# Starting the campaign

## Option 1: Heavy investment in Elturel

Create an “Act 0” in Elturel where the party gets to know the locals through jobs and downtime activities. Starts out with a Funnel (surviving PCs not chosen as main could become apprentices or other central NPCs to later show up in Hellturel), one or two adventures for them to get to level 3, each with downtime in between which allows them to get closer to the city and its inhabitants. Ideally, they would set up a shop, become part of a guild or similar for them to *really* get invested in the city.

**Adventures:**

* 0-1: Funnel from Arcadia
* 1-2: Drunken Dead Three bandits (Allow them to get influence/better relations with guilds from whom the goods were stolen)
* 2-3: Adventure further connecting them to the city, maybe given by patron or guild they like.

## Option 2:

A close-up of a text

Description automatically generated

Hook to Baldur’s Gate:

* Clues from the intro adventure.
* Come across refugees on their way to Baldur’s Gate who the party escorts.