

Special Agendas

As a general rule, unless otherwise noted, special agendas can only be completed once.
Chapter masters may propose their own agendas to the political DMs.

Bards College

Secrets of Kacael (Complete)

DL: 4

Reward: The bards continue to study the forgotten secrets of the great library. Learning of things once known to the elven empire. Completing this agenda unlocks the Starcaller's Observatory. This facility allows for more up close inspection of the stars and from it, the world beyond can be studied and perhaps one day, visited.

* This will become a special facility that will be capable of being upgraded at another time. However, the observatory is well defended, as such each upgrade, including the first will need to be cleared out of its defenses. This will result in a prestige mission.

* This facility can be closed or downgraded, depending on several factors, such as failure of a prestige mission, the Cathedral of Sin and its various complications. The actions of the Imperium can also interfere.

The Whispering Shore (Complete)

DL: 7

Reward: There is a song, that can only be heard by the most powerful and carefully trained of the bards. This strange melody seems to be emanating from an unknown land far to the northwestern shore. Just across the oppressive ocean a world of untold mystery and song could be found? Completing this agenda will unlock a special campaign to unlock the continent known as The Whispering Shore.

* The level for this campaign is currently undetermined, but the agenda has an unknown time limit to be completed, those of the college must make a careful choice as to where to spend their efforts. However, once the campaign is unlocked, it is unlocked for good and may be attempted to be completed at any time.

* This will be an actual campaign and not an expedition.

Collector

The City of Wonders (Complete)

DL: 6

Reward: Eassemere the City of Wonders has long been of interest to the collector, although he was not able to be among the first to enter, he will see to it, that it is his people that handle the trade their, not the Great Bazaar. As such, if this agenda is completed, the Collector will be quite pleased and the members of this faction will enjoy access to a special shop that will have magical items for sale at reasonable prices.

* These particular items will increase in number, rarity and discount, dependent on the actions of the adventurers within the city of wonders.

Freemen

The White Terror (Complete)

DL: 5

Reward: It is no secret that the waves are a dangerous place, that the great beasts of the ocean guard against all of those that would try to escape. But it seems that one such beast has ignored the ancient covenants and has been sighted within the bay itself. This cannot stand, this will not stand, the Freemen rule the bay and wont be put out by some big fucking fish.

Completing this agenda will result in a multiparty prestige mission in which the beast will be fought. If the Freemen are successful, not only will they have secured the bay, but a secret of the leviathans below will be uncovered.

Special notes

* This prestige mission will consist of multiple parties, as such it will be quite a longer than normal amount of time to complete. As such scheduling may be difficult.

Grasping Hand

On the Run (Complete)

DL: 3

Reward: The Ordeans have long imprisoned those they have considered threats to society, whether guilty or innocent. However, due to recent circumstances and breakouts from the past, the Ordeans have decided that they need help. If this agenda is completed, then the legal and diplomatic requirements will have been completed to unlock a new game mechanic. Person of Interest or POI. This mechanic can be applied to any mission or session. If so, the Grasping Hand can unlock progress to a faction upgrade with each of these captures.

* These fugitives are extremely dangerous and the encounters with them will be much harder than the mission in which they are encountered. This is further compounded by the fact that the Grasping Hand must take them alive, if they are killed the POI reward is suspended.

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Great Bazaar

Blood Money (Complete)

DL: 6

Reward: In an attempt to undercut the collector, the Great Bazaar has decided to risk some of its airships to drop in some of its agents to procure some of the vast wealth within the City of Wonders. Completing this agenda will result in treasure hunting prestige missions.

* Each time one of these missions is completed successfully, the Collector is denied an upgrade to his magic item shop for his people.

- * Each mission completed, makes things a little easier on the adventurers that are actively at work there.

A Darker Investment

DL: 5

Reward: The floating City of Khao has always been a haven for those perceived as evil, or actually evil as long as they have money and cleaned up their own messes. With the arrival of the Dark Pact, the Great Bazaar sees an opportunity, to invest. If this Agenda is completed, all members of the Great Bazaar will have their 10% tax on a mission completed, reduced to 5%.

This will unlock special prestige missions for the Dark Pact to complete, if the Dark Pact are successful, they receive rewards as normal, but the Great Bazaar may have this tax reduced further, perhaps resulting in it's dissolution completely.

- * Although this may benefit two factions at the same time, this counts only for the Great Bazaar in terms of loyalty and agenda completion rewards.
- * Completion of this Agenda, may cause the Great Bazaar to be seen in a different light, in terms of diplomacy. Consider carefully your path.

Great Coven

A Terrible Waste (Complete)

DL: 5

Reward: The Mad God has taken his toll on the Great Coven, it is time he was brought to heel.

But how to stop him? Mr. H thinks he knows a better way, unfortunately it is a lead that he cannot follow up on, for it would lead the Manor defenseless. If this agenda is completed, the manor will be psionically reinforced for Mr. H to take a journey to the Underworld to seek out his people and request their aid. A dangerous expedition to be sure, but one that once completed, could possibly prevent the spread of madness within the manors walls. Completing this agenda

will add a psionic protection on invasive powers and can prevent madness within the manor. It will also give Mr. H a much deserved vacation, it's been like 100 years since he had one of those.

* Completing this agenda is not all that is needed in order to protect the manor from psionic invasion, a special prestige mission must also be completed, this will be a normal prestige mission to escort Mr. H to his people and if completed will fortify the manor and also, resolve the personal storyline of Mr. H.

* If the bonus objectives of the prestige mission are completed, then a new race will be unlocked for play, Mr. H's people will join the surface.

Hail Baba Yaga

DL: 7

Reward: The Witchqueen lost contact with the Prime and the power of Baba Yaga was lost to the Great Coven some time ago, as such the secrets of witchdom were lost, what the members see now are a pale mockery of true witchery. However, it is possible that the Hexgate could be repaired and the patrons power to return to Verum. If this agenda is completed, then contact with Baba Yaga can be re-established and through it, the secrets of the past revealed, as well as warnings of the future. This will unlock the Witch archetype for warlocks and the Hexknight for paladins.

* This is a time sensitive agenda, as the connections with Baba Yaga are unpredictable. Once this agenda is completed, the connection is made stable, but this agenda can fail if too much time passes before it's completion.

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* The Patrons are a fearful and chaotic power. The Great Coven has long since maintained a fair diplomatic light despite their origins. The return of the Witchqueen could cause the world's view to shift into an unknown light. Complete this agenda only with proper consideration.

Hkari

Rip and Tear (Complete)

DL: 7

Reward: The traitors will pay for what they have done, the noble blood spilt on that day the Black Phoenix will never forget. This agenda will be seek out the Dark Pact wherever they may be hiding, to bring them to justice. If this agenda is completed, the Dark Pact will be discovered and a set of prestige missions will become available, that if completed, will destroy the faction.

* This agenda if it is attempted is an act of war, this agenda if completed will result in fully sanctioned PvP, meaning, that open warfare may become possible. Since this will involve both factions, scheduling may be an issue to result play. So some expectations must be made to its efficiency.

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* With each prestige mission the Dark Pact completes, this agenda deteriorates and the agenda enters a debt dependant on the mission completed. This debt must be paid first before progress on this agenda can continue.

Ebb and Flow (Complete)

DL: 5

Reward: Something stirs in the astral sea, it grows closer with each passing moment, although it may still be far away, the ripples it sends to herald it's approach are causing the planes to stir and the spaces in between to weaken. The Hkari are required to focus on this task lest it grow out of hand. However, the Black Phoenix is too enraged at the betrayal of his own people to focus properly, therefore it falls to the others to make a decision. Shall they hold to vengeance or duty? Progress on this agenda completely ****RESETS**** the progress on Rip and Tear. If this agenda is completed, the great enemy that approaches will have it's arrival predicted properly and Verum may be properly warned and indeed perhaps a weakness revealed. It is up to the Hkari to choose wisely.

* This misprediction could mean that the enemy arrives earlier than believed.

* This agenda has an unknown critical failure. If this occurs, many will die.

litanas Imperium

Claim what is Ours (Complete)

DL: 4

Reward: The emperor demands his birthright and will see it claimed. If this agenda is completed, then the scouting will have been performed that is required for the Cathedral of Sin to be conquered. This will result in the first of many prestige missions that will lead to the slow settlement of the old Capital of the Elven Empire.

* Each prestige mission will have the normal rewards, but will also result in upgrades for the litanas Imperium.

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* This supply of prestige missions is shared between this faction and another organization (This organization has not been introduced yet.), whoever claims the most or the most valuable, will depict the resolution of the Cathedral of Sin storyline.

Build our home (Complete)

DL: 7 (Read footnote)

Reward: The Imperium have squatted in tents long enough. It is time that take up more stable residence. Surely asking their Watch Wall neighbors, with their expert masonry, can be persuaded to assist. The Imperium will pay the Watch Wall to build housing for them (and a few facilities). Completing this agenda will result in an increase to defensive war potential.

*The Imperium MUST have a trade agreement with the Watch Wall before this agenda can be pursued. If this agreement is broken for any reason before the completion, the agenda fails.

*If the Imperium pays the Watch Wall 1000gp an ooc week. The DL is reduced to 4. This money must be in the faction bank by Sunday 2pm cst and will be transferred from The Imperium QM to the Watch Wall QM. If they Imperium chooses this, then *they must do the transfer every week or the Agenda fails.*

Inquisition

Bow heathens and know despair

DL: 4

Reward: Impurity, debauchery, madness and blasphemy. There are some in the Inquisition that see what the future holds, they see the evil stirring and suggest an act of prevention. They suggest the old ways. If this agenda is completed the Old Scriptures will be put into play resulting in the following.

* This will grant all members of the inquisition a sacred boon, which will be added to the deity page that only members of the Inquisition will gain access to. This will also grant an upgrade to starting equipment.

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* This will cause an open state of warfare with the Dark Pact, The Great Coven, The Night Guard and the litanas Imperium. For each member of these opposing faction slain in lawful PvP combat, will result in the inquisition gaining a point of Fervor. This resource can be used to unlock further upgrades, such as magic items, class upgrades and faction upgrades.

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* If this option is progressed at all, this prevents the selection of (**The hand that gives the most, is the fullest** or **Knowledge is power, hide it well**) resulting in a permanent choice. This agenda cannot fail.

The hand that gives the most, is the fullest

DL: 4

Reward: Greed, Envy, Opulence and Gluttony. There are some in the Inquisition that see what the future holds, they see the evil stirring and suggest an act of prevention. They suggest the way of charity. If this agenda is completed, the Scriptures of Blessed Poverty will be put into play resulting in the following.

* This will grant all members of the Inquisition a sacred boon which will be added to the deity page that only members of the Inquisition will have access to, however, they will sacrifice all future starting equipment upgrades and must give 10% of their mission rewards to the church for redistribution.

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* This will cause an open state of warfare with The Great Bazaar, The Collector, The Steel Saints and the Freeman. For each member of these opposing faction captured in lawful PvP combat, will result in the inquisition gaining a point of Fervor. This resource can be used to unlock further upgrades, such as sacred boon upgrades, class upgrades and faction upgrades.

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* If this option is progressed at all, this prevents the selection of (**Knowledge is power, hide it well** or **Bow heathens and know despair**) resulting in a permanent choice. This agenda cannot fail.

Knowledge is power, hide it well

DL: 4

Reward: Secrets, Magic, Knowledge and Unsanctioned Pursuits of them. There are some in the Inquisition that see what the future holds, they see the evil stirring and suggest an act of prevention. They suggest the way of secrecy. If this agenda is completed, the Scriptures of Silence will be put into play resulting in the following.

* This will grant all members of the Inquisition a sacred boon which will be added to the deity page that only members of the Inquisition will have access to. Members however will be unable to gain attunement slots through any other means than a faction agenda.

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* This will cause an open state of warfare with The Mages Guild, Bard's College, World Wanderers and not the Great Coven, for they are protected by Wondox in this particular instance. For each member of these opposing faction captured in lawful PvP combat, will result in the inquisition gaining a point of Fervor. This resource can be used to unlock further upgrades, such as attunement slots, class upgrades and faction upgrades.

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* If this option is progressed at all, this prevents the selection of (**Bow heathens and know despair** or **The hand that gives the most, is the fullest**) resulting in a permanent choice. This agenda cannot fail.

((If neither of the above is chosen, this can result in the inquisitions existence being called into question, which will lead to some special diplomatic encounters, that is failed, can result in the faction being dissolved.))

Mages Guild

What we have lost (Complete)

DL: 5

Reward: The Mages Guild has lost much of what it has built, its great libraries, its magical advancements, much of its power was shared by many, even though they took a profit from it. Many grew jealous of this, but truly what is just in this case? In either case, the Mages Guild cannot survive while those that would challenge it directly, rise up, lest it be forgotten. If this agenda is complete it will represent the Mages Guild recovering enough of it's resources to start rebuilding the things it lost. This action will restore 1 lost facility listed out when the agenda is completed.

* If an alliance is made with the liatanis Imperium, these benefits are increased as the Arcane union will begin to return.

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* If an alliance is made with the Bard's College, these benefits are increased as the Arcane union will begin to return.

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* If the agenda **Hail Baba Yaga** is completed, the Arcane union will weaken, downgrading these benefits.

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* If an alliance is made with the Hkari, the liatanis Imperium and the Bard's College then the power of the Arcane Union will allow the following benefits. The Hkari may progress **Ebb and Flow** without resetting **Rip and Tear** and all the total upgrades and rewards are increased even further for the Mages Guild.

Tatalis Finale (Complete)

DL: 6

Reward: The vaults of the Taltaken below have been opened and now must have their secrets studied. Completing this agenda will allow the return of the Taltaken into the world, empowering the Mages Guild greatly. However, the resurgence of one of the most feared weapons in all of Verum, may cause others to see the Mages Guild in a different light. Choose this option with great consideration. It will unlock the following benefits.

* The starting items of the Mage's Guild will be improved greatly.

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* This will unlock a series of faction feats, that will further improve a mages guild character, giving access to exclusive abilities and mechanics.

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* The Taltaken will return and the Mages Guild will no longer be completely vulnerable to attack, but it is still a hill to climb.

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* The Mages Guild will gain the ability to sanction a mission, allowing a Taltaken to accompany a party to assist a member. The number of these available and their power is minimum and is determined by future upgrades.

Night Guard

Into the Shadowfell (Complete)

DL: 4

Reward: The Nightvale stirs and the Feywood seems to dim. It would seem that the Shadowfell has sent an emissary to the Night Guard. They require their assistance and in exchange for it, they will gift them with an improved armory more befitting warriors of their station. If this agenda is completed, a new series of prestige missions will become available, each will bare an upgrade to the night guard as well as to a few other factions. Most notably, completing this agenda at all will decrease the DL needed to complete ****Ebb and Flow**** by 1.

* Each of the prestige missions completed will result in an upgrade to the starting items of the nightguard. If all of the missions are completed, an attunement slot is added to the list of starting benefits.

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* Each of these missions will have unknown consequences, which may result in aiding a faction you did not intend to, so be considerate of which bonus objectives you will complete. You can also choose to skip a mission. This will result in you sacrificing the bonus for all of them but it will not create any ire with the shadowfell to do so.

Shackled Legion

The Cost of Freedom (Failed)

DL: 10

Reward: What is freedom? To be unbound is the ultimate treasure and the time has come. This is a very dangerous agenda, because if it is attempted, a time limit begins. If this time limit is failed, the faction is put to death and dissolved. If it succeeds, the shackled legion break free and all prisoners escape to a promised land whispered about at the southern shores. Once it is decided to attempt this agenda, the Shackled Legion must sever all alliances and close their faction, for they must move in secrecy. During this time they may benefit from receiving downtime days, but must spend them on this agenda. Pay close attention to the special notes below.

* Whenever the Dark Pact, Iitanas Imperium, Grasping Hand, Freeman or the Collector complete a prestige mission, each member of the shackled legion is granted 1 downtime day, to represent taking advantage of the chaos they produce.

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* Whenever the Night Guard, Great Coven, Inquisition, Hkari or Watch Wall complete a prestige mission, each member of the shackled legion reduces the next set of downtime days awarded by 1. This represents their escape being more difficult as these factions promote law with their actions.

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* There will be a special event that will become available, if the Shackled Legion completes enough prestige missions of sufficient danger, that will call upon the priests of Cassius. If they answer the call and pass the trial, the god of freedom will grace the Shackled Legion with more time to escape and indeed empower them if they do.

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* There will be a special event that can occur at a random time. If this event occurs, all priests of lass will be called upon. If they answer the call and depending on their decision, the Shackled Legion may receive more or less time.

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* If this faction escapes, they will become a new faction, complete with a new base, tenets and abilities. But they will forever be in a state of war with the following factions and only if certain circumstances occur. (The Grasping Hand if ****On the Run**** is completed. / The Inquisition if ****Bow heathens and know despair**** is completed.)

Steel Saints

The Lord of Blades (Complete)

DL: 4

Reward: The Lord of Blades has long been a denizen of Daborak and now it seems he wishes to make ties with the country, as his life force is fading. The Steel Saints are chosen as his emissaries. If this agenda is completed, the Steel Saints will receive weapons forged by the Lord of Blades, to improve their starting equipment.

- * The Lord of Blades has a personal errand that he will request, by unlocking a prestige mission to deal with his personal storyline.

Steton Striders

My Father's Halls (Complete)

DL: 4

Reward: Something stirs in the hall of warriors, the spirits of the past are restless and the people of Steton have fitful sleep. If the Steton Striders complete this agenda they can enter the Hall of Warriors and complete a series of prestige missions. For each one they complete they can unlock an archetype for various martial classes.

- * If all of the prestige missions are completed, the Steton Strider can unlock a Great Hunt, a creature of Sevenic Challenge.

Watch Wall

Open the Gates (Complete)

DL: 4

Reward: The Watch Wall has safeguarded Orde for decades, however, all things need to change, a diplomatic call has been made. Depending on which of the Inquisition agendas are completed, these overall rewards will change, but regardless, if this agenda is completed, trade will open up between Orde and some of the wilder races of the Badlands.

* Special diplomatic meetings will be had after this agenda is complete, depending on how well things go, this can result in upgrades for the faction and in the best case, unlocking new racial archetypes.

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World Wanderers

The Cavern Crovux (Complete)

DL: 7

Reward: A primal call can be heard on the wind, it pulses in the trees, the rangers feel its call. It must be found, it must be studied. If this agenda is completed. A resurgence of the linnorms becomes a possibility. This can result in not only prestige missions, but also a new ranger archetype and new story mechanics.

* There are many results of this agenda but they are secret.