

GRUMPH

You've been fairly busy of late. On top of your normal duties as a Companion, you've also been tasked lately with monitoring the city – a sudden influx of religious pilgrims to the city has some of the city's church authorities quietly puzzled, because it is not really time for any major religion's festivals or celebrations.

Besides that, you were also asked recently with diplomatic duties. Grand Duke Ulder Ravengard, part of the ruling council from Baldur's Gate to the west, is in town at the behest of High Observer Thavius Kreeg on a mission of diplomacy; relations between the two cities can be rocky at times, as Elturgard frowns on its more chaotic neighbor. Regardless of your personal feelings, you're part of the retinue that welcomes him to the city before being dismissed for your more pressing duties in the Fields of the Dead.

STRANGE TIMES

You have your trusty horse, Laura, as well as your copy of the Creed Resolute. As you prepare to leave the city, you're overcome with the strange feeling that this mission is more than it seems. You spend that night in meditation at the High Harvest House. Roll a Religion check (with advantage) or an Insight check, to decipher whatever visions Chauntea deems worthy to bestow on you. The images are fleeting, but on a 15+, take Inspiration as the hand of your goddess comforts you – and encourages you to bring her cleansing storm.

