

Dedicated to Lizzie, who somehow keeps fucking up Jiyel/Arland even with the stats to tell Cato to ~~go fuck himself~~ stop being so isolationist.

Note: This guide assumes you generally know how to complete the events successfully as listed. If you have any questions, please ask on tumblr (fyeah7kpp) or Discord (the Seven Kingdoms Summit server) or refer to additional guides for more details.

Requirements

- Best version of [bringing peace to Revaire](#) (including all of the bonus content)¹
- 450 persuasion by the final matchmaker meeting in week 3
- 500 persuasion and 75 manipulation by the beginning of week 6
- Encouraging Penelope's independence
- Encourage Lyon towards involvement
- Requires at least +10 manip NG+ bonuses for Arland princess²

Welcome Feast

- Rescue Penelope yourself from Jarrod (+5 Rebels approval)
- Talk to Jarrod for triggering his date (**REQUIRED**)
- Talk to Lyon and trigger his date (**REQUIRED**)
- Talk to Lisle and Penelope to get friendship with Penelope (**REQUIRED**)

Week One

- Invite Ria, Syara, and Jasper to join you (+5 Sayra friendship)
- Visit the Kitchens (Rebels Secret part 1, requires at least 175 persuasion, **REQUIRED**)
- Jarrod event (Requires 50 courage or 75 manip; Have a pleasant conversation about nothing requires 250 persuasion for +1 Jarrod reform; while I appreciate your frankness for +1 to Jarrod reform, **REQUIRED**)
- Lyon event (convince him to get involved with "specious argument", **REQUIRED**)
- Lisle event for friendship with Penelope (likely required, optional: what are your goals for the Summit if at least 25 politics, 50 insight, and 50 ethical, and at most 1 rivalry)
- Visit the Gardens (Great Game Secret part 1, requires 150 interpersonal insight)

Introductions

- If Jarrod notices your disapproving look, you have at least 1 point in Jarrod reform
- Public ambition is Katyia's legacy (+5 Rebels approval and +5 Sayra respect if also private ambition, or 300 persuasion for same bonuses)

Week Two

- Show Jasper the note (required for perfect trial)

¹ This guide will include general requirements for early week content but will not be comprehensive because far too much is involved. Please see separate guide for dialogue options.

² Requires having at least +10 (from G&J and/or Avalie) from NG+ bonuses and taking the one available manip option from CC. Also requires taking almost every option of manip throughout the game.

- Win the Boat Race (Invite Penelope alone for +2 growth, invite Penelope and Lisle for +1 growth, **REQUIRED**)
- Visit the Cliffs (Rebels Secret part 2, requires at least 60 insight, **REQUIRED**)
- Visit the Forbidden Wing before horse race (Required for perfect trial, requires at least 125 quick wit)
- Horse Race (Comfort Ria for +5 Sayra respect, +5 Sayra friendship)
- Penelope Event (be nice to her for friendship points)
- Avalie Event (requires 170 interpersonal insight, required to ally Avalie)
- Visit Practice Room for Jarrod reforming (requires at least 2 Jarrod reform, +1 Jarrod reform, **REQUIRED**)

Week Three

- Intervene with Lord Harold (Sayra can handle herself requires 50 insight, gives +10 Sayra respect, +5 Sayra friendship; Help out people in trouble gives +5 Sayra respect; Duty of women gives +5 Sayra friendship; Wait it out gives +10 Sayra rivalry)
- Get a present from Mrs. White (a sign you have at least 35 rebels approval)
- Get a present from Ria and Sayra (not required, but a sign you have at least 30 friendship combined with Ria and Sayra)
- Matchmaker breakfast (I'm sorry you were delayed for +1 Jarrod reform, **REQUIRED**)
- Sayra gives you encouragement before Matchmaker (you have at least 15 friendship or 15 respect)
- Scene with Jasper about horse ride (requires 20 romance with Jasper, forbidden wing in week 2, and 75 insight; required for perfect trial)
- Invite Sayra to girls night (requires at least 10 respect and 10 friendship; +5 friendship)
- Invite Sayra to onvu tournament (requires at least 10 respect; +5 friendship if she wins, +10 friendship and respect if onvu quality is at least 50, else +5 friendship and respect)
- If triggering Gisette romance, at least 85 manip for not getting +50 rivalry
- When triggering Jarrod romance, at least 450 persuasion for rather aghast (+1 Jarrod reform, **REQUIRED**)
- Visit the ballroom (Great Game Secret part 2, requires 150 interpersonal insight and 125 quick wit)

Week Four

- Tell Estelle "I'm afraid I am very much convinced that Imogen is entirely innocent" at dinner (+10 approval)³
- Succeed the Trial⁴ (+15 approval, +20 Sayra friendship, +20 Sayra respect if perfect success; +10 approval, +10 Sayra friendship, +10 Sayra respect for other success)

Week Five

³ This is not required and involves missing out on +5 insight, but without this, you will need every other point of rebels approval unless you're a rebel leader.

⁴ Please check [Weeks 1-5 spreadsheet guide](#) for details on succeeding the trial.

- Visit Staff Quarters (Rebels Secret part 3, if at least 50 rebel approval, you get a nod and can continue, otherwise you get 50 rivalry with Clarmont and Sayra and cannot talk to Sayra for the truth, **REQUIRED**)
- Penelope event (Change her mind about marrying the Duke, because you know she is more than she thinks, +1 growth, **REQUIRED**)

Week Six

- Go to Forbidden corridor (Great Game Secret part 3, requires rest of weaver chain, at least 50 secrets, at least 275 interpersonal insight)
- Go to Gardens (stay, requires at least 50 plants and animals OR 60 poise OR 60 self-defense for Avalie's secret)
- Ambassadors choices (all **REQUIRED**)
 - Arland: Peace is everyone's best interest
 - Corval: Skilled negotiator like yourself
 - Hise: Corvali are skilled merchants and traders
 - Jiyel: So much to offer (requires 500 persuasion and 75 manipulation to succeed)⁵
 - Revaire: Sometimes we have to take risks
 - Skalt: A song of peace
 - Wellin: I have found much to admire in them
- Ana event (Fighting for peace is the worthiest battle, requires at least 415 persuasion OR at least 50 ethical Wellin to succeed)
- Avalie event
 - I understand (if ace) OR Sorry you felt different
 - Overheard something personal about you (requires Avalie's secret)
 - I have some suspicions about you (requires Weaver's secret)
 - Ally Avalie (I'm worried requires at least 51 ethical, I don't think Katya was naive, Attempt to convince her requires 455 persuasion to succeed)
- Talk to Sayra for the truth (requires at least 30 friendship, at most 10 rivalry, at least 40 respect, rebels secret, and at least 85 insight, **REQUIRED**)
- "True strength" with Jarrod at the ball (requires at least 450 persuasion, +1 Jarrod reform, **REQUIRED**)

Week Seven

Negotiations (Hise/Corval)

- Start with 50 points
- If Hise
 - If not romanced Zarad, and at least 50 friendship with Zarad, +5 points
 - If at most 60 rivalry with Blain, +5 points
- If Corval
 - If not romanced Hamin, and at least 50 friendship with Hamin, +5 points
 - If at least 50 friendship with Cordelia, +5 points

⁵ CATO YOU ABSOLUTE DICKWAD you're the ONLY ONE WITH SKILL CHECKS.

- All reach an accord (+10 points if at least 210 interpersonal insight)
- Been waiting for just this chance (**REQUIRED**, requires trading love with Hise ambassador; +10 points if at least 75 approval with Corval; else at least 50 approval with Corval and 370 persuasion, else at least 425 persuasion OR at least 5 negotiation power)
- I should see my suggestion to fruition (**REQUIRED**, requires selling peace with Corval ambassador, +10 points if at least 20 negotiation power⁶ and 51 approval with Hise OR at least 65 approval with Hise)
- Up to three of the following
 - Impress both nations with wit (+5 negotiation power if at least 210 quick wit, else -5 negotiation power)
 - Propose Hise and Corval become more than allies (**REQUIRED**, requires at least 60 points)
 - Remind them they weren't always at odds (+10/+5/-5 points if at least 75/50/0 history)
 - Remind them they have potential to compliment one another (+15/+10/+5/-5 for 3/2/1/0 skill checks passed: at least 51 cunning, 76 insight, 26 street smarts, 60 leadership, 60 poise)
 - Convince them you are worth listening to (+5 negotiation power if at least 61 eloquence, else -5 negotiation power)
- Don't blackmail Zarad
- Optional: Blackmail Jaslen to encourage peace for +10 points
- Work towards peaceful resolution (+10/+5/0/-5 with 76/51/40/0 Hise approval AND +10/+5/0/-5 points with 76/51/40/0 Corval approval)
- Legendary requires 125 points

Negotiations (Wellin/Skalt)

- Start with 50 points
- Penelope visits before negotiations (requires at least 2 growth and 60 friendship; "definitely something that only you can do" for +1 growth)
- If Wellin, not romanced Ana, and friends with Ana⁷, +10 points
- So much Skalt and Wellin have to offer (+10 points if at least 210 interpersonal insight, else +5 points)
- At least one of these is **REQUIRED**
 - If agreed with Lisle to work against war in week 1 date, +10 points
 - If convince Ana towards peace in week 6, +10 points
- Interrupt voicing support of sharing knowledge (**REQUIRED**, requires song of peace with Skalt ambassador; +5 points if at least 65 eloquence OR 65 leadership OR 75 intelligence OR 10 negotiation power)
- Suggest Penelope visit Skalt (**REQUIRED**, requires learn from each other with Wellin ambassador and jumping in with substantive suggestion; +5 points if at least 3 growth)
- Up to three of the following

⁶ Possibly bugged as of V1.06, need to check more recent builds

⁷ Unclear what the point check is. Maybe a typo?

- Exchange of medical information (+10 points if at least 30 plants and animals and 65 intelligence, ELSE +5 points if at least 30 plants and animals OR 65 intelligence, ELSE -5 points)
- Real trade opportunities (+15/+10/+5/-5 for 4/2/1/0 skill checks passed: at least 26 practical, 26 people, 26 academics, 26 warfare, 26 street smarts, 26 politics)
- Make everyone feel good about themselves (+5 negotiation power if at least 180 interpersonal insight)
- How nations should protect themselves (+5 negotiation power if at least 265 defensive instincts)
- Work towards peaceful resolution (+10/+5/0/-5 with 76/51/40/0 Wellin approval AND +10/+5/0/-5 points with 76/51/40/0 Skalt approval)
- Legendary requires 125 points

Negotiations (Jiyel/Arland)

- Start with 50 points
- Differences between Jiyel and Arland (+10 points if at least 210 interpersonal insight, else +5 points)
- If Avalie allyship, +10 points
- If Jiyel, not romanced Emmett, and at least 50 friendship with Emmett, +5 points
- If Arland, not romanced Lyon, and at least 50 friendship with Lyon, +5 points
- Lyon speaks up for +10 points if Lyon is involved (basically guaranteed)
- Argue that peace is in everyone's interest (**REQUIRED**, requires convincing the Arland ambassador; +5 points if at least 75 manip OR 70 eloquence OR 55 history and 25 politics OR 50 warfare and 55 charisma OR 10 negotiation power)
- Take opportunity to once again agree (**REQUIRED**, requires arguing with the Jiyel ambassador; +5 points)
- Up to three of the following
 - Ask Lyon if he has ideas (**REQUIRED**, Requires getting Lyon involved, +10 points)
 - Build a joint history library (+10/+5 points if at least 71/51 history OR +5 points if at least 51 academics OR +5 points if at least 86 insight, ELSE -5 points)
 - Chefs train in different nations (+10 points if at least 30 practical OR +5 points if at least 30 street smarts OR +5 points if at least 56 leadership, ELSE -5 points)
- Convince Jiyel and Arland to work together with the world at large (+10/+5/0/-5 points with 76/51/40/0 Jiyel approval AND +10/+5/0/-5 points with 76/51/40/0 Arland approval)
- Legendary requires 125 points

Negotiations (Revaire)

Please see [peace to Revaire guide](#)

Congratulations on your Katyia's legacy!