

## Solene d'Alba

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.

### 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:

*Knowledge, bought from the Tomb King's understanding of death, of where the bones of members of your House lie now so that you may seek a conjunction to that place. And, if, as seems likely, they are in the hands of the Druj, then also several Ravening Foci – boons of Sorin which greatly increase Fortitude – an important protection to take when challenging those who make great use of Venom.*

You asked for a way to reclaim your loved ones bones – this is our offer.  
Will you earn it?

Exquy, Herald of The Tomb King

*You are the only non mage to have been invited to the Trials. You will need to find a way to enter the Hall of Worlds. I believe there is an item called A Pauper's Key and also an Autumn Ritual. The Tomb King expects you to be able to make these arrangements, speak with me on the Friday of the Solstice if you need advice.*  
Ania

OOC Note: You may assume that the boon of knowledge 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