Session One, 5/30/2020

**Player One is stuck in traffic**

* + Your eyes are closed
  + There is the faint smell of smoke (exhaust?)
  + An uncomfortable heat on your face
  + A distant screaming… or maybe a wailing
  + Suddenly there is a strange pulling sensation, and a whoosh

You are awake in the back seat of your car, sleeping face against the window. The sun is glaring in your face and cars are packed on the freeway, squeezed together to allow an ambulance to scream by, siren wailing. You squint against the sun, and think maybe you see smoke in the distance.

You sit for a long time… your parents are agitated and you are uncomfortably hot, but finally you move again. Passing the wreckage, you see the remains of a tractor trailer, and a school bus, both badly burned, along with over a dozen emergency vehicles. It looks pretty bad.

As the flagman waves your car past the wreckage, you stare, trying to get a better look. At that moment, you and the flagman lock eyes. He scowls as though he is trying to remember something and looks like he is about to say something… but you are gone.

**Player Two is assisting his/her DW**

Bam… bam… bam

The annoyed voice of your Dorm Warden, Dylan/Katie

“Hey <name>, get up! You overslept. It’s already 8 and cars are starting to arrive. I need you up and ready in 20 minutes!!!”

Ugh… you did oversleep, but you DID set your alarm. You grab your phone and poke at it, searching for proof that you set your alarm just like you planned for 7… PM. Crap.

You’re still tired. Prepping for move-in day is harder than you thought. You have been working all week, cleaning, cutting grass, planting flowers, moving tables and chairs. Worth it for the scholarship money, maybe, but geez… Still, you drag yourself out of bed, grab some clothes – the lame Felgarden t-shirt and shorts you’ve been told to wear for arrival.

Once you get ready, you head out and on the way, see Jenny/Jack, the attractive 2nd Year dressed in their arrival uniform. You two both came early to assist the Dorm Wardens prep for Arrival Day. They are standing in the rec room, staring at the TV.

“… rammed into a local school bus, causing a massive crash and backup on the East Approach. Several of the drivers and school children have been transported to nearby hospitals. As of this moment, there is word of only one fatality. The driver of the tractor trailer, 44 year-old Raymond Branscolm was pronounced dead on the scene.”

A black and white picture of RB is flashed briefly on the screen. He is grinning and wide-eyed in the picture, but it is not pleasant at all. His grin is forced and malicious, and his eyes seem like he is straining to open them as much as he has. He looks buzzed out of his mind at best, and crazy at worst.

**Players Three and Four are arriving in the morning**

You are in a field that has been turned into a makeshift parking lot. As far as the eye can see, there are cars, and bewildered families lugging around suitcases and carts, looking at maps, and slowly making their way to the brown, brick gate festooned with the banner “WELCOME TO FELGARDEN ACADEMY”.

The courtyard is bustling with even more activity. Tents are set up. Carts are borrowed. Belongings packed. A few folks have set up tents and are sitting and enjoying the shade… damn it’s hot this morning. There is a small crowd at one tent where a family has set up a grill and griddle and you can smell sausages and bacon cooking.

“So… where do we go?” Your dad has his campus map open, and is turning it over and over trying to get oritented. “Is that the dorm, or the auditorium?”

“Helooooo,” a wiry, bespectacled student rescues you. “I am Ian. Welcome to Felgarden Academy! I can see you’re looking a little lost. I am here to round up new students and see you on your way.”

He points at <name1> “Freshman?”, and then points at <name2> “Freshman?”

“Good! Here you go!” He hands you both what looks to be numbered keycards (“0000” and “0001”) with a red stripe. “Take these and head to the red-roofed building over there. That is Stratton Hall and you will get your room assignments there. Once, you do that, you will have some time to find your dorm room, and meet your DW. He can key your cards, and help you get settled in. At 10am, there will be a welcoming assembly at Pierce Auditorium.”

He smiles, and shoos your families along, “Byeeeeeeeee!”

**Roomies**

Cynthia (or Clive) – Bookish, studious, fastidious, Hermione Granger-y, does not game, pleasant though and will hang out, but is very concerned about doing the right thing

“Foz” (Alphonse) – Energetic, smart, a little hyper, a little anxious, eager (Jon?)

Raj or (Tali) – Gamer, plays Swordsphere, PKer but leans toward “honorable” PK, lots of game knowledge (Jeff?), will get PCs onto message board for “Felgarden SSO”

Edward (Edward Albus Aberdeen III) (or Gwendolyn Althea) – Rich, is very annoyed he is in the dorms at all, sees it as “public service” to be “mingling with the plebs”. Starts as a bit of an asshole. (Scott)

Note: Based on Karen’s character, you might swap Cynthia for one of the others. If Karen is bookish, you want to pair her with someone else and so swap.

**Assembly Time**

* Dr. Dobbs, the Headmaster of Felgarden Academy gives the welcome address
  + “It is the beginning of another auspicious year here at Felgarden Academy. I would like to welcome all of the upper classmen back to their home away from home. All of the teachers and administrators are looking forward to another great year. As for you freshmen, I just want to impress upon you how fortunate you are to have this wonderful opportunity. Felgarden is one of the most prestigious schools in the country and our admission standards are among the highest in the nation. Each one of you has unique qualities that got you here. Each of you has potential beyond the ordinary…”
* And now, I am pleased to announce your Junior (senior?) Class President, Arwen Anderson
  + “Wooo hooo, Arwen!!”, “We love you, Arwen!!” shouts out from the stands
  + It seems she has a little fan club sitting in the crowd
  + Thank you, thank you everyone. I am honored to have been given the opportunity to address you today. I thought a long time about what I would say to you, and I remembered what it felt like to be a new student, at a new school for the first time, far from home, away from your friends. It was scary…

**Lunch Social**

The last event for the day is a luncheon where all the Freshmen are invited to mingle and get to know one another. Just as PCs are getting their trying to find a place to sit…

“Helooooooo… heloooooo freshmen. Need a place to sit, follow meeeee.” Ian grabs the PCs and whisks them off to a large table. Arwen is there, along with a few other notable NPCs

* Wendy – Disinterested severe, but not quite goth chick, answers with least possible effort
* Foz – Energetic as usual, Foz will want to get to know everyone at lunch
* Raymond – Lacrosse athlete guy
* Charles – Super attractive Romeo character. Already a hit with the ladies at the table.
* Xander – Plays “Crow” in SSO, loves bad movies, sci-fi, hates video games… except for SSO
* Selene – Nerdy, but personable girl. Plays “Selene” in SSO. Loves journalism and investigating stuff.

**Logging In**

Finish up character creation and make sure everyone gets their **free, first-level weapon skill!!!**

**Kobold Attack**

The Town of Beginnings starts under attack from the forces of the Scaled Queen

* ***Kobold Grunt*** – CV 8, M8/R12/T7, HP 16(4), A0000, DG 2d4
  + Ground Game -- You get +1 accuracy, +1 damage, and +1 wound dice to prone opponents
  + Team Trip – If this is a second attack against a victim, you can knock them prone if you hit, (S12)
* ***Kobold Warrior*** – CV 9, R12/T10, HP 20(5), A1111, DG 2d4+1
  + Bleeder (3)
  + Ground Game -- You get +1 accuracy, +1 damage, and +1 wound dice to prone opponents
  + Knockdown Blow (2/4 legs)
* ***Kobold Firehand*** – CV 8, R12/T8, HP16(4), A1111, DG 2d4
  + Purple Color
  + Type IV spells, Fire Bolt, Burning Hands