

FABLES

AGENTS OF THE EMPIRE



AGENTS OF THE EMPIRE



SAMPLE CHAPTER

RAZORFIN: EXTRACTION

 **5E**
GHOSTFIRE GAMING COMPATABLE

3
SEASON



AGENTS OF THE EMPIRE

This is a brief summary of the six episodes of this Fable.

Episode 1: Razorfin

The heroes thwart a rebel group's ill-conceived plans to steal an aetherium-powered submarine.

Episode 2: Killing Aetherium

Magitech malfunctions in Talavi draw the heroes into an investigation where they discover a mysterious figure looking to disrupt the Empire.

Episode 3: The Smoking Coils

The heroes prevent several plots against the Empire and learn they were all coordinated by Brimstone, a shadowy, world-spanning organization.

Episode 4: Trace of Deception

Brimstone now recognizes the heroes as a threat and use moles within the Agency to frame the characters and turn the Empire against them.

Episode 5: My Enemy's Enemy

Following the trail of a dirty bomb, the heroes uncover a secret imperial project, and they must fight to stop a potentially world-altering disaster.

Episode 6: Planebreaker

With a potential doomsday approaching, the heroes must infiltrate the Agency itself to uncover the fiendish plans that could destroy the Empire. But information isn't enough – they'll need to find allies, stay ahead of a trained killer, and race against the clock to stop a world-wide catastrophe.





AGENTS OF THE EMPIRE 1/6

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FABLES

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Special thanks to the creative wizards at Wizards of the Coast for being the caring stewards of this game we love.

Special thanks to our playtesters and every one of the passionate roleplayers of the Ghostfire Gaming community. Your feedback and your love of storytelling and monster-slaying is what drives us to create games.





EDITOR'S MESSAGE

Welcome to Razorfins: Extraction! Inside, you'll find the first chapter of Episode 1 from our new Fables Season 3 campaign – *Agents of the Empire*.

Every 6 months we release a brand-new Fable Season. As with our previous seasons, the *Agents of the Empire* storyline progresses through six monthly issues to form a complete adventure campaign – well over 400 pages of new story, characters, monsters, and NPCs! Each episode contains 2-4 chapters built to provide an entire month's worth of exciting content! Additionally, each month's distribution delivers a host of digital assets including maps, tokens, and handouts to enliven game play at your real or virtual tables.

For our Season 3 campaign, we've decided to expand the setting introduced with Season 2 - *Pirates of the Aetherial Expanse*. However, instead of fighting against the Karelagne Empire, the characters are now secret agents protecting the Empire's home world from shadowy threats that can't be address by military might alone.

Within the Empire, magitech (short for magic infused technology) has ushered in a wondrous new age where nearly anything is possible. Of course, these advancements often fall into the wrong hands, and the characters are often the only ones standing between innocent civilians and a villain's dastardly plans. This new Fables season was inspired by super-spy action films with over-the-top villains, outlandish world-threatening plots, and thrilling high-stakes drama.

For this campaign, characters advance one level each episode, starting at 3rd level and advancing to 9th by the end of the final installment. For groups who prefer starting their games at 1st level, we've included optional encounters to advance characters to 3rd level before starting the main campaign.

Additionally with this season, every monthly issue comes with the *Agents of the Empire Setting Guide*, an 80+ page source book that includes the following:

- The geography, history, and lore of Tholus, the home world of the Karelagne Empire
- A new pantheon of nine gods worshiped on the Empire's home world
- Character creation rules, including new agent advancement options to infuse characters with super-spy-themed abilities
- Game mechanics to help bring exciting vehicle chase encounters to your games
- A selection of new monsters, vehicles, and magic items to enliven the world of Tholus

We hope you enjoy this abbreviated adventure and consider looking at our full Fables subscription, wherein you can get the complete episode, the full *Agents of the Empire Setting Guide*, along with subsequent monthly releases of our Fables publication.

Joe Raso
Fables Editor





WELCOME TO FABLES!

*You hold in your hands the first chapter of **Agents of the Empire**, a story of intrigue and excitement evoking thrilling super-spy adventures but set in a fantasy setting. Each episode of this Fable contains about four game sessions' worth of thrilling fifth edition adventure, enough to entertain a weekly group of roleplaying game (RPG) players until the next episode arrives a month later.*

YOU ARE A GAME MASTER

As Game Master (GM) of a Fable, you have the power of a storyteller, spinning tales of heroism and adventure to a rapt audience. Imagine yourself dressed in the clothes of a traveling bard, your face cast in glowing firelight as you weave a tapestry of words. Your words draw those who sit around the fire with you into another world — but they aren't just the audience of these tales, but actors and storytellers themselves.

The GM's role is to establish the setting of each scene in this Fable, introduce and portray its nonplayer characters (NPCs), and play monsters and villains who long to bring a swift end to the heroes' adventures. The players

at your table are storytellers in their own right. Though they embody a single character each while you embody many, the players have the power to make decisions that will change the world forever. The best GMs are willing to improvise, even ignoring the text of a Fable when necessary, to ensure the characters' actions have consequences — for both good and ill.

If you don't plan to run this Fable, stop reading now. What follows is for the Game Master's eyes only.

RUNNING THIS FABLE

Fables is an episodic adventure series using the fifth edition of the world's oldest roleplaying game. To play, you need the free fifth edition System Reference Document, or the books that make up the fifth edition core rules.

This Fable takes place in Tholus, the home world of the Karelagne Empire. Less than a century ago, the city-state of Karel established a stable portal to the Astral Plane, from which they brought back aetherium, a rare and extremely valuable magical crystal.



Access to aetherium rocketed Karel's magical technology ahead centuries. Their magitech advancements allowed Karel to conquer its rivals, ending centuries of bloody conflict, and creating the Karelagne Empire that now effectively governs most of its homeworld.

This new setting is described in the *Agents of the Empire Setting Guide*, included with each episode of this Fable. Before beginning this Fable, familiarize yourself with the locations, NPCs, and lore of the setting, as well as some new super-spy themed rules found in the setting guide.

Additionally, the following information will help you run this Fable as GM.

Episodes and Chapters

A Fable is a complete story, released in six monthly episodes. Each episode is an arc of this overall story. An episode is designed for a specific range of levels. As the GM, you're empowered to run an episode for characters of a higher or lower level than recommended, but be prepared for a more challenging or easier session unless you alter the challenges and monsters the characters face.

Each episode presents a self-contained adventure, typically organized in three or four chapters. Some episodes provide a linear series of encounters that drive the plot forward, while others present more of a sandbox approach allowing the players to weave their way through the story.

Monsters, Magic, and More

When you see text in **bold**, that's the Fable's way of telling you a scene or location contains a monster or NPC that's ready to fight. New monsters and NPCs in Fables are usually found in appendix A of the episode in which they appear. If a monster's name appears in bold but isn't followed by "(see appendix A)" or a similar pointer, then that monster's game statistics are found in the fifth edition core rules.

When you see text in *italics*, that's the Fable's way of telling you that you're looking at the name of a spell (like *hideous laughter*) or a magic item (like *winged boots*). Most spells and magic items are found in the fifth edition core rules. New spells and magic items are described in an episode's appendixes as well, indicated by a "(see appendix B)" pointer.

When you see boxed text like this, the characters have likely entered a new area or triggered an event such as an NPC entering the scene. This text is meant for the GM to read or paraphrase aloud to the players to set the scene.

Running a Fantasy Super Spy Campaign

Agents of the Empire is a story about daring super-spies working to protect the Empire from shadowy organizations threatening to destroy it. The villains use nefarious plans to achieve their ends, and the heroes are often the only ones who stand in their way, often in seemingly impossible situations. Only through their daring and determination can the heroes save the day.

As the GM, consider it your role to communicate the tone of this campaign to your players. Because this is an RPG campaign, you don't need to be tonally consistent the way a book or a movie is, but playing this story as a dark fantasy dirge when its tone is high-stakes heroic action might make players feel awkward or confused.

Three major elements in this story inform its tone, and you and your players will probably have more fun if you keep these elements in mind while prepping and running each chapter of this Fable:

Heroic Agents. The characters are heroic agents tasked with protecting the Empire and its people. Regardless of the characters' individual views on the Karelagne Empire, the shadowy threats they face jeopardize the well-being of everyone. Often the characters are the only ones capable of stopping this evil.

Mystery and Intrigue. The heroes work for the Agency, a well-kept secret of the Empire. It was founded to discretely counteract dangers that military force alone could not. When the heroes are sent on a mission, they often must uncover clues that lead to the true threats endangering the Empire.

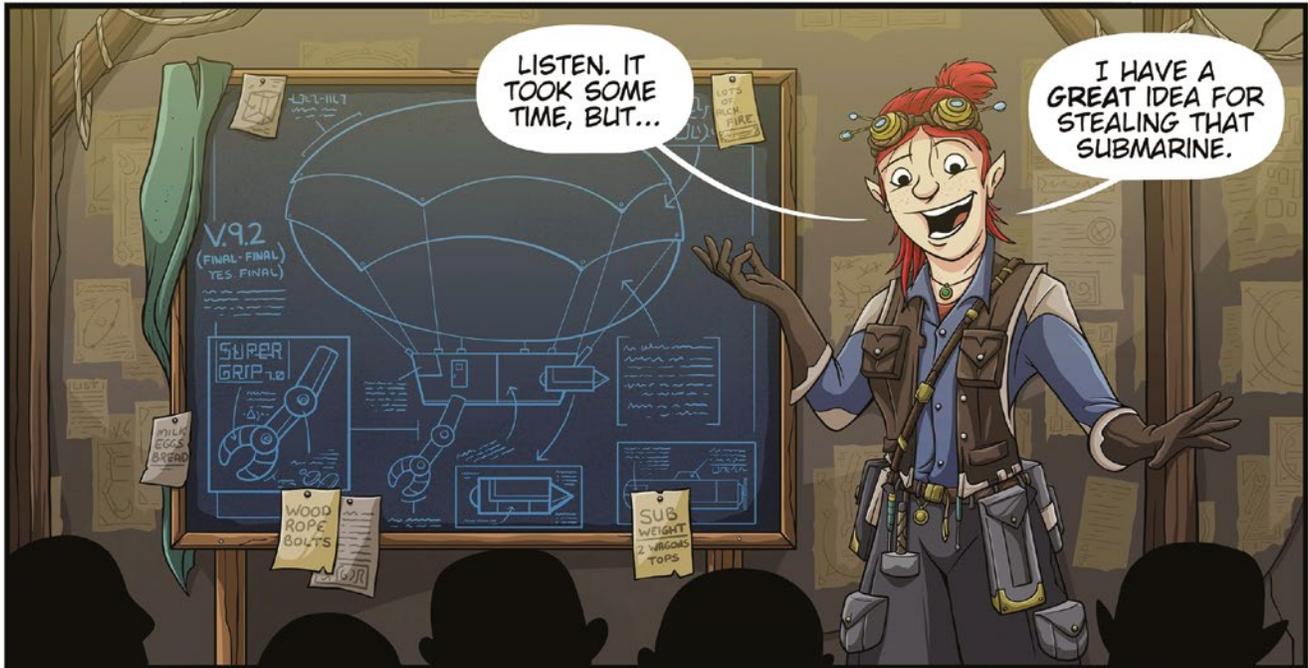
Dynamic Action. This Fable's story was inspired by super-spy action-adventure films. These tales are filled with over-the-top villains, outlandish world-threatening plots, and thrilling high-stakes drama. The characters are remarkable heroes who must somehow find ways to narrowly escape seemingly impossible situations. As a GM, try to evoke the death-defying actions of the characters and find ways to say yes to their outrageous plans.

This Fable's story was inspired by super-spy action-adventure films. These tales are filled with over-the-top villains, outlandish world-threatening plots, and thrilling high-stakes drama.



FABLED FOLLIES

BY BRIAN PATTERSON



NARRATOR: IT WAS, IN FACT, NOT A GREAT IDEA.



THIS FABLE'S STORY

This primer on the story and backstory of *Agents of the Empire* will help you tell a compelling and cohesive narrative from episode to episode.

Overview

In this Fable, the characters are secret agents working for the Agency, a covert organization protecting the Karelagne Empire from nefarious groups.

The characters learn over the course of this Fable that a criminal organization called Brimstone has embedded itself into the highest levels of the Empire. Additionally, their investigations uncover a dangerous project threatening not only the Empire but potentially the entire world and planes beyond.

Backstory

The Karelagne Empire is the undisputed power controlling the world of Tholus. Its rise to dominance over most of its world ended centuries of bloody conflict between the rival city states that sought to dominate one another.

Discovery of the Aetherial Expanse

The true rise of the Empire began when Karel opened a stable gateway to the Aetherial Expanse, a vast sea of magical aether on the Astral Plane. Access to this realm brought a wealth of magical aetherium and energized the development of new magitech. Karel's technomages created wondrous and powerful new technologies. New aetherium-powered ships and devastating weapons gave the Empire a huge military advantage over its rivals.

The Folly Disaster

However, an attempt by Karel to create another portal into the Aetherial Expanse resulted in the terrible event most refer to as the Folly Disaster. Waves of land-twisting magical energy washed over the land, devastating everything in its path. The incident effectively ended all resistance to the Empire's ascendance, with the last region agreeing to join the Empire out of desperation, as well as fear that Karel had developed a new super-weapon.

A Fiendish Legacy

What few realize is that the Folly Disaster temporarily opened a portal to a fiendish plane, through which

swarms of insect-like fiends poured, feeling an instinctive connection to Folly's landscape of arcane devastation.

Arriving with this fiendish deluge were several swarms manifesting an exceptional communal intelligence. Among their infernal powers was the ability to infest the bodies of the newly dead, animating them to appear as they had in life. Four of these powerful fiendish swarms infested people who had died in Folly's planar disaster. The fiends adopted the personas of these individuals and integrated themselves into the Empire.

Fiendish Sovereign General

Two of these infernal infestations took on the forms of Domas Brandel and Velaasa Sorn, a pair of Karelagnian aristocrats with strong connections in the imperial government. Domas was a naturally charismatic leader, and with Velaasa's support, the fiend rose to be elected as the third Sovereign General to rule the Karelagne Empire.

Infernal Weakness

Though the fiendish infestations are powerful, their separation from their infernal home and others of their kind gradually weakens them. They will eventually die unless they can again bathe in the infernal energies of their home world. Unfortunately for them, their home plane is exceedingly difficult to access and is impervious to most planar transportation.

To rectify this, Domas is secretly using the Empire's resources to open a permanent gateway to their infernal plane in hopes of flooding Tholus with others of his kind. He dreams of leading swarms of his fiendish kin to conquer all of Tholus and worlds beyond.

Brimstone and the Spider

Domas may be confident he can open a portal to their infernal realm in time to prevent their demise, but Velaasa Sorn has been working on a backup plan in case he fails.

Velaasa secretly created Brimstone, to be a covert organization that positions itself as "the Empire's loyal opposition." It works to simultaneously undermine the Empire while also researching a means to forestall Velaasa's death. Her goal is to survive until Domas finally succumbs to the prolonged separation from their kindred. Once she outlasts the Sovereign General, she plans to finish the infernal portal to their home plane and take control of their infernal brethren when they arrive.

...a criminal organization called Brimstone has embedded itself into the highest levels of the Empire.



INTRODUCTION

This adventure is designed for 3rd-level characters. It is an extract of the first episode's opening chapter of the new Fables Season 3 campaign – *Agents of the Empire*.

Fables subscribers receive the full episode along with the *Agents of the Empire Setting Guide*, a sourcebook that includes new optional agent advancement rules to use with this campaign.

SESSION ZERO

Before running this Fable, it's vital to prime your players with a Session Zero. This pregame event allows you to pitch this adventure, as well as set everyone's expectations for what kinds of content to expect and how long it might take to finish. Finally, the group can either create their characters together or use the pre-generated characters found in appendix E.

This Session Zero has three main parts:

- Pitching the adventure to ensure all players are interested in the adventure.
- Setting content expectations by clearly establishing what kind of content is and isn't OK at the table.
- Creating characters together or selecting from the premade characters.

Pitching this Fable

You can pitch this Fable to your players by reading the following boxed text and asking if this adventure sounds fun to them.

Agents of the Empire is a story where you play as secret agents protecting the Karelagne Empire from shadowy threats and diabolical villains.

The Empire is seen as a godsend by most of its citizens. Its formation ended years of bloodshed. The arrival of magical aetherium has given rise to remarkable magitech advancements such as aetherium-powered ships, arcane trains, and wondrous flying machines. It's a land where magic and technology are newly fused in dangerous but remarkable ways.

In the first episode, your characters are new recruits of the "Agency," the Empire's secretive spy organization. Your first mission is to rescue captives held by unknown operatives in a remote and derelict warehouse. Innocent lives are at stake. Are you ready to be a heroic agent and protect the Empire?

Agents of the Empire is a story where you play as secret agents protecting the Karelagne Empire from shadowy threats and diabolical villains.

Setting Expectations

When setting expectations for this Fable, be prepared to state what kind of content you're excited to include, and what content makes you uncomfortable. Then, ask your players if they have anything to add to the "Yes, please!" list, and anything they want to add to the "No way!" list.

Encourage your players to put things on the "Yes" or "No" list even if someone else has named it on the opposite list.

If you know your players extremely well, you may not need to ask them about what type of content is exciting or uncomfortable for them. Still, even if it feels overly formal, it's never a bad thing to check in with your players, and yourself, to ensure the campaign remains fun and exciting for everyone through its entirety.

Super Spy Content

We can't list every type of content you'll encounter in this Fable. However, some things to consider include:

- Colonialism
- Captives
- Death
- Drowning
- Gore
- Physical mutations and body horror
- Theft
- Torture

Voting Yes

GMs aren't obligated to include every theme, topic, or type of content their players want to see in the game, but it's a great way to build a list of cool things that will raise the stakes, up the intensity, and increase your players' investment in the story.



Hard No, Soft No

When the lists are made, go through the “No” list, and ask the group if it’s a “Hard No” or a “Soft No.”

A Hard No is a topic a player wants to avoid at all costs; these generally fall into the topics of traumas and phobias. A player who experienced a traumatic family death may want to avoid exploring similar things; someone with a debilitating case of arachnophobia might not want to encounter giant spiders, even though they’re a fantasy staple.

If a topic is listed as a Hard No from even a single player, it shouldn’t be included in the game. They don’t owe anyone an explanation about why they want to vote Hard No for a topic.

A Soft No, however, is a challenging topic a player might want to explore in a limited or specific way. Talk with your player about how this topic, which might border on the traumatic or phobic, could be used to make the game more exciting — and how the player can signal to avoid it.

Veto Power. If a player has reached their limit on a Hard No or Soft No topic (whether they listed it in Session Zero or discovered they’re uncomfortable with the topic just that moment), they have the power to veto the topic instantly. RPG designer John Stavropoulos recommends using a card with an X marked on it and placing it on the table within arm’s reach of everyone in case someone needs to veto a scene. A player can also say something like “I’m not comfortable with this, let’s move on.”

Some GMs prefer to move on instantly, no questions asked. Others like to take a break, give everyone a chance to have a snack, and then move on to give people a chance to shake the awkwardness that sometimes comes with expressing your discomfort.

Character Creation

It’s time for your party to create characters together! In general, your players should use the character-building guidelines laid out in the fifth edition core rules. The *Agents of the Empire Setting Guide* includes more information on how the core races and classes in fifth edition fit into this setting, along with ideas to integrate character backgrounds for the world of Tholus.

In addition to choosing your race, class, and background, consider using the following optional agent advancement rules to add more depth to your character and help them become a super-spy working for the Agency.

Optional Agent Advancement

The *Agents of the Empire Setting Guide* (distributed with the Fables subscription) includes new optional rules for agent advancement. These rules provide a significant boost to character capabilities and it’s strongly recommended that they only be used if all characters utilize them.

Characters who use these rules select a division of the Agency they belong to. Each division represents special training or innate skills associated with an aspect of spycraft.

- **Information Division.** Identifying, intercepting, and evaluating information
- **Logistics Division.** Acquisition and movement of goods and personnel
- **Operations Division.** Tactical and extemporaneous fieldwork
- **Personnel Division.** Motivating and manipulating individuals

Each division includes features and a selection of talents to further invest characters into the role of specialized agents.

Pre-Generated Characters

Alternatively, instead of creating characters, pre-generated characters are included in this Fable. These characters were not optimized to be the most powerful combinations of each class and race but were instead intended to be a fun and diverse collection of agents who fit into the world of this Fable.

Character Leveling

This Fable was designed to advance character levels using Story-Based advancement. The Fable starts at 3rd level, with characters advancing a single level at the end of each episode so that by the end of Episode 6, characters should reach 9th level.

Episode 1 also includes supplementary encounters intended to advance characters from 1st to 3rd level for those groups who prefer to start play using first-level characters.

In addition, if the optional agent advancement rules described in the *Agents of the Empire Setting Guide* are used, characters can expect to also gain an agent milestone during each episode, allowing them to advance in their agent rank.

Each division includes features and a selection of talents to further invest characters into the role of specialized agents.



EPISODE 1 OVERVIEW

In this episode, the newly commissioned agent characters are tasked with putting their spy skills to work in the investigation of some strange occurrences in the Raal, an agrarian state of the Karelagne Empire that has seen much industrialization with the influx of aetherium from the Aetherial Expanse and recent magitech advancements.

In the full version of Episode 1, the characters uncover the plot of a rebellious anti-imperialist group. This faction, known as the Reachers (thanks to their hideouts in the Adon's Reach mountain range), intend to steal a submarine prototype from Karel, due to dock in Kitchek, one of Raal's major south coast ports.

Unfortunately, the ill-prepared group creates a situation where serious damage to the ship, surrounding dock, and innocent bystanders is far more likely than the planned theft, and thus the characters must act quickly to stop the Reachers and their plot. During this process, they might also uncover clues pointing to a sinister figure who seems to have funded and incentivized the rebellious act.

Supplementary Adventures

The full first episode contains supplementary adventures for GMs wishing to start the *Agents of the Empire* campaign at 1st level. Appendix C of the first episode contains several short scenarios split between 1st and 2nd level designed to immerse characters into the action of being a secret agent for the Karelagne Empire. These encounters allow PCs to reach 3rd level before continuing with the main adventure in chapter 1.

Adventure Background

Over the last 100 years, Karel has undergone an industrial revolution thanks to the discovery of aetherium, a magical fuel that can power new and remarkable magitech devices. This transformation quickly advanced Karel's military might and spread its influence world-wide. It precipitated a rapid end to years of bloody conflict with neighboring states, many of whom were absorbed as provinces into the growing Karelagne Empire.

Of course, not everyone is happy with the new imperial rule. Many in the remote provinces felt that Karel had overstepped, and the unification of the Empire was not a peaceful one. Still to this day, anti-imperialist factions continue to plot and scheme against the Karelagne Empire.

One such faction is the Reachers, a group from Raal who believe that Karel forced this new mechanical, technological way of life upon them. Raal has always been predominately agrarian, and its populace worked the land but also lived in harmony with it. Since the

industrialization of farming, and the introduction of the railroads, Raal's ecosystem has suffered, and many have been ousted from their traditional agricultural work into the growing railroads, factories, and docks of the Empire.

The Reachers wish to restore their view of balance, one that excludes railroads and magitech. They want Raal to regain its autonomy, so that they might restore the natural world before the acts of the Empire drive it to destruction. In order to do this, the Reachers have been meeting in Adon's Reach and planning their next steps. Their conclusion is that the Reachers alone could never truly break the grasp of the Empire. Rather, they'll commit rebellious acts designed to empower the people of Raal and make them realize that they are strong and independent enough to cast off the Empire's yoke and live freely by their own rules and traditions.

Until now, the Reachers have undertaken minor acts of theft and sabotage, damaging railcars, and robbing the cargo crisscrossing their lands. Now however, they seek to undertake a daring act aimed to garner public attention with the theft of the Razorfin, a submarine prototype from Karel. This ship, while outfitted for war, is more of a tool for imperial propaganda. It is decked out with fineries and luxuries designed to show the outer regions of the Karelagne Empire what imperial unification can bring.

The Razorfin is setting off on a propaganda tour from Karel, docking in major ports along the coast and surrounding isles. The Reachers aim to steal this boat from the port of Kitchek on the southern coast of Raal, and in doing so, show the everyone that they need not be beholden to the Empire nor fall for its tricks.

In order to steal the Razorfin, the Reachers have been gathering aetherium and vehicle parts, using a mole within the dockworkers to help steal these items. The fuel and parts are being used to create a zeppelin capable of lifting the submarine from the docks. The mole has gathered intel about the ship and, most importantly, when it will arrive.

To help plan their activities, the Reachers used a disgruntled noble from Karel to interrogate several individuals from Kitchek. Although the faction has been careful to hide these activities, they have not gone unnoticed. Episode 1 begins with the Agency sending the characters to rescue captives held in an abandoned estate and to uncover the reasons for their captivity.

Character Advancement

The characters begin this adventure at 3rd level and can advance to 4th level at the end of the full episode.

If the *Agents of the Empire Setting Guide* optional agent advancement rules are used, characters should begin the main scenario as agents of rank 1. The full episode provides opportunities to award agent milestones, allowing characters to advance their agent rank by its end.





CHAPTER 1: **EXTRACTION**

As operatives in the Agency, the characters are tasked with extracting captives in a derelict automaton workshop. After freeing the captives, the larger, looming threat comes into focus.



MISSION BRIEF

During this chapter, the characters embark a mission to free captives from a ruined automaton workshop in the heart of the Raalian farmland. During their rescue operation, the characters must not draw too much attention to themselves, as they are vastly outnumbered by the captors, who work for some unknown cause.

After rescuing the captives, the characters learn the truth of the situation, revealing a large-scale aetherium theft ring in Raal. This leads the characters to investigate these incidents in chapter 2.

During their rescue operation, the characters must not draw too much attention to themselves...

MISSION BACKGROUND

This chapter focuses on freeing captives from a remote abandoned estate owned by an influential Karelagne family.

The Kelvan Estate

In the years after Raal joined the Empire, the wealthy Kelvan family created their estate to house a technomage workshop developing agricultural magitech devices.

The workshop had some early success, creating automatons of limited capability, but was never recognized as a center for such research. This may have been due to a lack of attention by the Kelvans, more focused on their political ambitions in Karel than magitech research, and within a few years, the workshop fell into disuse, with the technomages leaving for other facilities across the Empire.

For a time thereafter, the estate served as a warehouse, storing farming supplies and equipment for distribution across rural Raal. However, the arrival of new rail lines in neighboring settlements made transportation to this location inconvenient, and the site was fully abandoned more than fifteen years ago.



FREN KELVAN

NE female human bandit captain

Fren is an attractive middle-aged woman, standing nearly six feet tall. She walks imperiously, often wearing a persistent scowl suggesting displeasure with the current situation.

Fren is spoiled and cruel. She is driven to find a way to hurt the political elite in Karel, the society from which she's been exiled.

Fren knows she's helping an anti-imperialist group, but knows little about them other than the name of her contact, Rita.

Personality Trait. "I don't care about others as long as I'm happy."

Ideal. "Retribution. The elite of Karel must be made to pay for my exile from the city."

Bond. "The elite must be brought low for my embarrassment."

Flaw. "I'm more important than everyone else."



Fren is spoiled and cruel. She is driven to find a way to hurt the political elite in Karel, the society from which she's been exiled.

Fren Kelvan

Although Fren Kelvan belongs to the well-connected Kelvan family, she has not been seen in the Karel for more than a decade. Her family continues to pay her a substantial stipend to stay away from the capital after a series of scandalous affairs with important diplomats threatened to tarnish the family's reputation.

Though she originally enjoyed her luxurious lifestyle, exile from the capital fostered a hatred for all things related to Karel and the Empire. Recently, she met an anti-imperialist named Rita in the seaside city of Kitchek. She was immediately attracted to Rita and her passion for bringing down the Empire.

Fren was eager to help Rita in anyway she could and readily agreed to set up operations in the abandoned Kelvan Estate to interrogate captives for Rita. Fren doesn't know Rita is working for the Reachers, only that she helps a worthy cause—a cause aimed to hurt the aristocracy from which she was expelled.

Her contact is actually Rita Ken, one of the regional leaders of the Reachers (see chapter 3). Rita doesn't trust Fren, given the exiled noble's ties to Karelagne aristocracy, and thus she has been careful to not share anything about the Reachers with Fren. Rita is content to manipulate Fren to achieve the Reachers' goals.

GETTING INTO THE ACTION!

The adventure begins with the characters approaching the location of their mission objective.

At this point, provide the characters with the Operation Mongoose handout. Each character received a *mission scroll* (see appendix C) containing this message prior to the mission. One character also possesses the team's *messaging plate* (see appendix C) for communicating with headquarters.

Allow the players time to coordinate any details regarding items their characters may have prepared prior to undertaking their mission. It's also a great time for the players to introduce their characters if this hasn't already been done.

Agent Rank. If the optional agent advancement rules are used from the *Agents of the Empire Setting Guide*, the characters should start this adventure as rank 1 recruits with 1 Fortune Point.

OPERATION MONGOOSE

Mission Primer:

- The Agency has become aware of a politically sensitive situation requiring your discrete intervention.
- Ester Kelvan, the elder matriarch of an influential Karelagne family, inadvertently intercepted strange messages sent by her youngest sister, Fren Kelvan.
- Agency analysis determined that Fren Kelvan has commandeered an abandoned family property in Raal.
- Four captives are believed to be held somewhere on the property.
- The reason for taking these captives is unclear.

Tactical:

- Preliminary intelligence suggests more than twelve armed guards patrol the grounds, but their capabilities and the number of hostiles on site remain unknown.
- Transportation to the abandoned warehouse has been arranged for you and your fellow operatives.

Stealth and discretion are of great importance due to the high-profile family connection.

Primary Objective:

- Infiltrate the compound.
- Find and extricate the captives.

Secondary Objective:

- Capture Fren for questioning.

Send a mission summary report to Agency headquarters.

Once the characters are ready to proceed, read or paraphrase the following:

After a lengthy train ride that started in Karel, pushed through the blasted landscape of Folly, and ended in a remote farming community that's seen better days.

A handful of decrepit cottages border a dirt road with a few farmers working their meager vegetable crops. The road leads through the flat countryside towards a metal building barely visible in the distance – likely all that remains of the Kelvan Estate.

Rita doesn't trust Fren, given the exiled noble's ties to Karelagne aristocracy, and thus she has been careful to not share anything about the Reachers...





Locals

The few people working the fields are dirt farmers (**commoners**). They are distrustful of outsiders, avoiding contact and conversation. Characters who succeed on a DC 16 Charisma (Persuasion) check may learn the following by speaking with them:

- The Kelvan Estate has been abandoned for years
- Locals stay away, believing it's cursed with bad luck
- Several weeks ago, well-armed outsiders arrived and took over the estate.

A Little Incentive? Characters can get the farmers to share more if they offer a gold piece or two. The farmers can describe the general layout of the estate grounds, the patrols circulating on the property, and the appearance of a woman (Fren Kelvan), who they assume is the person in charge.

Approaching the Compound

Years of neglect have not been kind to the Kelvan Estate. Its remains sprawl across several grass-covered acres. Today, only a single metal-walled warehouse stands near the remains of a once-noble mansion

Early Warning System

Encircling the grounds is a simple magitech alarm system. It consists of a thin metal wire laid along the ground, which connects to hand-sized metal boxes every 30 feet. The wire is roughly 500 feet away from the warehouse. The cables and boxes are difficult to notice, requiring characters to actively search the ground and succeed on a DC 15 Wisdom (Perception) check.

Tripping the Alarm. Humanoids of Medium size or larger size stepping over the wire cause a signal to be sent to a magitech bracelet worn by one of the **scouts** patrolling the grounds. The bracelet briefly flashes red and issues a brief “ping” sound alerting its wearer that someone is

approaching the compound. For the next 24 hours, all patrols have advantage on their perception checks.

Examining the Alarm. Characters trained in Arcana who inspect the wires and metal boxes and who succeed on a DC 15 Intelligence (Arcana) check understand the basic principle of the alarm and how it could be bypassed. Creatures with a background working with magitech have advantage on this check.

Disabling the Alarm. Bypassing the alarm requires a DC 15 Dexterity check using either thieves' tools or tinker's tools. Success on this check permanently disables the alarm system. Failing this check causes the alarm to be tripped. Failing the check by 5 or more causes a burst of electricity to flare, requiring the character make a DC 13 Dexterity saving throw, dealing 7 (2d6) lightning damage on a failed save and half as much on a successful one. Additionally, the lightning flash alerts the guards on patrol of the character's location.

Estate Grounds

The Kelvan Estate is in great disrepair, suggesting it lay abandoned for many years. The only building with any structural integrity is a large warehouse. Its sheet metal walls rise high above its surroundings. From where you stand outside the estate, you can see several patrols of armed guards circuiting the building.

After her arrival, Fren found a way to engage several automatons left in the warehouse. She also hired numerous ruffians to guard the grounds and her operations within.

Patrols. Four patrols circulate the automaton factory. Each patrol consists of three scouts and an **automaton** (appendix A). One scout in each patrol wears a magitech bracelet that is alerted when the compound's alarm system is tripped (see Early Warning System above).

Kelvan Estate

1 Square = 5 feet



Estate Locations

The following descriptions are keyed to the map of the Kelvan Estate.

In contrast to the lush grasslands surrounding the estate, the central grounds are dominated by parched earth and patches of short, brittle grass struggling to survive.

Characters who closely examine the ground and succeed on a DC 13 Intelligence (Nature) check recognize that the soil of the estate is contaminated with oil and other chemicals, hindering vegetation growth.

A successful DC 10 Wisdom (Survival) check identifies numerous tracks crossing the estate's grounds. Most tracks were created by booted humanoids, though a few are unrecognizable, made by the automatons on patrol.

E1. Mansion Ruins

The broken remains of a once stately mansion crumble here. Beyond a few barely standing brick walls, little remains of the original structure.

Hidden within the structure are five **buucahb, individuals** (see appendix A), which attack any living creature within 5 feet of the mansion's ruins. These fiendish creatures stay near the ruins and are all that remains of the buucahb infestation that died in area E2.

Skeletal Remains. The patrols know to avoid this area after one of their own fell victim to the buucahb. The unfortunate guard's skeletal remains can be found among the ruins with a successful DC 13 Intelligence (Investigation) check. While the skeleton is picked clean, a working aether pistol (see appendix C) can be found nearby.

E2. Beetle Remains

A carpet of dead beetle-like creatures covers this patch of ground. Each roughly palm-sized, the dry carapaces shimmer with iridescent hues. The ground beneath the remains is black and twisted, reminiscent of the devastated lands of Folly.

The dried carapaces are all that remain of the buucahb infestation that took on the guise of a Neloxan researcher named Gil Lezen. Gil was the first of the four buucahb infestations to fall victim to its separation from their fiendish plane. The buucahb individuals found in E1 are all that remain of this once formidable swarm.

Characters who closely examine the carapaces and succeed on a DC 20 Intelligence (Nature) check recognize these creatures as not being natural or of this world,

though no clear indication of why they died can be determined. If the characters encountered the buucahb in area E1, they recognize the carapaces likely belong to the same creatures.

For more on Gil and the buucahb who crossed into Tholus, refer to "The Infernal Swarm" section of the *Agents of the Empire Setting Guide*.

E3. Stable

Attached to the factory is an old stable that has fallen into disrepair. The sheet metal construction is rusted and on the verge of collapse.

Creatures. Hidden within the stable is a prototype horse automaton (use **hell hound** statistics but change its type to construct). The automaton is haywire, and the product was abandoned as the technomages could never create a "tame" horse. The current inhabitants of the estate know to avoid it.

If the characters use the stable entrance as cover or a place to sneak through, the horse automaton notices them and charges. Characters with a passive Wisdom (Perception) score of 12 or higher spot the horse automaton and can avoid the stables.

Characters who incapacitate the horse automaton can use an action to attempt a DC 20 Intelligence check using tinker's tools. On a success, they rewire the horse automaton and can use it as a loyal steed.

Hidden Entrance. The back wall of the stable has all but rusted through. The characters can easily break through the wall to access the office (area E6), but doing so is loud and may alert patrols.

E4. Covered Court

A slanted sheet of metal covers this court, creating a space once used to serve meals and take breaks before the estate was abandoned. The benches and kitchen equipment still remain.

Creatures. Hanging around in the covered court are four human **thugs** charged with guarding the entrance to the warehouse floor (area E5). The guards are hired hands, and thus are susceptible to bribery, even offering to look the other way if they spot the characters. A bribe of 10 gp per guard is sufficient.

A slanted sheet of metal covers this court...

E5. Warehouse Floor

Lined up in rows in this dark, echoing chamber stand pieces of rusting equipment that have seen better days. Half-formed automatons hang from the machinery shut-off mid process or lie discarded around the place in piles. Footsteps ring against the metal floor, echoing throughout the cavernous space.

Creatures. Four **automatons** (see appendix A) patrol the warehouse in pairs. Each automaton has had one of its fists replaced with a mace. (**Mace. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 4 [1d6 + 1] bludgeoning damage.)

The automatons were directed by Fren Kelvan (NE female human **bandit captain**).

Echoes. The cavernous space means that even the slightest sounds echo through the chamber. Dexterity (Stealth) checks here have disadvantage, while Wisdom (Perception) checks that rely on hearing have advantage.

Hidden Entrance. Beneath one of the machines is a large trapdoor that leads to the cellar (area E7). Characters with a passive Wisdom (Perception) score of 10 or higher spot the trapdoor. The machine atop the trapdoor is attached to a crane, which can be operated using an action to lift and move the machine out of the way. Once moved, the trapdoor can be opened as an action. Using the crane creates an enormous amount of noise.

E6. Office

Although rundown — and, in places, open to the elements due to smashed windows — this office shows signs of once housing a wealthy owner. Although most of the lavish furnishings have been removed, some remain, and the wooden paneling on the walls exudes luxury.

Treasure. Characters who pick through the office find little useful information (Fren Kelvan isn't running a particularly well-organized operation). However, if they spend a few minutes searching, they find a wooden box filled with silver cutlery (worth 80 gp) and a pair of golden candlesticks (worth 25 gp each).

A character who succeeds on a DC 16 Wisdom (Perception) check realizes that one of the wooden wall panels can be removed. Removing the panel by unlatching a set of clasps reveals the door of a safe, which can be opened with a successful DC 16 Dexterity check using thieves' tools. Whoever was charged with emptying the office forgot about the safe, which still contains eight 1 lb. gold bars (worth 50 gp each).



E7. Cellar

The entrance to the cellar is through the factory floor. It can only be accessed by moving the machine off the trapdoor, then opening it and descending a stepladder built into the ground.

Opening the trapdoor reveals a ladder of rusted metal rungs built into the earth, leading down to a tunnel illuminated by an aetherium lamp mounded below.

The ladder descends to a small room. A short passage ends at a closed but unlocked wooden door. Characters succeeding on a DC 13 Wisdom (Perception) check can hear an angry female voice making demands.

Opening the door reveals a terrible scene:

Four captives hang from manacles on the far wall. They wear thick metal collars connected by a thick wire. Facing them are two burly guards and a tall woman wearing what surely must have been once elegant clothing. The captives fearfully stare at a metal box held in the woman's hands.

This is where Fren Kelvan (NE female human **bandit captain**) has kept and enjoyed interrogated her captives for days. Joining her are two **thugs** and her four captives (**commoners**). If the characters attack, she activates the captives' choke collars (see below) before engaging in combat.

Manacles. The manacles holding the captives can be unlocked with a key Fren carries or by picking them with a successful DC 13 Dexterity check using thieves' tools.

Choke Collars. The captives wear metal choke collars that can be activated or deactivated with a bonus action using a device Fren holds. Once activated, anyone wearing the collar suffocates in 3 rounds unless the collar is



deactivated or removed. Fren carries a key to unlock the collars. They can also be picked with a successful DC 13 Dexterity check using thieves' tools.

Captives. The captives are in a bad way with four levels of exhaustion from days of Fren's interrogations. Characters can learn the following by interviewing the captives:

- Before they were taken captive, each captive had access to aetherium or magitech.
- The captives were questioned about where aetherium and magitech could be found in Kitchek.
- Each was grabbed off the street by thugs, who pulled hoods over their heads before transporting them here in some kind of coach.
- The captives are also aware of three recent incidents in the port city of Kitchek: (1) the theft of aetherium from a train depot, (2) the disappearance of vehicle parts from a local Empire workshop, and (3) the loitering of a shady character at the docks.

Making Their Escape

With any luck, the characters can escape from the old factory with the captives in tow.

The freed captives avoid combat if the characters get into conflict with the gang members patrolling the facility. Likewise, the gang members target the characters first, only threatening captives if they are at risk of being defeated and only using captives as bargaining chips to avoid being killed themselves.

Once the captives are outside the estate, they ecstatically thank the characters and say goodbye before they attempt to return to their normal lives.

DEBRIEF

As directed in their mission scroll, the characters are expected to provide a mission report to Agency headquarters using the group's *messaging plate* (see appendix C). This can prove challenging given the limited word count available when sending the message.

A few minutes after sending the status report, the following response appears:

*Report acknowledged.
Agents arriving to process estate.
Proceed immediately to Kitchek. Train tickets under the name: "Aetherial Exports." Rooms reserved: Sylva Inn. Await further instructions.*

Agency operatives arrive to take Fren back to Agency headquarters in Karel. With the captives released and clues pointing to further suspicious activities in Kitchek, the characters proceed to chapter 2.

Not Sending a Report

Failure to send a post-mission report within 24 hours of initiating the mission is viewed poorly by the Agency. At some point the characters are visited by an animal under the effect of an animal messenger spell. The animal speaks the following in a clearly frustrated voice:

Mission report not received. Proceed immediately to Kitchek. Train tickets under the name "Aetherial Exports." Rooms reserved at the Sylva Inn. Await further instructions.

The characters should immediately recognize that proceeding to Kitchek is their best course of action. To do otherwise would risk reprisal from the Agency.

WHAT'S NEXT?

The rest of this adventure is found in the full first episode, available with a monthly Fables subscription.



APPENDIX A: NEW MONSTERS

BUUCAHB

The buucahb are fiendish arthropods that secretly entered Tholus during the “Folly Incident.” They are native to a nearly inaccessible pocket dimension hidden deep within the Elemental Plane of Fire. The swarm’s name for their home plane is a string of hisses and clicks indecipherable to most other beings. These fiends are naturally communal; when one is discovered, more are almost certain to be found nearby.

Buucahb, Individual

Singular buucahb are palm size fiends that resemble cockroaches with dull red glowing eyes. They are voracious eaters burrowing into the flesh of their victims.

BUUCAHB, INDIVIDUAL

Tiny Fiend (Devil), Typically Lawful Evil

Armor Class 12 (natural armor)

Hit Points 3 (1d4 +1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances cold

Damage Immunities fire, poison

Senses darkvision 60 ft., passive Perception 10

Languages Telepathy 30 ft.

Challenge 0 (10 XP)

Proficiency Bonus +2

Inscrutable Mind. The buucahb is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Ravenous Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, the buucahb burrows into its body, and the creature takes 1 piercing damage at the start of each of its turns. Any creature can use an action to kill or remove the buucahb with a weapon that deals piercing damage, causing 1 piercing damage to the target. A creature reduced to 0 hit points by the swarm’s piercing damage dies



AUTOMATON

In recent years, a gradual influx of aetherium-powered automatons has joined the work force, particularly in labor intensive positions such as construction and farming.

Newly constructed automatons have a limited intelligence, only capable of performing simple assigned tasks. However, with continuous social interaction, automatons can develop a more nuanced intellect and personality. Remarkably, several individuals have gained a social and intellectual capability indistinguishable from other humanoids. A limited number have learned to repair themselves and there are even rumors that some have learned how to replicate — though most technomages scoff at the suggestion.

Integration into Society. This cognitive growth has both helped and hindered integration into Raal society. Some view them as an unwanted presence replacing “real people,” while others welcome their assistance.

Personal Designations. Automatons rarely take traditional humanoid names, with most keeping their manufacturing number as a moniker. Standard imperial

identification always begins with AU (for aetherium unit), followed by a hyphen and another abbreviation for their profession (e.g., M for mechanic, L for laborer, etc.), and a unique three-digit identification number.

Appearance. Most automatons have metallic frames that are not dissimilar to humanoid skeletons, with cogs and pulleys at the joints to facilitate movement. In the central frame of each automaton is an aetherium battery, which must be recharged to ensure the automaton continues to function. Their heads are spherical chambers filled with a complicated difference engine but bears no recognizable facial features other than lenses for sight and a tiny harpsichord-inspired instrument embedded in their neck enabling speech.

Automatons can be upgraded, adding specialized parts to assist with certain jobs, such as adding a chainsaw when working in the lumber industry.

AUTOMATON

Medium construct, any alignment

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Constructed Nature. An automaton doesn't require air, food, drink, or sleep.

Death Burst. When the automaton dies, there is a chance its aetherium battery explodes. Roll a d6; on a 1, each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) force damage on a failed save, or half as much damage on a successful one.

Reparable. As long as it has at least 1 hit point remaining, the automaton regains 1 hit point when a mending spell is cast on it.

ACTIONS

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 2 bludgeoning damage.

APPENDIX C: NEW EQUIPMENT AND MAGIC ITEMS

One of the early developments in magitech was the creation of aetherium-powered firearms...

Firearms

One of the early developments in magitech was the creation of aetherium-powered firearms that unleash bursts of arcane force that deal piercing damage to their targets.

More advanced firearms are known to deal other types of damage in addition to its normal bludgeoning or piercing damage.

Firearms are considered martial ranged weapons.

Bards and rogues have proficiency with aether pistols.

STANDARD FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Aetherburst Wand	75 gp	1d6 bludgeoning	1 lb.	Aetherium powered (range 20/60), arcane focus
Aether Pistol	150 gp	1d8 piercing	2 lb.	Aetherium powered (range 30/120)
Aetherlock	300 gp	2d6 piercing	8 lb.	Aetherium powered (range 80/320), two-handed

Weapon Properties

Aetherium powered. The embedded aetherium crystals in these ranged weapons hold 9 charges. Making a ranged attack with the weapon uses 1 charge. The aetherium crystal regains 1d8+1 charges daily at dawn. If you expend the crystal's last charge, roll a d20. On a 1, the crystal crumbles to dust and is destroyed.

Casting *dispel magic* or entering an anti-magic field permanently drains the aetherium crystal and the weapon becomes inert.

A bonus action is required to load an aetherium crystal into the weapon as does removing a crystal from it.

Arcane Focus. The weapon can be used as spellcasting focus by bards, sorcerers, warlocks, and wizards. These spellcasters are proficient with the weapon and can use their spellcasting ability in place of Dexterity as the ability modifier for attack rolls.



You use the stylus to write a message up to twenty-five words upon the metal sheet.



Mission Scroll

Wondrous item, uncommon

The Karelagne Empire's spies developed these apparently mundane scrolls to discreetly pass messages among its agents.

Parchment, paper, or other suitable writing material is infused with magic to discreetly protect any inscribed message. Once a command word is spoken, any message written on the material is protected as if by an *illusory script* spell for up to five days. For the duration, the material appears nonmagical to spells and magical effects, such as *detect magic*.

Once the reader speaks another command word, or the duration of the scroll's enchantment has ended, the material holding the message crumbles into dust and is destroyed.

Messaging Plate

Wondrous item, uncommon

The Agency's technomages have recently crafted these remarkable magitech devices allowing limited communications with their agents in the field. These devices come in linked pairs, each consisting of a book-sized sheet of aetherium-infused metal and a silver-tipped ebony stylus.

You use the stylus to write a message up to twenty-five words upon the metal sheet. Upon speaking a command word, the message vanishes from the sending device, immediately reappearing on its linked device, provided it is on the same plane of existence. The receiving device momentarily vibrates and emits a brief sound when a message appears.

The message on the receiving device remains visible for up to 10 minutes or until someone holding it speaks a command word. A creature holding the sending device knows if the message disappeared on the receiving device because its command word was spoken.

Each device can send a single message to its linked pair, after which it can't send another message until the next dawn. If one of the devices in the pair is destroyed, the other one becomes nonmagical.

APPENDIX E: PLAYER CHARACTERS - LEVEL 3

This appendix provides a set of pre-generated characters (pregens) ready for play with this *Agents of the Empire* Fables episode.

AGENT ADVANCEMENT RULES

The pregens presented herein include optional agent advancement abilities given in the *Agents of the Empire Setting Guide*.

These new abilities provide a significant boost to character capabilities as compared to standard fifth-edition characters. GMs are **STRONGLY** encouraged only to use the optional agent advancement Rules if **ALL** player characters in the group use them.

New Agent Ability Primer

The following briefly describes some of the new features included with each pregen character. Refer to the *Agents of the Empire Setting Guide* for a full explanation of the optional Agent Advancement rules.

Agency Division. Each agent character belongs to one of four Agency Divisions – Information, Logistics, Operations, and Personnel.

Agent Rank. An agent's rank represents a combination of their standing within the Agency, the Empire's secret agent organization, and the character's spycraft expertise. During an adventure, GMs may award agent milestones allowing characters to advance their agent rank.

Agent Bonus. Characters add their agent bonus when rolling their agency division's abilities, ability checks associated with their talents, and when they use a Fortune Point to roll a new d20 for an attack roll, ability check, or saving throw.

Talents. These are unique dispositions, experiences, or characteristics the agent character has picked up during their career. Characters may add their agent bonus to ability checks associated with their talents.

Fortune Points. This represents an agent's innate ability to escape seemingly impossible situations. A player can spend a fortune point whenever they make an attack roll, ability check, or saving throw, but before the success or failure of that roll is known. By spending the Fortune Point, the player rolls an additional d20 **after** any advantage or disadvantage on the original roll is resolved. The player then chooses either the initial roll or the Fortune Point roll, adding their agent bonus to determine a final result.



PRE GEN CHARACTERS

Four different pregen characters are detailed in this appendix. These characters are not intended to be fully optimized but offer players a fun and exciting experience as they run through the *Agents of the Empire* campaign. Each episode of this Fable will include an appropriate level version of these pregens for players to use during their games.



An agent's rank represents a combination of their standing within the Agency, the Empire's secret agent organization, and the character's spycraft expertise.

FABLES

AGENTS OF THE EMPIRE



DACH

After a cave-in trapped her for days within one of Nelox's winding underground tunnels, Dach dedicated herself to the service of Arthunas, god of light. Driven both by her faith and her newly developed claustrophobia, she set out on a pilgrimage across the Karelagne Empire, training local healers to respond to even the unlikeliest disasters. While her ability to always think of the absolute worst-case scenario in any situation often catches others off-guard, her friendliness and enthusiasm endeared her to many of the small communities she visited along the way, eventually causing the Agency to take note.

DACH - 3RD LEVEL (LIFE DOMAIN) CLERIC, DWARF

STR

13

+1

DEX

10

+0

CON

14

+2

INT

10

+0

WIS

16

+3

CHA

13

+1

ARMOR CLASS

18

(Chainmail, Shield)

HIT POINTS

27

(Hit Dice 3d8)

SAVING THROWS

STR +1 **INT +0**

DEX +0 **WIS +5**

CON +2 **CHA +3**

SENSES

Passive Perception **13**

Passive Investigation **10**

Passive Insight **15**

Darkvision 60ft

PROFICIENT SKILLS

MOD	SKILL	BONUS
Wis	Insight	+5
Wis	Medicine	+5
Cha	Persuasion	+3
Int	Religion	+2

SPEED

25ft

Proficiency Bonus +2

Gold Pieces 25

PROFICIENCIES AND LANGUAGES

Armor Proficiencies: light, medium, heavy armor and shields

Weapon Proficiencies: simple weapons, battle axe, warhammer

Tools Proficiencies: Calligrapher's supplies, Smith's Tools

Languages: Common, Dwarvish, Elvish

EQUIPMENT

Chainmail, shield, warhammer, light crossbow (with 20 bolts), holy symbol (amulet), *potion of healing*, backpack, calligraphy supplies, spell scroll (*locate object*)



ACTIONS

MELEE ATTACKS	REACH	HIT / DC	DAMAGE	NOTES
Warhammer	5ft	+3	1d8+1	bludgeoning damage

RANGED ATTACKS	RANGE	HIT / DC	DAMAGE	NOTES
Light Crossbow	80/320 ft	+2	1d8	piercing damage

AGENCY: PERSONNEL DIVISION

Understanding, motivating, and manipulating individuals

Agent Rank: 1 (Recruit)

Agent Bonus: +1

Deceptive Instinct. When you roll a 1 on a Charisma (Deception) check, you can reroll the die and you must use the new roll.

Talents. You can add your agent bonus to activities in the following situations:

Sentry. Wisdom (Perception) checks while on watch duty or defending a fortification.

FORTUNE POINTS: 1

You can choose to spend a Fortune Point whenever you make an attack roll, ability check, or saving throw. You can choose to spend the Fortune Point after the roll is made and after any advantage or disadvantage is resolved but before the success or failure of the roll is known.

Spending the Fortune Points allows you to roll an additional d20 **after** advantage or disadvantage on the roll is resolved. You choose which of the d20 rolls to use for the attack roll, ability check, or saving throw—the initial roll or the Fortune Point roll. You then add your agent bonus to the determine a final result. You can spend only 1 Fortune Point per d20 roll.

Fortune Points do not replenish; they are typically awarded by the GM after achieving agent milestones.

SPELL SLOTS

1ST 2ND

Spell attack +5 **Spell save DC 13**

SPELLS

Cantrips: *guidance, sacred flame, spare the dying*

1st level: *bane, bless*, cure wounds*, guiding bolt, healing word, sanctuary, shield of faith*

2nd level: *hold person, lesser restoration*, spiritual weapon**

FEATURES AND FEATS

Channel Divinity (1/short or long rest). Channel divine energy to create one of the following effects.

- **Preserve Life.** As an action, present your holy symbol to restore up to 10 hit points, divided as you choose among creatures of your choice within 30 feet. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.
- **Turn Undead.** As an action, present your holy symbol and speak a prayer. Each undead that can see or hear you within 30 feet must succeed on a Wisdom saving throw or be turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Disciple of Life. Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

Dwarven Resilience. You have advantage on saves against poison and resistance against poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.



JEHPSO

Jehpso always thought she would be a farmer, but when construction of the transcontinental railroad displaced her family, and her brother gambled away the Empire's payout for their land, she turned to competitive arm wrestling and brawling to earn money to help her family. Boisterous and fond of trash-talk, she racked up an impressive win streak that brought her to the attention of the Agency. While Jehpso is somewhat resentful at working for a government that harmed her family, she believes that being closer to the seat of power will help her prevent others from going through the struggles her family endured.

JEHPSO -3RD LEVEL FIGHTER (CHAMPION), HALFLING

STR

13

+1

DEX

16

+3

CON

14

+2

INT

10

+0

WIS

13

+1

CHA

10

+0

ARMOR CLASS

16

(Breastplate)

HIT POINTS

28

(Hit Dice 3d10)

SAVING THROWS

STR +3 **INT** +0
DEX +3 **WIS** +1
CON +4 **CHA** +0

SENSES

Passive Perception **13**
 Passive Investigation **10**
 Passive Insight **11**

PROFICIENT SKILLS

MOD	SKILL	BONUS
Dex	Acrobatics	+5
Wis	Perception	+3
Wis	Medicine	+3
Wis	Survival	+3

SPEED

25ft

Proficiency Bonus +2

Gold Pieces 25

PROFICIENCIES AND LANGUAGES

Armor Proficiencies: light, medium, and heavy armor; shields
Weapon Proficiencies: simple weapons, martial weapons
Tools Proficiencies: Vehicles (land), Vehicles (water)
Languages: Common, Halfling

EQUIPMENT

Breastplate, shortswords (2), daggers (2), hand crossbow (with 20 bolts), *potion of healing*, backpack, hempen rope (50 ft), grappling hook, aetherium torch (glow as light spell at will).



ACTIONS

MELEE ATTACKS	REACH	HIT / DC	DAMAGE	NOTES
Dagger	5ft	+5	1d4+3	piercing damage
Short Sword	5ft	+5	1d6+3	piercing damage

RANGED ATTACKS	RANGE	HIT / DC	DAMAGE	NOTES
Dagger	20/60 ft.	+5	1d4+3	piercing damage
Hand Crossbow	30/120 ft.	+5	1d6+3	piercing damage

AGENCY: LOGISTICS DIVISION

Acquisition and movement of goods and personnel

Agent Rank: 1 (Recruit)

Agent Bonus: +1

Driving Instinct. When you roll a 1 on a vehicle control check, you can reroll the die and you must use the new roll.

Talents. You can add your agent bonus to activities in the following situations:

Graceful Mover. Dexterity (Acrobatics) or Charisma (Performance) checks when moving through crowded spaces or dancing.

FORTUNE POINTS: 1

You can choose to spend a Fortune Point whenever you make an attack roll, ability check, or saving throw. You can choose to spend the Fortune Point after the roll is made and after any advantage or disadvantage is resolved but before the success or failure of the roll is known.

Spending the Fortune Points allows you to roll an additional d20 **after** advantage or disadvantage on the roll is resolved. You choose which of the d20 rolls to use for the attack roll, ability check, or saving throw—the initial roll or the Fortune Point roll. You then add your agent bonus to the determine a final result. You can spend only 1 Fortune Point per d20 roll.

Fortune Points do not replenish; they are typically awarded by the GM after achieving agent milestones.

FEATURES AND FEATS

Action Surge (1/short or long rest). On your turn, you can take one additional action.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Lucky. When you roll a 1 on an attack roll, ability check or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Second Wind (1/short rest). Use a bonus action to regain hit points equal to 1d10 + your fighter level.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

FABLES

AGENTS OF THE EMPIRE



LARC

The son of a wizard and a craftsman who worked together to craft mobility aids for veterans of the Folly Wars, Larc grew up helping to create and test their new innovations. Intrigued by the battlefield stories his parents' clients told him, he routinely asked his favorites to train him or give him combat advice. He sees any battle he participates in as an homage to these personal heroes. Though Larc will avoid a fight if at all possible, often defusing tension with a quip while simultaneously disarming his enemy, his proficiency at unarmed combat made him a perfect addition to the Agency.

LARC -3RD LEVEL MONK (WAY OF THE OPEN HAND), HUMAN

STR

14

+2

DEX

16

+3

CON

13

+1

INT

10

+0

WIS

14

+2

CHA

12

+1

ARMOR CLASS

15

(unarmored defense)

HIT POINTS

21

(Hit Dice 3d8)

SAVING THROWS

STR +4 **INT** +0
DEX +5 **WIS** +2
CON +1 **CHA** +1

SENSES

Passive Perception **14**
 Passive Investigation **10**
 Passive Insight **12**

PROFICIENT SKILLS

MOD	SKILL	BONUS
Dex	Acrobatics	+5
Str	Athletics	+4
Wis	Perception	+4
Dex	Stealth	+5

SPEED

40ft

Proficiency Bonus +2

Gold Pieces 25

PROFICIENCIES AND LANGUAGES

Armor Proficiencies: none
Weapon Proficiencies: simple weapons, shortsword
Tools Proficiencies: Dice Set, Pan Flute, Thieves' Tools
Languages: Common, Dwarf

EQUIPMENT

Shortsword, darts (10), *potion of healing*, aetherium torch (glow as *light* spell at will), backpack, climber's kit, hempen rope (50 ft.), pan flute, money (25 gp)



ACTIONS

MELEE ATTACKS	REACH	HIT / DC	DAMAGE	NOTES
Unarmed Strike	5ft	+5	1d4+3	bludgeoning damage
Short Sword	5ft	+5	1d6+3	piercing damage

RANGED ATTACKS	RANGE	HIT / DC	DAMAGE	NOTES
Dart	20/60 ft.	+5	1d4+3	piercing damage

AGENCY: OPERATIONS DIVISION

Tactical and extemporary fieldwork

Agent Rank: 1 (Recruit)

Agent Bonus: +1

Stealthy Instinct. When you roll a 1 on an Dexterity (Stealth) check, you can reroll the die and you must use the new roll.

Talents. You can add your agent bonus to activities in the following situations:

Ropework. Strength (Athletics) or Dexterity (Acrobatics) checks to climb, move along, or jump onto ropes.

FORTUNE POINTS: 1

You can choose to spend a Fortune Point whenever you make an attack roll, ability check, or saving throw. You can choose to spend the Fortune Point after the roll is made and after any advantage or disadvantage is resolved but before the success or failure of the roll is known.

Spending the Fortune Points allows you to roll an additional d20 **after** advantage or disadvantage on the roll is resolved. You choose which of the d20 rolls to use for the attack roll, ability check, or saving throw—the initial roll or the Fortune Point roll. You then add your agent bonus to the determine a final result. You can spend only 1 Fortune Point per d20 roll.

Fortune Points do not replenish; they are typically awarded by the GM after achieving agent milestones.

FEATURES AND FEATS

Deflect Missiles. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Ki (3 points, Ki Save DC 12). You can spend one Ki Point to fuel one of the following ki features.

- **Flurry of Blows** – After you take the Attack action on your turn, you can make two unarmed strikes as a bonus action.
- **Patient Defense** – Take the Dodge action as a bonus action on your turn.
- **Step of the Wind** – Take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Martial Arts. While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

Open Hand Technique. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Unarmored Defense. While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

Unarmored Movement. Your speed increases by 10 feet while you are not wearing armor or wielding a shield (already included).

FABLES

AGENTS OF THE EMPIRE



OLEN

Olen is a scholar at heart, and while they've been thrilled to see their research into aetherium used to create practical tools, they're still most comfortable in a lab, especially if given a chance to collaborate. Their genuine thrill about knowledge and a tendency to go on long but intriguing tangents about obscure magitech details have made them popular in the research community. To date, they are one of the few wizards to have worked on a project with a peer from notoriously insular Nelox. Rumor has it that they primarily joined the Agency to get research materials, though they fervently deny it.

OLEN - 3RD LEVEL WIZARD (SCHOOL OF EVOCATION), TIEFLING

STR

10

+0

DEX

12

+1

CON

12

+1

INT

16

+3

WIS

12

+1

CHA

14

+2

ARMOR CLASS

11

(14 with mage armor)

HIT POINTS

17

(Hit Dice 3d6)

SAVING THROWS

STR +0 **INT** +5
DEX +1 **WIS** +3
CON +1 **CHA** +2

SENSES

Passive Perception **11**
 Passive Investigation **13**
 Passive Insight **11**
 Darkvision **60ft**

PROFICIENT SKILLS

MOD	SKILL	BONUS
Int	Arcana	+5
Int	History	+5
Cha	Persuasion	+4
Cha	Intimidation	+4

SPEED

30ft

Proficiency Bonus +2

Gold Pieces 25

PROFICIENCIES AND LANGUAGES

Armor Proficiencies: none
Weapon Proficiencies: light crossbow, dagger, dart, quarterstaff, sling
Tools Proficiencies: vehicle (air)
Languages: common, elvish, infernal

EQUIPMENT

Dagger, aetherburst wand, spellbook, *potion of healing*, aetherium-powered hooded lantern, spell scrolls (*fog cloud*, *illusory script*), bottle of ink, ink pen, 10 sheets of parchment.
Spellbook: 1st level (*burning hands*, *detect magic*, *disguise self*, *mage armor*, *magic missile*, *shield*, *silent image*, *sleep*); 2nd level (*levitate*, *shatter*)



ACTIONS

MELEE ATTACKS	REACH	HIT / DC	DAMAGE	NOTES
Dagger	5ft	+3	1d4+1	piercing damage

RANGED ATTACKS	RANGE	HIT / DC	DAMAGE	NOTES
Dagger	20/60 ft.	+3	1d4+1	piercing damage
Aetherburst Wand	20/60 ft.	+5	1d6+3	bludgeoning damage

AGENCY: INFORMATION DIVISION

Identifying, intercepting, and evaluating information

Agent Rank: 1 (Recruit)

Agent Bonus: +1

Investigative Instinct. When you roll a 1 on an Intelligence (Investigation) check, you can reroll the die and you must use the new roll.

Talents. You can add your agent bonus to activities in the following situations:

Historian of the Expanse. Intelligence (History) checks to recall information about the Aetherial Expanse and Magitech.

FORTUNE POINTS: 1

You can choose to spend a Fortune Point whenever you make an attack roll, ability check, or saving throw. You can choose to spend the Fortune Point after the roll is made and after any advantage or disadvantage is resolved but before the success or failure of the roll is known.

Spending the Fortune Points allows you to roll an additional d20 **after** advantage or disadvantage on the roll is resolved. You choose which of the d20 rolls to use for the attack roll, ability check, or saving throw—the initial roll or the Fortune Point roll. You then add your agent bonus to the determine a final result. You can spend only 1 Fortune Point per d20 roll.

Fortune Points do not replenish; they are typically awarded by the GM after achieving agent milestones.

SPELL SLOTS

1ST 2ND

Spell attack +5 **Spell save DC 13**

SPELLS:

Cantrips (at will): *fire bolt, mage hand, minor illusion, thaumaturgy*

PREPARED SPELLS:

- _____
- _____
- _____
- _____
- _____
- _____

FEATURES AND FEATS

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 1, and none of the slots can be 6th level or higher.

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Hellish Resistance. You have resistance to fire damage.

Innate Spell Casting. You can cast the following spells using Charisma as the spellcasting ability (spell attack +4, spell save DC 12) 1/day: *hellish rebuke* (at 2nd level)

Sculpt Spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

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FABLES

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