

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: n/a

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"/>