

# BRYZORWYN

The city has been humming lately – lots of money changing hands, lots of new arrivals, which means a swell of activity as less legal elements of the city pick freshly-arrived pockets. Unfortunately, a lot of these folks appear to mostly be religious pilgrims without a lot more than the clothes on their back and a few alms. Normally this wouldn't be unusual – despite being a theocracy, Elturel has a fairly open stance on religious practices within its borders – but it's not really the right time of year of any kind of religious festivals or holidays.

## POCKET CHANGE

While you've earned quite the reputation, the Hellriders are stretched pretty thin these days, so you don't really get any additional material support for this mission – you have the gear on you, your horse, and your copy of the Creed Resolute, but nothing additional.

Or do you?

Choose one of the following.

**Procure things on the up-and-up:** Make a Persuasion roll with advantage (your superiors like to see that your time in the Hellriders is encouraging you to at least try using honest methods). On a 14+, you succeed at talking someone into granting you a little extra spending cash; either add 20 gp to your character, or use it to buy some additional gear for the mission.

**You can take the boy out of the gutter...:** Make either a Sleight of Hand or Poisoner's Kit (+Dex) roll. You know a certain crooked trader in the Docks District who either wouldn't notice if some money or materials went missing, or who wouldn't be sorely missed if *he* went missing. On a 14+, add 10 gp to your character and start with Inspiration as a result of your ingenuity.

