

STRATA

By Grant Howitt and Christopher Taylor, 2019

First printing.

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We asked the authors to include content warnings for each of the scenarios in this book.

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INTRODUCTION

Spire is an impossible city: decrepit, mile-high, wicked and wretched, glorious and profane. Within its crumbling walls, cruel high elf overlords rule the subjugated dark elf race, denying them every freedom. In shadowed back rooms, secret basements and hidden temples to forbidden gods, the dark elves gather and plot to overthrow their colonisers.

That's one story of Spire.

The other story is how we decided to write a roleplaying game that took itself seriously in terms of rules and content; how we put time and effort into it; and how you - our audience - supported us through Kickstarter to make it happen.

We've worked with artists, writers and our incredible community to build something that is greater than the sum of its parts, and far greater than us. Spire is a world in which people tell stories of revolution, horror and love. It's so exciting to be a fundamental part of it.

We weren't sure if we had enough interest in the game to warrant releasing a sourcebook, though. We figured we'd put it up on Kickstarter, and if it didn't fund within two weeks, we'd take it down and try something else. As you might be aware, the product didn't fund within two weeks.

It funded within four hours.

So: this is Strata, our next step into the world of Spire. It shines a light on the richest and poorest districts of the city: the frost-rimed and carpeted streets of Amaranth, the whispering corridors of

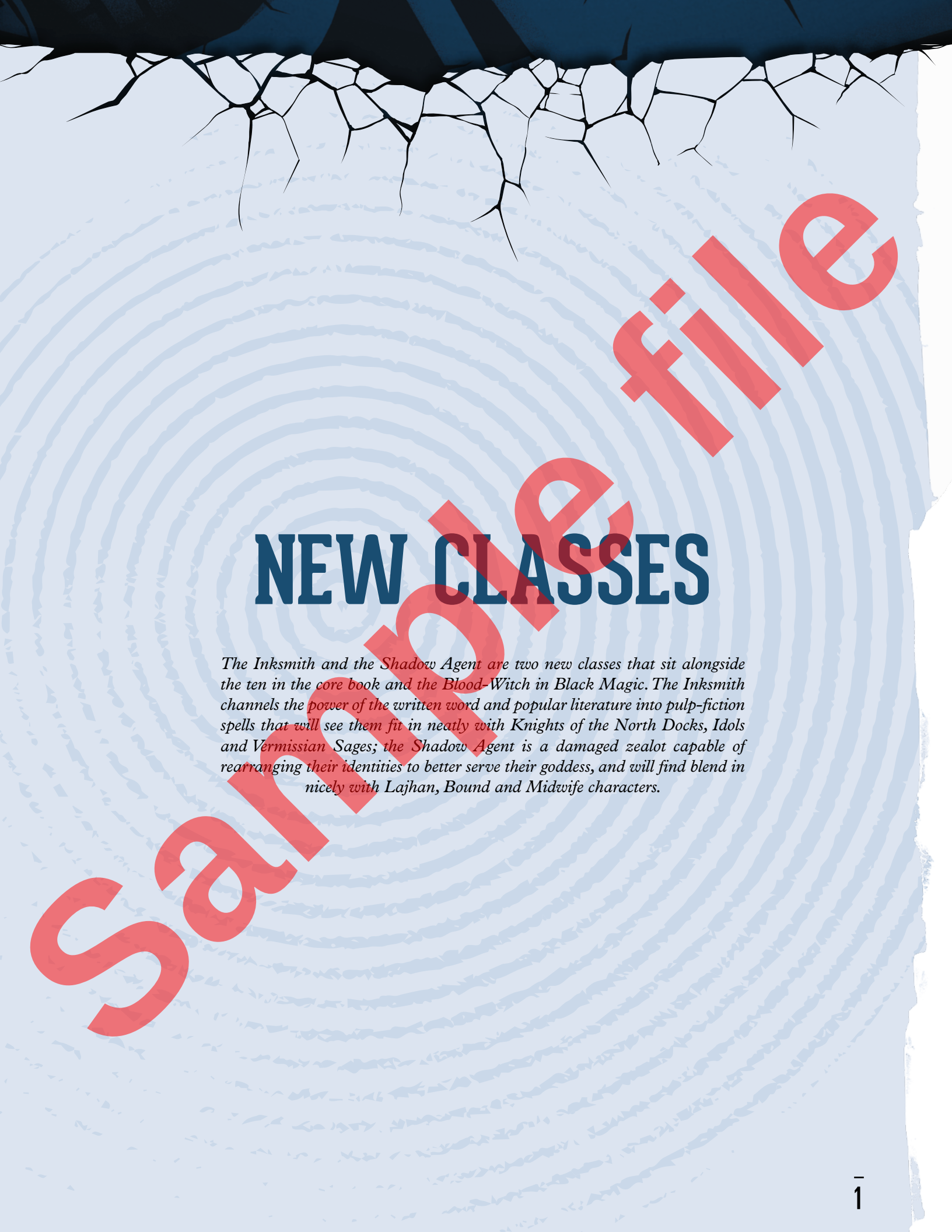
lost Derelictus, the choking biomass of the Garden district, the sweltering industry of the Works, the creaking balcony-city of Perch, the drow civil wars writ small in the Silver Quarter, and the warren of nailed-together mansions of Ivory Row.

We have two new character classes, the Inksmith and the Shadow Agent, to supplement those in the core book and Black Magic. We also have more extra advances than you could need on any given day - the thorn-skinned Druid of the Living Spire, the whip-smart Gazetteer, members of children's mystery cults, and more besides.

We have ten (ten!) scenarios set in Spire and written by a wide variety of authors - some untested, some industry veterans. They're all brilliant, and they're all written with an eye to let dynamic, emergent play arise from the actions of the characters rather than sticking to a set script.

In short: this is Spire, but more. Thank you so much for helping us make it into a reality.

Yours,
Grant Howitt and Chris Taylor



NEW CLASSES

The Inksmith and the Shadow Agent are two new classes that sit alongside the ten in the core book and the Blood-Witch in Black Magic. The Inksmith channels the power of the written word and popular literature into pulp-fiction spells that will see them fit in neatly with Knights of the North Docks, Idols and Vermissian Sages; the Shadow Agent is a damaged zealot capable of rearranging their identities to better serve their goddess, and will find blend in nicely with Lajhan, Bound and Midwife characters.

