

A TALE OF TWO CITIES



IN THE SOUTHERN SWORD COAST, TWO CITIES share a connection on the River Chionthar. At the mouth rests Baldur's Gate, a city imbued with corruption and violence, and yet has a storied history of heroes gracing its walls who have saved all of Faerun countless times. Whilst further inland lays the theocratic city of Elturel, a place of unending daylight and prestige thanks to The Companion, a holy sun above the city, and those who fight in its name, The Hellriders.

In recent times, 1492DR, the latter of these two cities has faced some kind of mysterious tragedy, prompting swathes of Elturian refugees to seek safety in surrounding cities and realms. The Elturian Crisis is the talk of the Sword Coast, as nobody for sure can say what happened to make an entire city suffer in this way, with rumours running rampant.

You and your fellow adventurers are doing what you can to help in this crisis, days away from Baldur's Gate escorting a caravan of refugees. Despite your humble beginnings, you will find yourself involved in something ever-greater as the truth begins to manifest.

CITY OF SINNERS

Baldur's Gate has its reputation for a reason, being the murder capital of the Sword Coast. Some find this reputation only fitting a city founded by pirate raiders, others carry on trying to carve out lives in spite of the spirit of their city. Whatever the case, darkness and vice seem to coalesce within Baldur's Gate, to which your character may be a local of and possess a knack for living in the thorn bush of the Sword Coast.

PILLARS OF SALT

Your character and their allies are about ten days travel from Elturel, moving along the River Chionthar. Elturians are a faithful people, and as such this event has shocked many all across the Realm of Two Suns. A city who produced The Hellriders, who took holy war into the Nine Hells at the behest of an celestial long ago to fight the hellish forces, suffering in this way has caused as much a spiritual crisis as a physical one.

YOUR CHARACTER IN THE WORLD

Characters in this campaign begin at 1st level.

For this campaign, you can select character options from the Player's Handbook, *Xanathar's Guide to Everything*, *Volo's Guide to Monsters*, and Mordenkainen's Time of Foes. Exceptions can be discussed if you are interested in such, but these prior sources will be unquestioned by me.

Your character is a brave adventurer serving alongside your allies to help get the Elturians out of their difficult situation.

CAMPAIGN THEMES

A major theme of the campaign will involve deals, the brokering and establishing thereof. Furthermore, the question of what lengths you will go to in order to do what you believe is right will also manifest.

HOUSE RULES

Our campaign will use the following house rules:

- **Critical Hits.** When you roll a natural 20 on an attack, add up the damage dice you rolled and then add the maximum they could have rolled to that number.
- **Sundered Shields.** When a character wearing a non-magical shield is hit by a melee weapon attack, they can choose to have their shield destroyed and take no damage from the attack.

HOME BREW

The following in exhaustive list of Homebrew options are allowed to be used for this campaign:

- **The Pugilist from SVAC.** A rough-and-tumble unarmed class that scratches an itch the Monk may not. Also less racist. Plus you can maybe get a dog.
- **Sorcerer, Revised from SVAC.** Personal opinion but the PHB Sorcerer kinda blows, so this version is kind of my ideal.
- **Blood Hunter 2020.** It's fiiiine.
- Look just shoot me anything you're interested in and I'll look it over and see if it's balanced or not.

UNEARTHED ARCANA

Unearthed Arcana, henceforth UA, is finicky as it is playtest content to be, well, playtested. That said, I have some stipulations. Use of a valid UA comes with the agreement that the whole table can give input on its potency and if it negatively affects the gameplay experience. Then again you're all pretty cool folk so whatever the case:

- Any UA that is in a current development cycle i.e. has had an update recently is okay to use.
- Any UA that has been published bars use of its earlier versions.
- Any UA that has explicitly been said to have been cancelled is not allowed.
- Class Feature Variants is pretty sick and I'm completely up for its use.
- No Mystic or Revised Ranger
- Hit me up with any questions about using specific ones and I'll help you out and see what we can do.

CONTENT WARNING

This campaign is gonna be somewhat dark. Not like tacky grimdark, but moreso in the line of you're entering the literal murder capital of the Sword Coast, Baldur's Gate, and going on from that you're gonna See Some Shit. That said, I am employing heavy hyperbole, mainly as a means to build shit up. If there's any content or particular triggers you would not feel comfortable in a 'hard-no' sense, please feel free to let me know. If there's content you're mixed on but can endure within a story, that would also be valued information. Otherwise I'm smart and know my audiences. I hope to have some fun playing with you all!