

NEPHRITE

In Baldur's Gate, you made a name for yourself. Rising to the rank of Gauntlet in the Flaming Fist, the mercenary army that also serves to police Elturel's neighbor to the west, you had earned the respect of your peers and superiors. However, you decided to strike out on your own as an independent mercenary and make a name for yourself elsewhere. Right now you're in the employ of Grumph, a cleric from the Order of the Companion, who needed a little additional muscle for an understaffed mission.

OLD FAMILIAR FACES

As you were packing to leave Elturel, you noticed other mercenaries around town, ones you'd worked with before. It seems a retinue of Flaming Fist are in the city for some reason, though you're not privy to why. The night before this mission, you go out drinking with some of your old buddies, swapping stories about your life now that you've left Baldur's Gate.

Roll a Persuasion or Deception check, depending on your approach to gathering information. On a 10+ or higher, you find out the reason that the Fist are in town, as well as the reason you and Grumph are slightly late joining the party, are one and the same – Grand Duke Ulder Ravengard, a lifelong Flaming Fist mercenary as well as one of the Council of Baldur's Gate, is in town on a mission of diplomacy at the behest of High Observer Thavius Kreeg and one of the other Dukes of Baldur's Gate.

On a 15+, take Inspiration as well. You take heart in the fact that your old companions still confide in you.

Oh, and add 20 gp to your character. Some of that is your fee from Grumph; some of that is won in a card game from your old pals.

