



GROUP ORIGINS

doing a job that their employer assured them had no legal risks {the party was set up and abandoned by this same employer who feared any evidence might lead back to them}

"Met this lousy lot in the orc fighting pits where I just about killed the little one there. Course we're best friends now and hav put all that unpleasantness behind us."

1. THE PARTY FIRST MET...

- 1;1 {Orphans} Growing up in the same orphanage that mysteriously burned to the ground the night before the young heroes were all supposed to be adopted {the heroes were by some miracle the only survivors}
- 1;2 {Tryouts} A rigorous 3-day tryout everyone interested in taking the party's current job had to compete in {several aspiring heroes perished in the tryouts and the party made 1d4 rivals throughout the events}
- 1;3 {Jury Duty} When they were all summoned to serve jury duty in a very high-profile case involving an accused serial killer {the serial killer is actually a cult leader whose followers break into the courtroom in the middle of the trial and try to rescue their master}
- 1;4 {Kidnapped} When they were all kidnapped as children by the same hag and raised to be her faithful defenders {recently freed from her grasp by a veteran group of heroes who have taken the kids in under their wing}
- 1;5 {Security} While working as security for a handful of low-profile jobs before getting hired to work security aboard a first-class air blimp {the blimp is the secret laboratory of a mad scientist who has been building an arsenal of arcane bombs in the blimp's cargo bay which will be dropped on the realm's capital during its flight}
- 1;6 {Asylum} While spending an unknown number of years in an asylum where they're still being told they suffer from "grand delusions of heroism."
- 1;7 {Family} While tracking down their father, a gallivanting charlatan who sired all of the characters but with different mothers {father only wants anything to do with the characters if they're wealthy or successful adventurers}
- 1;8 {Gladiator Pit} Growing up in their village which was raided by orcs and the survivors captured to become fighters in the orc slave pits {party comes to along with several other villagers in the fighting pits where they're commanded to fight}
- 1;9 {Cult} At several meetings for a cult they've all either joined willingly or been tricked into joining {the party has been summoned to an "emergency meeting" where the cult will perform its first sacrifice}
- 1;10 {Fey Party} At a wild fey party the night prior which seemingly harmless satyrs invited them and several other townsfolk to attend {only nobody knows this because each person woke up in the woods with no memory of the massive party that looked to have been thrown all around them}
- 1;11 {Long Ago} In an age long forgotten where they foolishly attempted to slay a Medusa only to get themselves all petrified {their statues were recently uncovered and depetrified by a mysterious wizard}
- 1;12 {Cellmates} Serving life sentences after getting busted

Campaign/Session Notes Here