

NPC File – Draughir Agent of Sorin

Yaroslav of Varushka – 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:

a small amount of coin, 1 paupers key, your other items are at your tent just outside Anvil on Friday, A Pallid Charm for sending messages to Sorin

Timings:

7 ish – 9 ish Friday Finding Maya – and other bits and pieces

3pm – Sorin Plenipotentiary – attend from the PC side, the Heralds will single you out to time the Plenipotentiary, you're there to keep whispering and pushing your amity agenda

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 Maya check she understands the decision she needs to make and when she needs to make it

- She must choose the Territory and Region she wants to use the AP in (Sorin will then find a Regio in either that specific Region, or adjacent, but within the same territory if there is not one in the Regio asked for)
- She must decide by half past ten on Friday night, if Sorin is to be able to act fast enough for her to follow up and use the AP – if it is used without a Region and Territory being named to Sorin it simply won't work
- You can bring the message for her or she can use the Pallid Charm herself – either is fine (but don't agree to wait on field for her to decide if she isn't ready when you want to leave she'll have to do it herself or have another mage do it for her)
- You have the AP and can hand it over
- Copy of the letter she was sent is below

Task 2: Find Julienne d'Ossiene

- How are they doing with their Draughir Madness. Are they ready for you to cast Hunger of the Draughir on them as a test to see what happens when it is given a boost?

Task 3: Talk to Raewynn Farkas

- Are they sending a group from The Silver Chalice to the Sorin Plenipotentiary? They should – and ask about Winter boosts to Herb Gardens
- You can offer important Healer who is not mage your paupers key if they impress you enough (otherwise, the Archmage might want it for attendees listed in plenipotentiary, but they'll need to think to ask for it!)

Task 4: Follow ups

with any of your E1 contacts, asking about what they're hoping for from the Plenipotentiary, keep pushing the Amity agenda, support people looking for new ways of doing Quickening Cold Meat, find out what people think of the Archmage (your stance should be mostly pro, given she is in favour of Sorin, and that she has used plenipotentiary to speak to Sorin, but maybe a bit scathing that she's just a Naga rather than a Draughir)

Task 5: Plenipotentiary

Attend, keep stirring the Amity pot quietly around the edges.

Maya

You have done well in the Trial of the Pallid Charm. The Hungry Wolf will honour his word. Let him know of the region wherein you would unleash his Wolves and the final element will be in place for you to use an Arcane Projection, with a boon of the Empty One within it making its casting an easier matter than usual. The projection will be tailored to work in a Winter regio and call forth The Empty One's power there to defend that regio and add force strength at its location. It will not work from Anvil. Remember that Sorin has no power on your Sentinel Gate so you would do best to look to regions that it can send you to - those that the Empire holds or those adjacent to their borders. And remember that the enemy must be the Druj as befitting your desire for vengeance. Be aware that you must use the charm given to you in order to name the region before half past ten on the Friday evening of this Solstice if you wish to use the boon this season. It is Fate that drives your Sentinel Gate, you must make your choice for Fate to act. If you prefer to use the boon next season instead, you may send the charm any time from Saturday of this Equinox until eight on the Friday evening of the Summer Solstice. But do not forget that you must then continue to endure your curses too. Yaroslav will travel to Anvil on the Friday evening of the Solstice, to bring you the Arcane Projection, and ensure that you are ready to inform the Silent Kingdom where it will be used. I write on behalf of the Heralds Ossuary and Exquy

Ania of Necropolis

OOO note: If you use the boon this event, the conjunction will take place at 21.30 on Saturday evening. The conjunction will not appear until early Saturday morning once we have received your choice of region.