

# Apollo & Valor's Adventurer's Cruise

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| D&D 5E 2024 | Play-By-Post | Avrae, Discord |

## The Pitch

Renovations to the skyship Antique Griffon are now complete! The next step: inviting a smaller group of adventurers to start off its voyage. No one expected you'd be the first, but Captain Apollo and Co-Captain Valor have chosen you. Will you say yes to this invitation and take the world's first Adventurer's Cruise? In this campaign, you'll explore the world of The Enigma Lands. Consider it a vacation, but with monsters and ruins in addition to sunbathing and port days.

- Level 3 start
- Rolled stats (on Discord, minimum 80 and max 85)
- Everyone starts with 1 common magic item

## Tone & Feel

Adventurous, Fun, Lighthearted, Whimsical

## Themes

Exploration, Following Your Own Path, Investigation, Impromptu Problem Solving, Party Bonding, Relaxation

## Overview

Long ago, **Apollo Emberscream** (Human Battle Smith Artificer, he/him) and **Valor Zassu** (Tiefling College of Valor Bard, she/her) were a part of the **Quickwords**. When the other members of their party got out of the adventuring business, Apollo and Valor decided to continue, using their cut from their last adventure to purchase and renovate a skyship.



It took them a while to renovate the ship. Valor blames it on Apollo's side project to create a mechanical defender he's deemed **Corion** (wolf-like Steel Defender, he/they). Apollo blames it on Valor taking a while to gather a suitable crew. Though from the outside, it might seem like they hate each other, it's actually good-natured teasing.

Now, onto the ship itself. The **Antique Griffon** was originally designed as a pirate ship, strictly water-bound. Now, it flies (to Apollo's pride)! The decks, from lowest to highest, are:

- **The Cargo Deck-** This deck has enchanted zones for cleaning and preservation.
- **The Crew Deck-** It has everything needed to support a full capacity of 2000 crew members, including crew cabins, shops, and a buffet.
- **The Music & Mead Deck-** This deck has restaurants, bars, a rotating selection of shops, and two stages fit for playing music (or fighting, though less popular).
- **The Cabin Deck-** It has cabins to support 4000 guests at full capacity, though for this voyage there are far less people. There are multiple types of cabins, including suites, regular and adjoining rooms, and (smaller, but cheaper) single cabins.
- **The Sky Deck-** Many parties are hosted up here, supported by pop-up food and drink stands. Fortunately, advances in magic also make it possible to have hot tubs, a spa, and multiple pools. Apollo and Valor also live up here as it has the best views.



## ◆ Backgrounds

All backgrounds are allowed from the 2024 rules.

## ◆ Species

All species are allowed from the 2024 rules. You can also play official legacy species, with the exception of astral elf, autognome, giff, githyanki, githzerai, kender, locathah, and verdan.

Ask about partnered and homebrew content, it may be allowed on a case-by-case basis!

## ◆ Classes

All classes from the 2024 rules and the Artificer class are allowed. You can play 2024 and legacy subclasses. Ask about partnered and homebrew content, it may be allowed on a case-by-case basis!

# Player Principles

- **1 post** (in-character or out-of-character check-in) **per day**.
- Be kind. Be respectful. Basic decency applies.
- Idea for a twist/secret? Let's discuss it first, together, out of character.
- **Share the spotlight.**
- Separate player and character knowledge.
- **No SA, animal cruelty, slavery, bigotry, or cruelty toward people.**
- Discussion out of character isn't only welcomed, but encouraged.

## ◆ Don't Take Yourself Too Seriously

You (and by extension, your characters) aren't expected to be perfect. Anyone can make mistakes, act suboptimally, and try unusual things. For players new and old, this is a space of fun, not judgement.

## ◆ Despite Your Flaws, You Were Chosen

Flawed characters make interesting stories. As long as your character can work with a party and participate as an adventurer, do not be afraid to add unusual character traits, phobias, or quirks.

## ◆ Sate Your Curiosity

Running side quests and changing plans is fun! So, do what interests you, not what you feel is 'easiest' or the 'main quest'.

# DM Principles

## ◆ Allow Downtime & Bonding

Party cohesion and downtime allows for great moments.

## ◆ Keep Problems Lighthearted

No grim, dark choices, or tough 'save the world' plots here. Problems may occur with the ship, the surroundings, or people the party meets; however, the party will not be thrust into problems they don't have connections with.

## ◆Make the World Whimsical, Yet Real

People you'll meet have lives, professions, dreams, and goals. They'll be grounded in them. Despite this grounding, some stuff- such as real-life physics/power- is handwaved for maximum fun.

## ◆Reward Creative Solutions & Curiosity

Just because it's not the planned solution or path doesn't mean it isn't fun or worthy of rewards!

## Distinctions

### Collaborative World Building

Every player accepted to the game will be able to add cities, ruins, or other ideas to the world's map before starting play.

### ✨ Feats and Magic Items as Rewards

## The Invitation

Dear adventurer,

You've been selected to join the Antique Griffon's first voyage around The Enigma Lands. We'll cover food, lodging, entertainment, and give you great places to explore. Keep in mind, this is our first trip, so we might have to work out some kinks. If anything, we can drop you at the nearest port city if you don't like it. Upon pressing yes, you'll be teleported aboard, so think first- or don't- maybe I'll see you there.

Sincerely,

Valor Zassu (Co-Captain of the Antique Griffon)

☒ YES

**NO**

## Session 0 Questions

- What is your character most excited about on the ship?
- Has your character heard any rumors about Apollo, Valor, or the Antique Griffon?
- What has your character left behind to take this opportunity?
- What is your character's greatest fear?
- What is your character's biggest flaw?