

Novartis Aurelius

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

The Tomb King will provide you with an arcane projection of The Shattered Call, and a small boon to make it easier for you to cast it. This ritual brings a defensive force to the regio where it is cast, and the heralds of the Tomb King will help you find the right winter regio for this.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.

Clarice Novarion

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

The Hungry Wolf will create an opportunity to allow an army to turn its back on Cruelty to gain another grim power not known to the Empire before now - though this power will have its own consequences for armies that meet it, ones different to those wrought by a Cruel army. Remember you will have to persuade the General of the army to agree.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.

Blayk Stone

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

From a Winter Regio known to him in the Mournwold, The Tomb King will create A Withered Garden, a place of both growing and trade. There Marchers and Mournwold Orcs will share knowledge, and the herbs generated. This boon will be dependent on your senate allowing equal shares of herbs between the Marchers and the Mournwold Orcs.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.

Terah

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

The Hungry Wolf will arrange a way to attach a withering dessication to one of your Casinean armies, weakening the vallorn as if the Tomb King had sent a thousand strength of warriors against the trees.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the

Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.

Drefa Brackensong

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

The Hungry Wolf will reveal to you a Winter regio in Druj or Jotun lands that is within distance of an Imperial border to be reached by Sentinel Gate. A fight might be necessary to reach it, or perhaps one can be found where the enemy is looking away, just for a moment. The Tomb King will also offer a small amount of aid to ritualists taking advantage of his knowledge to cast a Winter curse there.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

Cut or tear off this strip to have a completely IC document

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.

Isolde of Hearthfire

You are invited to the next stage of the Trials of the Pallid Charm. The participants have been divided. The Imperial Trials, The Personal Trials and those whose journey in the Trials ends now. Exquy, on behalf of The Tomb King has pledged to offer two boons now. One each to the Imperial and the Personal Trials.

The boon you will be offered is conditional. Provided your Imperial Senate pass a motion allowing it, The Tomb King will take a winter regio among the old ruins on the shores of Atkanartok in Suaq Font and at his own cost create a safe harbour for refugees from the Jotun. There will be a price - all children of the refugees will be Draughir.

You are invited to the Imperial Trials of the Pallid Charm.

These take place at 9.30 on the Friday evening of the Solstice in the Open Chamber under the Dark Sky that you have visited before – the entrance is via the Regio of the Unquiet Hounds in Bittershore, Ossium.

Nivalis will meet you at the Sentinel Gate.

Bring your witness. If they are not available bring someone to stand in their place. Without someone, you will not be able to take part.

You must not wear armour and you must not bring weapons. There will be seats for those who need them.

You will be asked to make difficult choices in the chamber. Choices that make the rest of the Trials so far seem like nothing.

It is time to find out what the boons you have asked for are really worth.

Do not take this stage of the trials lightly. If you are unsure of the Herald's meaning at any point, ask, and ask again. There is no shame or penalty in this.

The chamber has been prepared with magics from the Silent Kingdom.

Movement is slowed there, once you are in position, you will find you can only move small amounts – enough for your comfort but not to take significant action unless a Herald directs it.

Bleeding is slowed. Should anyone be injured, their life force will not fade away as it does in the Imperial lands. BUT do not mistake this and think it means there will be no death. That slowness is only there so long as the Heralds will it to be so. There could be a death in the Open Chamber on the path to earning the Tomb King's boon.

There is a stillness there that you may remember. Do not be afraid to punctuate it with speech or exclamation. You cannot hurt it. Only if you notice that many voices are rising at once and shouting so that some are not heard, then it may remind you of the need to listen under the dark sky.

As the winds blow through the silent chamber, I am Anya of Highguard and I wish you well in your Trials.