

Bittern (Hidden Chambers)

These **private details are secrets** known only to one character each. As a player you, ideally, only share this secret information *in game* and *in character* at an appropriate role-playing opportunity.

The largest city in the nation cowers directly under the shadow of the dread Spire. Crowded and treacherous, the law here is scant and rarely anything other than self-serving.

You have lived your life predominantly in Bittern – the run down and tyrannized capital city of Abandon, built over the bones of the Fallen Ones. You know the backroads and inroads of that city and can pass through twice as quickly as any visitor unfamiliar with the streets might ever hope to.

You are one of the few who have come across the secret truth of the *Hidden Chambers*, a secret organization dedicated to preserving the downtrodden populace, and to one day overthrowing the Wolf. Perhaps you are born to the hidden ancestors of

nobility? Perhaps you are an informant sent by the Wolf to infiltrate the Chambers? But you are privy to far more intel than the average citizen; for it is only by their secret intervention, courage, generosity, and the hand of an unknown deity, that the people haven't yet starved to death.

Within the Hidden Chambers are magical creatures living in hiding, rumors of giant snails that once ferried people all across the entire nation, and weapons of deity defying power... it is a sad truth that the royal line ended with the conquest of the Wolf. However, the Hidden Chambers await resurgence of a true king or queen to restore peace to the land.

Amongst the secrets are rumors of a magical book, known only as the Concealed Codex, with apparently the power to destroy the Wolf himself. You have never seen it, however, though those who have speak with such reverent tones that you can only assume it must be true...

Incidentally, with your rare chance at education, you do know that a full solar eclipse is predicted at the end of *this month*. You also have heard about the other

nations that surround this one, Salisdain Knights, Fenwaven Nomads and Dwarven Barsh Lords. Each have begun to attack Abandon during the month of the late howl, but you don't know any of the details.

