

Adventurer's  
Agency

# World Primer



Introduction to the World of The Adventurer's Agency





# World Primer Credits

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# Welcome to the Adventurer's Agency

It's five minutes before game night. You've prepared some NPCs, updated your notes, put color-coded tabs on relevant sections of the adventure book, and are ready to go. Suddenly a player can't make it. Do you plunge ahead and risk making him feel like his character isn't important? Or do you cancel the whole evening and ruin everyone's fun?

## The Adventurer's Agency

The **Adventurer's Agency** presents a new style of play called the Linked One-Shot Campaign where player absences aren't a source of stress – they're built into the story. Players don't have to stay locked onto a single character. And you can run an epic campaign with memorable villains that is paced into a monster-of-the-week format.

**The Agency:** The Adventurer's Agency is an adventuring guild that handles contracts for a variety of patrons. The guild has a rich history, and adventurers set out to complete quests in different groups each week. Characters can rotate in and out as desired between sessions. Each player character represents an employee of the Agency, an adventurer with some initial experience who has moved to or was already living in the big city for reasons written into their backstory. They joined the Agency for a variety of reasons – fame, riches, power. Adventurers gain ranks and additional privileges and benefits as they complete quests for the guild.



The Coat of Arms of the Adventurer's Agency

## The Prataen Empire

**Bluemont and the Prataen Empire:** The Adventurer's Agency is set in the city of Bluemont, a massive multicultural and cosmopolitan city with a seedy underbelly. It is the largest city in the world, the center of culture and innovation, and is the central hub of trade for one of the largest empires that has ever existed. It is the home of the Emperor, who rules the entire empire. The current monarch is a 6-year-old boy named Boswin al Drogot. Other than his ceremonial duties, he takes a passive role in the ruling of the Empire. His advisors protect him from the harsh truths of the position and raise him in as close to a normal manner as possible, meaning he is often unseen for months at a time.



Emperor Boswin al Drogot the Young

**Passage Network/Passage Stones:** The eminence of Bluemont and the power of the Prataen Empire is enhanced by a revolutionary magical transportation system, the Passage Stone Network. Passage Stones allow for safe instant transportations via magical portals from one Stone to another. The Passage Stones are in all major towns throughout the Empire, are free for all citizens to use, and are manned around the clock by Imperial Passage Technicians to help citizens get wherever they need to go. The dark open secret about the Passage Network is that the Emperor's very blood is what allows the Network to function, preventing him from being overthrown and endearing him even further to his people.

**Ley Lines:** Ley Lines are like magical weather, flowing and ebbing throughout the world. They are localized concentrations of magic of certain types that enhance spell casting and magical effects that

occur within them. Spells that deal magical damage of the same type as the Ley Line have their damage doubled, and the range and area of effect of the spells are doubled. Conversely, spells of an opposing type are suppressed, dealing half as much damage. Over times, Ley Lines affect the environment and even some creatures and monsters are mutated by the power of Ley Lines.

## Threats to the Empire

**The Wandering Mountains:** A unique land-structure threatens the city of Bluemont: a tribe of living mountains called the Wandering Mountains are moving slowly and inexorably towards the city. The Wandering Mountains are colossal mountain rock turtles, swimming their way through solid ground slowly and peacefully as they migrate across the world, just as they have done for millions of years. Their shells, harder than bedrock, rise out of the ground like steep mountains, and though they move about an imperial foot per hour, they are a natural force of unstoppable power, crushing anything in their path and leaving refreshed earth and new growth in their wake.

More pressing is the problem of the Heralds of the Wanderers, a nation of mountain elves who live on the Wandering Mountains and are dedicated to their protection. The Heralds are truly peerless warriors, unmatched in both their physical capabilities and their skill in battle and warfare. The Heralds are willing to give their lives to the Wandering Mountains that they live and train on and have made their position clear to the endangered city of Bluemont: nothing shall impede the wandering of their precious mountains, and any who attempt it will be stopped without mercy.

As tension between the city's defenders and the Heralds increases, reports of violence are growing more common and more deadly. The rulers of the city are in a very difficult position: they must attempt to prevent a disastrous and deadly war from breaking out on their doorstep, while also preserving and protecting their precious city, with no obvious solution available to them.

**The Titans and The Titan Rebirth Cults:** At the beginning, the first beings created were the Over-Gods, called Titans. As additional gods came into existence, the Titans settled disputes between them and kept their powers in balance; they also prevented the gods from ignoring mortal prayers and from causing catastrophes. This time was referred to as the Golden Age of Divinity.

Over time, however, the Titans began to fight. Titans organized the gods into pantheons to fight for them, and both the pantheons and powers of fallen Titans were consumed by the victorious ones. When a mere five Titans remained, the gods finally rebelled against their overlords in a cataclysmic conflict called the War of Divinity. The gods were eventually victorious, and the Titans were defeated; however, the gods lacked the power to destroy the tremendous Titans, instead sealing them away forever.

Mortal races believe that the Titans are mere myth, or if they ever did exist, that they were destroyed. But there are cults who believe that the Titans merely slumber, and they long to awaken them. While the cults are disorganized and fragmented in their views and research, they all share a mysterious prophecy: that a champion will arise to unite them and awaken all the Titans, to bring the gods to heel and bring about a new Golden Age of Divinity.



The Titan Brontes

**The Rexenants:** A new and growing threat faces not just the Prataen Empire but potentially all life. The Rexenants are a species of mutated hive insects, originally created by a powerful magic user. They quickly evolved beyond the control of their creator and have since run amok. Under the control of the Overqueen, they consume the biomass of all carbon-based lifeforms to grow their colonies and expand to create more. Their only goal is to reproduce, spread, and survive; they do not understand or care about anything else.

They are a relentless and fearless force who fight on instinct. They can evolve rapidly to overcome different threats, deploying new soldiers with new mutations rapidly, making them always increasingly difficult to fight. But fighting them is potentially a fruitful endeavor: they tend to dump precious metals, coins, weapons, and other non-consumable items of value into storage spots within the hive structure. As they cannot break these items down into nourishment for the colony to use to create new Rexenants, they simply stash the items, making any raid on a hive an extremely dangerous but potentially lucrative experience.



Rexenant Warrior

## New Player Options

**Races:** Earn renown and fame in the Agency as one of two new races original to Adventurer's Agency: The *Centauren* or the Ley Line Affected *Mutants*.

**Backgrounds:** Adventurers all start out somehow. In Bluemont, yours might begin as a *Common Laborer*, *Indentured Servant*, or *Passage Stone Technician*.

**Subclasses:** Many aspects of Prataea have been altered by Ley Lines – even the abilities of heroes! Try out new subclasses, such as the *Ley Blade Fighter*, the *Ley Gift Sorcerer*, or the *Way of the Streets Monk*.

**Spells:** Fourteen new spells and cantrips will expand your magical arsenal, including *Nightmarish Aura*, *Healing Presence*, and *Ley Channel*.

**Magic Items:** To the victors go the spoils, and the Adventurer's Agency features many new spoils. Among the nineteen new magic items are the *Belt of the Grand Master*, *Sword of the God Killer*, and the legendary artifact the *Deck of Fate*.

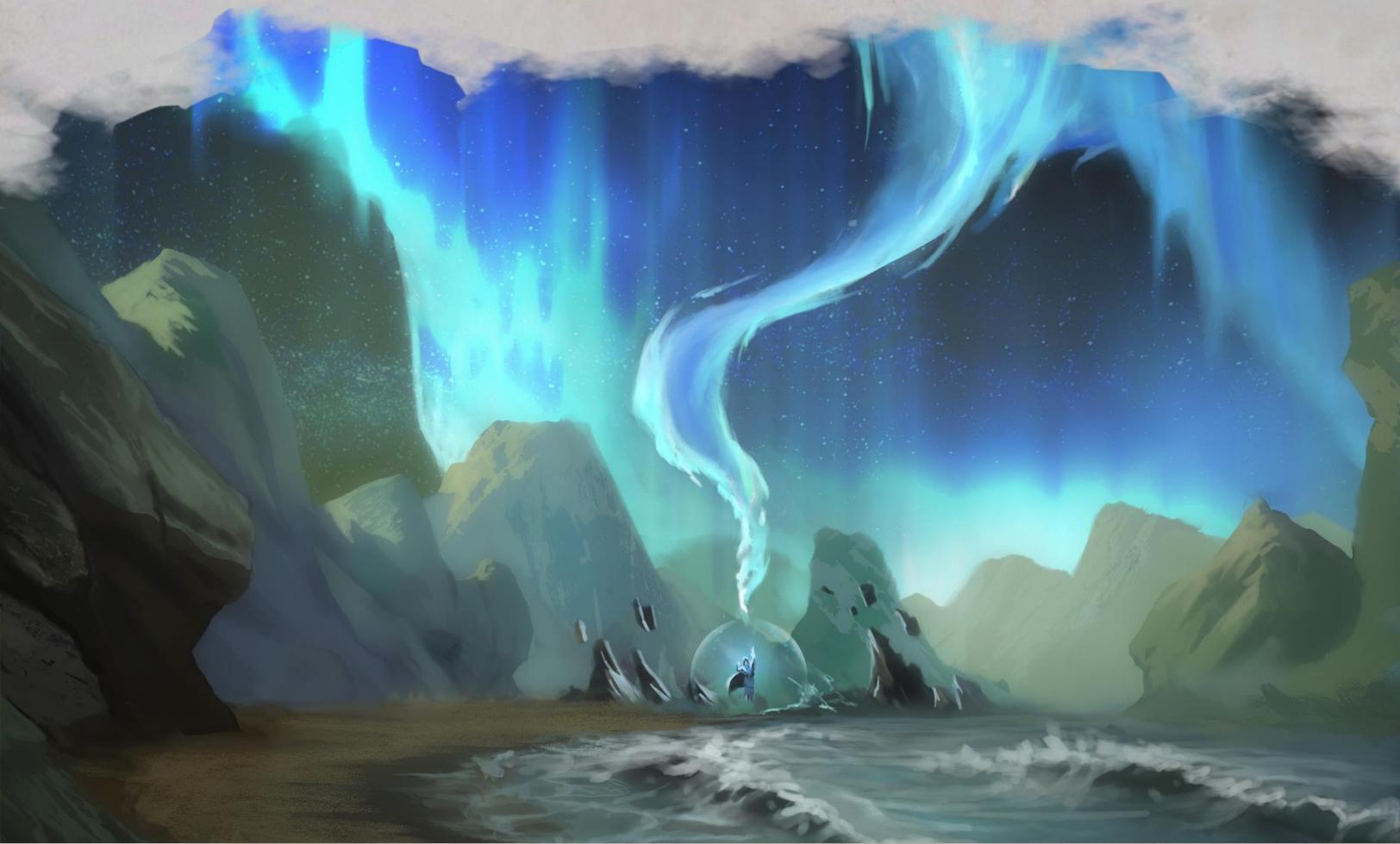
## Additional Features

**Guild Rules:** The campaign setting also features rules and guidance on rank advancement within the Agency, guild perks and benefits, and even guidance and tables for starting your own adventuring guild from scratch.

**Adventurer Generator:** Whether the GM needs help coming up with an adventure idea or the player wants a description of the quest their character was on last week when they missed the session, we've got you covered with a series of random tables to come up with world-specific quests.

**Ley Line Mechanics:** Ley Lines sweep across the empire like passing storms. Tables and mechanics provide ways to incorporate this unpredictable meteorological magic into your game.

**Monsters:** With more than fifteen new monsters like the *Rexenant Overqueen*, the *Centauren Scout*, and the *Brontes Titan Rebirth Cultist*, you'll keep the party on their toes. And if that's not enough, the Ley Affected Monster Generator helps you add new mutations and abilities to familiar monsters.



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