

PARLEY

When you *press or entice an NPC into a course of action*, say what you want them to do (or not do) and roll +CHA: on a 10+, the GM picks 1:

- ☉ They do as you want
- ☉ They reveal what it'll take to convince them

On a 7-9, they... (the GM picks 1):

- ☉ Demand something from you first
- ☉ Rebuff your attempt, but could still be swayed by a different approach
- ☉ Do it, but with unforeseen complications (they get it wrong/take it too far/expect too much/soon revert to form/rouse someone's ire/etc.)

Parley is the move that triggers when you make a heartfelt argument, goad a coward to action, or lure someone away to someplace more private. It covers manipulation and diplomacy, intimidation and seduction. If you put pressure on someone to do something that they wouldn't normally do, or to *stop* doing something they want to do, then that's Parley.

You don't need this move to get someone to do what they were going to do anyway. You don't need to Parley with a merchant to get her to sell you her wares. You *do* need Parley if you try to convince her to cut you a deal.

As with any move, describe how you do it. If you say "I try to get her to cut me a deal," the GM should respond with "Cool, how do you do that? What do you say?" You've got *press* (threaten, encourage, demand, implore, beg) or *entice* (seduce, bribe, lure, tempt) them to trigger the move. Just saying what you want doesn't cut it.

On a 10+, the GM decides whether your approach worked or if they need something else. If they need something else, the GM will reveal it. Maybe they reveal it directly through the NPC's words or actions, or maybe they reveal it through nuance and insight. Or both.

If you then meet the NPC's requirements, they'll do as you want. You might trigger other moves in the process of meeting their requirements, but if you meet them, it's a done deal. No need to Parley again.

On a 7-9, the GM can have the NPC make a demand of you before they agree. This is like the

10+ result, except that they aren't *revealing* anything. They're dictating terms, and probably not to your benefit. Meet their demand and they'll go along with you. Decline, and they'll stubbornly refuse; Parley won't work again unless circumstances change.

If you get a 7-9 and they rebuff your attempt, the GM will describe how. The important thing here is that they haven't *refused*. They're likely still engaged in the conversation and, if you (or someone else) can come up with an alternate approach, you can trigger Parley again. Try Discerning Realities or Spouting Lore if you're stuck for ideas.

On a 6-, the GM's move will often involve the NPC refusing to be swayed. GMs, feel free to use your move to cut away from the scene or the conversation, or to otherwise end the conversation.

What Will it Take?

GMs, when deciding whether an NPC has been convinced, consider their instinct, personality, and position. If the PC's approach feels lacking, decide what it'll take to convince them. Pick 1-3 items from the list below (linked with "and" or "or" as appropriate) and reveal the specifics in play.

- ☉ A bribe/a gift/something they want (or a way to get it)
- ☉ A credible threat
- ☉ Concrete assurance of/that ____
- ☉ Appealing to or appeasing their ego/emotions/honor/conscience/fears
- ☉ A chance to do it safely/freely/discretely
- ☉ Help or participation
- ☉ A promise/oath/vow
- ☉ Pressure/permission from ____

It's possible that you'll decide on something the PCs can't provide, at least not now. If they try to bully a demon into leaving their town alone, you might say "It sneers in disdain; you're going to have prove you can hurt it or bind it. Good luck with that." This isn't a failure! You've given them actionable information, even if it's "threats won't work, at least right now."

GM: *You look up and see pale eyes all about, peering out of the brush. You're surrounded. What do you do?*

Rhianna: *We barely killed this lot. No way we can take all of these. I try to scare 'em off. Parley?*

GM: *Cool, sure. But what do you do exactly?*

Rhianna: *Oh. I grab the head of the nearest crinwin corpse and hoist it up. Turn around and stare out them. Then I'll slice its head off. "YAAAAAAA!" I chuck the head into the woods, turning and screaming at the others. I got an 11.*

GM: *<pause> Yeah. Yeah, that sure works. They scamper right off, up the trees and disappear into the canopy. They're gone and you're covered in clammy black blood. Caradoc, what are you thinking about Rhianna right now?*

Blodwyn: *I crouch down to eye level with the girl. I keep my distance but offer her a piece of bread. "Hey. Hey. You hungry?"*

GM: *You're trying to get her to come out from under the table? Sounds like Parley to me.*

Blodwyn: *More like I'm trying to get her to trust me and start talking, but yeah. I got a 10.*

GM: *Cool. Her eyes lock on the bread and you see her swallow, but then she looks at Caradoc and Rhianna and her men. She's clearly terrified of the warriors. You bet she'd come out and talk if they were gone.*

Blodwyn: *Caradoc, Rhianna, guys... could you all step outside please?*

GM: *Cool, as soon as they leave, she snatches the bread and darts back under the table. She stares at you while she wolfs it down. Then, she gulps. And whispers: "More?" What do you do?*

Vahid: *"Only two handfuls of silver? Why, this is worth at least three! I could take it to Foundry and have them melt it down into two handfuls!" Parley? I got an 8.*

GM: *He smirks. "You'd get no more than a handful if you melted it down. But perhapssss... I'll give you two handfulssss of ssssilvrr for it now. And if you take my man Gunter to where you found thissss lovely thing, I'll gladly pay another handful upon hissss... ssssafe return." He's looking right in your eyes, smiling so that you can see those too-long teeth of his. What do you do?*

Caradoc: *I'll grab him by the shoulder. "Rheinal, you can't go out there! It's not safe." I want him to stay in town, at least until Vahid gets back and we can investigate. That's Parley, right? I got a 7.*

GM: *He shakes his head, pats your hand. "Caradoc, the Wood is never safe. We can't stop doing our jobs just because we're scared. Who'll bring in the meat? The fur we trade?" He gently slides your hand off his shoulder and turns to go.*

Caradoc: *"But the shadow! It's out there, waiting." Can I Parley again?*

GM: *No. He turns and says "Enough. That shadow is probably just a big wisent or something. I've got to go, Caradoc." You can tell that he won't be swayed by trying to scare him. But he hasn't left yet. What do you do?*

Caradoc: *Crap. Crap. I put myself in front him. "I won't... I won't LET you go!" My voice cracks a little.*

GM: *Are you actually threatening him?*

Caradoc: *Not really, no. I'm hoping he'll realize how much this means to me and decide to stay.*

GM: *Oh, sure. That's great. Roll Parley then.*

Caradoc: *Oh no. A 4.*

GM: *Rheinal smiles sadly and shakes his head. You're sure he sees the water in your eyes, but he's like "Caradoc. Cardoc. I've got to go. There's work to be done." And he walks past you into the Wood. He doesn't come back that night, or the next. And the following morning, Nesta comes running back up from the Stream, screaming and crying. A body she says. When you go to investigate, it's Rheinal. He's dead. What do you do?*

