

YELREN

While normally you would've been taking a rest right now, having recently returned to the city from a scouting mission to the north near the Forest of Wyrms, it seems the reward for good work is more work. That turned out to be a false alarm anyway. Your superiors had been concerned about the proximity of the Cult of the Dragon – Tiamat cultists, among other things – to the city, it turned out it was nothing of the sort; instead, your scouting report turned up news of worshippers of the Dead Three – Bane, Bhaal, and Myrkul, dark gods who perished in the Time of Troubles over 130 years ago.

TEST OF FAITH

Sometimes, it seems as though your superiors are testing you. Whether it's your nature as a wood elf in a largely humanocentric theocracy or as a paladin amongst the Hellriders, they love to throw challenges your way. One of them is looking after the tabaxi called Flight Risk, who claims to honestly want to reform. Another is your lack of material support – besides your usual gear, your horse, and your copy of the Creed Resolute, you are not granted any additional resources for your mission.

But that doesn't mean you can't look in other places.

Roll a Religion check with advantage, or a Persuasion check with disadvantage. On a 15+, add 20 gp to your character, or gain 20 gp worth of additional goods for the adventure. If it was a Religion check, you also start the game with Inspiration as your deity blesses this mission – during your prayers this morning, you felt as though they were saying you'd definitely need some aid.

