than subtle in their schemes.) If they take her on – and why shouldn't they? – she'll be a loose cannon, and probably go after someone they're trying to turn.

CITY GUARD RIOTBREAKERS

Names:	Sgt Herald, Pvt Pulter, Pvt Drynn
Descriptors:	Wearing customised body armour; Carrying a two-handed, heavy club; Bearing gang tattoos
Resistance:	4
Difficulty:	1 when they crash into the side of a crowd, 0 if it slows down to a standing brawl
Armour:	2 (heavy, cheap gear)
Equipment:	Wooden clubs reinforced with iron bars (D3, Brutal); Heavy shields (Armour 3, Heavy). If a police officer ends up in serious trouble, they often have a sniper in reserve carrying a crossbow or rifle (D6, Ranged, Piercing, Reload) to lend fire support.
Special:	LaCostra, if faced in combat, will have similar stats to those above.

THE AUTHORITY – MESYE SO

Why is he important? Mesye So runs the Silver Quarter through a series of interlocking contracts, deals, protection rackets and enforcer gangs that keep the entire place in something approaching balance. Most of the petty gangs that operate here pay him a tithe to do so, and those that don't are scared he'll find out about them. The noble scions fighting out the ongoing civil war at rapier point have agreed to do it in

the back alleys and basements; the police, of course, are entirely in his pocket, acting as little more than another set of security for his district. (Aside from Captain LaCostra, above.)

What marks him out from the other power-players in the district? Mesye So is a drow – a rarity, given his standing, especially as he is not born of one of the nine or so noble houses of the drow. It is testament to his ingenuity and tenacity that he has not only gained but retained his control of the district for the last decade, and he has no intention of letting go.

What is his connection to the other major players?

Lay-Deacon Strides-Out-Harmonious has made significant investments in So's businesses; in exchange, he has been given authority to operate his own church devoted to the Solar Pantheon in the Silver Quarter, far from the interference of the Basilica, where he can focus on his own schemes.

Hestra Wander-the-Lost is cooking up a scheme to get him on the council as an ally, perhaps replacing her useless sibling, and given his political sway he could potentially bring her on as well – dethroning the puppet-ruler Madame Fey-Aranyen, the token drow, and giving them a significant hold over Spire itself.

Loq Walks-On-Light wants to kill him. He feels that So is indicative of everything that has corrupted the aelfir in Spire; drugs, money, godlessness, and indolence, not to mention consorting with the lesser races as near-equals. He hasn't had the ability to strike against him yet, and when he does so he wants it to go off without a hitch, so he is biding his time.

What does he desire? To sit on the council, and to control the other members to such an extent that he controls Spire. A lofty goal, but not an unachievable one given his standing; should he succeed, he plans to make the petty greed and cruelty of the aelfir pale in comparison to his brutal, far-reaching empire.

What does he despise? Aelfir. He loathes them because they think they're better than him, and to that extent, he makes a habit of hiring fallen or dishonoured aelfir to his staff; it is a point of pride, a show of force, to employ them in his service.

SUGGESTED SCENES

Mesye So is very powerful, and has stayed powerful by operating from behind the scenes. (Most people who work for him will never see him, or even be aware that he's their actual employer.) We recommend that you show So's influence through the pressure that he can apply to other NPCs, rather than have him show up directly.

However, he is – for want of a better word – the villain of the piece, given that his eventual goal is to take over Spire and use it to further his own goals. Players may want to dethrone him or turn him – both of which are monumentally difficult to pull off, and the best that most cells could hope for after tangling with So is to get out with their lives intact.

As such, you're going to want to keep So at the back of the campaign – and maybe fold him into a second one, set after the first, where he battles against the players for control of the district. In the meantime, you can easily use his goons to hand out Shadow fallout to the player characters – threaten and coerce them into stopping, interfere with their plans, and eventually try to kill them or drive them out of the Silver Quarter for good.

MESYE SO'S HOUSE QUINN FOOT-SOLDIERS

Names: Quarter-Viscount Brackish Quinn, Nevariat Quinn, Sanderson Quinn

Descriptors: Wearing an armoured corset and metal-heeled boots; Clearly spent a lot of time shaving their goatee into shape; Doesn't quite fit into their doublet but trying to make it work

Resistance: 5

Difficulty: 0, but most groups will be led by someone vaguely competent with difficulty 1

Armour: 1

Equipment: Duelling sabres (D6, Parry) or rapiers (D6, Piercing); a few of them carry red cloaks and fight in the challenging caprouge style (once per fight, make a player re-roll their highest dice)

MINOR PLAYERS

Not everyone we mention in the newspaper clippings gets a full brief. Below are some brief descriptions of the people on the sidelines, but as ever, feel free to make things up if your players show an interest in them:

Mme and Mlle Doves-Watch-The-Sunrise

have no connection to the main plot whatsoever and are just there to pad out the clippings. Their masks are eerily similar, and thanks to a strict regimen of plastic surgery, their bodies are largely identical. They have fun posing as one another to surprise and upset lovers, solicitors, police officers etc. Given their connections, they could certainly be hosting or attending a party where one or more of the major players is present.

Jonjak Gryndel is a factory owner who made it big and hob-nobs with the moneyed set. He's not entirely comfortable with it, but it's better than the alternative – going back to live in Derelictus, where the previous three generations of the Gryndel family lived in poverty.

Lady Grendelmyn Stars-Softly-Shine is a council member, and a secret devotee of the Cult of the Spire Ascendant – she believes that the Spire must be awoken to unleash its true power. You can read more about her, and the council, in the Spire core book.

Victorious-Ride-The-Three is an aelfir craftsman and artist who is hooked on carotid, a hallucinogen that inspires visions of the “true” Spire – a weird and organic place that breathes under the inhabitants' feet. Victorious is a terrible gossip and will gladly share a secret over a few drinks.

Antoine Lefevre is a scarred, rakish bastard of a drow who steals things and kills people for money. Someone hired him to take out a midwife – presumably because they didn't want to get their hands dirty – and now Loq has taken a shine to him. Maybe those two things are connected.

Wexford Quinn, member of House Quinn, killed some Yssen gangers – he's good with a sword. Mesye So is helping him out, given his ties to House Quinn, and he's mainly in the narrative to show that a) there are tensions between the noble houses in the Silver Quarter and b) Mesye So has a lot of money to throw around. He makes a good enforcer character for Mesye So, should you wish to have him as an antagonist.

PLACES

Should you wish for inspiration when setting scenes in the Silver Quarter, here are some short descriptions of relevant locations that might be useful to you:

THE MANTICORE

The player characters' gambling club; run-down and dodgy but popular with a fringe crowd of enthusiasts.

THE MERMAID

Stolzian (luck cultist) casino, famed for never tweaking the odds in their favour and protected by divine force against cheaters. A huge fountain in the square outside is topped with a brass statue of a smiling mermaid; inside, the casino is an eclectic mix of finery, often taken to repay debts from unlucky patrons.

THE ORDER OF ST PERDITA

An austere charity club that specialises in hosting fancy dinners for people with too much money in order to help the needy. Astonishingly corrupt, but only at the upper levels – most of the members are genuinely trying to do good.

MESYE SO'S DOMAIN

The streets around the House, So's flagship casino, are patrolled by paid-off city guards and House Quinn gangsters looking for a reason to draw steel. They keep the peace, for the most part, and are always on the lookout for troublemakers to kill and dump in the canal.

TEMPLES OF PLENTY

These churches to Father Summer crossed with casinos are appearing all across the district, and they're proving popular with the aelfir crowd. They're mainly

being used to funnel profits towards the Harvest cult that Strides-Out-Harmonious is building, but generally they're a fairly nice place to drink a few cocktails and play cards. Each is different, based on the original building, but all of them have Paladin security, shrines and statues to Father Summer, elegantly-dressed serving staff/priests and a wide variety of gambling on offer.

THE CITY GUARD GARRISON AND JAIL

Cpt LaCostra's garrison is contained within a once-beautiful building lined with marble columns and fluttering flags, donated by Mesye So as a bribe to a previous commander. Now, the windows are broken and boarded up, and the courtyard has been converted into a training range where guards practice with firearms and fight in heavy armour.

THE ECLIPSE

The most prestigious hotel in all of the Silver Quarter. Hestra Wander-the-Lost has hired out the top few floors of it, and it is so absurdly over-defended that most player characters would be lucky to be thrown out of it, let alone be allowed to take a room there. (Still, with enough money and the right costume, anything is possible.)

LOUGHLIN'S GENTLEMEN'S CLUB

Well-regarded by Loq and his cronies, Loughlin's offers a no-questions-asked service known as Sanctuary – a sort of safe deposit box, but for people. Word on the street is that a couple of gnoll emissaries are staying here, and Loq likes to use it to hold people while he converts them to his cause.

THE END

We don't know how your campaign is going to finish. (We don't even know how it's going to *start*, past the newspaper clippings.) To that end, we've outlined a few ideas for potential end points to the campaign – you can try to work towards these, use them for inspiration and adjust them to fit your group, combine them, or throw them out entirely and do whatever you feel is best.

There are three basic states for an NPC to enter in the end game: dead, in which case their plans fail and they are replaced with an underling (or their influence is dispersed); turned, in which case they now work for the Ministry and things ostensibly continue as normal; or ignored, in which case their plans go off largely as planned.

As you play, it will rapidly become clear which NPCs your players are interested in – focus on an ending that involves them, and once their arc is resolved and the players gain control of their assets, wind up the campaign.

ENDING 1 – THE WRATH OF MESYE SO

After playing it fast and loose with regards to secrecy, the player characters find themselves on the receiving end of Mesye So's displeasure. They return to the Manticore one day to find it burning to the ground, and their operations are shut down entirely. All that remains is to make one last hundred-to-one-odds strike against So, the best-protected drow in the Silver Quarter, or get the hell out of there and spend the rest of their lives in Derelictus.

ENDING 2 – HESTRA'S ASCENSION

Hestra makes it onto the council, replacing her sibling, thanks to (or perhaps despite) the efforts of the player characters. She and Mesye So team up, and under her influence, the Silver Quarter descends from a fairly safe mafia-run nightspot into a dangerous, cruel knot of exploitation and degradation. A year or so on, it looks like Red Row crossed with Pilgrim's Walk, and her coffers are stuffed with protection racket gold. Can the players save the district? Do they want to?

ENDING 3 – LOQ'S CRUSADE

Loq-Walks-On-Light converts more and more people to the Crimson Vigil, building up a series of hidden militia cells. On the night of the next blood moon, he strikes, leading an assault on guard garrisons and blocking military routes into the city. The streets of the Silver Quarter are pitched into chaos as, in the melee, his strange magicks allow him to convert everyone around him into a zealot for his cause. Can the players strike him down before Spire burns?

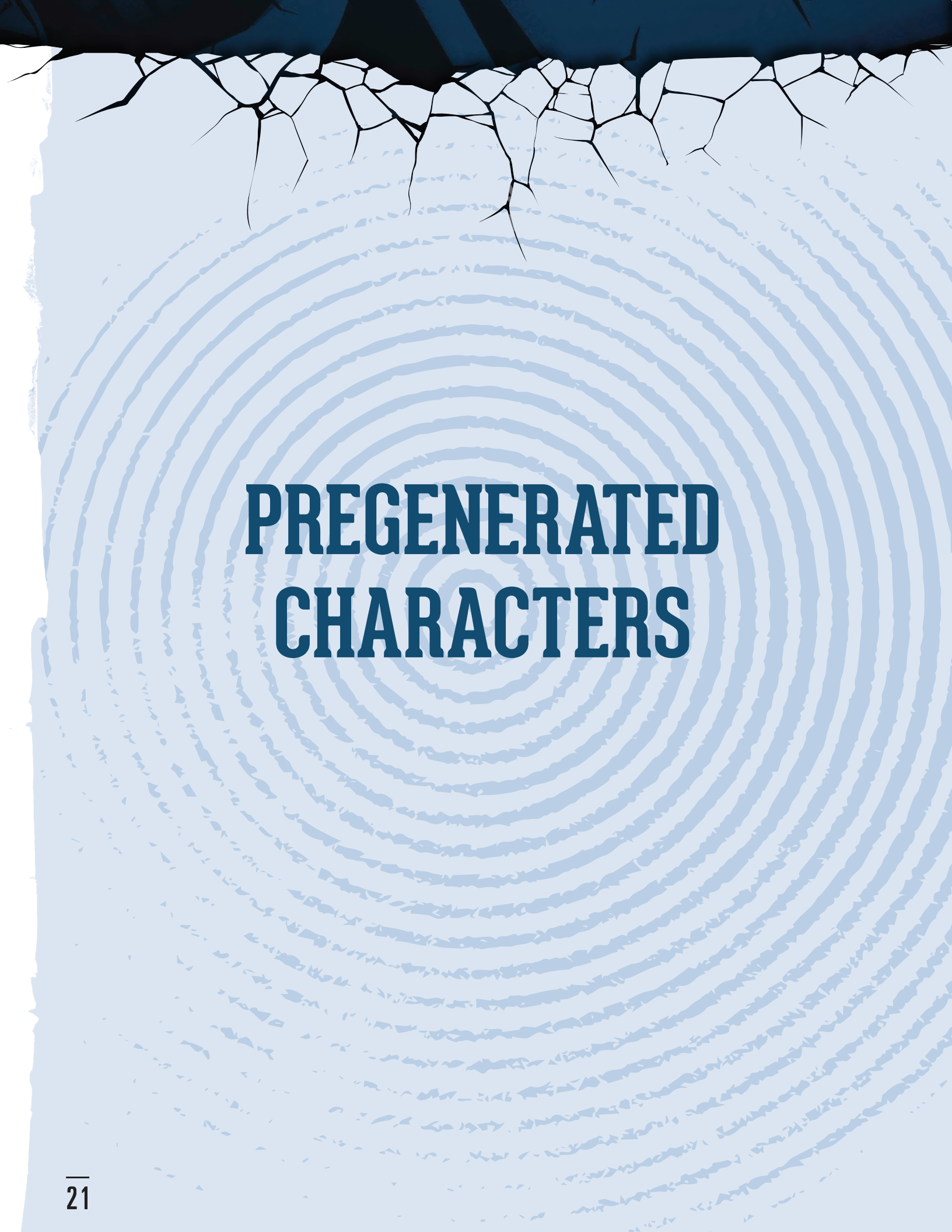
ENDING 4 – THE LAY-DEACON'S BASTION

Lay-Deacon Strides-Out-Harmonious buys up more and more businesses within the Silver Quarter, and manages to install a force of Paladins that outstrips that in the Solar Basilica itself. Turning on Mesye So, they conquer the Silver Quarter – driving

the dethroned crime lord down to Red Row in exile – and begin to spread outwards, destroying whatever heresy they find. This could represent the end of the Ministry if the player characters can't bring them down once and for all.

ENDING 5 - LA COSTRA'S LAST STAND

Tired of being pushed around by her aelfir paymasters, Captain LaCostra decides to arrest someone important. If the players have turned one of the aelfir NPCs to their side, or blackmailed them into working for the Ministry, she goes after them – otherwise, it's someone important who the players would rather not be arrested immediately. Gathering loyal forces from garrisons all over Spire, LaCostra marches through the Silver Quarter and arrests the character in question, then takes them to the jail in her garrison. Refusing to budge despite orders from up high, the military are being called in to deal with this “dangerous rebel,” and units of Jaeger mercs and Enlisted drow are surrounding the Silver Quarter. It's going to be a bloodbath, but how can the player characters take advantage of it?

The background of the page features a series of concentric, hand-drawn circles in a light blue color, centered around the text. The top edge of the page is decorated with a dark blue, jagged, cracked texture, resembling a torn piece of paper or a stone surface.

PREGENERATED CHARACTERS

THE BOUND – VICTOR L'ARRAS

You are a member of the Bound – a sect of vigilantes from the destitute neighbourhood of Perch who worship the small gods in their weapons and armour. Having been taken from your home at a young age, you were trained in the ways of high society as a duellist for a disaffected aelfir noble – and you have acquired a taste for the finer things in life.

RESISTANCES: Blood +1, Shadow +2

REFRESH: Bring a criminal to justice.

SKILLS: Fight, Sneak, Pursue, Steal

DOMAINS: High Society, Low Society, Crime

KNACKS: Duellist (Fight)

DURANCE: Duellist

BONDS

- You have an individual-level bond with a member of the downtrodden underclass: your brother Yanis, a labourer in the Works, who wasn't inducted into high society. He cares about keeping you grounded.
- You have a bond with one of the other PCs who you rescued from a dangerous situation. Describe the situation they found themselves in.

EQUIPMENT

- Light leather armour (armour 2), ceremonial red binding ropes and mask, sturdy leather gloves, climbing gear and ropes.
- God-axe (D6. Bound)

CORE ABILITIES

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

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

ADVANCES

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

PLAYER NAME

CHARACTER NAME Victor L'Arras

CLASS Bound

DURANCE Duellist

SKILLS

- | | |
|-------------|-------------------------------------|
| Compel | <input type="checkbox"/> |
| Deceive | <input type="checkbox"/> |
| Fight | <input checked="" type="checkbox"/> |
| Fix | <input type="checkbox"/> |
| Investigate | <input type="checkbox"/> |
| Pursue | <input checked="" type="checkbox"/> |
| Resist | <input type="checkbox"/> |
| Sneak | <input checked="" type="checkbox"/> |
| Steal | <input checked="" type="checkbox"/> |

DOMAINS

- | | |
|--------------|-------------------------------------|
| Academia | <input type="checkbox"/> |
| Crime | <input checked="" type="checkbox"/> |
| Commerce | <input type="checkbox"/> |
| High Society | <input checked="" type="checkbox"/> |
| Low Society | <input checked="" type="checkbox"/> |
| Occult | <input type="checkbox"/> |
| Order | <input type="checkbox"/> |
| Religion | <input type="checkbox"/> |
| Technology | <input type="checkbox"/> |

KNACKS

Formal duels
(Fight)

EQUIPMENT

Leathers (Armour 2)
Ceremonial binding
ropes and mask
Climbing gear
God-axe (D6,
Bound)

REFRESH

Bring a criminal
to justice

ABILITIES

SURPRISE INFILTRATION: Once per
session, insert yourself into an ongoing scene.

BOUND BLADE: You forced an unwilling
god to live in your axe, and as such you can
channel your Bound abilities through it.

THE SAINT OF WAYS: All doors are
unlocked and unbarred to you.

BONDS

Yannis, your
brother, a labourer
in the Works

FREE SLOTS

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RESISTANCES

Blood

Mind

Silver

Shadow

Reputation

Armour

CURRENT STRESS

TOTAL STRESS:

FALLOUT

THE BLOOD-WITCH - LABELLE SANGUINE

You are a blood-witch – a occultist wracked with a magical blood disease plucked straight from the Heart of Spire. It is slowly killing you, but until it does, your powers increase month on month. You are hiding in plain sight as a noted nightclub singer and performer; you are pretty famous, and your picture's been in the papers more than once. Given your ex-status as a beloved pet of Hark-the-Coming-Dawn, an aelfir arts patron, you are well-versed in polite society.

RESISTANCES: Blood +3, Silver +2, Shadow +1

REFRESH: Share a moment of intimacy with another person.

SKILLS: Deceive, Resist

DOMAINS: High Society, Occult, Low Society

DURANCE: Pet

BONDS

- You have captured a snake and fed your diseased blood to it, turning it to your will and enhancing its intelligence. You have named the snake Theodora, and in addition to whispering to you in your sleep, she has compound eyes that glitter in their sockets.
- You have tasted the blood of another player character, and learned a secret about their past (or future). What did you learn, and how often do you remind them of it?

EQUIPMENT

- Athame (d3, bloodbound)
- Several sets of elaborate, weird-looking clothing
- A collection of occult ephemera

CORE ABILITIES

NIGHT TERROR. *You have a history of fear in the city of Spire.* Once per session, when you meet an NPC for the first time, declare that they have tried to intervene in your affairs at some point in the past, and failed. They are now terrified of you, with all the risks that entails.

ECHOES. [Occult] *You can taste the intricacies of a person in their blood.* When you taste the blood of a creature, you will learn something interesting or surprising about their past or future. The blood must still be warm; the colder it is, the less accurate

and more disjointed the visions will be. Visions of the future are inaccurate at best and misleading at worst, but they will represent one potential future for the target. (You cannot derive any information from tasting the blood of a cold-blooded creature.)

TRUE FORM. [Occult] *Try as you might, you just can't keep the writhing terror inside yourself.* Since returning from the Heart, your true self pushes and boils beneath the surface of your skin. If you ever take moderate or severe fallout of any kind, you shift into the form that the Heart wishes you to be - a flickering zoetrope horror. Your fingers twitch and flex and your movements are stop-motion and disjointed; your shoulders pop and creak as they bend at the wrong points and the stench of old blood fills the air. You gain the Compel and Pursue skills, and anyone with an ounce of sense will most likely run from you. You may attempt to stop this change with a Resist+Occult roll. Your true form lasts until the end of the situation.

You can mark D3 stress to shift into your true form at any time.

ADVANCES

BLOODY MASK. [Occult] *You mix your tainted blood with that of another, and daub sigils of glamour with it onto your brow and lips.* Gain the Steal skill. Mark D3 stress to Blood to cast this spell. Draw on your face with a mixture of your blood and someone else's: until the blood dries completely, you will appear as though you are the other person to onlookers. The spell won't disguise your clothing, though.

EVIL EYE. [Occult] *You spin a hex on a target, guaranteeing that three misfortunes will assail them.* Mark D6 stress to cast this spell - you must be able to see the target. The next three times you or an ally roll against the target of this spell in any way (attacking, defending against their attacks, investigating, tailing, etc) the difficulty rating of the action is 0, and you roll with mastery.

PLAYER NAME

CHARACTER NAME Labelle Sanguine

CLASS Blood-witch

DURANCE Pet

SKILLS

Compel	<input type="checkbox"/>
Deceive	<input checked="" type="checkbox"/>
Fight	<input type="checkbox"/>
Fix	<input type="checkbox"/>
Investigate	<input type="checkbox"/>
Pursue	<input type="checkbox"/>
Resist	<input checked="" type="checkbox"/>
Sneak	<input type="checkbox"/>
Steal	<input checked="" type="checkbox"/>

DOMAINS

Academia	<input type="checkbox"/>
Crime	<input type="checkbox"/>
Commerce	<input type="checkbox"/>
High Society	<input checked="" type="checkbox"/>
Low Society	<input checked="" type="checkbox"/>
Occult	<input checked="" type="checkbox"/>
Order	<input type="checkbox"/>
Religion	<input type="checkbox"/>
Technology	<input type="checkbox"/>

KNACKS

EQUIPMENT

Weird, elaborate clothes
Occult ephemera
Athame (d3, bloodbound)

REFRESH

Share a moment of intimacy with another person

ABILITIES

NIGHT TERROR: Once per session, declare NPC is terrified of you thanks to your past actions.

ECHOES: When you taste the warm blood of a creature, you learn something about them.

TRUE FORM: If you suffer moderate or severe fallout, your true (horrendous) form is revealed. Gain Compel and Pursue. Resist+Occult to stop the change. Mark D3 stress to shift voluntarily.

BLOODY MASK: D3 stress. Steal someone's face by daubing their blood on yours.

EVIL EYE: D6 stress. Next 3 actions against the target are difficulty 0 and rolled with mastery.

BONDS

Theodora, a snake with compound eyes that talks to you when you sleep

FALLOUT

FREE SLOTS

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RESISTANCES

Blood
Mind
Silver
Shadow
Reputation
Armour

CURRENT STRESS

TOTAL STRESS:

THE KNIGHT - PASCAL DE VIRE

You are a Knight of the North Docks – once an ancient order of protectors, now roughly a hundred different warring gangs in platemail who hustle traders for protection money. You left the North Docks for reasons you're not entirely comfortable discussing, and have brought your daughter and your prodigious talent for brawling to the Silver Quarter to make a new life for yourselves. She doesn't know that you've joined the Ministry; will things stay that way?

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

REFRESH: Engage in reckless excess.

SKILLS: Fight, Compel

DOMAINS: Low Society, Crime

KNACKS: Acquire Illegal Weapons (Crime)

DURANCE: Spent your time in jail.

BONDS

- You have a individual-level bond with your daughter, Sera, who is serving as your knightly squire. She will polish your armour, throw a blanket over you when you pass out in the living room, etc.
- You have a bond with another one of the PCs – you used to go drinking together, and still do on occasion. Describe the wildest thing you two got up to on one of your legendary nights out.

EQUIPMENT

- Knight quarter-plate (Armour 3, Heavy)
- Sword (D6) and grackler pistol (D6, Brutal, Ranged, One-shot)

CORE ABILITIES

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

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

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

ADVANCES

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

PLAYER NAME

CHARACTER NAME Pascal de Vire

CLASS Knight

DURANCE Spent your time in jail

SKILLS

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

DOMAINS

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

KNACKS

Acquire illegal weapons (Crime)

EQUIPMENT

Quarter-plate (Armour 3, Heavy)
Sword (D6)
Grackler pistol (D6, Brutal, Ranged, One-shot)

REFRESH

Engage in reckless excess

ABILITIES

PUBCRAWLER: Once per session, automatically find a pub near you where you know the owner.

PICK A FIGHT: Once per situation, learn who's the best person to fight with to 1) win 2) make a good impression 3) cause a distraction.

LAW OF THE DOCKS: You are legally allowed to own your sword.

BRING IT ON: Any weapon you carry without the ranged tag gains the Spread D3 tag.

BONDS

Your squire, Sera, who is also your daughter, and who doesn't know you're in the Ministry

FALLOUT

FREE SLOTS

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RESISTANCES

Blood
Mind
Silver
Shadow
Reputation
Armour

CURRENT STRESS

TOTAL STRESS:

THE MASKED - YVERIE

You spent your durance as a masked servant in the noble houses of the aelfir, and after four solid years of abuse and humiliation, you snapped and strangled your mistress with her silk curtains then hung her body from her bedroom balcony. Fleeing Amaranth, you were picked up by the Ministry and inducted as a new member who not only could blend seamlessly into the halls of privilege, but who had the will to murder aelfir while you were in there. When you wear your mask, you are rather dour and serious; without it, you seem to be a perfectly normal, perhaps even gregarious, individual.

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

REFRESH: Show someone they should not have underestimated you.

SKILLS: Compel, Fight, Resist, Sneak

DOMAINS: High Society, Order

KNACKS: Lie in wait (Sneak)

DURANCE: Killer

BONDS

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

EQUIPMENT

- Your mask (gaudy, harlequin-like)
- Two sets of nice clothing (describe them)
- Servant mask (carries the sign of your old master)
- Hawk duelling pistol (D6, Piercing, Ranged, One-shot)

CORE ABILITIES

SMELL STATUS. *You know precisely who to talk to, or who to take out, to get things done. Once per session,*

ask the GM: "Who's really in charge, here?" You can find out easily, or you already know thanks to your connections.

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

ADVANCES

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

PLAYER NAME

CHARACTER NAME Yverie

CLASS Masked

DURANCE Killer

SKILLS

Compel



Deceive



Fight



Fix



Investigate



Pursue



Resist



Sneak



Steal



DOMAINS

Academia



Crime



Commerce



High Society



Low Society



Occult



Order



Religion



Technology



KNACKS

Lie in wait (Sneak)

EQUIPMENT

Your own mask, two sets of nice clothing
Servant mask
Hawk pistol (D6, Piercing, Ranged, One-shot)

REFRESH

Show someone they should not have underestimated you

ABILITIES

SMELL STATUS: Once per session, find out exactly who's in charge.

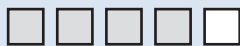
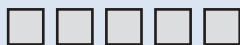
SERVANT TO THE HIGH ONES: Roll with mastery when interacting socially with aelfir.

MOUTHLESS MASK: When you wear the mouthless mask, all sound nearby to you is silenced.

BONDS

Three servants from your old master, one of whom knows what you did

FREE SLOTS



RESISTANCES

Blood

Mind

Silver

Shadow

Reputation

Armour

CURRENT STRESS

TOTAL STRESS:

FALLOUT

GREGORA FENZTER, THE AZURITE

You were a personal assistant to an aelfir lord in the Silver Quarter, and you were good at it; you were stealing vast sums of money from them, and they were none the wiser. One night, in the midst of an illicit glimmer binge, you found religion. You saw the invisible threads of desire that hold the city together, felt Azur's golden kiss upon you, and the world was never the same again. You bought your own freedom with stolen cash, disappeared into the Blue Docks, and emerged months later as an acolyte of the Golden God of trade. Now, you work for the Ministry, channeling money to where it needs to be for the good of the drow.

RESISTANCES: Silver +6, Reputation +2

REFRESH: Make a deal that benefits you more than the other party.

SKILLS: Compel, Deceive

DOMAINS: Commerce, High Society

KNACKS: Calmly threaten (Compel)

DURANCE: Personal Assistant

BONDS

- You have an individual-level bond with Jaq Fenzter, your sibling, who specialises in selling access to members-only clubs, casinos and societies. The two of you support your estranged alcoholic father in Derelictus through a series of anonymous donations.
- You have a bond with one of the other PCs who you helped out of debt. Say who, and why they got into debt in the first place.

EQUIPMENT

- Three sets of beautiful robes and girdles in different shades of blue
- Golden necklaces, nose-rings and bracelets bearing the symbol of Azur
- Jabberwock, ex-knight bodyguard (D6, Tiring). Jabberwock hates waiting and not being allowed to smoke.

CORE ABILITIES

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

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

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

ADVANCES

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

BUY FRIENDS. [Divine] *You sacrifice a handful of sten, throwing them from the side of Spire, and beg Azur to put in a good word on your account.* Mark D6 stress in Silver and beseech Azur to aid you in a short ritual. Choose an organisation – you are treated as having an individual-level bond in that organisation until the end of the session, as Azur tweaks the golden skeins of fate to make a connection between the organisation and yourself.

PLAYER NAME

CHARACTER NAME Gregora Fenzter

CLASS Azurite

DURANCE Personal Assistant

SKILLS

Compel



Deceive



Fight



Fix



Investigate



Pursue



Resist



Sneak



Steal



DOMAINS

Academia



Crime



Commerce



High Society



Low Society



Occult



Order



Religion



Technology



KNACKS

Calmly threaten
(Compel)

EQUIPMENT

Beautiful robes,
jewellery, shawls
etc in blue and gold
Bodyguard (D6,
Tiring)

REFRESH

Make a deal that
benefits you more
than the other
party

ABILITIES

CUT A DEAL: Once per session, set up a
meet with an NPC who can sell you pretty
much anything in Spire.

HEART'S DESIRE: Once per situation, ask
the GM what an NPC wants most of all.

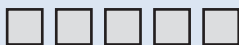
HIDDEN STASHES: Once per session, gain
a non-unique piece of equipment instantly as
you pick it up from a cache.

BUY FRIENDS: D6 stress to cast. Gain an
Individual-level bond in an organisation of your
choosing.

BONDS

Jaqu Fenzter, your
sibling, who sells
access to private
clubs

FREE SLOTS



RESISTANCES

Blood

Mind

Silver

Shadow

Reputation

Armour

CURRENT STRESS

TOTAL STRESS:

FALLOUT

LIZBETH MALRIQUE, THE LAJHAN

Your mother was a Scryatrix, and her mother before her, and your whole family expected you to be blinded and sworn in on your twenty-first birthday. That was three years ago; you ran away and tried your luck as a confidence trickster and priest-for-hire on the streets of the Silver Quarter, and you did pretty well at it until you wound up burned after trying to outwit the Ministry. Luckily for you, they hired you.

RESISTANCES: Mind +1, Reputation +2

REFRESH: Help the helpless.

SKILLS: Deceive, Fix, Resist

DOMAINS: Religion, Low Society, High Society

DURANCE: Hid in plain sight.

BONDS

- You have an individual-level bond with your cousin, Henrietta Malrique, who is a Scryatrix-in-training. She is the only member of your family who knows where you fled, and has interests sympathetic to the Ministry's.
- You have a bond with a PC who you've helped overcome sickness, injury or addiction in the past. Say who it was, and what the problem was.

EQUIPMENT

- Moonsilver staff (D3, Conduit)
- Garish priest robes, possibly stolen from a stage show
- Huge, gaudy religious jewelry

CORE ABILITIES

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

MOONLIGHT. [Divine] *Limy 's light shines forth from you.* Your forehead gem (or necklace, or

bracelet, etc) glows as brightly as the full moon, casting a calm light into the darkness that cannot be extinguished unless you decide to snuff it, or you fall unconscious. The more ritualists casting this spell simultaneously, the brighter the light becomes.

ADVANCES

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

MALRIQUE LAJHAN. *You are plagued with visions of your own demise, some of which prove to be correct.* The first time you take fallout in a session, you ignore all effects of the fallout – you suffer no setbacks, and your stress is not reduced.

MALRIQUE LAJHAN?

The MALRIQUE LAJHAN advance is from High Society, an upcoming sourcebook that deals with the posh parts of Spire and the nine noble houses of the drow. Each noble house comes with a low-level advance for a particular class – this one is for Lajhan.

PLAYER NAME

CHARACTER NAME Lizbeth Malrique

CLASS Lajhan

DURANCE Hid in plain sight

SKILLS

Compel



Deceive



Fight



Fix



Investigate



Pursue



Resist



Sneak



Steal



DOMAINS

Academia



Crime



Commerce



High Society



Low Society



Occult



Order



Religion



Technology



KNACKS

EQUIPMENT

Moonsilver staff
(D3, Conduit)
Garish robes and
jewellery

REFRESH

Help the helpless

ABILITIES

RITE OF RESPITE: Once per session,
refresh 3 stress from Blood or Mind for all
allies present.

MOONLIGHT: Summon light at will.

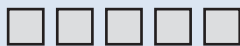
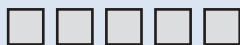
SCRYATRIX NASCEN: Spend ten minutes
attuning yourself to an area, then ask the GM
what seems out of place here.

MALRIQUE LAJHAN: The first time you
suffer fallout in a session, ignore it and do not
remove stress.

BONDS

Henrietta Malrique,
your cousin and a
Scryatrix-in-training,
who hasn't ratted
you out yet

FREE SLOTS



RESISTANCES

Blood

Mind

Silver

Shadow

Reputation

Armour

CURRENT STRESS

TOTAL STRESS:

FALLOUT

STRIDE-OUT STRIDES OUT!

LAY-DEACON LEAVES SOLAR BASILICA TO OPEN SILVER QUARTER MISSION

Strides-Out-Harmonious, prominent contributor to Father Summer's church of plenty, has upped sticks and moved to the glamorous Silver Quarter! In a statement issued to Ambrosia by the Lay-Deacon's representative, they say:

"I believe that I, and the other members of the temple of Summer, have spent too long hidden away from the people of Spire behind the walls of the Solar Basilica. This mission, founded in the heart of one of the most prosperous and vibrant districts of the city, will draw untold bounties to our most blessedly corpulent and vigorous deity."

Ambrosia has heard whispers that this is only the first in a string of opulent temples devoted to Father Summer set to spring up in the district over the coming years – and we can't wait to see them!

**This mission
will draw untold
bounties to our most
blessedly corpulent
and vigorous deity.**

NEWS



LAY-DEACON STRIDES-OUT-HARMONIOUS IS AT IT AGAIN – AND THIS TIME, THEY'RE BRINGING THE LAW WITH THEM!

QUEENS FOR OUR BOYS IN GOLD!

Lay-Deacon founds new Paladins outpost in Silver Quarter

Lay-Deacon Strides-Out-Harmonious is at it again – and this time, they're bringing the law with them! Last week, they appeared at the opening of a new Silver Quarter war-temple for exclusive use of the order of Paladins.

Although they're keeping mum on their official reasons for funding the new temple, Ambrosia reckons that it's something to do with Captain First-At-Dawn's-Breaking – an absolute hunk, and a real poster-boy for the Paladins. (I wouldn't mind a few rounds of "interrogation" with him, if you follow my drift. – Ed.)

The Captain begins his service as acting head of the Silver Quarter Paladins from next month onwards, and we can't wait to see more of him around the district!

TEMPLE BRAWL KILLS FIVE

City Guard report five dead and at least ten injured in a fracas witnessed in the Yearn St. Temple of Father Summer, Silver Q., yesterday evening.

Cpt LaCostra of the guard said: "We are hamstrung, and our coffers are bare; we can barely contain the chaos of this Heartsd*mned district.

"Our superiors know this and continue to allow the operation of unregulated gambling dens within temples, where we are not permitted to gain access on 'holy days."

Temple owner and prominent member of the Charitable Order of St Perdita, Lay-Deacon Strides-Out-Harmonious, declined to comment.

The Chronicle

NEW CAPTAIN OF THE WATCH APPOINTED IN SILVER QUARTER

Following the death of Cpt Drakesoath at the hands of unknown assailants in Loughlin's Gentleman's Club, L. Noelle LaCostra, also a drow, will take on the position and command all city guard within the Silver Q.

Cpt LaCostra issued the following statement to The Chronicle: "I relish the opportunity to provide protection and security to all law-abiding residents of Spire, and this promotion will allow me to do just that."

"For too long, parts of the Silver Quarter have been plagued by gangs of organised criminals, narcotics dealers, illegal gambling dens, malicious cults and corrupt individuals in positions of power."

"The civil war in Ys, from which many of us sought sanctuary in Spire, spills over into the streets, and I will no longer stand for it."

"I pledge to clean up this district, and woe betide anyone who attempts to impede me or my officers on this crusade."

The Chronicle wishes Cpt LaCostra the best in her endeavours. She will be replaced by Lt Dalziel Goadwater in the event of her demise.

HOUSE QUINN FACES MURDER TRIAL

Wexford Quinn, of House Quinn, stands trial for the murder of three members of House Yssen.

The young noble seemed unbothered by the accusations, arriving for his court appearance in the flamboyant garb which his house is renowned for.

Smoking a cigarillo, he remarked to the assorted members

of the press: "I didn't kill those dogs, and moreso if I did, it shouldn't be a crime to rid Spire of dangerous animals like the brigands that House Yssen is breeding and dumping onto our streets with every passing year.

"I look forward to seeing you all after my exoneration."

Mr Quinn was quickly led away by Magus Spring-Fa-

des-Eternal, an aelfir lawyer of uncommon skill thought to be in the sole employ of the Silver Quarter's Mesye So following the well-publicised fall from grace of the entire Spring-Fades-Eternal family four years ago.

The court is expected to reach a decision within the week.

Th
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MIDWIFE MURDERER WALKS FREE

OUTRAGE as right-thinking spirizens of central Ivory Row marched in their hundreds to the Silver Quarter courthouse. These heroes protested the release of known murderer and enemy of the righteous drow Antoine Lefevre, turncoat and known scoundrel, who was released from his cell without charge after viciously slaying Phoenix Arran a midwife, protector of drowry-to-come, and pillar of the burgeoning Ivory Row community. LIBERATE has, on good authority, that Arran was a member of the Ministry and a decorated soldier of Our Hidden Mistress.

Lefevre was released into the custody of Lord Loq Walks-on-Light, an aelfir, who purchased his durance from the City and recruited him to his entourage as advisor and confidante.

House Quinn representatives were seen to lead the march and protest, and LIBERATE supports their efforts. The protest was broken up by the efforts of the City Guard, led by Cpt Noelle LaCostra; the lives of two drow were taken, and 20 more were seriously injured in the fracas.

Illustrated Events & Occurrences

Mme Doves-Watch-The-Sunrise hosts an undying party for her daughter Nerys, who is to have the requisite surgeries performed within the year. Guests donated scrimshawed bones of favoured servants or ancestors to be incorporated into Mlle Doves-Watch-The-Sunrise during her operation.

Lady Hestra Wander-The-Lost, sister of noted warrior-poet and council member Wander-The-Lost, engages in a public tryst with a priestess of Sister Spring and a drow in armour, presumed to be of the order of the Querent Hound, in Terpsichore's Vaunt. When approached for comment, she seduced our representative.

Mr Jonjak Gryndel celebrates the opening of a new manufacturing plant in the upper Works with a traditional White Crow Hunt. Mr Gryndel himself takes a brace of ivory crows; Captain First-At-Dawn's-Breaking of the Order of Paladins surprises guests by bagging twelve assorted whitebirds, most remarkable of which is a crested albino jackdaw of uncommon size.

Lord Loq Walks-On-Light brings his entourage to wager some queens on a spin of the roulette wheel at the Devil's Bargain; the dashing military man wastes no time in making friends with the Stol-zian sect who run the casino.

Silver Quarter businessman Mesye So joins council member Lady Grendelmyn Stars-Softly-Shine for a light lunch in the prestigious Polaris restaurant; the two enjoyed a traditional platter of bearflesh, carp and samphire served on everfrost.

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MR SILVER QUARTER: LOOKING FOR LOVE?

Noted drow entrepreneur Mesye So joined it-girl Hestra Wander-The-Lost for a romantic evening after purchasing a dinner date with her, following an audacious bid at a charity auction held by the order of St Perdita. Although the official amount is not public knowledge, sources close to Mesye So have told The Torch that So bid well over a thousand queens for the privilege.

The two were spotted in the bar at the Eclipse, where Wander-The-Lost has made her home. Given Mesye So's predilection for hiring aelfir into his service, onlookers could be mistaken that this was a job interview, but nothing could be further from the truth.

The Torch interviewed a member of the staff at the Eclipse, who wishes to remain anonymous: "They were chatting to each other all night. Lady Hestra had the oysters, as she normally does, and Mesye So joined her; they got through about five or six plates by the end of it. It just seems like he wanted to get to know her; maybe he's lonely?"

The Torch has approached Mesye So's representatives for comment, but has received no response at this time.

HESTY GETS FRESH

IT-GIRL PHENOMENON Hestra Wander-The-Lost shocked the Silver Quarter lords and ladies last night as she wore her most scandalous mask yet: a scanty sliver of gold that barely covered her forehead.

Hestra is no stranger to controversy, and despite repeated warnings from her sibling on the council, she shows no sign of slowing down. Crowds lined the streets outside the door of the Eclipse to catch a glimpse of her stepping out on the town in her provocative mask. Drow and aelfir alike craned their necks to see what new creation she would unleash on the Silver

Quarter and they weren't disappointed. The mask, made by master craftsman and artiste Victorious-Ride-The-Three, uses magnetic force to affix to the party girl's brow. Sources close to Hestra say that she had lodestones surgically implanted in her forehead to give up straps and hooks forever. With much of her face left uncovered by the mask, bystanders could clearly

see her eyebrows, and much of her cheeks and lower nose.

Neither Miss Wander-The-Lost nor her representatives were available for comment on the mask, but the house of Wander-The-Lost issued a statement condemning her actions in a full-page ad in The Chronicle.

WALKS-ON-LIGHT DRINKS DOCKS DRY!

FED UP with the entertainment on offer in the Silver Quarter, fiery playboy Lord Loq Walks-On-Light made a trip down to the North Docks last night in search of new thrills.

Accompanied by an entourage of more than twenty people, with aelfir, drow and human amongst them, Lord Loq geared up for a pub-crawl through the infamous dockside district. Visiting the Bell's End, the Flogged Pony, the Doxy's Pocket and the Poet & Inkwell, then taking in a performance of The Weeping Maiden in controversial desang theatre the Respite, Loq certainly painted the town red.

"We never see folk of his kind come down these parts," said Herald Seiger, a member of the Drowned Sailor order. "But Lord Walks-On-Light was a real gent, and made sure that none of us were left wanting when it comes to tips. Got a hell of a right hook on him, too!"

Lord Loq was seen leaving the docks the next morning with "Handsome" Sally Grackler, distinguished desang and burlesque performer, who is rumoured to have joined his entourage as a person of interest.