

### Princess Eutropia

**Attitude:** Indifferent

**Diplomacy:** n/a

**Improve Attitude:** Make inroads with Dominicus Rell and Inka Heldotor, as future assets in her bid for the throne.

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Dominicus Rell

**Attitude:** Unfriendly

**Diplomacy:** 25

**Improve:** DC 15 Knowledge History or give piece of collected evidence.

**Special:** Improve the attitude of 6 NPCs to Friendly+, then Dominicus is Friendly.

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Inka Heldotor

**Attitude:** Indifferent

**Diplomacy:** 15

**Improve:** DC 15 strength / Perform check

**Special:** If friendly, can attempt DC 15 Diplomacy to warm her to Princess.

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Solmon Menander

**Attitude:** Indifferent

**Diplomacy:** 15

**Improve:** DC 13 Perform (oratory): complain about bureaucracy; or can offend other nobles

**Special:** Will tell Remaio's secret for 20g (free, if helpful)

**Steal Letters:** DC 15 Sleight Hand

**Share letters:** DC 20 dipl. (friendly) or 15 (helpful) diplomacy. +1 bonus to check per 10g bribe

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Gloriana Morilla

**Attitude:** Friendly (*Indifferent if Aayef Dead*)

**Diplomacy:** 10 (15)

**Improve Attitude:** Get letters from Solomon Meander, who has suggestive letters—while not incriminating, they are enough to create suspicion.

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Father Basri

**Attitude:** Helpful (*returned loot*) Unfriendly (*kept*)

**Diplomacy:** 10 (25)

**Special:** Will bless proceedings if PCs returned artifacts in *Basilica*. Petitions princess for return if they were stolen.

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Captain Seferi

**Attitude:** Indifferent (*Friendly if Aayef Dead*)

**Diplomacy:** 15 (10)

**Improve:** Coach Seferi with a DC 15 Knowledge (nobility) check, or a Sense Motive check on Eutropia can also lend better clothing or help find appropriate gift for princess

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Theon Cenabri

**Attitude:** Friendly (*Unfriendly if left remains*)

**Diplomacy:** DC 21 if unfriendly / indifferent

**Improve:** Promise to tell Italice's story – this will net a -2 on the check for completion

Hostile	Unfriendly	Indifferent	Friendly	Helpful
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>