

Negotiations

In order to have access to the resurrection, the PCs need to score 7 success.

- To score a success, the PCs can
 - accept a demand “as-is”
 - succeed in the skill challenge to make a compromise.
 - succeed in the skill check to completely bypass the demand diplomatically
- At least 4 of the successes must be an actual promise (either the as-is demand or a compromise).

Thanks to Pennywit for the heads-up!

Abadar's clergy will appoint two council members of their choosing (excluding Ruler) • <i>Compromise:</i> Only one council member (Diplomacy 14) • <i>Compromise:</i> the Ruler will choose all council members, but two of those will always be Abadar's priests (Know Nobi 15) • <i>Cancel the demand</i> (Bluff 20)	All non-humanoids creatures (except animals or useful/inoffensive magical beasts) will be either driven off the borders or killed. • <i>Compromise:</i> they can serve the colony as labor (Diplomacy 12) • <i>Compromise:</i> applies only to fey (Sense Motive 15) • <i>Cancel the demand</i> (Know Geo 20 ou Diplomacy 22)
The colony will grant exclusive logging rights to the Gronzi Lumber Consortium (that gives the colony +1 Economy for each 3 lumber camps in the Narlmarches). • <i>Compromise:</i> the Consortium will pay royalties (Appraise 15) • <i>Cancel the demand</i> (Intimidate 20)	Abadar's faith will be the official religion • <i>Cancel the demand</i> (Bluff 25)

In order to celebrate Abadar, the Holiday Edict will always be at least 6 holidays/year. • <i>Compromise:</i> At least 1 holiday/year (Know Local 15) • <i>Compromise:</i> this demand will be met within two years (Know Nobility 16) • <i>Cancel the demand</i> (Diplomacy 18 or Know Relig 22)	The colony's capital will be linked to Restov by road within two years. • <i>Compromise:</i> Within five years (Know Engine 15) • <i>Cancel the demand</i> (Diplomacy 25)
The colony will have three settlements within 4 years. • <i>Compromise:</i> Within 7 years (Diplomacy 20) • <i>Cancel the demand</i> (Diplomacy 25)	No religious buildings to another deity than Abadar will be built. • <i>Compromise:</i> Other clergies can have less prestigious buildings than Abadar (altar -> temple -> cathedral) (Know Relig 14, Diplom 16) • <i>Compromise:</i> Abadar must be the first to have a building from every level of prestige. (Diplomacy 20) • <i>Cancel the demand</i> (Intimidate 25)
A temple to Abadar's glory will be built within the first year of the colony. • <i>Compromise:</i> An altar instead of a temple (Know Relig 15) • <i>Compromise:</i> Within two years (Know Engine 15) • <i>Cancel the demand</i> (Sense Motive 25)	Within two years, the colony will have six commercial buildings (shops, markets, inns, docks). • <i>Compromise:</i> Four buildings (Know Local 15) • <i>Compromise:</i> Within three years (Diplomacy 13) • <i>Cancel the demand</i> (Diplomacy 16)