

Zendryos Campaign

- By Zher Huei Lee -

In the lands of Zendryos (zen-dree-auss), ever since the fall of the mad king centuries ago, the land was steeped in chaos. Civil war after civil war tore through the kingdom. An adventuring party bourn from this turmoil rose to fame and - through mediation between the noble houses - brought peace to the lands once more. Now, Zendryos is ruled by a regent and a court of nobles, while the adventurers serve as advisors in the noble court.

You are all children of these adventurers, anywhere between late teens (in your race's equivalent) to young adult (because children are too young and old doesn't make sense), gathered together and preparing to set out on a journey of your own.

What role did your parent(s) (one or both) have in the old adventuring party?

What are / were your parents doing now?

When comparing your chosen class with your parent(s), what was the reason you went down your route?

Describe a tale of a deed from your parent's adventures that was formative of your opinion on them. (It is up to the GM to decide how true / embellished this story was)

What was that moment your character experienced first-hand that solidified or clouded this opinion on them?

What do you seek in setting out on an adventure? (This one can be rhetorical)