

When the wind blows hardest, we grow strong.

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

**Scota** you will not be offered a boon in the Trials.

You have been selected as a witness. You are a witness for **Terah**

You are needed at 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, Ossium**.

This chamber will be a safe space. You should bring no weapons and have no need of armour.

You will be part of the decision as to whether your partner progresses in the trial. They may **NOT** tell you anything about the boon they have been offered. If they do they may suffer pain or fail in the trials.

If Terah is not present at this solstice **YOU** may attend The Open Chamber and progress in the trials. **You will be competing for their boon**. But you will not discover what that boon is until the end of this round the trials. It will be up to you to decide whether it is worth the risk.

If you decide to do this you must bring a witness. If you are a winter mage your witness must not be. If you are not a winter mage then they must be one.

**OOO 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

**OOO 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