

	<b>Loyalist</b>		<b>Galtans</b>		<b>Docktown</b>		<b>Thistles</b>	
<b>A1</b>	1st enter/exit front of academy	1						
	Stay at Throne	2						
<b>A2</b>	Ask about Arunai	1	Ask about Telandril	1	Ask about Arunai	1	Ask about Telandril	1
	Ask about Falger	1	Ask about others >1	1	Ask about Falger	1	Ask about Falger	1
	Deal info about Olandil	2			Deal info about Olandil	2		
					Ask about others >1	1		
<b>A3</b>	PCs aid in fight	2	Enter Inkwel	1	Start fight	1	Enter Inkwel	1
			Start fight	1				
			PC's aid in fight	2				
<b>A4</b>	Visit Throne	1					Agree to help find gem	1
	Visit throne in academy robes	1						
	Agree to help find gem	1						
<b>A5</b>	Hear about diver	1	Hear about diver	1	Hear about diver	1		
	PC reveals connection to ZD	1						
<b>B1</b>			Interrupt speech	2	Interrupt speech	2		
<b>B2</b>	Dont exit Guts with Olandil	2	Exit Guts with Olandil	2	Dont exit Guts with Olandil	2	Exit Guts with Olandil	2
<b>B3</b>	Intimidate or make guards flee	1	Kill or incapacitate guards	2	Kill or incapacitate guards	1	Kill or incapacitate guards	1
	Buying guards off	2	Intimidate or make flee	1	Buying guards off	1	Intimidate or make flee	2
<b>C</b>	Return gem from Olandil	2					Return gem from Olandil	2
<b>C1</b>	Hand over Olandil	2	Agree to clear out tower	1	Agree to clear out tower	1	Agree to clear out tower	1
<b>C2</b>	Framed at tower	-3	Framed at tower	-3	Framed at tower	-3	Framed at tower	-3
<b>D</b>	Defat faction boarders	-2	Defeat faction boarders	-2	Defeat faction boarders	-2	Defeat faction boarders	-2
							Incapacitate or non violent solution unless Thistle boarders	2
	<b>Effects of Influence</b>							
	PCs have +2 bonus on skills checks with the Faction with most influence and -2 with the Faction with the least							
	Faction with the least influence determines the opposition in Encounter D							