

## **NPC File – Draughir Agent of Sorin**

**Name and Nation to be chosen** – Nation choice is limited to either: Marcher, Highguard, Varushka or Brass Coast for backstory reasons. Your Egregore bond to your Nation is in place. You work for Sorin because you believe learning through suffering leads to greater Virtue as well as to the best possible self and the best possible Empire, not as a cultist.

**Stats:** Artisan; Mage; Winter Lore 3

Your Items: Pauper's key; The Barren Land Coven Stone; Stoutheart Gambeson; Witchwood Wand (you haven't brought any of these to the first night at Anvil, you aren't looking to trade, but you do have one of each available if they become useful in some way)

Your Rituals: Hunger of the Draughir; Gnawing Endless Hunger; Sorin's Rite of Agony; Words of Ending; Hold Back the Frozen Hunger; Whispers through the Black Gate (you can solo one or two of these, Hunger of the Draughir particularly you might offer to any who seem to need Fortitude)

### **Carries:**

Some Hearts Blood, a small amount of coin, your items are at your tent just outside Anvil on Friday, some papers relating to the Pallid Charm trials, a bone charm

### **Timings:**

7.15pm – 9.30pm Friday (or later if finding Conclave interesting or still trying to arrange meetings)

10.30amish – 2.15pm (set up meetings for the early part of this, or it will be dull!) Meet Pallid Charm attendees at Hall of Worlds at 2pm

5/6pm ish – Conclave – to see if anyone has followed through on Amity declaration, to speak if needed

1pm – 2pm Sunday – for the Healers Choice quest

*You can play the character for any additional time you want to, if you want to, bearing in mind that they are focused on suffering, learning, moving things on – a small amount of time in political conversation is fine, an important meeting over a meal, a good use of time, but they are likely to turn down most wider social appointments.*

## **A Draughir Agent – an inspirational paragraph or two**

*“You usually say you don’t remember where your fascination with Sorin began, nor your conviction that learning through suffering was the true path to virtue – a spur to Ambition, to Courage to Wisdom to deeper understanding of Loyalty and more... But you do. And it wasn’t during war, which might be the impression you like to give. It was the Emperor Walter’s Sweetwater Cartel. Your family was part of it. Right at the heart of the corruption – earning from the Bourse, and getting ready to buy seats for the Throne. Even as a young man, you could not stomach it. It was not virtuous in any way. But you were young and had no political influence. You could only think of one way to stop your family being involved. You stole from them. All the wealth of their business, so they could not give it to Walter to buy seats. You assumed that would be the end of it. Gave the money away to orphanages, schools, good causes as fast as you could without causing suspicion. All of it. You would not profit from your theft.*

*But that was not the end of it. Walter did not just let the family go. He did not believe their protestations that the business had failed and the money lost, he saw it as a personal insult. Who knows what he actually did, but they ended destitute, with no business at all, no friends, and ultimately they both threw themselves into Britta’s armies and died. You know this is your own fault. Better opposition could have been found. But in that pain, you find understanding. And for the 5 years since Britta’s death you have been seeking out anyone who has visited the Silent Kingdom, learning spells and item craft that might catch the Hungry Wolf’s attention, and not shrinking from suffering that crosses your path. You will expend a lot of energy not to tell anyone of your past suffering and why you began down this path – master of deflection.*

*You didn’t make it to Anvil last Equinox in time to enter your name in the Trials of the Pallid Charm, but on the way home, you met Ania of Necropolis, one who is well known to the Heralds of the Tomb King, Exquy, Sepulchre, Petrification, Dessication and Ossuary – to name those she mentions most often. You have spent the winter together, talking about the choices Exquy and Dessication have made for the Pallid Charm and the new Healers Choice trial and realising something – no one has shown the gratitude that Sorin deserves. Oh no that the Hungry Wolf would care for it or even notice it. And not that any of the Heralds would ever agree that the rumours that Sorin and Tharim are fundamentally opposed to each other are true. BUT it cannot be right, virtuous, to use the boons of Sorin when they are offered whilst the Empire holds those two Eternals in an imbalance. It cannot. So you plan to work with the Winter Mages and if you can The Silver Chalice of Conclave to do something about that.”*

OOO Demeanour Note: You are quite fervent in your belief that you are right – and could easily be angry and strident, but you admire the Sorin Heralds a lot and try to maintain their ever so polite demeanour in as much conversation as you possibly can. You will not get too close to people either when angry either – it is as if imagining the Empty Chamber and the swirling of sands and bone between you and them.

## Task 1: Talk with the Winter Mages who put themselves forward for the Pallid Charm trial (both those that were successful and those that won't)

- Ania has booked The Sentinel's Repose public space so that there will be seats, and guests at the meeting can order tea if they like – only those with invitations will be in the inner circle – but there is nothing illegal about what you seek to do, so it will be open to others to use the bar
- Ania has met all these people before, so she will open the meeting, but it will be down to you to explain your point of view, why a Declaration is needed
- Your goal can be met either by gaining Sorin Amity or by giving Tharim Neutrality – though you strongly prefer the first
- Exquy and Dessication agree it would make their lives easier and more interesting if it was done by Sorin also gaining Amity, but Ossuary, Sepulchre and Petrification feel it would be just as useful if Tharim's status was reduced. None of the Heralds have been prepared to tell you or Ania how they think the Tomb King would feel about it.
- You have – since the unfortunate affairs of your family – stayed out of Imperial politics – you need these other mages – you need their guidance. You will do whatever they need you to do – speak of your convictions of the Virtue in the lessons The Tomb King has to offer
- From this meeting on, you can use the skills and resources at your disposal to make this happen in any way you see fit. We strongly recommend scheduling meetings for Saturday am – even just for individual conversations – to save you walking round the field a lot
- If people start looking for things/boons from Sorin in return for this lean very heavily on The Tomb King does not care, but you can discuss things with the Heralds. Your strongest argument is the boon already offered in The Healers Choice.

## Task 2: Get people ready for the Pallid Charm and Healers Choice trials

- They all have instructions (attached at end of this document) they SHOULD be clear – if any wish to back out, note that is their loss – no penalty attached.
- You have a Bone Charm that the Healers can use to signify how many of them will enter the Trial. They MUST use this before 9pm on Saturday evening and confirm which named on the list will be attending. If pressed on why, say you suppose Dessication may be making the trial to suit each one of them.
- You have some notes, from Exquy and Dessication and Ossuary, via Ania of why some people weren't successful. Not all people by any means, and you certainly aren't giving out that info unless actively asked BY THE PERSON not anyone else. List below – you probably want to copy these notes some where..  
**Medea Ruth:** Not invited to Healers Trial despite being a healer --- She must commit absolutely to secrecy if you are going to tell her. And you won't answer for what consequences you'll try to get called down on her if she breaks that. The Trial is about when to take and when to save lives. Medea Ruth told Ania she would gladly sacrifice all her patients for certain knowledge. So those choices are not choices for her – not ones that will produce learning through suffering.  
**Julienne – Jay – d'Osienne:** They (pronoun of choice, I think) are in the heart of suffering, Exquy could not think of how the trial would do for them what they need, and so there was no place in the trial. They are not to think that the Hungry Wolf has no interest in them – but their first trial if they wish further interest from the Empty Chamber must be to master their Draughir madness themselves, to find out what is driving them to so much hunger. Some Winter Eternals push suffering too far – to a point where it is just cruelty, and there is no learning in it.  
**Alan Fletcher:** Asked for curses – but there is no record of them yet using the curses of Winter already available to them in Imperial Lore  
**Panaphlon:** Exquy and Dessication liked Tanwyn, they weren't going to offer a place to someone who put themselves ahead of her. The Heralds admit they can on occasion, be petty, especially if petty causes good teaching suffering!
- Let people know you'll be around to lead them to each trial or if you can't Ania will

### **Task 3: Talk to The Silver Chalice (this really is an extension of task 1)**

- You are fascinated by Conclave having a healing order. Has it really contemplated the importance of Winter in general and Sorin in particular to this. Fortitude – the holding back of death – that is at the centre of the Empty Chamber, it is part of the Tomb King’s nature. His boons known as Ravening Focus’s show this. And Ruthless Vigilance, Healthy Crop and its importance to herb gardens.  
So Winter cannot heal wound, but healers who turn back on Winter are missing out...
- Ideally you’d like the Grandmaster to make declarations of Concord around this as a start, get involved in supporting Amity for Sorin, perhaps call for Resources to be spent on large castings of Ruthless Vigilance, Healthy Crop
- If the Grandmaster is not interested, perhaps other healers at the Anvil hospital might be inclined to get involved, or the Healers from the Trial could point to others with influence in Conclave

### **Task 4: Find out about Quickening of Cold Meat – why is the Empire using the Faulty Version**

- This is something the Hungry Wolf has actually commented on. Why are the Empire using a substandard version that doesn’t allow them to work with the Winter Eternal they actively want to work with. He is said to laugh hollowly and comment “just because Agramant had a hand in it doesn’t mean it benefits only him”
- You know that Cadaver, a Varushkan of the past had a Ritual Text for a version that allowed choice. You understand he/it is now a Sovereign of a place called Dark Hearts Vale.
- You know that the Saker are famed for casting Quickening of Cold Meat – have they got their hands on the correct version?
- Ania spoke to someone called Theogenius Neverwatch who has been invited to the mages meeting who is interested in this, you’ll be keen to work with him on the “what next” side of things

**Further reading** Sorin and Tharim pages on the public wiki

**Pallid Charm Invite.** Sent to: Syn Nighthaven and Yian Pathfinder – only one may attend; General Jack of the Marches; Solene d’Alba; Maya of the Shattered Tower; Emilia of Wintermark, Savik Summerstorm – you don’t know what the individual pledges made to them are – they may or may not decide to tell you

### **Name of Invitee**

The wind that tells tales to the Empty One says that you know the Suffering of the Silent Kingdom and so you are summoned to the Tomb King's Chamber.

### **The First Trial of the Pallid Charm.**

These are the terms of the Trial:

*You may not face it alone. You must bring a single companion - one of you to move, the other to speak. Either of you may come armed. Neither of you may come armoured.*

Meet my agent **inside the Hall of Worlds at 2pm on Saturday of the Winter Solstice** and you shall enter the Chamber from that place.

### **The Second Trial of the Pallid Charm**

If you are selected for the second Trial you will need to know where your thirst lies and be prepared to struggle for a chance to quench it. The terms of that struggle and the suffering that will seep through your bones will be revealed only if you reach the second trial.

If you reach the trial and prevail, then this is what I pledge to provide:

Exquy, Herald of The Tomb King

Variant version exists for those who are in the Trial too. Bloodcrow Shettehs has an extra note on theirs refer to Ania for that info

True Patience  
Ania's Meeting

Admit One

We spoke last Equinox. I would see you again this Solstice.

Exquy was only able to choose so many for the Trial of the Pallid Charm.

They were not always the strongest in suffering, or the strongest in understanding, but each of them asked for something the Hungry Wolf could offer – if they are willing to pay the price.

You, you who I invite to this meeting have not been selected for the Trial, but you have shown your hunger for suffering. Your understanding of Winter and even of the call of the Empty Chamber. Some of you have shown that that reaches to the depths of your bones. Others of you want to teach the Empire its truth. Even others are just beginning to wonder if this is their path.

And so I say to all of you. There are steps you have not taken that you could take. There are things that you have not done, that could be done. I am guilty of the same weakness.

Let us meet to discuss this. I have reserved a space at **The Sentinel's Repose** in the **Urizen Camp** at **half past seven on the Friday evening of the Solstice**. I hope to see you there.

Ania of Necropolis

# 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.**