

General Jack

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 O'Clock on the Saturday afternoon 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:

The Hungry Wolf will reveal a Winter Regio in Narkyst, close enough to Imperial borders to be reached by travel through The Sentinel Gate.

You asked for a chance to strike in the Jotun homelands – this is our offer. It is not yet earned.

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.