

Mariner Campaign Session Zero

2020.10.04 9:00-12:00

Thanks for joining me for the planning session, everyone! As promised, here are my notes from the session. I'm looking forward to our first game on Sunday, October 18th at 9:00am. Make your connection for voice and video chat on Google Hangout here:

<https://meet.google.com/qvy-khdw-zjj>

Connect to the Roll20 tabletop here:

<https://app.roll20.net/join/8585525/T7v7Zw>

In a worst case scenario, we've got a conference call permanently set up here:

1.218.548.1484 id:8675309#

Still can't connect? Call or text Andrew at 717.650.9761.

Players

In no particular order, this is a list of the members we had on our call.

David Nelson
Quinton Laughman
John Weber
Miles Trout
Casey Weber
Molly Haller
Kayla Nicholas
Justin Nicholas
~~Bradley Haller~~

Characters

In no particular order, this is a brief synopsis about the heroes of our story.

Dave - Red "Danger" Bronson; Human Barbarian 1 / Warlock 2

- Passionate about what the last person he talked to was passionate about
- That includes the Archfey of the Frost the unfeeling lord
- Often whispers prophecies to himself that sound like lyrics to Ace of Bass songs
- He does whatever the Frost Prince wants him to do
- Appreciates a job well done
- When his courage is questioned, he will never back down
- He has only one motto: "Shake Hands with Danger" and "Act before you Think"

Miles - Horace the Wise; Aarakocra Cleric 2 / Fighter 1

- Horace is a prince of a small bird-folk kingdom called "The Aerie."
- Horace has been sent off by his mother to meet with the female Aarakocra who has been arranged to become his mate for life.
- He believes himself literally "above the flock" and that the world circles him
- He is an active worshiper of the Maiden.
- Horace travels with two bird-kin servants, McGull and Silverfinch.

Casey - Rixa; Eladrin Arcane Archer Fighter 3

- A tough sort of no-nonsense adventurer with a heart of gold
- Based on a Jane Cobb / Zoe from Firefly
- Kind of naive and a meathead
- Raised as a child of the Witch Covens of Mortu
- Brought a number of children to safety after serving under one of the hags of Mortu
- Was joined by Amock to return to the sea
- Haunted by what she saw serving the coven
- Wants to return to Mortu for the children she couldn't save

John - Amock; Green Elf Paladin 2 / Warlock 1

- Joined the ship after meeting Rixa
- Originally from the islands of Auria, his green-elf home was destroyed by Imperial soldiers
- He places no stock in the wealthy and well-mannered
- Deeds before words
- Destined for glory in battle
- Violent and unpredictable

Molly - Dahlia; Tiefling Swashbuckler Rogue 3

- Aloof and a loner
- Shadowy past she doesn't want to discuss
- She has been wronged and wants to get even

- Hates it when someone tries to help her without her permission
- “Maybe we feel empty because we leave pieces of ourselves with everyone we used to love?”

Justin - Troop 103-2 (aka Paulson); Human Battlemaster Fighter 3

- Spanish accent
- Always polite and thoughtful
- Once served in the army of the demon king - Lord Steckript the Unflinching
- Left for dead after a guerrilla ambush of wild elves
- In search of the six-fingered elf who killed his squadron of soldiers
- Always wears a mask
- Full of helpful advice

Quinton - Azriel Davalnath; Triton Hexblade Warlock 3

- His arc is to decide whether or not the surface world is worth engaging with or not
- Literally a “fish out of water” story

Kayla - Kyaran Viberos; Elven Diplomat Rogue 1 / Celestial Warlock 2

- Kyaran has a very important mission abroad

Brad - Skamos; Tiefling Storm Sorcerer 2 / Warlock 1

- Skamos joins the crew of the Mariner’s Razor after growing up in the structure of a monastery
- Something is alarmingly wrong in the cosmos and Skamos wants to learn what is being reflected in the stars

Adventure Setup

As the adventure starts, several of the PCs already serve aboard the Mariner's Razor, a leaky bucket of an aging warship that now takes on cargo and passengers. Captain Pricketts, the peg-legged captain of the ship is a taskmaster, but he has been very generous to his crew so far. The captain's first officer Clubby is a lovable idiot, and the halfling Wee Willdo addresses the crew's creature comforts with food and drink.

The PC Crew:

Amock

Aziel

Dahlia

Red "Danger" Bronson

Rixa

Seeking Passage aboard the Mariner's Razor:

Horace the Wise

Kyaran Viberos

Troop 103-2

Skamos