



# SOVEREIGN COURT

Through diplomacy, intrigue, deception, and the occasional act of sabotage, the Sovereign Court aims to unite the nobles of the Inner Sea, and eventually forge a new, glorious empire. Many monarchs would view the Sovereign Court as a rival if not a criminal operation, so it is important that agents avoid publicizing the faction's existence and goals except when dealing with potential recruits. Now the the organization has reached a critical mass, Lady Gloriana Morilla is accumulating magical and financial favors for an ambitious initiative.

## SEASON 8 REWARDS **Intan #14034-51**

**PRACTICED DIPLOMAT** (2+ goals): Circle one of the following skills: Bluff, Diplomacy, Disguise, or Knowledge (nobility). When you roll your chosen skill, you always receive a result of at least 10 plus the number of goals you have completed.

\* Bluff

**ADVOCATE** (4+ goals): When purchasing a spellcasting service, vanity, or other prestige award that costs 5 or more Prestige Points, the power of your reputation reduces the final cost by 1. If you have completed seven or more goals, you instead reduce the cost of awards that cost 4 or more Prestige Points by 1.

**SPYMASTER** (7+ goals): Once per adventure, you can coach up to seven other creatures in the use of a skill that you select when you use this ability. For the duration of the adventure, those creatures gain a bonus on checks using that skill equal to half the goals you have completed (rounded down) and halve their armor check penalty when using the skill.



Once per adventure when you accomplish one of the following goals, you may check a box that precedes it. Once all of a goal's boxes are checked, the goal is complete. You earn special rewards based on the number of goals you have completed.

- Recruit a named NPC aristocrat, noble, ambassador, or similar figure to cooperate with the faction with a successful Diplomacy or Knowledge (nobility) check (DC = 14 + your character level + 3 for each of this goal's checked boxes).
- Recover blackmail or incriminating evidence against a named NPC aristocrat, noble, ambassador, or similar figure.
- Fulfill one of the goals above without revealing your faction affiliation to anyone other than a present or prospective member of the Sovereign Court. Checking one of this goal's boxes doesn't prevent you from checking one box for a different goal.
- Resolve an encounter with a genie through diplomacy, trickery, bribery, or a similar tactic. If you convince a genie to provide you with a non-corrupted wish (as detailed in a scenario), you can check both of this goal's boxes.
- Forgo your Downtime to reinforce your political connections. Doing so requires a successful Knowledge (local) or Knowledge (nobility) check (DC = 15 + your character level).
- Possess a number of ranks in one of the following skills equal to your character level (minimum 4): Bluff, Diplomacy, Disguise, Knowledge (nobility), or Sense Motive.
- Gain access to an item on your Chronicle sheet with a value of at least three times the maximum gold you could have earned for that adventure using the standard advancement track (minimum 2,000 gp).
- /   Serve as the GM for an adventure that grants 1 or more XP, and apply the Chronicle sheet to this character. Checking 3 boxes counts as one goal for earning faction rewards; checking all 5 counts as two goals.

