

Syn Nighthaven

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.

*For you **Syn Nighthaven**, there is a further instruction.*

*Of yourself and **Yian of Pathfinders and The Nations Guard** only one may take up their place at the Trial. Neither of you may bring the other as a companion.*

The Empty One leaves it to the two of you to decide whether you ask your Coven, the Vates Council or the Archmage of Winter to make the choice.

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:

*A coven stone, made by my own hand, which allows the following: When casting Sorin's Rite of Agony; or Gnawing Endless Hunger on multiple individuals, those who have not mastered the ritual gain a boost in power, and moreover you may substitute 2 measures of dragonbone for each mana crystal required in casting**

Furthermore Sorin has – if certain conditions are met by the Empire - a ritual text to offer - you will be the conduit through which the offer is made.

You asked to go deeper into Winter – this is our offer. Will you earn it?

Exquy, Herald of The Tomb King

**One use per day; 1 effective rank gained for that ritual alone; subject to usual rules on effective rank, must have base lore in Winter*