

"Talk it out"

Insight check can be used to determine the best tact: opposed by passive Bluff

Goal

Making Lord Shaaladel a Friend

- Responds well to historical context: +1D

Shaaladel's Goals

• Destroy Leska and dismantle the Ragesian Army

{Take over as defacto General of the Ragesian Army}

• Lead the Resistance

{resistance takes orders from him and his generals}

• Follow-up Gates Pass by securing the Shahalestian borders

o Send two Armies to defeat the 4<sup>th</sup> Ragesian Army

o This means less forces available in next modules

• Restore the Shahalestian Empire

{return to the previous borders.. Includes subsuming a number of smaller nations}

• Deliver the Torch

Close {NPC initiated}

Tired of bargaining, Shaladel tries to end the meeting with a compromise

+2 for each partial defeat, +5 for each full defeat

Skill check vs DC						
	if target is friendly; +1D	if target is hostile; -1D	if simple description; +1D use of character	if cool description; +2D as before and uses environment and/or scene or builds on the plot and known history	if complex description; +3D as before, but done in character	
DC	Successes					
41	1	2	3	4	5	6
			Let it ride' for an extra check after closing			Gain +1D to checks
36	1	2	3	4	5	
			Agrees to discuss who should take over after Leska is dead		Agrees to liberate Ragesia and/or whatever plan the Heros have	
	1	2	3	4	5	
			Partial: Armies treated equal, but he has the main lead		UN Approach	
	1	2	3	4	5	
	Send one army				Focus on defeating Ragesia first	
	1	2	3	4	5	6
			Regain minor holdings, to include Gates Pass		pre-Leska borders, but retain Gates Pass	2 wards of Gates Pass
	1	2	3	4	5	
			Agree to destroy the Torch		Agree to leave the Torch with the PCs	
36	1	2	3	4		
	Bargaining ends	You get one more pitch		Okay, we will continue		