

FLIGHT RISK

Whoof. You just got back to the city from the woods, and they're already expecting you to ship out again. Not that you mind – having grown up in the Quick, being in the wild is sometimes more comfortable than the big city. Then again, given how comfortable you got with clerical work and underhanded deadlings, maybe you took to the city more than most tabaxi do. Regardless, wherever your warden goes, you are bound to go, at least as long as you claim you're turning over a new leaf.

TEMPTATION, EVER AT HAND

As someone who's Hellrider-adjacent but not actually a knight, you have your ear to the ground, and there's been a lot of hustle and bustle lately. Several of the Riders seem to be on edge of late, possibly due to the population swelling – despite it not being any known religious festival, there have been a lot of religious pilgrims of late making their way to Elturel. Can you resist slipping back into your old ways with this many easy marks in the city, just before you head out?

I'm serious, I'm on the up-and-up! If you choose to hold fast to your newfound morals, start with Inspiration and add 10 gp to your character sheet as some pilgrims ask you for directions and tip you very heavily. Relish the feeling of a job well done.

Oh, what's one more time? You're leaving tomorrow, after all, and being a good guy is such a good alibi. Roll a forgery kit (+Int) or a dice set (+Dex) check. Whether via forged search warrant or a friendly dice game, you end up with 20 extra gold pieces and a signet ring bearing three intricately-charged sigils: a laughing skull surrounded by fireballs, a jawless skull against a triangle backdrop, and a black handprint.

You can make a Religion or History check to see if you recognize the symbols on it. It doesn't seem to have any magical powers or anything, but it is kind of an unusual thing for a pilgrim to be carrying.



THE CREED?

While Flight Risk was originally remanded to the Hellriders as a prisoner, you're now working with them. Did you swear to the Creed Resolute? If so, I stand corrected, you're less Yelren's ward and more of his squire. Add a riding horse and a copy of the Creed Resolute to your belongings.