

Maya of the Shattered Tower

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 Two in the afternoon 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:

An item or arcane projection carrying Sorin's power to be cast or activated in the Winter Regio it is named for, that will draw a host of Sorin's Wolves to defend that place, in a way that would seem familiar had you read in the Tome of Ahsaver of how the Wolves of Winter have been called to defend fortifications.

That Regio will be in a territory where the Empire are fighting the Druj.

You asked for a weapon against the Druj – this is our offer. Will you earn it?

Exquy, Herald of The Tomb King

OOO Note: You may assume that the boon of regio access you are being offered will be sufficiently fateful to cause an appropriate conjunction within a season or two of the trial's completion. This is an OOC commitment from plot, not an IC commitment from the Eternal, which cannot act on The Sentinel Gate