PtFA Info

Information for the players in Polymod: The Final Arc

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Current Opportunities

This is the live-updated list of opportunities that Players have available to spend their time on.

Destroy The Source

A map with 2 warehouses marked, including one which the party recently blew up, was found claiming that a second warehouse was the "magical armament source."

- Date: Available after Week 5
- Class: Cornaith and Friends
- Deadline: None
- Source: Information Gathering 03

Information Gathering 02

A set of leads to investigate to find future, more lucrative, missions.

- Date: Available Week 2 onward
- Class: Information Gathering
- Deadline: None, though some missions found in Info Gathering 02 may expire
- Source: Silversword Alliance Leadership

Disrupt Water Supply

The water supply for Uft has historically been a weak point. Water around Uft was contaminated and it was only through the work of a brilliant man (Reodim's predecessor) that it could be decontaminated at a rate which let the entire city safely consume water without rationing. Sabotaging the decontamination facilities would be a blow to Uft's ability to house its armies near the city. Silversword Alliance Leadership would like a heads up before this mission is attempted.

- Date Available: Week 1 onward
- Class: Infrastructure
- Deadline: None, though Reodim's personal suspicion will increase if he is currently head of Resource Management.
- Source: Available From Start

Southwestern Army Assassination

Gygaea, the wife of a highish-ranking military commander (Palas) in the Southwestern Army would like to hire you to assassinate his direct superior. The SSA leadership believes that this assassination will weaken the Southwestern Army, as the commander she wishes to assassinate is

known to be highly competent.

- Date Available: Week 2 onward
- Class: Military
- Deadline: None
- Source: Info-Gathering 01

Completed Ops:

Information Gathering 01

The Silversword Alliance has a number of leads to possible rebellion opportunities. Investigating this list and successfully convincing the leads in question to hand over their information (via Social Encounter) will net more missions.

- Date Completed: Week 1
- Class: Information Gathering
- Deadline: None, but some missions which can be discovered have deadlines.
- Notes: If not all leads are coerced into giving their information, mission can be attempted again to retry with those leads.

Announcement Planning

The Silversword Alliance has heard from an inside operative that King Cornaith is planning a "big announcement" on Friday of this week. A member of the planning committee is an alliance sympathizer, and the SSA believes that it would be a blow to Cornaith's public image if the announcement were to be disrupted.

- Date Completed: Week 2
- Class: Corniath and Friends
- Deadline: Week 2
- Source: SSA Leadership

Southwestern Army Assassination

- Date Completed: Week 3
- Class: Military
- Deadline: None
- Source: Information Gathering 101

Market Unrest

The SSA Leadership has plants in the traders' association, and have heard that they're organizing a peaceful protest next week in response to Cornaith's controversial announcement. Inciting the riot

could lead to further destabilization of Uft, but stopping even the peaceful protest could keep Chaos down.

- Date Available: Week 3 onward
- Class: Populace
- Deadline: Week 4
- Source: Silversword Alliance Leadership
- Notes:
  - Also completed a sub-mission, listed below, during this mission
  - Completed with "stopped market unrest", rather than enflaming it.

Stop Unknown Shipment

The party destroyed the large cache of specialty weapons being stored in the city. They did this *before* the weapons were actually shipped anywhere, so the operation name is not reflective of what actually happened. The ware house in question was blown sky-high, but about 800 modern weapons were scavenged from the warehouse before then. A large force of Silversword Alliance members were called to the scene, which did draw some suspicion as well. This was such a Tuesday.

- Date Available: Welp, party decided it was available in Week 4, and I'm not going to argue.
- Class: Cornaith and Friends
- Source: Party shenanigans, I guess.
- Notes:
  - Replaces the point values of Southwestern Army Assassination.
  - Incurred extra points, suspicion, and chaos due to the nature of how the operation was completed.

Information Gathering 03

A set of leads to investigate to find future, more lucrative, missions. Can be attempted without first attempting Information Gathering 02 and 01, but the leads and resulting missions will be reduced in number.

- Date: Available Week 5
- Class: Information Gathering
- Deadline: None
- Source: Silversword Alliance Leadership

Kill King Cornaith

The SSA Leadership is willing to give the all-clear for Reodim to assassinate King Cornaith so long as they are warned in advance. Now that Reodim knows a person with access to the King's bedchambers. It will first require acquiring 300,000 gold in funds for aiding Itylus's wife's medical bills.

- Date Available: Any Week
- Class: Cornaith and Friends
- Deadline: None
- Source: Information Gathering 01

Expired Ops

Northern Army Communication

The SSA leadership has discovered that the Northern Army is set to receive reinforcements in the over 2 weeks. If someone were to, say, fabricate orders which instead sent these reinforcements to previously-conquered city-states, the Northern Army's strength would be reduced

- Date Available: Week 2 onward
- Class: Military
- Deadline: Week 4
- Source: Silversword Alliance Leadership

Capital Protest

Protest breaks out in the capital due to the lack of rights for Uft's Elven brethren in the nearby conquered city states. Cornaith decides he must stop it by force.

- Date: Available Week 5
- Class: Populace
- Deadline: Week 5
- Source: Silversword Alliance Leadership

Uft War Sentiments

To simplify, there are 6 rough sentiments that most people fall into regarding the war. It may behoove you Players to come up with names for them to help communicate (as I have for my internal use).

- Want to see **Uft as the most powerful** nation it can be, and if the war allows that, that's wonderful. But if the war risks Uft's end, then the war should be avoided.
- Want to be in possession of **exotic or luxury goods**. If the war brings about more of this, they are in favor, but if the war brings about scarcity of these things, they are opposed to it.
- Want to seize opportunities to grow in wealth/status/power through **external-to-Uft** opportunities (often via trade), and if the war brings about such opportunities, they are in favor, but if it stops those opportunities, they are against.
- Wants to grow in wealth/status/power **within Uft** (especially Uft's government) and if the war brings about such opportunities, they are in favor, but if it stops those opportunities, they are opposed.
- Wants to see **Elven culture** and values spread to the rest of the world, with the firm belief that the world will be a better place as a result. In favor of the war if it is spreading Elven values, against if it is suppressing them.
- Wants the Elves to go back to **their roots in the forest** and are in favor of the war if forests are likely to be reclaimed, but against it otherwise.

These will act like Desires in Social Encounters, rules-wise, though npcs will likely have a more specific explicit Desire in addition to this broader one.

City States near Uft

Nearby City States:

Dots are land and tildes are water.

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...A...~~
.......B.
C........
....U..D.
.........
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- A: Slita
  - Elvish
  - Exports: Wood, Ships
- B: Vrikling
  - Elvish
  - Exprts: Glass, Polar-bear Fur
- C: Crolk
  - Gnomish
  - Exports: Iron, Gold, Crystals
- D: Esabury
  - Elvish
  - Exports: Waxx, Cloth
- U: Uft

Mission Classes

Metrics

There are 3 metrics:

- Victory Points: Degree to which this stops Cornaith from taking over the world/increases likelihood that the armies the Silversword alliance has brought in will successfully cripple Cornaith.
- Chaos: Degree to which Uft is more likely to fall into infighting or even fall altogether in the aftermath.
- Suspicion: Degree to which Cornaith and his lackeys suspect active underground rebellion is occurring in the city.

You must accumulate victory points past a certain threshold by the time the armies arrive to fully stop Cornaith from conquering the world. If you make it to 3/4ths of that threshold, Cornaith will only be able to conquer East Europe. If you don't even make 3/4ths, Cornaith will face-stomp the incoming armies and proceed to conquer Europe.

Assuming you do accumulate enough victory points to stop Cornaith, if you accumulate Chaos past a certain threshold, Uft will fall into infighting or ruin. This is only checked at the end of the campaign; Chaos has no direct affects during the campaign.

If you accumulate Suspicion past a certain threshold, Cornaith becomes sufficiently suspicious of rebellious activity that he locks the city down and you may not take part in a mission during the next week, and instead must help the Silversword alliance lay low. The week after the city is put on lockdown, Suspicion is halved.

Finally, each individual PC will have a suspicion meter specific to them. If Suspicion + Their Suspicion exceeds the Suspicion threshold, they are occupied for a full week while an investigation occurs, and cannot help the rest of the party with their mission. This investigation will be roleplayed, and if they are successful in avoiding further suspicion, their suspicion will be cleared and Suspicion will be reduced by their suspicion.

You will not be able to see the actual point values of the missions you take, though you may use your intuition, plus the info below, to make educated guesses. I will also inform you when you hit the halfway marker towards any threshold.

In general, missions unlocked later into the game will be worth more victory points and be more costly in Chaos and/or Suspicion then earlier ones.

Uncategorized

Typically some combination of

- Available on any week
- Has no deadline
- Can be completed multiple times

Populace

Revolts, protests, etc. Stopping protests greatly reduces Chaos (Chaos can go negative) but won't net many Points, if any. Inciting protests to the point of violence will net Points, but will never reduce Chaos.

Infrastructure

Damaging city or military infrastructure. Usually requires knowing or finding somebody with easy access to said infrastructure. High in points, but often increases Suspicion.

Military

Causing issues for the four military fronts. Worth medium Points, but unlikely to cause disastrous Chaos or Suspicion increases.

Cornaith And Friends

Causing issues directly for Cornaith and his specific plans. Very high in victory points but always with a great cost in Chaos or Suspicion. However, no Cornaith-and-Friends mission costs both Chaos and Suspicion.

Information Gathering

Never increases Victory Points, Chaos, or Suspicion, but will unlock more valuable missions.

There will be 3 available information-gathering missions:

- Info-Gathering 01
  - Can be done on Week 1 and onward.
- Info-Gathering 02

    - Can be done on Week 2 and onward.
- Info-Gathering 03
    - Can be done on Week 5 and onward.

Note that you do not have to have done a previous Information Gathering mission in order to attempt a later one, but ~1/4th of the missions will not be unlocked unless you had done the previous Information Gathering mission, as they require pre-requisite knowledge.

You will have a very hard time succeeding if you do not take any Information Gathering missions.

Uft Ministries

Ministries in Uft (incomplete list)

- Resource Management
- Guilds and Markets
- The Royal Treasury
- City Watch
- Trade
- Public Works and City Planning
- City Records
- Foreign Relations
- Defence (encapsulates entire military)