

NEW CLASSES, KICKSTARTER BACKER REWARDS

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CRIME

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ORDER

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CONTENT WARNINGS

Sin delves into the uses and abuses of power in a colonised city, and so it deals with a wide range of potentially upsetting topics. Here's a list of the topics covered in this book; each scenario also has a specific list of warnings for the particular topics it covers.

- **Mental health**, including addiction, claustrophobia, isolation, PTSD, and unreality.
- **Police**, including brutality, interrogation, imprisonment, and abuse of power.
- **Religious Extremism**, oppression, sectarian violence, cults and indoctrination, and suicide worship.
- **Violence**, including arson, burning, cannibalism, blood and gore, body horror, drowning, ethnic cleansing, firearms, scars and burns, self-harm and mutilation, terrorist bombing with civilian and religious targets, torture, warfare, and war crimes.
- **Sickness and medical horror**, including blood and gore, body horror, body modification, human experimentation, open sores, poisoning, physical disability, and surgery.
- **State violence**, including child soldiers, colonialism, cultural loss, genocide (historical, ongoing and planned), and slavery.
- **Vice**, including addiction, alcoholism, drug use, fraud, gambling, and slavery.

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INTRODUCTION

We've come a long way since *Spire*.

We were reading over the intro to *Strata*, our first sourcebook for *Spire*, where we talked excitedly about how the Kickstarter was funded in four hours. (We have Mary on hand to make sure that we always have a sensible funding goal, so that's definitely not an oversight on our part.)

The Kickstarter for *Sin* – this book, the one you're holding in your hands right now or looking at on a screen – took *just* under an hour to fund. And we asked for more money! The only logical conclusion to this series of events is that the next Kickstarter will be funded immediately upon launch, and the one after that *before we launch it* (though we're not sure reality can handle that).

This is all to say: we have an incredible community and readership. *Spire* is a setting that we dearly love, and it's been wonderful to see so many people get behind it so enthusiastically – not only with your own games and interpretations of the setting, but also through buying the books. You help us keep the lights on and put food on our collective table.

We handed over more control than ever to our writers this time around, and we're profoundly, deeply happy with what they've done. JP has fleshed out the strange-but-familiar districts of Red Row and the North Docks, while Basheer played with a wide variety of real-world details to strengthen the Order section. Plus, a superteam of writers with different backgrounds and experience have knocked the Religion section – arguably the most important, fundamental domain in *Spire* – out of the park.

And! There are two new classes, both of which are pleasantly weird, but we reckon they will slip neatly into any campaign you care to run. We also have three big adventures by some more cracking writers.

It's good, and we're very proud of it. And we couldn't have done it without you all. So: thank you for buying this book, and reading it, and hopefully making your own journeys into the strange, cruel, and beautiful world of *Spire*.

Yours,
Grant and Chris

A NOTE ON SIN

This book is an expansion designed to be used with the core book for *Spire: The City Must Fall*. While there's plenty of setting, style and interesting information for use in other games, the rules are all written assuming you're already familiar with the Resistance system as we use it in *Spire* – or at least that you have a copy you can use to look up the basics.

When we were naming this sourcebook – one that features Crime, Order and Religion – we struggled, because we have written ourselves into a corner where every hardback book we publish must have a single name, preferably beginning with “S.” After much discussion, we replaced the working title of *God, Guns and Government* with *Sin*.

“Sin” is a loaded word. It carries with it a lot of negative connotations, such as the concept of one group of people saying another group of people are spiritually wrong for merely existing – not to mention the idea that all people are metaphorically dirty and must be purified through obeisance and ritual. Both of those are rubbish.

Spire is a fictional world but it draws heavily on our own – how could it not? – and, as such, there are parallels to be drawn and comparisons to be made. We have purposely kept the nature of sin within the city of *Spire* and the multifaceted faiths within as vague as we can, because a) with a canon this loose, we don't want players citing scripture at the table to defend their actions and b) that's how things tend to work in the real world with regard to interpretation of “right” and “wrong” when it comes to religion.

How deeply you wish to pursue the nature of sin in your game is up to you and your players – as with any difficult subject matter, there are safety tools detailed in the corebook (and many more online) that can help you navigate, or completely refuse to navigate, these difficult waters.



NEW CLASSES

The Morticians' Guild represents one of the strongest and most secure elements of drow influence within Spire. What was once a scattered group of corpse enthusiasts, death-god worshippers, and occult weirdos has become a crucial part of city politics and law since the high elves took the city.

While this is due in no small part to the popularity of their Undying surgery – a series of sacred medical procedures that freeze the subject at their current age – amongst the rich and famous, their legal rights to direct every funeral in Spire and their ownership of every corpse in the city give them tremendous sway.

The fact that they are the only profession permitted to end the lives of other citizens – via jurisdictional loopholes and the sword-points of their **Executioners** – is the reason why the Ministry has shown so much interest in them. Many of their members have been bribed, turned, or blackmailed into compliance with the Hidden Mistress' aims.

At the other end of the spectrum are the countless vagabond priests, false prophets, and divinely-inspired lunatics who proclaim a direct connection to the almighty. Pilgrim's Walk is littered with them. Even in the more secular districts, doomsayers and street preachers ply their trades on street corners and offer salvation at bargain rates, acting as earthing rods for the raw surplus of faith that swells within the city.

Some of these **Gutter Clerics** – a pejorative term coined by those belonging to more established religions – nonetheless wield considerable power, operating far from the rites and restrictions of commonplace religions and siphoning power from unknowing cosmic entities.

They play a dangerous game. Quite aside from drawing the wrath of forbidden, forgotten, or slumbering gods (gutter clerics have a higher rate of death from lightning strikes, even indoors, than any other profession in Spire), they are dabbling in forces that their aelfir masters would rather they didn't. Scouring their minds with arcane devices is the kind thing to do, but the aelfir are famously short on kindness; more often, they resort to quietly murdering those who would attempt to awaken their Old Gods.

PRAEVENIRE RECORDATUS

ASSASSINATION VICTIMS

As part of our crowdfunding campaign, backers were able to pledge extra cash in return for being immortalised as non-player characters in this book. However, because we wanted to keep things interesting, we said that all the NPCs had to be extremely murderable in terms of a) the potential rewards offered for an assassination; b) how rotten, disreputable, and malicious they are; or c) both. You'll find these targets scattered through the book in sidebars like this one. Please enjoy them in your games and attempt to kill them at your earliest convenience.



GUTTER CLERIC

*'Azur! Charnel! Limyé! Incarne! Merhor! Great Damnou! Uh... Brother Harvest? Plür?
Is ANYONE listening up there?'*

You are on the cutting edge of Applied Theology. Wielding miracles granted by a dozen gods, you are somewhere between a field researcher and a metaphysical con artist. You trick forbidden, dead, or merely unpopular deities into blessing you with their aid – then hide from their sight before they realise what has happened.

CORE TRAITS

RESISTANCES: Mind +2, Shadow +2

SKILLS: Investigate, Compel

DOMAINS: Religion, Academia

REFRESH: Sacrifice something of worth to a god you have a connection with.

PC BOND: You've noticed a spark of divinity in one of the other player characters. Who is it, and have you told them about it?

NPC BOND: A friendly contact in the college of Applied Eschatology, the University of Divine Magic, or another even more esoteric institution. They may grant access to forbidden tomes, hidden knowledge, and the occasional musty safehouse.

EQUIPMENT:

Pick one set:

Home-made 'Pilgrim's Prayer' gun (D3, Point-blank, Ranged, One-shot, Dangerous)
'Cut-throat's Retort' razor (D3, Concealable, Scarring)

Or:

Reinforced illuminated multi-denominational holy text (D3, Defensive, Surprising)
Pocketfuls of holy symbols

CORE ABILITIES

PETTY COMMUNION. [Divine] *Small gods are desperate for any attention they can get. Once per session, summon the small god of an object and talk with them. The less venerated the object, the less coherent the god.*

Lesser or commonplace objects can only fathom base emotions, and have little concept of what it means to be a person. Highly venerated objects, on the other hand, can be haughty and dismissive.

BOOTLEG MIRACLE. [Divine] *You'll take a miracle from any god that's listening. Once per situation, mark D3 stress to Mind or Shadow. Your next roll is made with Mastery.*

DIVINE RETRIBUTION

GM: if you have a Gutter Cleric in your play group, it can be fun to use fallout to represent the vengeance of gods that were conned into performing miracles. You could use lightning strikes, terrible misfortune, temporary blindness, some sort of identifying mark or brand, and so on. Or, you can keep the relationship between gods and the real world distant and indistinct, and ignore the previous sentences completely. It's your game!