

You have detailed knowledge of the ruins of the Castle at Mon Kumon

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.

History does not record if this castle was ever the castle of the Fallen Ones, or simply a castle. But upon one main principle the whispered histories agree; it was here that the knights of the Fallen Ones made their last stand against the ravenous hoards of the Wolf in the Sky. It was here that, apparently, the Wolf himself was seen in battle. And it was here, millennia ago, that all hope was lost.

For centuries since then hopeful adventurers have dared to explore the ruins in the expectation of finding weapons forged to defeat the Wolf. Few have returned, and none now visit the crumbling ruins; the haunt of broken dreams and lost souls.

Whether by the unpredictable hand of fate, or perhaps drawn by legends of weapons who can harm the Wolf, or perhaps simply by the gentle yet persistent nudging of an unnamed deity, you have made the ruins at Mon Kumon a frequent place you visit. You know the general layout very well, have explored most of the upper ruins, and have probably even conversed with the confused and generally unhelpful undead who lurk here. You know for a fact that weapons of might and power lay here, and perhaps you have come here to seek such yourself. In particular, history records of four;

- The sword of Sir Green. Legend holds its sacred green flames would frighten the Wolf and his minions, making them easier to slay.
- The Scimitar of Lady Fang, known as “Lady Mild”. A powerful item that granted healing from disease and injury at will, and could raise men from the dead.

- The pendant of The Charmed. A sorcerer of, apparently, androgynous humanoid origin was said to use this item to lift up entire mountains, or forge fortresses in a single day.
- The tome of Penwhistle. A book outlying the tactics and powers used by the Wolf and his minions. Such could prove invaluable in preparing for his final defeat.

You have also encountered weapons, and furniture fittings, made out of some form of hardened bronze as strong, yet far lighter, than steel. The alchemy of how this was achieved is still a mystery, but legends speak of a secretive order of artisan mystics, the ‘Hairymen’, who once worked such wonders on a daily basis.

To date you have no clue or hope of finding out where these great treasures lie, but you are beginning to face the inevitable: you will have to travel deeper underground if you wish to ever find them. It would be dangerous, even fatal, to go alone – so you will need to make some new friends soon.

Amidst your foraging you have barely found enough to live by, but you have uncovered a flawless, heavy bronze amulet that does seem important, and that you have kept secret up until now. The bronze is somehow harder, and yet lighter, than steel.

