

# The Healer's Choice

An offer from the Tomb King to some who whispered their truths to the wind in the hope of being chosen for the Trials of the Pallid Charm.

Of those who told their understanding of suffering to our agent at the Autumn Equinox, a number were Healers. They spoke of the bone aching choices to be made around preserving life, especially if one has the skill, but not the will or means or even inclination.

And so the master of the Empty Chamber has allowed us to design a new Trial.

The below named are invited to take part:

**Beatrix von Holberg**

**Kaisa Lilyasdottir**

**Lady Eleanor Novarion**

**Lissa Sigeing**

**Ursa of Hendel Hearth**

There will be choices to make.

Can you heal the patients that

Dessication, Herald of the Hungry Wolf, will set before you?

And if you can do so, are you sure you will want to?

**Meet Dessication at 1:45 in the afternoon on Sunday of the Winter Solstice at The Lowest Isle, Free Landing, Madruga in the Brass Coast. There is a Regio here, with access to a Winter Chamber. It is a rocky isle, with little else of interest on it, we do not anticipate it being occupied.**

A further offer: If the Empire were to grant Amity to the Tomb King before this Trial takes place, and if the suffering offered during the trial is accepted, then the following boon will be won: The winds that howl through the Empty Chamber will be sent to one Nation of the candidates' choosing this season and once there, the impact they have will be much as if the ritual of Ruthless Vigilance, Healthy Crop had been cast on every herb garden in that Nation.

**Seek out our Agent at The Sentinel's Repose around half past seven on the Friday evening of the Solstice, she or her colleague will be carrying a charm which one of you can use to notify us of how many of the five will attend the Trial.**

**This information is critical to our running of the trial.**