

When the wind blows hardest, we grow strong.

This concerns **The Trials of the Pallid Charm.**

Clarice Novarion you have been chosen to progress to the next stage as a **Participant** in the **Trials.**

YOU MUST NOT TELL ANYONE WHAT YOU ARE OFFERED HERE. IF YOU DO, YOU MAY SUFFER PAIN AND MAY FAIL IN THE TRIALS.

You may have discussed what you asked for with others before you received this. That is known and not wrong. But from now on you cannot confirm whether you are offered what you asked for, or something different.

The next stage of the trials tests how much the boon offered to you here by the Tomb King matters to you.

You are invited to The Open Chamber under the Dark Sky at **9 on the Saturday Evening of the Solstice.** This is reached from the **Regio of the Unquiet Hounds, in Bittershore, Osium.**

In the open chamber you may take one more step towards receiving a boon from The Tomb King. The chamber is a safe place for this trial. None should bring weapons or need armour.

The boon he offers to you is this:

The Hungry Wolf will create an opportunity to allow an army to turn its back on Cruelty to gain another grim power not known to the Empire before now - though this power will have its own consequences for armies that meet it, ones different to those wrought by a Cruel army. Remember you will have to persuade the General of the army to agree.

You must bring a witness.

You spoke with the agents Amaruq or Anya alongside A Magister

Your pairing is a special case. You have **BOTH** been chosen as participants.

You should each seek out a replacement witness. Or one of you can reject your chance to pursue a boon and stand as witness for the other.

Remember if you are a Winter mage, the person with you must not be. If you are not a Winter mage, the person with you must be one.

Understand, that there are many steps between here and winning the boon.

OOC information:

Conjunction: at 21.00 Saturday

Location: Regio of the Unquiet Hounds, in Bittershore, Ossium

Accessibility Info

Combat rating: No more likely than in Anvil

OOC Location: Open air, 50 -100 yards through Sentinel Gate

Seating: Please leave seats for people who find standing difficult, there will only be a limited number

Light Levels: Low - please bring lights with you if you need them for moving across the ground or to lip read

Smoke: We intend to use some atmospheric smoke to start the encounter – contact a ref or egregore to let us know if this is a problem