

# Episode 44, Party Conflict

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## Business

Tomorrow Tuesday, June 16th is the live episode, come help decide the best comedy television series ever, starting at 8:30 pm Eastern

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Contest part two

## Intra-Party Conflict

- Values of intra-party conflict
  - Existence of an internal enemy
    - Disrupts the Us vs. Them combat dichotomy
  - Focus on the characters and their inter-personal relationships
  - Calls for a non-fatal solution
  - Creates a new method of opposition for party enemies
    - Exploit individual characters or the weaknesses between them
- Organic conflict
  - Occurs naturally between players
  - A confrontation of needs or agendas
    - Focus on role-playing influences rather than physical possessions
    - What do they want to achieve as individuals and how do those goals interfere with one another
  - Exploiting cracks in the party
    - What would remedy those cracks?
    - What would widen them?
    - Know both options so you can keep conflict under control
  - What conflict to resolve rather than exploit
    - Fighting over possessions
      - Don't create a disparity of possessions among the group. Envy and jealousy are useful tools but only temporarily
    - Fighting over position
      - If one character achieves a great position that someone else in the party also wants (such as a kingship), it may lead to drastic confrontation (such as assassination)
- Synthetic conflict
  - Instigated by the GM
  - Creating a disparity of needs or agendas
    - Conflicting relationships
      - With other PCs
      - With NPCs (interested in the same member of the opposite sex?)
    - Conflicting ethical positions
      - e.g., is it okay to kill monstrous humanoids that haven't attacked?
    - Membership in conflicting organizations
- Dangers of Intra-Party Conflict
  - Leaving the game at the table and hard feelings
  - Derailing the greater story
  - Breaking the party apart
    - Conflict isn't meant to fork the party, just add a few curves to the road