THE WHEEL OF TIME
Roleplaying Game
PROPHECIES OF THE DRAGON
An Adventure Taking Characters from 1st to 6th Level

PROPHECIES OF THE DRAGON

Designers: **AARON A. ACEVEDO, EVAN JAMIESON, MICHELLE LYONS, JAMES MALISZEWSKI, RICH MEYER, CHARLES RYAN, PAUL SUDLOW**

Developer and Editor: **CHARLES RYAN**

Editors: **JENNIFER CLARKE WILKES, TOM KRISTENSEN, JOHN D. RATELIFF, TAMMIE RYAN**

Managing Editor: **DALE DONOVAN**

Creative Director: **CHRISTOPHER PERKINS**

Visual Creative Director: **JON SCHINDEHETTE**

Art Director & Cover Designer: **ROBERT RAPER**

Cartographer: **ELLISA MITCHELL**

Typesetters: **ERIN DORRIES, ANGELIKA LOKOTZ, SONYA PERCIVAL**

Cover Artist: **DARRELL K. SWEET**

Interior Graphic Designer: **DEE BARNETT**

Vice President and Director of RPG R&D: **BILL SLAVICSEK**

Business Manager: **ANTHONY VALTERRA**

Project Manager: **DOUGLAS STEVES**

Production Manager: **CHAS DELONG**

Licensing Approval: **ROBERT JORDAN, WILLIAM P. MCDOUGAL, MARIA L. SIMONS**

–Interior Art–

ADAM REX, ADI GRANOV, MICHAEL DUBISCH, PUDDNHEAD, RICK SARDINHA, SAM WOOD

Special thanks to Jim Kapp, Anna Bliss, Fiorella Delima, Nat Sobel, Phyllis Azar, Tom Doherty Associates, Inc. Sobel Weber Associates, Inc. and especially to Robert Jordan for creating the *Wheel of Time*™ universe in the first place.

This WIZARDS OF THE COAST® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

This d20 System game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

THE WHEEL OF TIME™ Roleplaying Game

U.S.,CANADA,
ASIA, PACIFIC & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

620-088293-001-EN
9 8 7 6 5 4 3 2 1 First Printing: March 2002

DUNGEONS & DRAGONS, WIZARDS OF THE COAST, the d20 system logo, and the Wizards of the Coast logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. Wheel of Time is a trademark of Robert Jordan. All characters, character names, and descriptions thereof are trademarks and/or copyrights of Robert Jordan. © 2002 Game Mechanic owned by Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade inthe United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental © 2002 Wizards of the Coast, Inc. Made in the U.S.A.

Visit our website at **www.wizards.com/wheel of time**

CONTENTS

Introduction 3
Preparation 3
Running the Adventure 3
Experience with *The Wheel of Time* World 4
Size and Scope 4
Adventure Background 4
The Course of the Adventure 5
Character Hooks 6

Chapter 1: Miniadventures 7
Howls in the Night 7
Escort Duty 12
Hunters for the Horn 17
The Watchtower 24
My Secret Friend 26
I Want To Stay Single 29
Statistics 32

Chapter 2: Toman Head 35
Adventure Background 35
Character Hooks 36
Act One: Aturo's Orchard 36
Smoke on the Horizon 36
The Waylaid Peddler 38
Arrival in Aturo's Orchard . . . 38
Ambush! 41
The Whitecloak Encampment 42
Moonlight Rendezvous 43
Back to Aturo's Orchard 44
Raid! 44
The Missing Sister 45
Act Two: Tobin's Hollow 46
A Strange Sighting 46
Refugees of Tobin's Hollow . . 47
Arrival in Tobin's Hollow 49
Act Three: Falme 54
Arrival in Falme 55
In Search of Megda Sedai 55
Fire in the Sky 59
Deadly Flames 59
Rescue! 60
Ingtar's Last Stand 60
The Battle of Falme 60
Aftermath 64
Rewards 64
Statistics 64

Chapter 3: Winter of Discontent . . 68
Adventure Background 68
Act One: Tanchico 69
Arrival 69
Where's Nadira? 71
Carridin 73
The Crescent Palace 74
The Garden of Silver Breezes 79
Audience with the Panarch . . . 81
Arrested! 84
Moving On 86
Act Two: Bandar Eban and Saldaea 86
Arriving in Bandar Eban 86
Looking for Rumors 87
The Lady of Shadows 87
Traveling 89
Maradon 90
Act Three: The Road to Tar Valon 92
Taming a Dragon 92
Following the Army 92
Sneaking into Camp 93
Let Loose the False Dragon . . 95
Rescuing Taim 98
Aftermath 99
Rewards 100
Statistics 100

Chapter 4: The Two Rivers 105
Adventure Background 105
Act 1: A Long Journey 105
The First Leg 106
The Second Leg 108
The Third Leg 108
Act 2: The Two Rivers 108
The Sounds of Battle 108
Entering the Two Rivers 110
Watch Hill 113
Falcon on the Wing 116
Act 3: The Battle of Emond's Field 117
A Vista of Carnage 117
Danger on the Flanks 118
After the Battle 120
Aftermath 123
Rewards 123
Statistics 123

Chapter 5: Ancient City 124
Adventure Background 124
Act One: The Road to Jara'copan 125
The Quarry Road 125
The Ancient Road 125
Encounters 126
The Outskirts of Jara'copan . . 127
Into the City 127
Into the Undercity 129
Act Two: The Undercity 130
Conditions in the Undercity 130
The Upper Chambers 130
The Middle Chambers 134
The Lower Chambers 141
Act Three: Confrontation 143
The Battle 143
Pursuit 146
Aftermath 147
Rewards 147
Statistics 147

Chapter 6: Dumai's Wells 150
Adventure Background 150
Act One: Cairhienin Intrigues . . 151
The School of Cairhien 151
Into Cairhien 153
The Feast of Lights 156
The Shriver's Ball 160
The Horror in the Library . . . 165
The Moon Tower 169
Act Two: Countdown to Destruction 175
The Killing Glade 175
On the Road 176
The Black Tower 176
Act Three: The Battle of Dumai's Wells 179
What Kryalyn's Been Up To 179
Arrival 179
Searching for Kryalyn 180
The Battle of Destiny 182
Aftermath 183
Afterword: High Chasaline 183
Rewards 184
Statistics 184

Appendix 188
Multiclassed Channelers 188
Measuring the Power 189
Countering Weaves 189
Herbalism 189
New Weaves 189
New Background: Seanchan 190
New Background Feat 191

INTRODUCTION

The Wheel of Time novels present us with a fantasy world astounding in its breadth and detail, ripe for adventure. But they also present us with a story that enmeshes that entire world, that involves every corner of it, in one way or another, in the fates of Rand al'Thor, Perrin Aybara, Mat, Egwene, Elayne, and the rest. As inviting a setting as the westlands are, they present us with a problem: How can our adventures coexist with the sweeping events of the novels?

Several options are open to us, and they're all good in their own ways. We could set an adventure in a different time, such as during the Trolloc Wars or Artur Hawkwing's reign, and choose completely different themes than the struggle against the impending arrival of Tarmon Gai'don that looms over the events in the books. We could set it in a Mirror World, a world where Rand never existed, or never became anything more than a backwoods farmer. Or we could set it in the westlands of the novels, pitting the heroes against new conflicts that have little or nothing to do with Rand's struggles.

Or, we could weave our story into that of the novels, making the heroes an integral part of Rand's growth and triumph over adversity–without contradicting the events of the stories we have read.

This is perhaps the most exciting and compelling approach–but also perhaps the most difficult. Nonetheless, it's what we have done in *Prophecies of the Dragon*. *Prophecies* takes the heroes on their own story, a story that takes place (for the most part) thousands of miles away and worlds apart from Rand al'Thor. But the heroes' tale touches that of Rand, and the heroes' actions play as much a part in Rand's story as those of Nynaeve, Moiraine, and Loial. The fate of the westlands sits as much on the shoulders of the heroes as it does on those of the characters in the novels.

Prophecies begins in the months following the events of What Follows in Shadow, the adventure presented in *The Wheel of Time Roleplaying Game*. It's not necessary to have played What Follows in Shadow to use *Prophecies*, but if you did, the timeline of your campaign fits in nicely with the opening of *Prophecies*. Furthermore, if your heroes ended up lost in the Ways at the end of What Follows in Shadow, you can neatly expel them anywhere in the southwestern corner of the westlands, then use the miniadventures in Chapter 1 to lead them into the main events of this adventure.

PREPARATION

You, the Game Master (GM), need a copy of *The Wheel of Time Roleplaying Game* to use this adventure.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase when appropriate. Sidebars contain important information for you, including special rules or instructions. Creature and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full statistics for new creatures and significant NPCs appear at the end of each chapter, though creatures detailed in *The Wheel of Time Roleplaying Game* are not included–refer to that book for details on those creatures.

HERO LEVELS: *Prophecies of the Dragon* is an adventure suitable for a party of 1st-level heroes. Heroes of 2nd level could jump into the main portion of the adventure if you skip the miniadventures in Chapter 1. By the time they finish *Prophecies of the Dragon*, the heroes are likely to be 7th level. As a general rule, the heroes will gain a level with each chapter of the book–for example, heroes completing Chapter 1 will probably gain a level, to begin Chapter 2 at 2nd level. The chapter numbers correspond therefore to the levels of the heroes playing them.

RUNNING THE ADVENTURE

An adventure this size is challenging to run. To do so properly, you have to master the material. That means not only being familiar with the scene or chapter the heroes are currently in, but in those around it as well. In a complex storyline such as is detailed here, the heroes' actions might alter the reactions of NPCs in ways not foreseen in the adventure design. Play the foes as intelligently as possible–grand challenges are always more memorable than adventures that are pushovers, and NPCs that behave according to a script instead of logic seem wooden and unrealistic. On the other hand, keep the storyline's big picture in mind. If events go too far afield, it will be difficult to bring the adventure to a satisfying conclusion.

NPCS AND CREATURES: The NPCs and creatures included in this adventure are detailed in three manners.

The first are noncombatants. These are people or creatures against whom it is extremely unlikely the heroes will fight or make opposed checks, and who aren't likely to be making their own skill checks. Since they aren't called upon to use skills or combat abilities, no game statistics are provided for these NPCs. If, for some reason, you should need to make checks or rolls for these characters, assume that they're typical for the sorts of characters they represent, and generate the required statistics as needed.

The second type–typically creatures, such as Trollocs or wolves–are those that conform entirely to the statistics presented in *The Wheel of Time Roleplaying Game*. In such cases, the adventure text gives a hit point total for the individuals encountered, and refers you to Chapter 11 of the core rulebook for detailed statistics.

Third, there are specific NPCs, creatures that have been altered from their base form (such as Trolloc sergeants, which

may have levels of Warrior or Armsman in addition to their usual abilities), and new creatures. You'll find complete statistics for these at the end of each chapter.

DIFFICULTY: The encounters throughout this book are based on the probable level of the heroes as they begin each chapter. Your heroes, depending on their mix of classes and abilities, might find the encounters too easy or too difficult. Feel free to adjust them as needed, perhaps decreasing the number of adversaries by one or two, or making creatures a little tougher using the creature advancement rules in Chapter 11 of *The Wheel of Time Roleplaying Game*.

EXPERIENCE POINTS: A recommended experience reward is included at the end of each chapter. As a variant rule, you are encouraged to award experience points for heroic deeds, exceptionally clever thinking, or panache. Grant such bonuses only when called for, however, and as a general rule limit the bonus to 10% of the recommended reward.

EXPERIENCE WITH *THE WHEEL OF TIME* WORLD

This is a standalone adventure, and it contains everything you need to play it (except, of course, for *The Wheel of Time Roleplaying Game*). While the adventure frequently alludes to, or even includes, events in the novels, it doesn't require a working knowledge of *The Wheel of Time* storyline. The adventure spans events in Books Two through Six of the series (*The Great Hunt*, *The Dragon Reborn*, *The Shadow Rising*, *The Fires of Heaven*, and *Lord of Chaos*), and while you'll need to know the basics of *The Wheel of Time* world–who the Children of the Light are, for instance, and who Rand al'Thor is–it doesn't matter whether you have read all these books (or may have forgotten some of the details). Everything you need to play is here, and it all makes sense, on its own, without the novels.

If your players have read all the novels, they may have to separate what they know from what their characters know. A thorough knowledge of the books won't give away any of the great secrets of these adventures, but it might make some of the details a little less compelling. For example, anyone who's read Book 1 of the series, *The Eye of the World*, knows that the Horn of Valere has been found. But most people in the westlands don't know that, and a search for the Horn is behind one of the miniadventures in Chapter 1. Players willing to involve themselves in the Hunt, even if they know it's doomed to fail, will find that a much more interesting encounter.

SIZE AND SCOPE

To call *Prophecies of the Dragon* an adventure is an understatement. It's really a campaign: a series of linked adventures that together form a complete storyline. Characters beginning with little experience grow substantially by the end. Expect it to take many sessions–most likely several months–to complete, and even then only if your group plays every week.

SIDE ADVENTURES: During the course of play, the heroes may want to stray from events covered in the adventure–especially in chapters that take place in big cities, or during any of several long journeys the heroes are compelled to take. Plenty of opportunities exist for side adventures, either spun off from events that occur in the scenario or based on something entirely different, placed by you for a change of pace. (If you don't start out by playing through the miniadventures, you can intersperse them between the other chapters.) Monitor the party level when doing this. If, through any side adventures, the heroes gain significant experience or a level, some of the main plot's encounters may be too easy when the heroes get to them. Don't worry too much about this–the system is self-correcting (since they gain less XP for encounters below their level, they advance a little more slowly and end up at the appropriate level). As mentioned above, you can also adjust encounters for your group of heroes.

ADVENTURE BACKGROUND

In *Prophecies of the Dragon*, the heroes seek to halt a Darkfriend plot to sever the Dragon Reborn, to rob from him his ability to channel–taking from him his strongest weapon in the fight against the Forsaken and the coming of Tarmon Gai'don.

ANCIENT HISTORY: Three thousand years ago the world was gripped in the upheaval of the Breaking. Powerful male channelers, touched by the Dark One's taint on *saidin*, unleashed their insanity on the world and nearly destroyed it. Female Aes Sedai, and those males who held their madness in check, fought to defeat these madmen before all was lost. But facing down an enormously powerful channeler was a dangerous prospect, a task that many did not survive.

Desperate for a weapon to bolster their forces, a group of male and female Aes Sedai gathered to create a *ter'angreal*. This would be a weapon of sorts–not a weapon to harm, but one to protect. A weapon that would allow a single female channeler to do what normally required numerous channelers in a link, a powerful *angreal*, dangerous overchanneling, or a combination of all three. A weapon that could sever the most powerful male channelers without having to approach and combat them.

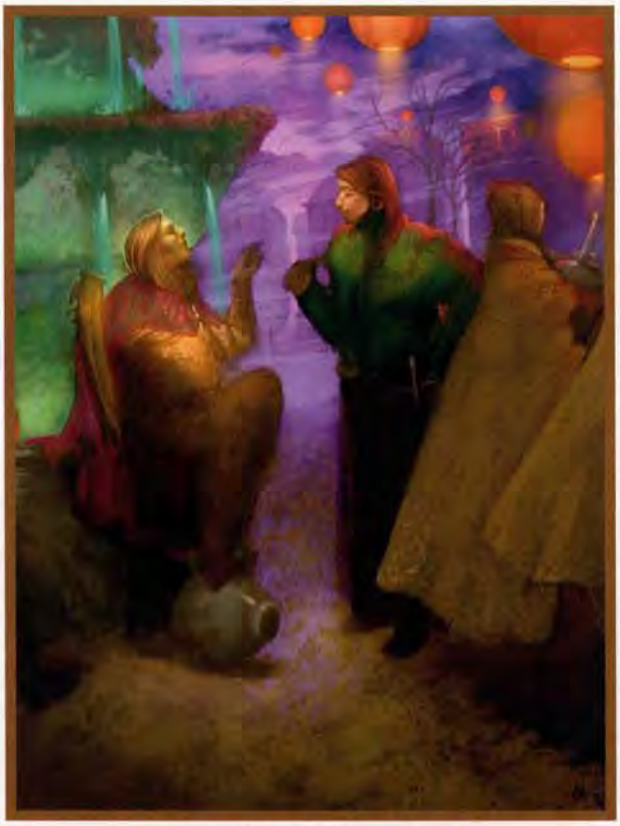
The Artifice of Brassion, as the *ter'angreal* was called, was never to be deployed. Although it was created, its makers were destroyed before they could bring it to use, when Brassion himself lost his grip on sanity and murdered several of his comrades. The Breaking went on, civilization continued to crumble, and the Artifice was lost.

THE ARTIFICE LOST: The Artifice of Brassion was not lost forever. Hundreds of years later it was discovered, and eventually found its way into a collection of rare artifacts in the nation of Manetheren. Its function was long forgotten, but the words inscribed upon its base hinted at great power. The words, in the Old Tongue, read, "Power unchecked reaps naught but sorrow; I am the key that unshackles." Although they referred to the grip of madness on male channelers, they were frequently misinterpreted as, "Great power brings sorrow upon my enemies; I am the tool that breaks them." This misreading caused some to believe that the Artifice was a powerful weapon of war, and many great kings of ancient times secretly worked, unsuccessfully of course, to unlock this function. No one was able to do so, but the Artifice was nonetheless a coveted artifact, closely guarded by its owners.

Manetheren fell during the Trolloc Wars, and its great mountain cities were, for the most part, destroyed. The Artifice lay hidden away and forgotten in a vault under the city of Jara'copan. There it lay, undisturbed, for a thousand years. Fragmentary records of it existed, here and there, in dusty and forgotten tomes, but only a rare few scholars even knew of it.

One such scholar was an Aes Sedai of the Red Ajah, named Llana. Secretly a Darkfriend, and well aware that a struggle against the Dragon Reborn was coming, Llana quietly sought out any hint concerning the Artifice's resting place. She eventually determined that it lay in Jara'copan, but even that was a tenuous clue, since the location of Jara'copan itself was long forgotten.

Illustration by Paddnbead



The Gleeman

TODAY: Before Llana could mount an effort to locate Jara'copan and the Artifice of Brassion, her cell of Black Ajah Darkfriends was called to a different duty. Another plot was in the works, one that complemented her plans for the Artifice quite nicely. She and several other Black Ajah Aes Sedai set out to gain control of Mazrim Taim, the false Dragon, with the goal of setting him loose upon the world under the name of Rand al'Thor. As he wreaks chaos and sets the world against Rand, Llana and her coconspirator, Kryalyn Sedai, intend to find the Artifice and defang the true Dragon Reborn.

THE COURSE OF THE ADVENTURE

Setting aside the miniadventures in Chapter 1 (which don't have too much to do with the events of the main story), *Prophecies of the Dragon* takes place in five Chapters.

TOMAN HEAD: The adventure begins on the Almoth Plain near Toman Head, in the autumn following the events of What Follows in Shadow (set in Caemlyn in the late spring). The heroes find themselves inadvertently in the employ of an Aes Sedai, who is investigating a mysterious plot and needs the heroes' help to find a missing sister. But the heroes see little of their employer; instead, they are drawn into the machinations of a legion of Children of the Light, who are seeding the region with discontent and war. They learn that the leader of the Whitecloaks, Jaichim Carridin, is a Darkfriend, and that his mission in the area goes deeper than mere raids on the local farms. Before the heroes can act on this information, however, their mission takes them into lands held by the invading Seanchan.

In Falme, the heroes are given the opportunity to rescue the missing Aes Sedai, who has been made a Seanchan *damane*, just as the battle between Rand al'Thor, the Seanchan, and the Children of the Light is joined. The heroes' actions there can spell victory or defeat for the forces of Light.

TANCHICO AND SALDAEA: The heroes have completed their task in rescuing the missing Aes Sedai sister, but receiving their promised reward requires that they travel to Tanchico. Hints that Jaichim Carridin was also headed to Tanchico may draw them there as well—and sure enough, the heroes aren't there long before they're involved in Carridin's next plot. He's helping two Darkfriend Aes Sedai—Serai and Criane Sedai, members of the Black Ajah—finish one task so they can depart on another evil mission. If the heroes are clever and quick, they can prevent the assassination of the Panarch of Tanchico. Either way, they uncover traces of a Darkfriend plot much bigger than a political assassination or a regional war. It's a plot to destroy the Dragon Reborn, and the heroes may ruin it if they can stop Serai and Criane.

But the sisters escape to Bandar Eban, and then set out on the weeks-long journey to Saldaea. After being briefly caught up in the workings of one of the Forsaken in Bandar Eban, the heroes set out in pursuit of the Darkfriend Aes Sedai, entering the frozen, wintery Borderlands.

In Saldaea, the heroes find that a false Dragon–Mazrim Taim–has been captured by the White Tower, and will soon be taken to Tar Valon. The Darkfriend plot becomes clear: The Black Ajah sisters intend to kidnap Taim, brainwash and control him, and set him loose on the world to commit atrocities in the name of Rand al'Thor. The Black Ajah sisters are not recognized as Darkfriends by other Aes Sedai, so it's up to the heroes to prevent the kidnapping. In the course of events Taim escapes, free to eventually meet Rand al'Thor and found the Black Tower.

Criane and Serai were not the only Black Ajah involved in the Taim plot. In fact, they are mere pawns of two more powerful Aes Sedai: Kryalyn and Llana. The plot to brainwash Taim was just one of two plans these Black Ajah were enacting to undermine Rand al'Thor. The second involves an ancient, long-lost *ter'angreal*, one that could destroy the Dragon Reborn. The item's location has been lost to history, but Kryalyn and Llana believe it lies in the lost city of Jara'copan–and if they can find Jara'copan, they can find the *ter'angreal*. As the Darkfriends escape the aftermath of Taim's disappearance, it's a race between them and the heroes to find the Artifice of Brassion.

The Two Rivers: In the waning months of a fierce winter, the heroes pursue the renegade Aes Sedai through 1,000 miles of wilderness. Eventually, they emerge at the western end of Andor, at the feet of the Mountains of Mist: a region called the Two Rivers. There they have new leads to help track down the evil Aes Sedai–but before they can follow, they become trapped in an area besieged by Shadowspawn. Padan Fain, Rand al'Thor's insane nemesis, has brought a legion of Whitecloaks and an army of Trollocs down on Rand's birthplace, hoping to lure the Dragon Reborn into a showdown. Rand has not responded, but his friend Perrin Aybara has returned home to lead the defense of the region. Even so, it takes every able hand in the Two Rivers region–including a key contribution from the heroes–to keep Emond's Field from being wiped from the map.

It's only when the battle's over that the heroes can confer with Loial and Verin Mathwin, an Aes Sedai scholar. These two hold vital clues that can lead the heroes to Jara'copan.

Jara'copan: There's little left to this ancient city of Manetheren, nestled in the rocky heights near the Mountains of Mist. The Darkfriend Aes Sedai have entered a complex of ancient and dangerous chambers beneath the ruins, and the heroes must find them before they unearth the Artifice. These chambers present a series of deadly hazards, but careful heroes can catch the Black Ajah as they make off with the *ter'angreal*. Unfortunately, Kryalyn and Llana have a lot of tricks up their sleeves, and probably manage to escape with the Artifice.

Cairhien: The final segment of this story takes place in and around Cairhien. Kryalyn and Llana traveled via the Ways to this city, the last known location of Rand al'Thor. Unbeknownst to them, however, the Dragon Reborn has just been kidnapped by a delegation of Aes Sedai from the White Tower, and is currently being spirited off to Tar Valon. By the time the heroes arrive in Cairhien, the Black Ajah sisters have long since figured this out and set off in pursuit of their quarry, determined to use the Artifice to destroy Rand al'Thor at the first opportunity. Before the heroes can learn this, though, they are swept into the political intrigue for which Cairhien is famous.

In the course of events in Cairhien, the heroes ally themselves with an Asha'man, sent by Mazrim Taim from the Black Tower to check on Rand. With his help, they can travel by gateway to catch up with Kryalyn and Llana–or better yet, travel by gateway to the Black Tower and enlist the aid of the Asha'man. Unfortunately, the male channeler succumbs to madness, gating the heroes into the wilderness and attempting to murder them. If they overcome this dangerous foe, the heroes can travel overland to the Black Tower, hopefully in time to enlist Taim's help before the Darkfriends can complete their plot.

Taim owes the heroes a favor for his escape from Black Ajah clutches, and he quickly responds to their report of Rand's capture. He gathers an army of Asha'man, and with the heroes sets out for the Tar Valon road. They catch the White Tower delegation at a place called Dumai's Wells. There, a huge battle is brewing between a gigantic army of Shaido Aiel, the Aes Sedai that have captured Rand al'Thor, and forces loyal to the Dragon Reborn. The heroes have brought Taim and the Asha'man into the mix–almost certainly enough to turn the tide in favor of Rand's rescuers. But in the chaos, Kryalyn and Llana are bringing their plan to fruition–and only the heroes can stop them.

CHARACTER HOOKS

To begin this adventure, all the heroes really need is to be in the southwest westlands with a little time on their hands and a willingness to fight evil. Heroes worthy of the name should have little hesitation involving themselves in the events that unfold around them. As mentioned above, if your heroes played through What Follows in Shadow, you can bring them out of the Ways in Ebou Dar, Illian, Jehannah, or some other site where a Waygate might be found, and then use the miniadventures in Chapter 1 to draw them to the Almoth Plain. If you don't want to use the miniadventures, you can use any of the additional character hooks discussed at the beginning of Chapter 2.

CHAPTER
ONE

MINI ADVENTURES

The Wheel of Time turns and Ages come and pass. What was, what will be, and what is may yet fall under the Shadow. Now is a time of epic events, of bravery and heroism–yet it is also an era when an ancient evil rises again, and threatens to sunder the Pattern forevermore.

The adventure that forms the bulk of this volume (presented in Chapters 2 through 6 of this book) enmeshes the player characters from your campaign into the great events of *The Wheel of Time* novels. First, however, the heroes must be maneuvered to Toman Head, the locale where these wondrous events unfold. The six miniadventures presented in this chapter are stepping stones; they help prepare the party for the bigger tasks that await them. Some of these adventures are geographically ambiguous, easily adapted to wherever the player characters are at the outset of your campaign. Other adventures are more geographically specific, and provide hooks to lead the party to the Toman Head region, the setting for Chapter 2 and the main events of this adventure. All the miniadventures are specifically designed for 1st- or 2nd-level characters. The small scenarios provide an opportunity for your heroes to earn enough experience to enter the primary events of the campaign as characters of 2nd or 3rd level.

As the Gamemaster, you can use some or all these miniadventures as written or adapt them as needed to the particular starting setting of your campaign. Unlike the rest of this adventure book, the miniadventures can be used in or out of the presented sequence or can be combined with encounters of your own devising. However, it is strongly recommended that you end with the last miniadventure in this chapter, "I Want to Stay Single," which provides the party with an incentive to journey to Aturo's Orchard, the starting point of the main adventure in Chapter 2.

HOWLS IN THE NIGHT

This adventure is set in a small farming village that can be located in any province of your choosing. The village's livestock have come under attack by a pack of marauding wolves. It all appears a simple matter of man versus beast as the heroes seek out the pack and then either kill or drive away the creatures. Indeed, the initial encounter may be resolved in just this fashion.

On closer examination, however, the situation is not quite as simple as it first appears. This wolf pack has been driven toward the world of "two-legs" by a cave bear that has taken over their old hunting territory. Unless the cave bear is killed, destroying this particular pack only provides a temporary solution, since other area packs will be driven down to the lowlands by the intruder in the weeks to come. The heroes may come upon this realization slowly over time, or by observing some physical clues from the initial encounter. Finally, one or more of the heroes (particularly characters with either Animal Empathy skill or the Latent Dreamer feat) may learn the truth of the matter from the wolves themselves.

GETTING STARTED

"Fell beasts they were," the balding farmer exclaims to the crowd, his rheumy eyes wide as saucers and red from an evening's hard drinking. "A dozen of 'em, all big as my prize bull, with slaverin' fangs and breath as hot as the Dark One's own forge. There I was, starin' into the face of the leader as he glared at me with his foul yellow eyes . . . 'til he took one look at my crossbow, and turned tail and ran. My shot caught 'im right in the rump, but it was just a sting to such huge monster. He just kept runnin', and by the time I could reload and fire again, the others had vanished into mist."

The other patrons of this cozy village tavern–local craftsmen and peasants from the outlying farms–laugh and raise their mugs to the old-timer. "A great story, Tay!" one young man calls out from a table near the entrance. "Tell us the one about the giant cave monster next."

"Mock me if ye will, lad, but I seen that one too," Tay protests. "'Twas taller than your rooftop, if it were a foot."

The crowd roars with laughter again. "Hey, Douthit, maybe the giant is killing our sheep," another wag calls out.

Suddenly, a stout man in a blacksmith's apron rises from his seat, and pounds the table with his mug. The laughter quickly settles as the crowd turns their attention toward this man. "All right, you lot. Tay's visions may have more to do with blackberry brandy than giants. But we're all losing livestock to these wolves. It's time we put a stop to this, and quickly. Any suggestions?"

The heroes may become involved in these matters in different ways, depending on the circumstances of your campaign. They may be locals with some skills in weapons use or tracking, called upon by the village's leaders to help defend their homes and property. Alternatively, they may be adventurers just passing through the village in question,

who find the attacks to be the main topic of conversation in the common room of the local inn. Characters of a naturally heroic bent may volunteer their services to help out those in need, or to boost their reputations. Those seeking mercenary reward can get the villagers to agree to a bounty of 40 mk for eliminating the wolf pack–hardly a fortune, but a fair sum to a small settlement. The locals also lodge the heroes at the inn for no charge, and will repair any minor damage to their equipment for free.

The wolf attacks have taken place over the last two weeks at four different farmsteads to the north of the village. Several farmers besides Tay have seen the wolves, and claim that the pack's size is closer to a half-dozen wolves. Contrary to Tay's report, the wolves appear to be normal in size and abilities.

Once the heroes agree to take on the job of dispatching the wolf pack, they become the center of attention in the room. The villagers question the heroes about their plans for taking on the wolves, and the heroes can reveal as much or as little as they care to about their strategy. The heroes can also use this opportunity to learn more about their foes. A Gather Information check, or asking the appropriate questions, can yield several additional pieces of information:

DC 8: The past attacks have taken place three or four days apart. In each attack, the wolves have slain one or two animals and eaten the kill. Most of the local farmers have moved their livestock to a common fenced pasture near the village, for their mutual protection.

DC 10: The last attack was two nights ago, at Tay Douthit's farm. Despite their laughter, the villagers appear to have genuine affection for Tay. Nonetheless, nobody believes he even saw the wolves, let alone confronted them. Most believe that he was more likely too drunk to have even heard the attack.

DC 12: It has been years since anyone can recall wolves coming down into the lowlands to attack so near human habitations.

DC 14: The wolves' normal hunting ground is a wooded ridge some ten or fifteen miles north of the village.

Disheartened by the mocking of his neighbors, Tay himself is unwilling to discuss the particulars of his own wolf attack (or any other fanciful story) with the heroes. He will agree to let the heroes examine the site of the attack at his farm the next day, however.

TACTICAL CHOICES

The heroes may find the wolf pack in any number of ways. Two ways in particular are most likely to yield results: The heroes can either try to locate and follow the pack's trail from the site of the most recent attack, or they can lie in wait for the wolves at the makeshift communal pen, the spot where the next attack is most likely to occur.

Searching for the Pack

Tay's pasture is fairly unremarkable: a patch of rolling grassland criss-crossed with the muddy tracks of cattle and sheep. Since the animals have been moved to the village's communal pasture, there seems to be little to see here, but Tay wobbles forward, pointing to a low area between two hills.

"That's where it happened," he mumbles, his breath sour from last night's excesses. The carcass of the dead sheep has obviously been removed, but some bits of fur and skin, along with a mishmash of tracks and scuff-marks, remain.

Attempting to pick up the wolves' trail is difficult. The tracks left behind are already more than 48 hours old, and further confused by the boot prints of Douthit and his neighbors rounding up the surviving stock. Though a Search check (DC 12) reveals plenty of wolf tracks, following the trail requires a Wilderness Lore check (DC 16) with the Track feat.

If the heroes want a fresher trail, they can wait until the next wolf attack (though that won't make the townsfolk very happy). The delay (and the loss of an unlucky cow, pig, or sheep to the wolves' appetite) buys the heroes a fresher trail, reducing the Search DC to 10 and the tracking DC to 12.

In either case, assuming the heroes can identify and follow the trail, they may set out in pursuit.

An Odd Finding

The trail sets off across a stretch of rolling grasslands, broken by stands of oaks and birches thick with the lush foliage of early summer. Ahead, forests gradually overtake the rolling hills, which climb to a high ridgeline some ten or twelve miles distant.

The trail runs for several miles, passing through streambeds and copses of woods before entering the denser forest. Require two additional Wilderness Lore checks, roughly one every two miles. Each failure creates a 1-hour delay before the heroes can retry the check, while they search to pick up the trail again. Making both of these tracking checks brings the heroes to a grisly scene.

The rolling hills have given way to dense forest, and it's easy to imagine a pack of wolves lying just paces ahead through the thick foliage. You have been on the trail for several hours when a flash of color reveals an object of some sort in the bracken ahead.

It's a kill–some sort of dead animal. A big one, you see as you approach. It appears to be a large bear.

The body has suffered several grievous wounds. Have investigating heroes make a Search check (DC 9) if they examine it. With a success, they determine that the bear was slain by large creatures–probably wolves–several days ago. Nothing else can be learned from the corpse. Although the heroes have no way of knowing it at this point, the bear is the mate of the one that drove the wolves out of their natural hunting ground. The wolves caught it while it was foraging away from the cave.

The heroes can attempt to follow the bear's tracks back to their source, but its trail is considerably harder to follow (Wilderness Lore DC 23). Furthermore, the bear had wandered for quite a while before the wolves found it, requiring six checks to lead the heroes to the bear cave.

Require one additional tracking check to follow the wolves' trail the remaining two miles to their resting place.

The Wolves

The forest opens onto a large meadow. Near the middle, a small copse of trees stands along the banks of a slowly lapping brook, about 150 feet away. The entire scene has an idyllic appearance, except for several hunched forms lying within the shaded glen. The wolves! No movement is evident among the pack–they appear to be sleeping.

The heroes have a number of options for approaching or attacking the wolves. The pack chose this site because of its excellent field of view–no way exists to easily approach the trees without being seen. However, it's not impossible. Some routes offer a little cover, and at the moment all the wolves are dozing.

Have any approaching heroes make Move Silently checks, opposed by wolves' Listen (the wolves suffer a –5 penalty for dozing). Compare the lowest of the heroes' results to the highest of the wolves. If the wolves win, they hear the heroes and begin to rouse.

If the heroes are in the open, the wolves see them and immediately flee (see Wolf Tactics, below). Heroes crawling through the tall grass or along the streambed may make Hide checks to remain hidden from view (the streambed, with its short embankments, offers a +3 circumstance bonus on this check). This check is opposed by the wolves' Spot check. Again, if the wolves spot the heroes, they flee.

Setting an Ambush: An alternative to tracking the wolves is to set an ambush, to catch them at their next attack. The recent attacks have compelled the local farmers to pool their resources. The local livestock has been gathered together in a pasture just outside the village. If the heroes elect to lie in wait for the wolves, they should have several hours to familiarize themselves with the terrain around the communal holding pen.

The horses have been herded together into a large barn that has been converted into a temporary stable, while

Searching for Tracks

Illustration by Sam Wood

the other livestock has been placed in a meadow bounded by sturdy fencing on two sides, and a makeshift barrier of hay bales on the others. The forest begins some 100 feet beyond the north edge of the meadow.

The heroes may set up their ambush as they choose. Have those seeking an ideal place to hide from the wolves make a Wilderness Lore check (DC 13). If successful, give the heroes a +3 circumstance bonus on their Hide checks when the wolves approach (see below).

Once night falls and the party is in place, the heroes must wait. The wolves approach late into the night, about 2 hours before dawn. Require a Concentration check for the hero taking the last watch (DC 12 if the hero has been up all night; DC 8 if the characters have been trading watches and the hero has already slept), with a +4 circumstance bonus if she has the Endurance feat. Failure indicates the hero has dozed off (see below).

Sleeping characters (those not on watch, or those who doze off) may experience the wolf dream. See the Any Potential Wolfbrothers? sidebar, on page 11.

Assuming that those on watch remain awake, they see the wolves approach.

The night is cloudless, the sky filled with shimmering stars. The moon has begun to set, but it still reflects brightly through the nearby birches, casting long spidery shadows across the surrounding fields. Suddenly, the normal wilderness sounds–the chirping of crickets, the rustling wings and calls of night birds–fade to silence. For a moment there is nothing to be seen, but then a soft breeze rustles through the treetops. As the shadows shift, the silvery body of a four-legged creature, then another, and another emerge, until an entire pack of wolves stands silhouetted in the moonlight.

The six or eight wolves move cautiously toward the livestock resting in the fields beyond. Inside the makeshift stable, several of the horses whicker and paw the ground, sensing danger. The lead wolf stops in its tracks, and cocks its head in your direction.

As the wolves approach, they detect the odor of "two legs" in the area–but don't necessarily detect the heroes. Give the lead wolf a Spot check as the wolves close to a distance of 90 feet, opposed by the heroes' lowest Hide result. (If the heroes earned a +3 bonus when choosing their ambush location, give it to them here.) If the wolves succeed, they are on guard. Hunger continues to drive them toward their prey, but they keep an eye out and cannot be surprised by the heroes when they attack. If the wolves beat the heroes' result by 10 or more, they sense the impending ambush and immediately turn to flee. Conversely, if the heroes succeed, the pack walks straight into the ambush unawares.

Chasing Fleeing Wolves: It's unlikely that the heroes can keep up with fleeing wolves. Mounted characters can match the wolves' speed, but not their ability to exploit the local terrain–require Ride checks (DC 15) every few rounds as the wolves take advantage of streambeds, bramble patches, fallen logs, and stands of boulders to shake mounted pursuers.

Heroes with ranged weapons may get off a shot or two at fleeing wolves, but the animals quickly take to the cover of the forest, making further ranged attacks impossible.

The heroes can, of course, attempt to follow the wolves. Doing so requires another set of Wilderness Lore checks against a DC 13 (DC 11 if the heroes inflicted a total of 10 or more points of damage to the wolves) to track the pack. Keep in mind that tracking requires the heroes to move at half speed (or suffer a –5 penalty), while the wolves move at their full speed, stopping only after having traveled several miles.

The Wolf Pack: The size of the wolf pack varies to fit the number of heroes playing this adventure. Assuming four heroes, there are seven wolves. If you have more than four characters in the group, add another wolf for each additional hero.

The bears that drove the wolves from their normal home injured three of their number. In fact, two of the wolves are so seriously injured that there's no possibility of the pack migrating to new hunting grounds at this time.

The leader of the pack goes by a wolfspeech name that means Brave-Heart. He acts to protect the other members of the pack as needed, even when it means putting himself at risk. His right ear is badly mangled and bitten off at the tip, a wound recently inflicted by the cave bears.

Two other wolves are presently nursing injuries from the battles with the cave bears. Their flanks bear the obvious evidence of a mauling by the claws of a wild beast. Slowed and vulnerable, their base speed is currently reduced from 50 to 35. They hang back in attacks on the livestock, letting their pack-mates do most of the work. Heroes making Spot checks (DC 11) notice the grievous wounds as the wolves hang back; those in direct combat with the wounded wolves (or those examining their bodies if they are slain) notice the wounds without having to make Spot checks.

The remaining four wolves are uninjured. If the size of the party dictates adding wolves, make the additional wolves unwounded, with 13 hit points each.

Brave-Heart: hp 18; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Wounded Wolves (2): hp 4, 5; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Healthy Wolves (4): hp 12, 13, 13, 14; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Wolf Tactics: If tracked down by the heroes, the wolves have nothing to gain by fighting. They attempt to flee, and only stand and fight if the heroes have somehow cut off their avenue of escape. Brave-Heart lags back to cover the retreat of the slowest wolves. He engages the heroes for 1

ANY POTENTIAL WOLFBROTHERS?

The wolves have not been attacking the village's livestock by choice—rather, they have been forced from their normal home and have too many injured wolves to move on to greener pastures. Brave-Heart, the pack's leader, has been dreaming about their situation, and sensitive characters might pick up on that.

Characters with the Animal Empathy skill or the Latent Dreamer feat are the most likely to sense images broadcast by the wolves (if two or more heroes qualify, both may experience the identical dream). Each time these heroes sleep, have them make an Animal Empathy check (DC 13), giving any hero with the Latent Dreamer feat a +5 bonus. With a success, the hero experiences Brave-Heart's dream. Take the affected player aside to describe the dream.

You run effortlessly beneath the light of the moon. Trees and boulders loom above, and you crash through brush and bracken—you're low to the ground, running on all fours. The forest is alive with the rich aromas of a summer night, and even the more subtle scents of passing creatures and old tracks register in your nose.

The echo of footfalls on all sides tells you that you are not alone. To either side of you run wolves, bounding as you are through the forest toward the same goal. Ahead lies a long stony ridgeline, and atop it a distinctive spire of stone. Your home.

Suddenly and without warning, the scene shifts. It is daylight, and instead of dark forests you rest on a stony ledge. A new scent is noticeable, of a different beast, and something else in the air—the dank smell of fear. A low, guttural growl rends the air, and you turn to see a gigantic, dark form. It rears and strikes one of your wolf brothers, who yelps in agony as the creature tosses him effortlessly into the air. Without thinking, you leap to his aid. Snarling, your fangs close on the shoulder of the massive creature, just missing the neck that was your target. You taste blood in your mouth, and prepare to strike again, when the creature's own jaws close down upon your ear. Your senses explode in pain. . . .

And you awaken, to find yourself back in your bedroll, in your own body. You are bathed in a sheen of cold sweat. Your muscles feel like they have just been strained by a heavy workout, while your senses—hearing, smell, touch—seem somehow dulled. Everything is as it was—or is it?

round, to divert attack from the two injured wolves. Once the pack is able to open some distance on their pursuers, Brave-Heart disengages and follows them.

If ambushed at the meadow, hunger compels the wolves to stand and fight until they subdue or drive off the heroes or more than half the wolves take 6 or more points of damage.

When fighting, the wolves attempt to use their superior numbers to flank one portion of the party, concentrating all attacks on two or three heroes at a time to reduce the enemy's numbers. If a character is rendered unconscious, the pack moves on to another hero rather than inflicting a killing blow. Once the heroes are reduced to a point where flight appears practical again, the wolf pack attempts to flee as above.

AFTERMATH/A NEW CHALLENGE

If the players manage to slay the wolf pack, the immediate threat is over, and life around the village returns to normal. If the party collects its money, packs up and moves on, their part in these events is essentially complete. However, unless the heroes become aware of the cave bears that drove the wolves down from the higher elevations, the village's problems are far from over.

Within two weeks, the villagers find themselves plagued by a second wolf pack. This pack has its own leader (different name, same function), its own complement of 2–3 injured members, and has to be located and dispatched in the same fashion as the first. If the heroes are locals, or remained in the village to heal or to take advantage of the perks of their reputation, they can go through the same sequence of encounters above a second time—and possibly a third after that.

However, there is more to this story than the wolves, and there are three clues to the presence of the bear. The first lies on the bodies of the wounded wolves. Brave-Heart and the two injured wolves show signs of having been previously savaged by a large predator with both claw and bite attacks, signs readily visible to anyone bothering to examine the bodies. Second, the body of the bear indicated a conflict with the wolves. Finally, one of the heroes may have had the real situation revealed via momentary contact with the wolves in the World of Dreams (see the Any Potential Wolfbrothers? sidebar).

THE CAVE BEAR: Eventually, if the heroes can put two and two together, they should identify the cave bear as the actual source of the trouble.

The locals can steer the heroes toward the wolves' old hunting ground. Once there, anyone who has experienced the wolf dream has little difficulty identifying the area's highest vantage point, a small rocky bluff, as the spot depicted in her strange vision. The cave bear is indeed at the top of this bluff.

If the heroes have not been exposed to the wolf dream, they can follow the trail of the dead bear, or question Tay about the monster he saw, to locate their prey.

The ridgeline forms a stony crest against a sky darkening with storm clouds. Near the center of the ridge is a stand of rocks–and there, against the darkness of what might be a cave, you see a faint trace of movement. The only obvious path up the ridge is to the west–but that gentle, grass-covered slope is easily exposed to the view of whatever might be up among those rocks. To the east there's plenty of cover among the rocks, but it's a perilous climb of at least 40 feet to the top.

The heroes must decide how to proceed. The easy route leaves them completely exposed for an uphill march of at least 200 feet. If they go that route, give the cave bear a Spot check (DC 10) to see them. The bear attacks as soon as the heroes get within 100 feet of the cave.

The eastern side is a rocky cliff wall, roughly 40 feet high. A character climbing the slope must make two Climb checks. The first, at DC 12, is relatively easy, and characters falling at this point suffer only 1d6 points of damage. The second check is more challenging: DC 16, with 3d6 points of damage dealt to a character who falls. The last 10 feet is fairly easy (no check required), and still offers plenty of cover from the bear above. Clever heroes may send a single character up the wall, with a rope for following characters to climb (allowing a single Climb check against a DC of 5). However, any heroes climbing, tying off ropes, or engaging in any other activity within 10 feet of the top must make Move Silently checks opposed by the bear's Listen.

Heroes who have successfully scaled the east wall, or who have miraculously made their way up the main slope without being noticed, see the bear's cave.

A huge animal lies at the mouth of a shallow cave. It swings its head in your direction, revealing the canine snout and cavernous, slathering maw of a gigantic bear. The animal rises to four feet, then stands up on its hind legs, its enormous head easily twice the height of a man's. It flexes its paws, exposing claws longer than your fingers.

Parties that have not been spotted may attack with the element of surprise.

Cave Bear: hp 59; see the end of this chapter for full statistics on the cave bear.

Tactics: The cave bear charges the first hero it sees, striking with its claws in an attempt to grab the hero. It fights to the death.

REWARDS: For completing this chapter, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure. The heroes may also have negotiated a reward from the villagers. The villagers will happily add to that a couple of weeks of fresh provisions as a bonus.

ESCORT DUTY

This adventure can begin in any of the provinces surrounding the kingdom of Murandy, including Altara, Ghealdan, Illian, or Andor. The party is approached by a man named Elbreth Hedare, who seeks guards to protect him on a journey to Lugard.

Elbreth says that the roads to Lugard are filled with ruffians and bandits; events will soon verify his claims. Hedare also proves to be an interesting traveling companion, since he has a mysterious side. He conceals the details of his personal life and the contents of his carriage. Hedare's secrets are revealed, in most dramatic fashion, in the adventure's climax.

A JOB OFFER

Elbreth approaches the heroes in the common room of an inn, or chances upon them along the road if they are traveling overland.

Elbreth Hedare is a handsome, well-dressed man of middle age, whose light brown hair has begun to gray at the temples. He has a bushy, walruslike mustache, and a pale complexion that is even paler on the lower half of his face. He wears loose-fitting trousers and shirt, and has a crimson thigh-length satin coat with embroidered golden scrollwork adorning its shoulders, cuffs, and pockets. He walks with a slight limp, as if his right leg pains him.

Elbreth announces he is seeking capable warriors with stout hearts and strong blades for a trip to Lugard in Murandy. He offers each hero food on the journey and 25 mk per week–a decent but not excessive wage–and offers to pay one half their first week's wages in advance.

If asked why he requires escorts, Elbreth states simply "I am no armsman. The roadways are filled with danger: ruffians and scoundrels and . . . and other hazards." He elaborates no further, but heroes who make a successful Sense Motive check (DC 18) get the sense that he has more than the normal traveler's fears in mind.

ELBRETH HEDARE: Elbreth Hedare is a Taraboner, although that is a fact he is somewhat weakly trying to conceal. Observant characters may deduce this on a Knowledge (geography) check (DC 12) by noticing his two-tone facial covering (the result of following, until recently, the Taraboner custom of wearing a veil in public), or the nature of his attire, which is typical for a wealthy male in Taraboner society.

Hedare is a rogue Illuminator, a master maker of fireworks. A former member of the Tanchico chapter house, he has set off to work as an independent, in strict disobedience of the rules of the Illuminator's Guild. He carries with him an assortment of finished product to sell as he moves from town to town. These goods range from small firecrackers and

sparklers that a noble child might set off on holidays, to long wooden tubes filled with rockets that can explode into a sky-filling display of lights. He also carries raw materials, including the secret chemical ingredients that constitute an irreplaceable component of his creations. Elbreth's problem is that all this material–indeed, even the specialized knowledge contained in his head–is viewed by the Guild as stolen property. Elbreth needs guards, not so much for the hazards of the road (although those exist) as to protect him against any agents the Illuminators may dispatch to bring him back to Tanchico.

Hedare's valuable cargo is contained in a variety of cases, crates, and rolls of heavily oiled cloth packed in the rear of his vehicle, an enclosed carriage drawn by four heavy draft horses. Elbreth attempts to keep the heroes away from the carriage whenever it's open. He sleeps inside the vehicle at night, and locks both its side and rear cargo doors, each equipped with good quality locks (Open Lock DC 28), whenever he is outside the carriage. Nonetheless, there will likely be times during the trip when the heroes get a brief glimpse of the vehicle's interior. A hero passing within 15 feet of the wagon during these moments can make a Wisdom check (DC 12). If successful, the hero notices that the wagon's contents give off a faintly acrid odor.

All this secrecy is likely to excite the curiosity of the heroes, and should make the true nature of their employer a recurring topic of interest throughout the adventure.

THE ROAD TO LUGARD

The quality of the road upon which the party sets out for Lugard depends upon the province from which the trip is originating. Roads from Altara change in condition from day to day, depending on the attentiveness of the local noble who holds sway. Roads in Ghealdan are likely to be in poor condition, missing paving stones or becoming little more than rough-hewn muddy tracks. Roads from less populated sections of Andor might be overgrown from disuse, while roads leading from Caemlyn or Illian are in excellent condition, with standing stones used as distance markers and frequent wayside inns en route.

The first two days of the journey are uneventful. During evening meals by the campfire, Elbreth is in excellent spirits. He spins tales of noble life in many lands, ranging from simple descriptions of feasts and festivals to elaborate accounts of the 16th birthday celebration of Beslan Quintara of House Mitsobar, heir to the throne of Altara, and the royal coronation of Queen Alliandre of Ghealdan. His stories are so rich with detail that one might think Elbreth was a gleeman in disguise–or that he was for some reason present at all these events.

If Elbreth is asked about the source of his knowledge, he initially dodges the question. If he is pressed further, he makes oblique references to "getting around" as part of his profession. If brought up a third time, however, Hedare abruptly ceases his tales, glares coldly at anyone who has questioned him, and retreats to his carriage.

Elbreth is just as close-mouthed if asked about his profession, his reasons for journeying to Lugard, or anything concerning the contents of his wagon. Any of these topics is a conversation stopper if pushed beyond his original refusal.

BANDIT ATTACK

If the heroes have probed too hard, relations between Hedare and his escorts may be pretty frosty by the morning of day three, but events soon bring the group together once more.

The road ahead begins to wind through a set of low hillocks, twisting uphill and downhill as it passes by occasional stands of trees. The uneven, sparsely populated terrain stretches on for miles. If ever there was terrain well-suited for banditry, this is it.

Heroes mindful of ambush find nearly endless fuel for their suspicions. The road passes through dense copses and makes hairpin turns in gullies and around hills. Wildlife rustles in nearby vegetation, while the occasional local glares at them sullenly. Have jumpy heroes make two or three Spot checks (DC 8); success indicates they see something suspicious. A hero beating the DC by 10 or more, however, sees that the suspicious item is a false alarm, such as a small animal scurrying away from the noise of the wagon's passing.

If the characters spend time to check out more than two false alarms, Hedare starts to complain. "We'll never get to Lugard at this rate," he says, urging his wagon team to a brisker pace.

By late afternoon the heroes may have begun to let their guard down. Make secret Spot checks (DC 11) for each hero. Any hero who succeeds is not surprised when bandits emerge from a stand of trees overgrown with brush at the side of the road.

The six ruffians crouched within the copse of trees are common footpads, peasant rabble armed with simple weapons. Two have wooden clubs, two have spears, and two are armed with slings and daggers.

Ruffians (6): hp 5, 6, 6, 7, 8, 8.

Tactics: The four melee combatants rush forward, while the slingers attack from concealment until flushed out. Once half of the attackers have fallen (dead or unconscious), the remainder flee or throw down their weapons and beg for mercy on their next action.

Development: It doesn't require much of an Intimidate check (DC 10) to get the surviving bandits to talk, but they don't have much to tell either. Times are hard, and life on the farm just wasn't making ends meet. So these lads turned to robbery–a sad tale that might be more compelling if they hadn't just attempted to kill the entire party.

That evening, Hedare is once more cordial toward the party, congratulating them on their fine efforts, and telling

more entertaining tales. If relations with Elbreth had previously been strained, the suddenness of this turnaround in attitude may seem odd. If any of the heroes should make a successful Sense Motive check (DC 14), they get the sense that Elbreth was somewhat surprised by today's attack.

ONE WHEEL IN THE DITCH

Around midday on the fourth day, the party crests the top of a small rise.

About 500 feet ahead of the party, a horse and carriage similar to Elbreth's sits at the side of the road, facing your direction. Two men garbed like household servants appear to be trying to remove a broken wheel. They shout a loud "Hallo" in your direction, and wave their arms, calling for assistance.

This situation is exactly as it appears–a fellow traveler in distress. The two footmen have been stranded on the roadside for several hours without making any real progress on repairs. The servants plead for the party's help.

If the heroes lend a hand (over Hedare's half-hearted protests), the repairs take about 30 minutes to complete. Fortunately, a spare wheel is mounted on the back of the damaged carriage. The servants can make the repair if the heroes can help them get the carriage out of the ditch. Doing so requires a Strength check (DC 22). That's an unlikely accomplishment for any single hero, but all the heroes working together (using the Cooperation rules in Chapter 4 of *The Wheel of Time Roleplaying Game*), with the help of the two servants (who have Strength 10), should be able to pull it off. A hero making a Handle Animal check (DC 10) can rig the carriage's tackle to add the strength of the four horses to the task.

While the heroes are repairing the wagon, the footmen Nob and Gillon tell them about their mistress, a 19 year-old noblewoman named Lady Adriella. Despite her youth, the Lady has been recently widowed, and is returning home to the hereditary estate of her family.

When the repairs are complete, Lady Adriella emerges from her carriage and gazes at her rescuers with an appraising eye. The Lady is tall and willowy, and though plain of face cuts a striking figure in her jet-black mourning dress.

If the heroes' party contains only commoners, Adriella reaches into the folds of her dress and extracts a purse, and offers a gold crown to each of her helpers. If any of the heroes appear to be nobly attired, however, Adriella calls them over to exchange pleasantries. She invites them to accept the hospitality of her household the next time they are in her homeland (the province where this miniadventure originated). The

Rest Stop

Illustration by Michael Dubisch

party's good deed has provided them with a potentially influential future contact. (Treat her invitation as the noble ability Call in a Favor, except that it can only be used once by a single member of the party, and only in Lugard.)

A MORE SERIOUS THREAT

Later that day, the heroes run into a second, much more dangerous encounter.

> The afternoon sky is gray and leaden, with an occasional rumble of thunder off to the north. The road narrows as it passes through a wooded glade. Rounding a sharp bend, the roadway is blocked by a large boulder some 30 feet ahead, sitting in the center of the road. Trees and thick brush line both sides of the lane. No way exists for Hedare's carriage to pass the boulder without moving it.

These suspicious circumstances probably scream "ambush" to cautious heroes, and an ambush is just what lies ahead–one set by five experienced highwaymen far better armed and prepared than the ruffians of the previous day. Allow suspicious heroes to make Spot checks opposed by the bandits' Hide (they gain a +5 circumstance bonus due to their excellent cover).

Heroes advancing toward the rock walk into the jaws of the trap. A voice from the trees demands that the heroes drop their weapons, and stand and deliver. If the heroes don't comply within 2 rounds, or if they move to attack or flee, the bandits attack. Five of them are here, led by Stiv Denbow, who is armed with a longsword and wears a chain shirt. Stiv's four associates are all garbed in leather armor. Two are armed with short swords, while the others carry shortbows and daggers.

Stiv Denbow: hp 12.

Highwaymen (4): hp 8, 9, 9, 10.

Tactics: The two archers remain in their hiding places, where they enjoy three-quarters concealment. They fire on the most dangerous-looking heroes while Stiv and the other two highwaymen charge the party.

Stiv has a "roll the bones and take your chances" outlook on life as an outlaw, and has enough control over his men that they continue to fight as long as he lives. Should Denbow fall, however, the others may flee if more than half of them have lost 5 hit points or more, or surrender if flight appears impossible to win.

If the fight goes poorly for the heroes, Stiv demands the heroes' surrender, intending to leave them bound but alive after taking their money and possessions. However, this option is not acceptable to Hedare. If the heroes indicate a willingness to surrender, Hedare immediately activates the escape plan outlined in A King Sized Distraction (see page 16). Hedare attempts to escape during the ensuing chaos, but does not leave behind the payment and note for the heroes described in that section. However, the heroes may be able to take advantage of the situation to turn the tables on the highwaymen and win the day. If Hedare and the heroes separate, however, the adventure comes to an end here.

Development: If any highwaymen are allowed to flee, they depart the immediate area and do not bother the heroes again. If any of the highwaymen surrender, they readily answer any questions they are asked. However, they have little useful information to tell the heroes, except the fact that the Murandy border is less than a day's travel away.

Once the threat of attack is removed, the heroes can move the boulder with a Strength check (DC 16).

AN UNPLEASANT RECEPTION

When the heroes make camp for the evening, Elbreth is not in a talkative mood after the day's exertions, and retires to his carriage immediately following dinner. A thunderstorm rolls in during the night, soaking the heroes in their bedrolls or tents while Hedare seems to sleep safe and dry within his carriage. (In reality, Hedare spends just as unpleasant a night, fearing that an errant bolt of lightning striking the carriage may ignite everything on board).

By mid-morning the next day, the party reaches the Murandy border.

> "The Murandy frontier," Hedare says, scratching his chin as he surveys the sight ahead.
>
> Although the surrounding countryside is open all around, a crude barricade of split rail fencing and hay bales has been erected across the road. A small two-story guardhouse stands just beyond it. As you approach the checkpoint, three uniformed armsmen with swords at their hips emerge from the guardhouse.
>
> One of the guardsmen, whose three slashes of rank on his sleeve identify him as the ranking officer among the trio, motions to Hedare, who dismounts from his wagon and follows the man into the building. The other two guards approach you with grim looks of suspicion on their faces.

The two remaining guards interrogate the heroes, asking about their business in the country, their recent activities, and the contents of Hedare's wagon. Have the heroes make Diplomacy checks (DC 15) as they give their answers (regardless of how true they might be; the guards are suspicious of any story). The guards shift their attention away from any hero who succeeds in the check and toward any who fail, continuing with sharp questions until Hedare emerges from the guardhouse.

Anyone ignored by the guards may attempt to eavesdrop on the conversation between Hedare and the guardsman in the guardhouse. Require a Listen check (DC 14). If successful, the hero hears the guardsman ask Hedare a series of questions–about his name, profession, country of origin, and

reasons for traveling to Murandy. Elbreth's answers are evasive—"a simple trader," "a simple citizen," "to experience your legendary hospitality." Each new answer seems to agitate the guardsman further, causing him to raise his voice until he is virtually shouting as he asks Hedare about the contents of the wagon. When Elbreth answers that "he would rather not disclose that," the door to the guardhouse flies open.

As the two men approach, the lead guard's right hand is firmly clenched around Elbreth's wrist, dragging the merchant along behind him. The guard's other hand hovers near the hilt of his sword.

Hedare is dragged to the carriage and compelled to open the doors, allowing the guardsman to search the interior. He then demands to check the large chest strapped to the rear of the carriage. Elbreth steadfastly refuses. Voice cracking, he calls the heroes to his side.

If the heroes respond and present a united front, the guards do not try to force their way in. Much hand waving and finger pointing occurs as the three guards argue among themselves. Finally, Hedare hands the trio a loudly clinking purse, which seemingly ends the debate. The three guardsmen retreat behind the barricade, and one of the junior guards climbs on his horse and rides off toward Lugard. The remaining two guards open the gate and the heroes are allowed to move on.

If the heroes do not stand with Hedare, he fidgets as they push him aside and begin to pry open the chest. After a moment of worry, he produces the purse, which convinces the guards to leave the trunk alone. The heroes and Hedare are allowed to proceed, and one of the guards rides off toward Lugard.

THE GRAND FINALE

The remainder of that day and the next progress without incident. It's not until the second day past the border crossing that danger rears its head again.

The surrounding land is rolling plains lined with farms and fruit orchards, and the now arrow-straight roadway stretches out for miles ahead and behind. Heroes making a Sense Motive check (DC 14) sense a mood change in their employer. Although traffic along the route is light, Elbreth appears increasingly on edge, staring ahead in the distance as if expecting some sort of sign. By mid-afternoon, his expectations appear to be answered.

Puffs of smoke rise in the distance ahead. After a moment, it becomes obvious they are clouds of dust, rising up from one . . . two . . . three riders, galloping hard in your direction. A few seconds later, Elbreth sees them too, and snarls, "Curse those guards, they have betrayed me. All right, this is it. Those horsemen are coming for me. Prepare to attack." As soon as he finishes speaking, Hedare wheels and drives his wagon off the road, stopping in the midst of an apple orchard with trees lined in neat rows, and ducks inside his carriage, slamming the door behind him.

The riders continue toward the party at the gallop. As they draw nearer, you can see that each rider wears a scarlet sash across his chest, and a headband of the same color.

The riders halt immediately if fired upon and dismount, taking up their own arms. Otherwise, they come to a stop about 90 feet away from the heroes. In either event, one rider calls to the party in a loud voice.

"By the authority of the Panarch and civil authority of Tanchico, we command you to lay aside your weapons and stand down. As duly appointed thief-takers of the land of the Golden Tree, we demand you honor this signed warrant. Surrender Elbreth Hedare and the stolen property he bears, so that it may be returned to its rightful owners, the Illuminators Guild. Heed my words, or share the fate of your companion."

As long as the heroes are not actively attacking them, the thief-takers hold their position for a minute or two, allowing the heroes to absorb the import of their pronouncement. If the heroes follow the commands of the thief-takers and set down their arms at any point in this confrontation, Hedare immediately activates his escape plan (see A King-Sized Distraction, below). However, declared thief or not, the heroes may still feel that their allegiance lies with Hedare. In this event, combat ensues.

Thief-Takers (3): hp 21, 23, 23.

Tactics: The thief-takers adapt their tactics to the situation as the combat develops. If the combat begins on the open road, they charge the heroes (also taking advantage of the +1 bonus for higher ground). If they observe a foe to be a particularly skilled fighter, they concentrate first on disabling his weapon (using their swordbreakers). Otherwise, they concentrate on attacking opponents with ranged weapons first.

This encounter is the moment that Hedare feared for the entire trip. If the heroes should be fortunate enough to prevail in this combat on their own merits, go to the Epilogue below. However, if the battle begins to turn against the heroes, Hedare puts his last-ditch escape plan into motion.

A King-Sized Distraction: Hedare has an escape plan. It involves setting off a significant portion of the fireworks in his wagon, to create enough chaos to cover his own departure through a trapdoor in the bottom of the carriage. As the riders approach, he has already dropped the

most valuable part of his cargo through the trapdoor to the ground below. The rest of the trap has been wired and ready through the entire trip. Hedare just needs to open the rear doors, light the initial fuses, and get out of the way before the fireworks begin.

The initial fuses set off a number of small fireworks with loud bangs, filling the cabin of the carriage with bright light and acrid smoke that shield the Illuminator's retreat in the first round. On the second round, however, the sparkling trailers released ignite other exposed fuses tied to Illuminator's rockets that are pointed outward from the wagon. The entire fireworks assault consists of 12 rockets in all; 1d6 of these rockets ignite each combat round until the supply is exhausted. The air around the party and the thief-takers is soon ablaze with sound, light, and potentially lethal fury.

Any character who refrains from taking cover risks being hit by one or more rockets. For each rocket fired, select a target randomly from among all characters still standing (if any). The rocket makes a ranged touch attack on the target (it has a total attack bonus of +0), doing damage as a grenade-like weapon.

Even after the launches end, the entire area remains covered in thick haze (a –3 modifier to all Spot or Search checks) for an additional 2 minutes. When the smoke clears, Elbreth and one of his horses have a big head start in the opposite direction.

EPILOGUE

If the heroes win the combat, Hedare acknowledges his true identity and trade, though he stoutly denies he is a thief. "These items were made by my own hands, with my own skill. I am not a slave, or an indentured servant. I am a craftsman. These things no more belong to the Guild than I do."

The remainder of the journey into Lugard is uneventful. Elbreth pays the party the rest of their fee, and as a gesture of appreciation also gives the heroes a roll of heavy oilcloth, bound with stout cords. Inside are two Illuminator's rockets.

If the encounter ends with Hedare's dramatic escape, both the heroes and thief-takers are left to brush themselves off and sort out what happened. The thief-takers are after Hedare, and won't continue the battle against the heroes unless the player characters press the issue.

One of the thief-takers attempts to question the heroes about Hedare, while the other two investigate the wreckage of the wagon. The searchers find a few unexploded fireworks, the trapdoor, and a small pouch and a sheet of parchment on the ground beneath it. After examining both, one of the searchers approaches the heroes and hands them the two items.

"This seems to put you in the clear for the moment. However, I recommend you exercise more prudence in choosing your future traveling companions. We are off, and rest assured . . . this criminal will be brought to ground." The trio rides off through the fields in the direction Elbreth fled.

The parchment is folded in half, and the outer half reads as follows: "Bloodhounds, save your attentions for me. My companions knew nothing of my identity or my activities, and were engaged in nothing except an honest day's work." Inside is a second message. "Sorry for the abrupt departure, and all this deception. Do not believe everything you hear. If the product of a man's own labors is not his to use or sell as he wishes, then we are all outlaws. Someday the dark secrets of the Guild will come to light, and wiser men will sit in judgment. Farewell, my friends . . . perhaps someday we will meet again.

"P.S.–If you're ever in Tanchico, go to the Garden of Silver Breezes, ask for Selindrin, and mention my name. That good woman is always in the market for resourceful young roustabouts who can keep their wits about them."

The pouch contains several (one for each hero) small gemstones worth 100 mk (an Appraise check (DC 13) is needed to determine their value)–more than equal to the remaining wages the heroes are owed.

REWARDS

For completing this miniadventure, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure. In addition, the heroes have collected payment from Hedare, and may have picked up some loot from their attackers along the way. They may also have made a useful contact in Lady Adriella.

HUNTERS FOR THE HORN

This adventure is designed to take place in the Hills of Kintara, and so is best begun in any of the provinces nearby (Andor, Altara, Ghealdan, Illian, Murandy, or even Tear). However, since the precise location of the adventure is a fictionalized ruin, it can be transposed to any locale with rugged terrain, such as the Black Hills or the Mountains of Mist, with little difficulty.

The heroes encounter a group of adventurers led by a haughty nobleman, Lord Oswalt, holding sway in the local tavern. He declares he is in hot pursuit of the Horn of Valere. Although Oswalt is seeking a few extra men to accompany him on his quest, the heroes are unlikely to satisfy Oswalt's requirements.

A short time later, a friendly but much less impressively dressed wanderer named Keb Freehan approaches them. Freehan asks the party to join her on the same quest, using a copy of Oswalt's treasure map that Keb has made. The map is indeed a fairly good copy, accurate in all major respects–but in her haste Keb has omitted some details. And as the heroes soon learn, the devil is often in the details.

Note: Players who have read *The Wheel of Time* novels know that the Horn of Valere has been found–and not where

Oswalt thinks it lies. The Hunt for the Horn is one of the legendary adventures of the westlands, though, and one that should have plenty of appeal for any hero–even if that hero's player knows the truth behind the Horn's location.

THE SET-UP

"You all may know that King Mattin of Illian has called the Great Hunt of the Horn for the first time in four centuries. Thousands of adventurers stood in Tammaz Square on Midsummer's Day to take the oath and seek their place in legend. But I tell you now that all the others were wasting their time–for I, Lord Oswalt, will soon have the Horn of Valere in my hands!"

As soon as he and his four companions had entered the common room, Lord Oswalt made himself the center of attention. Though slight of stature, the flamboyantly dressed nobleman looks like he knows how to use the longsword that rests at his hip, and his resonant voice commands attention as he tells his tale.

"In the Great Library of Cairhien, I found a tale of Artur Hawkwing's trumpeter, who, after his King's death, retired to a tower in the Hills of Kintara. Some say he found the Horn, and held it to his death."

Oswalt pulls a bronze scroll case from his belt. "This map shows the location of the very tower I seek. As desolate as those hills have become, few have searched there for the Horn. And surely none who did had both the knowledge–and the map–that I have.

"Room still remains for a few more heroes to share in the glory and riches that shall be heaped upon the finder of the Horn of Valere. If you think you have the right stuff, come, speak to me. And let us drink to the future. The next round is on me!"

Anyone making a successful Knowledge (arcana) check (DC 12) knows that there have been almost as many theories about the location of the Horn of Valere over the years as there have been Hunters for the Horn. However, this particular theory sounds as plausible as any, and better reasoned than most. At the very least, the journey sounds like quite an adventure.

The heroes will probably be interested in joining Oswalt's team–as are another half-dozen or so people at the inn. They find the nobleman haughty and unreceptive. He asks each approaching character about their talents and experience, and any special skills they could add to the expedition. Assuming the heroes are 1st or 2nd level characters (the level for which this miniadventure is designed), and that they answer truthfully, Oswalt simply stares at them as if expecting more. "Is that all?" he asks after a moment. "I don't think you have what I need."

Heroes embellishing their stories can make Bluff checks (opposed by Oswalt's Sense Motive). Oswalt gets a +4 modifier, since he's a skeptical sort who's been approached by many people wanting to join his expedition. Those who succeed in their Bluff checks may make Diplomacy checks (opposed by Oswalt's Diplomacy); with a success, Oswalt offers them a position on his team. The terms are "100 gold crowns when we find the Horn, and your place in history for having helped me in my search."

Female channelers of the Aes Sedai tradition, and Ogier, may also make the opposed Diplomacy check to be offered a role, regardless of their experience or skills. Aiel, and channelers of any other tradition, will not be accepted under any condition.

Ultimately, Oswalt accepts none of the other applicants. There's a sense of real disappointment among many of them, who clearly view Oswalt with a sense of awe. If any of the heroes are accepted into Oswalt's party, he insists that they sit with him and his men as they drink well into the night. He has strong words for any such heroes who prefer the company of their friends. "You're with me now–you don't need that rabble! Come, drink to our glory!" If the hero insists on rejoining his friends or slipping off to sleep before the wee hours, Oswalt gets belligerent. "I don't think you're the right sort for my expedition after all. Be off with you–and don't come bothering me any more!"

OPPORTUNITY KNOCKS

After all interviews are finished, Lord Oswalt and his associates continue to hold court in the tavern, spinning tales about their other exploits long into the night. However, the party's own attentions are diverted when another occupant of the tavern walks over to their table.

The approaching figure is tall but rail-thin, a somewhat plain young woman with short blonde hair and a hawkish nose, but a pleasant, lopsided grin. Her gray traveling cloak is weather-stained and patched in several places, but bulges with the outlines of a brace of throwing knives.

"My name's Keb Freehan. That Lord Oswalt is not the only one who knows where the Horn lies. I have a business proposition for you, if you're willing to step outside for a moment. . . ."

If the heroes hesitate, Keb laughs awkwardly. "You're not afraid I'm going to rob you, are you? You have me badly outnumbered." If the heroes still make no move to follow, Keb pulls a silver coin out of a nearly empty leather purse. "Just hear me out. If what I say isn't worth your time, here's a round of drinks for your trouble. Please . . ."

Outside the tavern, Keb relaxes visibly. "Thanks. I don't like being that close to Oswalt. When I first heard about this quest, I knew I had to be part of it. But he turned me down flat. That didn't stop me, though–it just made me

more interested. Two nights ago, I snuck into Oswalt's room. I thought I might prove to him how useful I could be. But when he didn't wake up, I decided that the best thing to do would be to make my . . . own copy of the map."

Keb pulls a piece of parchment out of a fold in her cloak. It's a map–hand drawn, but carefully detailed. "With this map I can beat Oswalt to that ruin. But I can't do it alone. What say we join forces, and split the treasure fifty-fifty?"

Although tough and independent, Keb is inexperienced, and has deep reservations about heading into the wilderness alone. The heroes may be able to negotiate an even better deal out of her, but she won't under any circumstance accept less than a third of the profits from the trip. It is her map, after all.

If the heroes agree to join forces, Keb suggests leaving town immediately to get a head start on Lord Oswalt. If the party refuses, she'll give in and wait until morning. (Indeed, if the heroes do not possess mounts, they will have to wait until daybreak to purchase horses from the local stable. Oswalt and his men are mounted, and they'll be hard to beat on foot.) Thanks to their night of carousing, Oswalt's party won't get underway until noon the following day.

To successfully complete this adventure, the heroes face a three-fold challenge. To complete the overland journey to the ruined tower, Keb and the heroes must survive several natural hazards in their path. If they reach the tower, they must decipher the instructions that reveal the treasure's hiding place, which on Keb's version of the map are in abbreviated (and highly confusing) form. Finally, the heroes should, if possible, complete these first two tasks quickly enough to finish the job before crossing paths–and possibly swords–with Lord Oswalt and his cohorts, who will be trailing close behind.

KEB FREEHAN: Keb has fended for herself since her father passed away when she was thirteen. Sent to live with an aunt and uncle who ran a small roadside inn, Keb soon learned she had more in common with the adventurers who frequented the inn than the other serving girls who worked there. For two years, Keb befriended any of the inn's regulars who could teach her the ways of the world. Finally she set off on her own, making ends meet through a combination of odd jobs and the occasional bit of petty thievery.

Keb is an able young lady. She makes an affable traveling companion, unless a character makes the mistake of claiming there is anything a man can do that a woman cannot. From that point on, Keb takes every opportunity to prove him (or her) wrong.

JOURNEY TO THE SUMMIT

The tower that is both Keb's and Oswalt's destination is four days away. It takes three days to reach the area detailed in the map, and about a day to make it through the natural obstacles shown on it.

The first three days are uneventful–or nearly so. Once per day, have the heroes make Spot checks (DC 21) as they pass over a hill or other vantage point. With a success, they see Oswalt and his group following behind.

> Several forms on horseback are cresting a hill some eight or ten miles back. Five of them can be seen, and they look to be about a half-day behind you.

FORDING THE RIVER: Early in their fourth day of travel, the heroes reach a raging river.

> The river is a good 100 feet wide. The water courses over rugged boulders in a frothy torrent, easily strong enough to sweep a man off his feet. It's impossible to say how deep it is.
>
> "We'll have to ford it," says Keb. "But where?"

No obvious spots to ford the river exist within sight. The heroes can look for a place to cross by traveling up or down river along the bank. Within a mile in either direction is a slightly calmer spot that can be forded, but a successful Wilderness Lore check (DC 15) is required to identify it. Crossing the ford on horseback requires a Ride check (DC 14). On a success, the hero crosses; on a failure, the horse stumbles at the middle of the river (50 feet from either shore), requiring a second check to stay in the saddle (the DC is equal to the amount by which the first roll was missed) and a retry on the original check. Any hero thrown from the saddle must make a Swim check (DC 13). Success allows the hero to move at one-half speed across the river. Failure means the hero is dragged 50 feet downstream and 2d10 feet toward the shore (determine which shore randomly), and takes 1d3–1 points of subdual damage. The hero must continue to make Swim checks each round until she reaches the shore.

If the heroes fail to find the first ford, they can travel another mile before coming to a similar spot (where they can attempt another Wilderness Lore check (DC 15) to identify it. The heroes can continue traveling along the river, making Wilderness Lore checks every mile, until they find a ford or have traveled a total of six miles. At six miles, they find an obvious ford at a calm section of river that can easily be crossed with no skill checks required.

If things don't go well, the heroes can lose hours getting across this river–but ironically, this is the only obstacle in which Keb's cruder copy of the map may prove an advantage. Lord Oswalt's map marks the location of a ford, but the course of the stream has changed in the centuries since it was drawn, and the indicated spot is no longer passable. The attempt to cross at a bad spot creates a delay of several hours for Oswalt.

THE SINKING SANDS: An hour or so beyond the river, the heroes crest a hilltop.

"That's the tower!" says Keb, pointing at the horizon. Sure enough, on a tall hill in the distance a rugged outline can be discerned–quite possibly an ancient ruin. With luck you might be reach it in a few hours–but before you can, you must cross a marshy fen that lies at the bottom of this hill.

Keb pulls our her map and begins studying it.

This section of the map is marked with an "SS." If the heroes ask Keb what the letters stand for, she pauses in deep thought for several moments before looking sheepishly at the group.

"I don't remember. There were words and numbers all over the map, and I was afraid Oswalt was gonna wake up any minute and kill me. So I jotted down a little bit of each note, figuring I would remember what it meant later. It must be some kinda clue."

This admission is the first indication the heroes receive that Keb's map is a less than perfect replica. As they cross the valley, the heroes soon learn just how dangerous incomplete information can be–for "SS" is short for "sinking sands"–quicksand, which the marked area is full of. The area is marked on the map to keep travelers out, not lead them in, but that realization will likely come to the heroes a bit late.

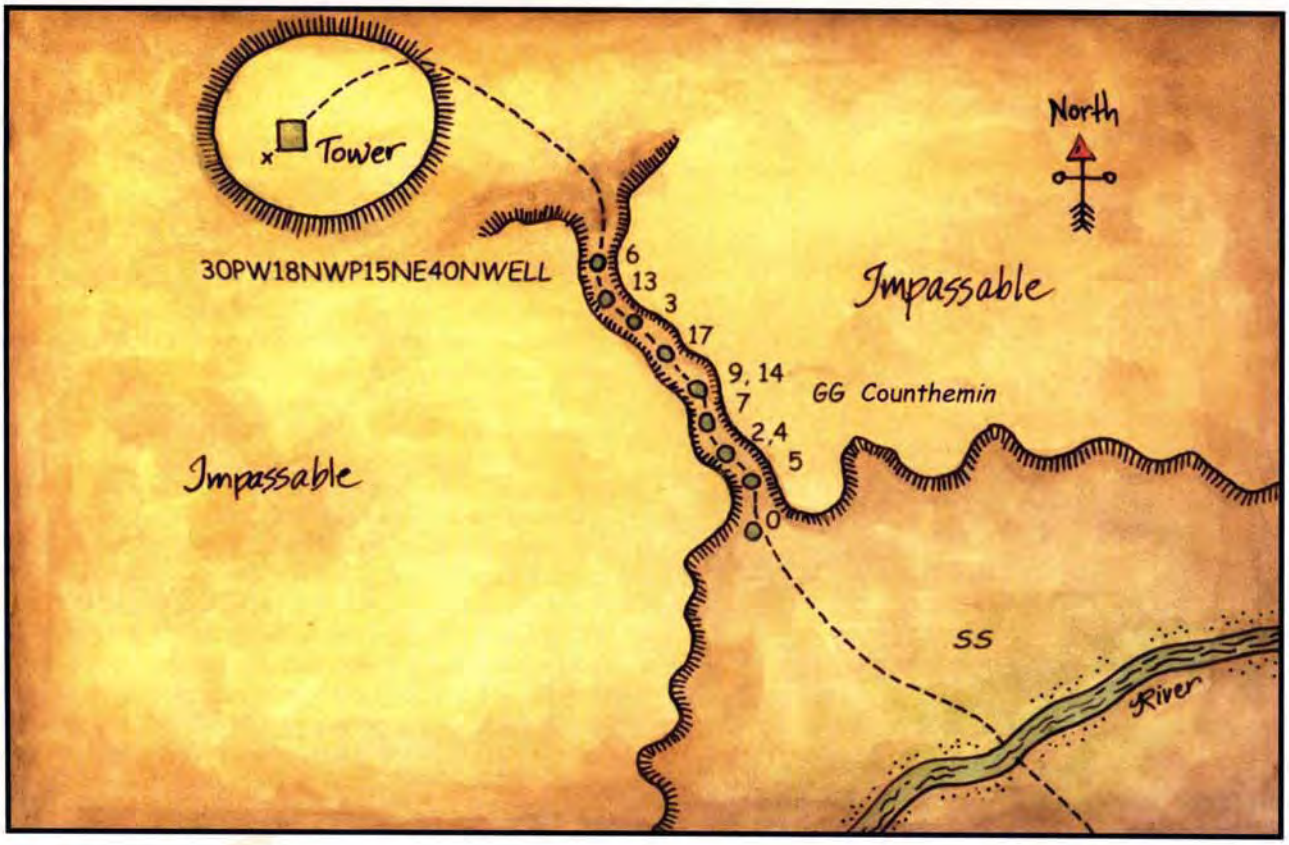
Have the heroes make Wilderness Lore checks (DC 16). On a successful roll, the hero notices a patch of peculiar sands before anyone blunders into it. If not, have each hero (or horse, if the heroes are mounted) make a Reflex save (DC 12). Anyone that fails the save suddenly finds himself thigh deep in a sucking mass of goo. See the Quicksand! sidebar.

The sinking sands region stretches for a length of approximately two miles. Over that distance, the heroes encounter five additional quicksand pits. Having encountered the sands once, the Wilderness Lore DC to recognize the additional quicksand pits drops to 10.

At any point during the crossing, the heroes can elect to leave the marked path and seek a way around the sinking sands. Exiting the area requires negotiating one additional sand pit, but avoids all other remaining checks.

At the far side of the marsh, beyond the sinking sands, the terrain quickly rises into rugged hills. As the heroes climb the slope, have any looking back make Spot checks (DC 18).

Five horsemen have crossed the river, and are skirting the edge of the marsh. Their route is taking them the long way around–but it looks like they'll avoid the sinking sands. They're maybe 4 hours behind you!



Geyser Gulch

The trail runs along the base of the valley ahead. The valley floor steadily narrows in width, while the rock walls rising up on each side grow steeper and more impassable. After a couple of hours, a sharp bend reveals the entrance to a narrow ravine less than 10 paces wide.

The air here seems hotter than in the valley behind, and unnaturally moist. A vague scent of something unpleasant–sulfur, you think suddenly–permeates the mist that rises up from the rugged, broken ground.

About 300 feet ahead of the ravine entrance, there is a patch of open ground, surrounding a natural fissure in the valley floor that has been blasted clean of rocks and debris. Suddenly, the ground begins to tremble. The tremble builds to a shudder, then a shake, as the fissure emits a sharp hiss of air–then explodes into a rushing geyser of water whose plume quickly rises to a height of 50 feet. The water cascades to the earth below with a hiss of steam. After a moment it ceases, leaving only a haze of hot mist behind.

Consulting Keb's map, it should not take a Master Illuminator to deduce that the first circle on the map indicates the location of the geyser that just discharged, and that each of the other circles must mark another of these geysers. "GG" refers to Geyser Gulch, while "Counthemin" represents Keb's abbreviation of the words that were written across the original map–"count the minutes." The numbers by each geyser indicate how many minutes pass after the first eruption before that particular geyser erupts. The second geyser goes off 5 minutes after the first, the third geyser 2 minutes and 4 minutes after the first, the fourth goes off 7 minutes after the first, and so on. The first geyser erupts every 30 minutes, starting the cycle over again.

Each blast spews a jet of hot liquids over a 25-foot diameter area, covering nearly the entire width of the ravine floor at that point. Anyone in the blast area takes 2d4 points of damage per round; a Reflex save (DC 14) reduces the damage by half. If a horse is injured in this fashion, require a Ride check (DC 6) to stay in the saddle. As the heroes move through the gulch, they have no trouble seeing the geyser holes in the floor of the gorge.

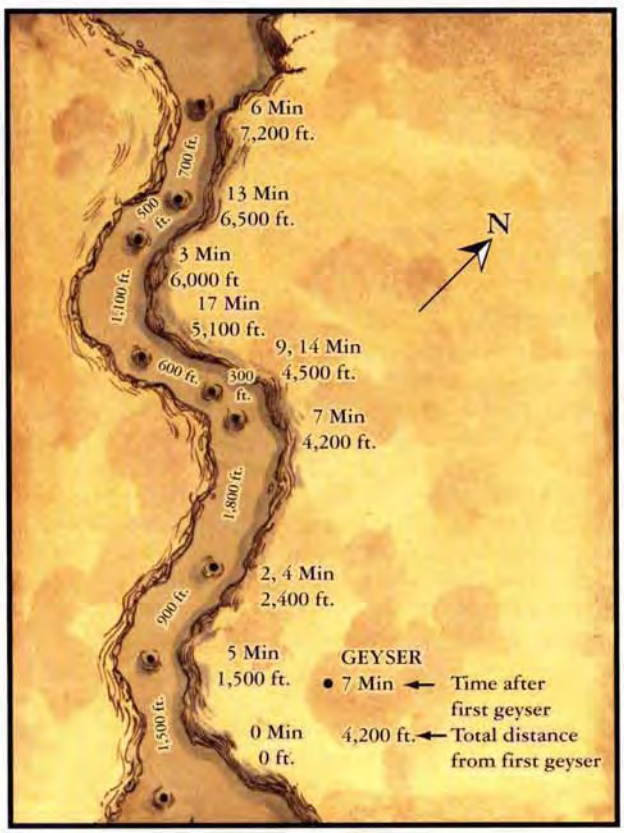
The heroes may decipher the clues to the geyser's pattern through painful trial and error, as the result of their own deductions, or by waiting long enough at the head of the gulch to observe the entire pattern in action. Whether or not the heroes actually wait until they solve the puzzle of this obstacle before beginning to move forward, remember that the clock starts on the other discharges as soon as the first one begins.

The geysers occur in an area about a mile or so in length. Keep track of the heroes' speed, and how far they move each minute, to see if they are in the blast of any of the geysers. If the heroes simply brazen their way on through after the first geyser blast, they'll almost certainly be hit by one of the geysers. Consult the table below to see which one they run into.

QUICKSAND!

Characters falling into quicksand immediately sink 3 feet (30 inches in *The Wheel of Time* world); horses sink 4 feet. If the victims remain perfectly still, the natural pull of the sands drag them under at a rate of 1 inch per round. Affected characters may not move, and attempts to swim or wade are fruitless. If a character sinks completely under the sands, he or she begins to drown (see the drowning rules in Chapter 11 of *The Wheel of Time Roleplaying Game*).

To escape, the character must locate something solid to pull against, and make a Swim check opposed by the quicksand's Strength 20 (Strength modifier +5). Success reduces the character's depth by 1 foot. Failure by 5 or more causes the character to sink by an additional foot, due to his ineffectual struggles. Characters ashore can also help a trapped character escape by pulling on the rope, branch, or other item he or she is using as an anchor. Each character assisting in this fashion makes a Strength check (DC 10) each round. Each successful check provides the normal cooperation bonus of +2 to the escaping character's Swim check. Once the character is pulled up to a depth of 2 feet or less, he struggles free of the quicksand to safety.



Speed	Geysers Hit
Walk (300 ft./minute)	5, 17
Run (1,200 ft./minute)	2
Horse (600 ft./minute)	4, 7
Heavy warhorse (500 ft./minute)	9, 13
Horse galloping (2,400 ft./minute)	none
Heavy warhorse galloping (2,000 ft./minute)	3

THE RICKETY BRIDGE: A couple miles past the geysers, the party reaches the foot of the hill that is shown on the map as their final objective.

The path narrows as it winds its way along the almost clifflike flank of the hill, until it is just wide enough to accommodate a single rider. The sides of the hill above and below the trail are almost sheer, and covered with jagged rocks.

About a mile up the slope the trail comes to a deep, narrow defile spanned by a slender wooden bridge. It's obvious at a glance that nobody has used this bridge in a very long time, and its rickety planks offer a most precarious crossing.

Scanning for Danger

This rickety bridge presents the heroes with two separate dilemmas. The first of these is what to do with the party's horses, for it is clear, with an Intelligence check (DC 8), that the bridge's rotted planks will not support the mounts. The heroes can tether the horses in the open, or look for a hiding place for them among the rocks. If left in the open, the horses are cut loose and chased off by Oswalt when he finds them. If hidden, have the heroes make Hide checks and record the best result. Make a Spot check for Oswalt opposed by the heroes' Hide result–if he fails, the horses remain safe; otherwise, he cuts them loose and chases them off after he arrives. If the heroes attempt to bring their horses across the bridge, it's very likely that one or more of them will be lost, as described below.

The second complication facing the characters is the bridge crossing itself. Each hero traveling across the bridge must make two Climb checks (DC 12). On a miss, the board the hero steps on cracks in half, causing him to fall partway through, toward the ravine below. An affected hero can make a Reflex save (DC 12) to catch himself and continue on. A hero who misses both his Climb check and Reflex save, however, tumbles 30 feet to the rocks below, suffering 2d6 points of falling damage.

Horses led across the bridge must make similar checks; however, instead of making Climb checks they make Dexterity checks (DC 18). They suffer 4d6 points of damage from the fall.

Heroes may attempt to climb down into the ravine and up the other side (those falling through the bridge may have to climb out as well). The near side of the ravine is the easier to negotiate (Climb DC 14); the far side is somewhat harder (DC 19).

FINDING THE TREASURE

Once across the bridge, the last hour of the ascent is straightforward. At the apex of the hill, the heroes find the remains of a once mighty tower. Keb calls her companions over to consult the map.

"OK, partners, here we are," Keb says, looking around at the crumbled ruins with the map in her hand. "The map shows an X mark, and this string of letters and numbers." She shrugs. "Any idea what all that might mean?"

Keb needs the heroes' inspiration to clear this final hurdle, since she has no clue what her scribblings refer to. The instructions start from the X located at the southwest corner of the tower and are stepped off in paces as follows: 30 (p)aces (w)est; 18 paces (nw) to the base of a (p)ine tree; 15 paces (n)orth(e)ast; and finally 40 paces (n)orth to the base of an old (well).

The broken remnants of the tower wall are buried in vines, brush, and rubble. Locating the southwest corner of the tower requires a Search check (DC 15). Roll the check secretly. Failure indicates that the heroes cannot identify the corner of the tower after 10 minutes of searching, but allows a retry. Failure by 5 or more identifies an incorrect location as the tower corner, leading the heroes off on the wrong trail until they figure out their error.

The second landmark is a huge and ancient pine tree, which stands amid a scattering of other trees but is clearly the biggest and oldest among them. The base of this tree is the

Illustration by Adi Granov

THE MESSENGERS

Activation: Weave sacrifice: level varies
Affinities: Spirit
Size: small
Weight: 1 pound (each statuette)
Occurrence: Rare

Each of these delicately carved onyx statues stands about 12 inches in height, and the two items are identical in appearance. If kept together as a set, the statues have no special abilities; they are simply well crafted items that might command 10 or 12 gc each if sold to a merchant.

If the two statues are separated from one another, however, a channeler who recognizes their power can make use of them. The bearer of each statue, by sacrificing a weave slot and making a Concentration check, can see through the eyes of the person carrying the other statue. The weave sacrifice and the DC of the Concentration check vary according to the distance between the two statuettes, as follows:

Distance (miles)	Weave Slot	Concentration DC
Up to 100	0	10
101–500	1	15
501–2,000	2	20
2,001+	3	25

Failing the Concentration check means the channeler wastes her weave slot and cannot attempt to use the messengers again for a day. If the other statuette is not carried by a person (the bearer need not be a channeler), the channeler sees nothing and wastes her weave slot, but can use the messenger again.

At any time, a channeler holding one of the statuettes can make a Concentration check (DC 15) to get a rough sense of how far away the other statuette is (and thus know what level of weave slot to sacrifice to activate the messenger).

point from which the next distance should be stepped off. Finally, the last instruction should bring the heroes to the ruined remains of an old well, but only if they correctly read the direction as north (n) rather than northwest (nw).

At first glance, there's nothing special about the spot at which the heroes end up.

> Rubble and bracken cover the spot, just as they cover most of the area around the ruins. There's no evidence of anything unusual about the location–and certainly no Horn of Valere.

The treasure is actually underfoot. Heroes digging through the rubble and succeeding in a Search check (DC 10) discover the narrow opening of an old stone well, long gone dry. The shaft is just a few feet wide, and descends 12 feet. At the bottom, amid more tumbled down stones, is a small, locked metal strongbox. This lock can be picked (Open Lock check, DC 25), or pried open by brute strength (Strength check, DC 28), or the box can be smashed open (the box has a hardness of 10 and 18 hp).

THE TREASURE: The locked box does not contain the Horn of Valere. It does, however, contain three items of interest.

The bottom of the box is lined with loose gold coins, 136 gc in all, each struck with the likeness of Artur Paendrag. This money spends anywhere, but a successful Appraise roll (DC 13) allows the heroes to recognize that such unusual coins might command a price beyond their gold content (up to double their cash value) to a collector of antiquities.

The box also contains eight heavy silver goblets, decorated with semiprecious stones, each bearing the stamp of two coats of arms on the stem. The right hand shield can be easily identified by a Knowledge (history) check (DC 11) check as Artur's. The left hand shields, however, are all different, and require a Knowledge (history) check (DC 25) to recognize the eight symbols as belonging to the various warriors of Artur's inner circle. Though the goblets are presently tarnished from years of disuse, they can be polished to a sparkling finish. Once restored to their original luster, each goblet is worth 15 gc.

Finally, there are two small stone statuettes, each wrapped in a velvet cloth. The statues are identical carvings of a small boy, perhaps meant to represent identical twins. Although their function isn't immediately obvious, these items are a *ter'angreal.*

In order to reap the benefits of these treasures, however, the heroes must carry them back down the mountain–a route that brings them face to face with Lord Oswalt.

LORD OSWALT AGAIN

From the very outset of this adventure, the heroes should have been aware that they and Lord Oswalt's party were in a race to reach the treasure. Moreover, as the characters traveled toward their destination, they had multiple opportunities to observe Oswalt's party following–or even closing in–behind them. Oswalt had the same opportunities to see the heroes' rival party somehow traveling ahead of them on the same route indicated on Oswalt's "secret" map. Though Oswalt may not have known exactly how his opponents managed this feat, he has every reason to suspect foul play of some sort–and has had several days to allow his anger over the situation to build into a homicidal rage.

Oswalt's party reaches the ruins of the tower 1 hour behind the heroes. If the heroes are having trouble finding the old well, that may mean that Oswalt arrives before they claim the treasure. Conversely, if things go quickly at the ruins, the heroes may meet Oswalt on the narrow trail back down the hill.

The heroes may employ any of several strategies, but many of them are fraught with danger. The heroes can abandon the trail and seek an alternate route down the mountain, but the ruins are surrounded by sheer slopes of jagged rocks. Anyone attempting to climb down the cliff face must make three Climb checks (DC 18) to reach the bottom, with each failure by 5 or more resulting in a 30-foot fall doing 2d6 points of damage. As a result, the prospects for the entire party succeeding in such a venture are limited enough to make most groups quickly rethink this plan. Unless the heroes are especially quiet and careful, Oswalt will likely spot them and race down the path to pursue them.

Similarly, although the ruined tower and the surrounding hillside contain ample cover for the heroes to set an ambush, there is no hiding place secret enough to withstand the intensity of a full-scale search of the area. Unless the heroes went to some length to conceal their activities (and succeeded in hiding their horses back at the bridge), Oswalt recognizes the signs of the heroes' presence with a Spot check (DC 10).

In all likelihood, the heroes will end up facing Oswalt.

The nobleman's face is red with rage, and there's a vein pulsing at his temple. "You–you're that tart who kept pestering me," he says, apparently recognizing Keb. Behind him, his followers finger their weapons. "You think you can take what's mine? A–a commoner, and a woman to boot!"

At his words Keb flies into her own rage. "A woman? Any woman could have beaten you, you pompous oaf!" She waves her map in the air. "If you had half a brain you would have kept a closer eye on your map!"

In her anger at Oswalt's insult, Keb has practically admitted her theft of the map, feeding and justifying Oswalt's rage. Oswalt demands that the heroes immediately hand over everything recovered from the ruins.

How the heroes deal with Oswalt is up to them. Initially, Keb refuses to turn over any of the treasure, and angrily demands that the heroes also refuse. Quick thinking and crafty diplomacy might change attitudes (call for Bluff or Diplomacy checks as appropriate to the heroes' strategy). If it comes to a fight, Oswalt's party is a tough bunch, and the heroes face a difficult challenge

Oswalt: hp 30
Eldan Merenson: hp 32
Syrillas: hp 25
Vucalan: hp 23
Alger Cobb: hp 20

Tactics: Oswalt's party contains a good mix of melee and ranged fighters, each of which employ their own strengths if combat ensues. Vulcanan and Cobb rely on ranged weapons unless forced into melee (Oswalt, Mereson, and Syrillas try to screen the other two, preventing the heroes from getting close to them). If two or more heroes go down, Oswalt offers to let them surrender; however, he'll demand to keep the treasure. If two or more of his men go down, he offers to end the fight and split the treasure. He flees three or more of his men go down, unless he still has the upper hand.

REWARDS

For completing this miniadventure, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure. The heroes also take away their share of whatever portion of the treasure they managed to keep away from Oswalt.

THE WATCHTOWER

This adventure is set in the Almoth Plain, the land between Tarabon and Arad Doman. However, as with other miniadventures, the setting can be adjusted to any in which military fortifications might be a common sight, such as the Borderlands.

ADVENTURE BACKGROUND AND SYNOPSIS

During the many wars between Arad Doman and Tarabon over control of the Almoth Plains, both sides have built various watchtowers along the trade road. Some of the older towers have served many different purposes since they were constructed. Originally designed to serve as lookouts for enemy armies, the recent difficulties in Toman Head have resulted in a few of the towers along the road being abandoned by their normal garrisons. As a result, travelers have begun to utilize these structures as places of rest along the road.

Recently, however, a Draghkar has taken up residence in one of these towers, and is preying on travelers who happen to pass near its new lair. Being a shadow creature, the Draghkar's presence has attracted less powerful shadow creatures such as rats and ravens, which the Draghkar is employing as its eyes and ears.

The hero's first indication that something is amiss occurs when they stumble onto a wrecked campsite. The Draghkar and its minions attacked and killed a family that was making its way to Bandar Eban. The watchtower isn't very far from where the attack took place, but the heroes have to investigate in order to locate it.

While the characters are looking around, they too are being watched, as a flock of ravens that now lives in the watchtower patrols the area around the tower for the Draghkar. As the heroes approach the tower, they are attacked by a swarm of rats. During this combat, the Draghkar decides whether to fight or flee, entering the fray only if it believes it can isolate a single character on which to use its special powers. Even if the Draghkar flees the tower, however, the heroes and the creature may cross paths once more.

CAMP OF THE DEAD

The afternoon is hot and dry as you make your way along the road. Up ahead, two unsaddled horses and a small pony graze in a field. Beyond that, a faint trail of smoke rises from the trees behind the field.

If the heroes investigate further, they find a shattered campsite. The dead bodies of a woman and a child lie on the ground. A Search check (DC 11) finds several dead rats scattered around the camp, and bite marks on the packs and possessions strewn about the ground. Heroes examining the bodies may make Heal checks (DC 12) to notice that while both bodies are covered with small bites and deep scratches that look like claw marks, but the damage and blood loss from these wounds should not have been enough to kill them.

A hero making a Spot check (DC 19) notices an even more gruesome sight.

A third body dangles from the low branches of a nearby tree. It's a middle-aged man, and it looks almost as if it was dropped from above. The man's eyes are wide open, and stare vacantly into space. His hand axe is still on his belt.

Heroes checking for tracks may make Search checks (DC 13). With a success, the tiny impressions of hundreds of rat prints can be found. The trail cannot be followed, since the animals simply did not leave enough of a trail through the forest bracken to be tracked, but it seems the rats came from the northeast. A successful Spot check (DC 9) allows the heroes to notice a watchtower not too far off in that direction.

Nothing of value is left in the camp, although the three mounts (light horses) are serviceable riding animals. Conscientious heroes may want to give the three bodies a proper burial before they move on toward the tower.

TOWER OF SHADOWS

The tower is located roughly three-quarters of a mile from the campsite. Most of the intervening area consists of open fields with scattered copses of trees. As the heroes get closer to the tower, however, the land slowly starts to change.

The tower is a two-story stone building surrounded by a low wall. This outer wall is about 5 feet high, but some sections have collapsed, and the main gate hangs askew from its hinges. The tower door is also damaged, hanging in shards of broken wood from the doorframe.

The area seems unnaturally quiet. The trees closest to the tower are nearly bare of leaves.

This particular tower has been abandoned for a little less than a year, and the Draghkar moved in a few months ago. While the characters are checking the outside of the tower, ravens watch from nearby. Heroes who make a Spot check (DC 12) see a small flock of these birds perched in the branches nearby. By making an additional Spot check (DC 14), the heroes may also see a rat or two scurrying along the outer wall.

The Draghkar occupies the second floor of the tower. It periodically flies its own patrols around the tower looking for victims, but more often leaves the ravens to alert it to any approaching visitors. In addition to the Draghkar, a nest of rats resides in the tower. How the heroes encounter these creatures depends on their approach

Heroes marching directly up to the tower raise the ire of the ravens. These black birds begin squawking and chattering–just a few at first, but with more and more joining in until the noise becomes quite a din. Heroes attempting to sneak toward the tower can make Hide checks opposed by the ravens' Spot (make a single check for the entire flock) as they approach, keeping to the low-lying scrub. If the ravens begin making their racket, the Draghkar is alerted by the time the heroes reach the tower. However, the ravens do not attack at this point.

When the heroes get to the tower, they face the rats. Dozens of these creatures lurk in the yard between the low wall and the tower proper; heroes making Spot checks (DC 9) see the beady red eyes of the vermin watching from the shadows of bracken and debris in the courtyard. The rats attack if the heroes attempt to enter the tower, and are joined by the ravens. The Draghkar is alerted by any combat in or around the tower.

Shadow-Linked Rats (40): hp 1 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Shadow-Linked Ravens (20): hp 1 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: Dozens of rats attack the heroes at the entrance of the tower–half from within, and half from outside. The ravens also attack, focusing on heroes farthest from the doorway. The rats attack ruthlessly, until 40 are killed or the heroes exit the outer wall (actually, far more than 40 are present, but only 40 attack). The ravens attack only those heroes outside the tower, and break off the attack if more than 10 are killed.

THE DRAGHKAR: The Draghkar's tactics are somewhat more subtle. Once alerted, the Draghkar begins to watch the heroes from its lair in the upper floor of the tower. (It can see the surrounding countryside from any of several narrow windows, and the lower floor of the tower through the numerous cracks in the floor.) It looks for an opportunity to attack a hero on her own.

If a hero is left alone outside, the Draghkar flies from the tower to a stand of trees some 90 feet away from the tower. Any hero outside the tower sees it leave with a successful Spot check (DC 12; heroes engaged in combat suffer a –4 penalty). The Draghkar then targets the solitary individual with its captivating song.

If such an opportunity does not present itself, the Draghkar remains in the tower. When the rats attack, the Draghkar targets the first hero to enter the tower with its captivating song, on the hope that the other heroes will be too busy with the rats to come to their comrade's assistance.

Draghkar: hp 11; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Draghkar has no interest in engaging in combat. It flees to avoid attack, even if that means abandoning its prey. The fleeing Draghkar quickly disappears into the surrounding stands of forest.

AFTERMATH: If the Draghkar is not actively involved in this battle, there is little question that the party should prevail. Once the rats are dealt with, the characters can look around inside the ruined watchtower.

> The tower appears to be two simple rooms, one above the other. The ground floor is littered with debris, and the stench of rotting flesh is overpowering. A wooden staircase leads upstairs.

A Search (DC 9) of the lower room finds the remains of two of the rats' unlucky victims, still lying on the fragments of the bedrolls they occupied at death. These bodies contain nothing of any consequence.

The second floor of the tower, the Draghkar's lair, contains three more sets of decomposing remains. Spending more than a single round in the room requires a Fortitude save (DC 10); failure indicates that the hero has become nauseated by the terrible smell. Nauseated characters are unable to attack, cast weaves, or do anything else that requires attention. The only action a nauseated character can do is a single move action per round.

One of the victims appears to have been a fairly well-off traveler, based on the cut of his clothes. A successful Search check (DC 12) on this body finds a leather pouch containing 97 mk tucked between his shirt and cloak.

Bloody Work

Illustration by Adam Rex

THE DRAGHKAR RETURNS: If the Draghkar fled the tower, it hides in the surrounding wilderness until the heroes depart the area, and then follows them. Heroes making a Spot check (DC 21) briefly see a large, batlike form in the sky some distance behind them as they continue their travels. The Draghkar attempts to exact its revenge when the party stops to camp for the night.

The Draghkar singles out an individual to target with its captivating song, preferring a single person alone on watch late at night. If there are several potential victims (if the heroes are taking turns on watch, individually, for example), roll randomly to determine who is attacked. Have all characters on watch make Concentration checks (DC 9; those with the Endurance feat gain a +4 circumstance bonus); heroes who fail begin to doze off. If two or more heroes are on watch at all times, the Draghkar prefers to target a single individual who has not dozed off when others have.

Although the Draghkar's song only affects the target, other heroes may hear it in time to come to the victim's rescue. Hearing it requires a Listen check (DC 9). Dozing characters suffer a –5 penalty on the check; sleeping characters must "take 0" (their result is equal to their skill modifier, without the addition of a 1d20 roll).

The Draghkar, mindful of the dangerous heroes, uses its captivating song from maximum range (120 feet). If any intervening terrain endangers the target as he walks toward the Draghkar (if he has to wade across a rushing river, or climb down a steep, rocky embankment), the target gets an additional saving throw against the captivating song effect.

Draghkar: hp 11; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Draghkar attempts to flee if it is attacked. Remember that if the Draghkar was wounded in the previous scene, its hit point total is lower than that shown above. The Draghkar makes only one attempt to attack the heroes; if foiled, it does not attack again.

REWARDS

For completing this miniadventure, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure. In addition, the heroes have the loot from the Draghkar's lair, and perhaps some horses from the unlucky campsite.

MY SECRET FRIEND

Due to the unique role that the *lopar* plays in this adventure, this miniadventure must be set in the areas invaded by the Seanchan–specifically, Tarabon, Arad Doman, or the Almoth Plain.

ADVENTURE BACKGROUND AND SYNOPSIS

Recently, a skirmish took place not far from Valbrin, a small farming community. There a Seanchan raiding party clashed with a group of mercenaries hired to protect a nearby town. During the battle, a Seanchan *morat'lopar* (*lopar* handler) was killed, and the *lopar*, though badly wounded, managed to escape into the forest.

A young farm boy from Valbrin named Ellem has found the *lopar*, and is trying to nurse it back to full strength. Despite their size and ferocity in combat, *lopar* are often gentle, and they bond with their handlers. This creature has befriended Ellem.

The heroes come across a group of farmers searching for a missing boy. The farmers clearly appreciate any assistance the heroes offer. If the group does volunteer their help, they and the farmers begin a search for the boy that extends into the following day.

Meanwhile, a Trolloc scouting party has also entered the area. While their orders were to stay out of sight and observe what success the Seanchan are having in subduing the nearby towns, the Trollocs have been attacking any small groups of travelers along the way that appear weak enough to kill. Having learned of the recent fight between the mercenaries and the Seanchan, they are searching for any wounded survivors who might prove easy prey.

In the final climax of the adventure, all three groups converge on the same spot at once, placing the heroes in the middle of a tense combat.

A ROADSIDE ENCOUNTER

Nearing the end of another long summer day, the party has halted along the roadside for a brief rest.

> The shouts of human voices drift from up the road. Slowly, the calls become louder and more distinct. It sounds like several people are calling out for someone.

Heroes who make successful Listen checks (DC 10) can determine that the chorus of voices is repeating the same word–"Ellem"–over and over again. After a few minutes, a group of men appear, walking toward the heroes along the roadway. Assuming no hostile reaction from the heroes, the group closes to about 25 feet before stopping and surveying the heroes intently.

> Six rough-looking men stand before you, wearing leather tunics or craftsmen's aprons and carrying an assortment of pitch forks, clubs, and stout walking staffs.
>
> At the head of this group is a stocky, balding man with a short sword. This older man steps forward.
>
> "Good evening, travelers, my name is Barif. These men and I are looking for a young lad who set out to pick berries two days ago, and hasn't returned. Might you have seen him along the road?"

The farmers react with disappointment when the heroes indicate that they haven't seen the boy, and Barif in particular appears somewhat frantic. They ask for ask for the heroes' help in locating the child.

The farmers can't pay any monetary reward, but if the heroes volunteer to help, the farmers offer them a safe place to bed down for as long as they need and some fresh supplies.

If heroes agree to help, Barif takes advantage of the larger body of searchers to split up. He sends half the farmers in one direction and half in another, while he continues on with the heroes.

> "Ellem's a tall lad, and somewhat thin–his gran is always telling him to eat up," Barif explains as you set out. "He's had thirteen summers, and he's shaping up as quite an able young man. He loves the forest, that boy does, and he's always about foraging or snaring game. He'll even spend the night out on occasion when he's strayed too far, but he always comes home the next morn. But it's been three days now since he set out with a basket under his arm, and he's never been gone that long before."

When Ellem failed to return that first night, Barif was only a bit concerned. When Ellem failed to return by the following night's supper, however, Barif went out to look for him but found no trace. Today he enlisted the help of his neighbors and has set out on a full-scale search.

Thus far, the group has been concentrating its efforts on places where Ellem has been known to pick berries and snare game in the past. Barif leads the heroes to two more such places over the course of the next hour and a half. At each berry patch, the characters can attempt a Search check (DC 14) to find a trail. Successful checks confirm that no one has been to the area recently. Barif frets over the lack of signs.

> Dusk is upon you, and the shadows are deepening. Disappointed, Barif suggests a halt for the night. "Ellem is a strong and clever boy. He can fend for himself in the woods." Barif's bravado seems to be directed as much at himself as at you.

The group reaches Valbrin, a community of about thirty families, an hour after dusk. While the town receives few strangers these days, most of the townsfolk are friendly toward the heroes. Valbrin looks to be a fairly prosperous town,

and Barif mentions that in the past his community had good luck trading with caravans going along the road.

Since early spring of this year, however, far fewer caravans than normal have been traveling the road. Although Valbrin produces more than enough food to feed its people, a few of the locals are starting to miss the little luxuries Valbrin purchased from the merchants riding south from Katar and Bandar Eban.

In addition to farming, the heroes learn that the little community also includes a leather worker and blacksmith, who'll both offer to repair any of the characters' equipment for a modest price.

The heroes are treated to a hearty meal of local game with fruits and grains, and a bed in Barif's simple home, which he shares with his wife, a friendly, round-faced woman. Barif also makes sure that the characters are each supplied with a full pack of provisions to continue their travels.

Numerous neighbors stop by during the evening, to report on the findings of the other search groups (they found no sign of Ellem) and offer their support to Barif and his wife. Their brief conversations sometimes turn to other local events, and any heroes listening in hear mention of a battle not far from the village. If they ask, Barif elaborates.

> "Aye, the battle," Barif says. "A skirmish, really, from what I hear. It was a week ago. No one from Valbrin was involved–we have just heard rumors. They say a raiding party of the invaders was turned back. But it probably won't be for long, if what they say about those terrible people is true."

Barif can only elaborate a little. Rumors have reached the village over recent weeks of an invasion–of invaders riding terrible monsters. They are fierce, and sweep aside almost all resistance, but they have only sent occasional raiding parties to the region around Valbrin. No one from the village has actually laid eyes on one of the invaders.

A MYSTERIOUS TRAIL

Bright and early the next morning, Barif appears to ask if the heroes would continue to help him look for his son. If they agree, Barif leads the group to the town outskirts where the other farmers they met yesterday are waiting.

> The sun is just beginning to rise above the horizon as your little band of searchers heads out. "Thank you again for continuing to help us look for Ellem," Barif says. "We have heard from travelers that, what with the invasions, even during the day the road can be dangerous."
>
> Quickly taking charge, Barif then states "First, there are still a few more places farther afield that Ellem frequents. Hopefully, we'll find something there. If we don't, we'll just have to fan out and hope for the best." He divides the villagers into two groups and sends them on their way, then leads you across the fields toward some distant stands of forest.

Barif has four spots in mind. Walking to the first two berry patches consumes most of the morning. At each spot the heroes can again make Search checks (DC 14) for signs of Ellem; success confirms that he has not been to either.

As the group approaches the third location, a successful Spot check (DC 13) reveals a faint wisp of smoke rising from a nearby copse of trees. If the group turns to investigate, they find the crude remains of a campsite. A successful Search check here (DC 10) finds strange tracks, of a type Barif has never seen before. Heroes who have encountered Trollocs before can identify them as Trolloc tracks. Barif pales at the news. The slowly cooling embers of the cookfire suggest that the campsite is less than a day old. The tracks lead off in the direction that Barif was leading the heroes.

The thicket toward which Barif was headed has been greatly disturbed by the Trollocs' passage, and their path is easy to follow. Emerging from the far end of the thicket, their trail leads off to the northwest. If Ellem had been here recently, the trampings of the Trollocs have obliterated any sign. Fortunately, once out of the thicket, the Trollocs' tracks lead away from the fourth site that Barif wants to check.

Barif intends to check his fourth site next. If the heroes prefer to follow the Trolloc tracks, they'll either have to part ways with Barif, or convince the farmer to go with them (require an opposed Diplomacy check to change Barif's mind). Both options lead to Ellem; if the heroes follow the Trolloc tracks go to Saving Ellem, below. If Barif went his own way, the heroes probably beat him to Ellem by about 5 minutes.

SIGNS OF ELLEM: At Barif's fourth site–about a mile beyond the Trolloc campsite–there are finally signs of Ellem to be found.

> A large patch of berry bushes grows along the banks of a slow moving stream. At first glance, it doesn't look much different from the other spots you have been to–until you notice that something very large has forced its way through the vegetation, leaving an obvious path in its wake.

A Search check (DC 10) finds the remains of several large animal prints passing through the thicket and down to the nearby stream, where they are joined by the footprints of a pair of human-sized shoes. Both the animal and shoe prints make an easy to follow trail that leads along the stream to the north.

A successful Spot check (DC 13) finds dried bloodstains and tufts of fur on several of the disturbed branches. Ellem's

tracks can, if desired, be followed back into another section of the thicket, where the searchers find a half-full basket of berries lying on the ground.

Following the tracks forward requires an additional Search or Wilderness Lore (with the Track feat) check (DC 10). As the trails continue, there appears to be little question that the animal and boy traveled together, and that their trail moves steadily north–on a collision course with the trail of the Trollocs!

SAVING ELLEM

A half-mile along the stream a loud roar sounds, followed by the clang of metal.

Ahead, in an open field, a massive beast nearly 10 feet tall has reared onto its hind legs. The creature has a misshapen squarish head with no ears and black, beady eyes–three of them! Its leathery hide is scored and bleeding. On the animal's left, a boy frantically brandishes a short spear. They're surrounded by huge creatures, manlike but bestial, in black armor.

Ellem and his *lopar* are being attacked by the Trollocs. Four of the Shadowspawn are here; a fifth lies dead, killed by the *lopar*.

Trollocs (4): hp 11, 14, 15, 17; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

***Lopar*:** hp 22 (current); see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs were after an easy meal, and thought they had one in Ellem. Fortunately for the boy, the *lopar* for which he was caring intervened. The Trollocs have lost one of their number; if they lose two more they attempt to flee.

The *lopar* sees all intruders as a threat to its friend–including the heroes and, if he's present, Barif. Barif rushes to his son, and is immediately attacked by the *lopar*. Although Ellem has befriended the creature, he does not have any direct control over it, and can't stop it from attacking anyone. The *lopar* fights to the death, as long as anyone continues to approach Ellem.

AFTERMATH: If the heroes didn't fight the *lopar* at any time during the battle, Ellem can attempt to calm it down once the fight is over (he must make an Animal Empathy check (DC 15); he gets a +5 bonus due to his relationship with it). The heroes can also attempt Animal Empathy checks (DC 15). If no one is able to succeed in calming the creature, the only way to get Ellem away from it will be to kill it.

Barif invites the heroes back to Valbrin to celebrate finding his son. If calmed, the *lopar* follows along with the group, occasionally growling at the heroes and Barif but otherwise remaining calm. Barif doesn't know yet what he'll do about the 1,500-pound creature, but Ellem is quite vocal that he intends to keep it.

REWARDS

For completing this miniadventure, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure.

I WANT TO STAY SINGLE

Unlike the other miniadventures, this scenario gives you the option of taking your players directly into the beginning of Chapter 2. While the other adventures are more generic, and only vaguely reference current events in Toman Head, this scenario hints at events of great import–events in which the heroes will soon find themselves embroiled.

ADVENTURE BACKGROUND AND SYNOPSIS

Ostin Falls is an old trading town located along the border of the Almoth Plain and Toman Head areas, the center of commerce for the many tiny farming villages in the region.

Trading is the town's life-blood, since it often serves as a way station for caravans heading to and from Falme, Bandar Eban, Tanchico, and even Katar. The community suffered badly when the new outbreak of hostilities between Tarabon and Arad Doman greatly reduced the number of caravans heading north and south along the trade road, but in the last several weeks merchants have stopped coming from Falme as well. The citizens of Ostin Falls have also started hearing rumors of other local villages being attacked and destroyed.

The Kilvar family has ruled Ostin Falls for close to fifty years, and doesn't want to see the town destroyed, or die slowly from a failing economy. So they decided to accept a political marriage proposal from a Domani noble house in Bandar Eban, hoping to add the family's swords to the town's protection. The problem is that the potential groom, Lorwyn Kilvar, opposes the marriage, and seeing no other way out has decided to leave Ostin Falls to see what's going on in Toman Head. He hopes that by learning more about what's happening in the area, he can somehow convince his parents that the marriage isn't needed. The first stop on his planned journey is Aturo's Orchard, a small village five days' ride to the west.

Lorwyn is smart enough not to venture off alone given the rumors of danger, but looks to hire people who aren't from the local area, and don't know who he is. This leads him to the heroes, who have stopped at Ostin Falls, perhaps to rest and resupply themselves.

What Lorwyn doesn't realize is that Aturo's Orchard is about to be attacked by the Children of the Light, disguised as Taraboner soldiers. The same Whitecloaks are also heavily patrolling the area around Aturo's Orchard. These patrols seek to ensure that no one can warn the village before the Whitecloak attack.

THE BRIDE TO BE

A couple of hours after the party leaves town the Domani caravan arrives. Having sent people out to look for him, Lorwyn's parents already know their son has left Ostin Falls. After exchanging introductions, his parents tell Meka the bad news.

The youngest daughter of Yilvas Antos, lord of a small merchant trading house based in Bandar Eban, Meka Antos is a fiery and sensual young woman of sixteen. Trained in the Domani arts of seduction, she's eager to win respect for herself and her family by using this marriage to expand the family's sphere of influence. While many Domani would consider living in the relative simplicity of Ostin Falls a punishment, Meka is at least willing to put up with it for a chance to gain status.

The Antos House views Ostin Falls as a means to increase its access to raw materials produced in the Toman Head region, while also giving it a new market for manufactured goods the house trades in. Meka is not about to let a little detail such as a reluctant bridegroom stand in the way of good business.

After asking Lorwyn's parents where the young heir might have gone, she orders her guard contingent (a captain and four armsmen, all of whom are mounted) to find Lorwyn, and bring him back to Ostin Falls either by reason or force. At this point, Lorwyn and the characters have about a 3-hour head start.

Just after Lorwyn and our heroes leave town, a heavily guarded Domani caravan arrives at Ostin Falls. Officially it's there to trade, but its also transporting Meka, the young woman the noble house has chosen to wed Lorwyn. When Meka learns that Lorwyn has left Ostin Falls, she sends her guards out to pursue him. These guards may locate the characters just in the nick of time to foil a Whitecloak attack.

A LUCRATIVE OFFER

Ostin Falls is a fairly large town, with a population of about five hundred people. One can find most kinds of services in the town including a decent armorer, weaponsmith, and a sort of general store. Heroes staying in Ostin Falls probably bed at the local inn, called Sean's Tale. Under normal circumstances, Sean's Tale is a great place to catch wandering storytellers and gleemen, but the lack of trade has quieted the activity at this otherwise prosperous inn.

As the heroes relax in the common room at Sean's Tale, they're approached by a young man.

A man in plain but well-cut clothes is working the room, mingling with guests at some of the other tables. After a few minutes he walks up to your table.

"Gentlemen, my name is Lorwyn," the man says with a well-heeled bow. "I'm looking to hire a group to escort me on a trip to a few of the local towns around Ostin. I would like to leave town as soon as possible, and expect to be gone two or three weeks. Might you be interested in such employment?"

If the heroes express any interest in the offer, that interest will surely increase when Lorwyn indicates that he is willing to pay the heroes 10 gc each for the trip. If anyone in the group asks him any questions about why his offer is so generous, he answers, quite honestly, saying, "I don't know what to expect on the roads. Ugly rumors have floated recently–rumors of attacks on villages in the area. Not to mention the invasion. I want to get some confirmation, to see things with my own eyes." Lorwyn asks the group if they have heard or witnessed anything on their way into Ostin Falls. If the heroes have played other adventures in this chapter, they can relate what they have encountered in their travels.

If the heroes agree to Lorwyn's offer, he asks them to meet him back at the inn at midday the next day.

Over the following 18 hours, the heroes are free to check out both Lorwyn and his story. With a Gather Information check (DC 12) or good roleplaying, the group can discover that Lorwyn is the only son of Bretton Kilvar, the Mayor of Ostin Falls. The Kilvars are an old Domani merchant family; while generally considered honest, the Kilvars have a reputation for driving very hard bargains. If the heroes make the check by 5 or more, they get another tidbit: there was recently an argument between Lorwyn and his parents. However, if anyone knows the subject of the argument, nobody appears willing to talk about it to an outsider.

If the heroes did not agree to the mission, the next morning Lorwyn appears at Sean's Tale again.

Lorwyn strides into the common room, and heads straight for your table. He has on traveling attire and is carrying a sword. "So, are you going to accept my offer?" he asks expectantly. "If you are I would like to get moving while the sun is still up. Let's make it 15 gold crowns this time. Is that acceptable?"

Lorwyn is in a hurry now, since he's just received word that a large Domani caravan flying a noble banner is heading toward town from the north, and he wants to be gone before it arrives. If the heroes ask why there is a rush, Kilvar answers evasively that he wants avoid any "business entanglements" that might arise to keep him in Ostin Falls. If the heroes agree to accompany him, Lorwyn asks that they meet him at the town's western edge in an hour.

At the appointed time, the characters find Lorwyn waiting at the gate, mounted on a very nice looking warhorse equipped with fine leather barding. The characters and Lorwyn then set off toward Aturo's Orchard.

ATTACK!

Lorwyn and the characters travel along the road to Falme for several hours. Things have been quiet, but the party is now starting to enter the area patrolled by Whitecloaks.

The sun is sinking low in the afternoon sky when, from up ahead, you hear hoof beats and the clang of metal on metal. Three wagons are stopped in the middle of road, where a small contingent of guards has been set upon by a group of armed men. The men are in uniform and on horseback. "Taraboners!" Lorwyn mutters. "Why would they attack people here?"

The attackers are actually Children of the Light, disguised as soldiers of Tarabon and assigned to patrol the local roads. Their orders are to try to scare away any people who approach the area. If they encounter any resistance too strong to handle, they are to break off combat, and report back to the Whitecloak base camp.

Whitecloak Soldiers (4): hp 9, 10, 11, 11.

Caravan Guards (3): hp 8, 9, 10.

Tactics: If the heroes rush straight into combat, the Whitecloaks continue the fight. However, they'll likely be outnumbered by two to one (or worse), and if two or more take damage, they immediately flee.

AFTERMATH

After the last of the soldiers have been killed or routed, a short bald man appears from inside the second wagon. "Thank you! Thank you!" he shouts as he approaches you. "When those bandits attacked, I was sure my good fortune had run out. My name is Palvear, and I'm honored to invite you to share my camp for the evening."

Palvear is a local peddler who sells his wares to the smaller communities around Ostin Falls. Despite warnings from other caravan masters about bandits and other hazards along the road, Palvear has continued to trade with local villages. He tells the heroes he's seen some trouble on this trip, but nothing like he dealt with today.

One of the wagons suffered a broken wheel during the attack, so Palvear instructs his people to set up camp so they can make repairs. He then offers the heroes and Lorwyn the hospitality of his campsite.

Over the evening meal, the merchant tells the heroes and Lorwyn what he's seen in Toman Head. Palvear is a good storyteller, with a nice eye for detail. He has encountered a number of Whitecloak patrols riding through the area, diligently "rooting out Darkfriends." He has also visited a couple of villages that have recently been attacked. One little village about five days west of Falme had been completely destroyed; its buildings burned to the ground, and not a living soul to tell its tale. "It's those invaders," he says. "No one knows who they are, but they destroy everyone they attack."

DO IT RIGHT THIS TIME

Meanwhile, any surviving Whitecloaks make it back to their camp and report the incident with the caravan. Very unhappy about the arrival of additional armed foes, the Whitecloak commander dispatches a second, more powerful group of Children of the Light (again attired as Taraboner soldiers) to deal with the caravan. The group's orders are to destroy the caravan and send the survivors fleeing back toward Ostin Falls, spreading tales of panic as they go.

Lorwyn and Palvear continue to talk after the rest of the caravan settles in for the evening, but soon even they are fast asleep beneath an overcast sky. Have any heroes on early watch make Spot checks (opposed by the Whitecloaks' Hide). If successful, they see a number of shadowy figures attempting to use the forest to cover their approach to the camp. Sounding the alarm causes the six Whitecloaks (again dressed as Taraboners) to spring from their hiding places and rush the camp.

Whitecloak Soldiers (6): hp 8, 9, 10, 10, 11, 11.

Tactics: These "Taraboners" have specific orders, and press their attack until either they are killed or the caravaneers (including the heroes) flee or surrender. They then intend to burn the wagons. Not the most honorable of fighters, the Whitecloaks focus their attack on weaker foes first (especially those who are slow to wake, and may be helpless in the initial round or two of combat) to reduce their opponents' numbers before taking on the strongest of their foes.

MORE HORSEMEN

"Burn me, if this isn't the oddest thing." Palvear pants when the fighting comes to an end. "What could those Taraboners be after, attacking twice in the same day? Many's the time I have traded way down into Tarabon proper, and I have never had any but the warmest reception!"

"There have been rumors of war with Arad Doman," Lorwyn replies. "Maybe it really is starting up."

There's little time to discuss Lorwyn's theory, though–for almost as soon as he says it, the sound of hoofbeats reached your ears.

Five horsemen round the bend. Heroes making Knowledge (local) or Knowledge (nobility and royalty) checks (DC 9) recognize the style of their livery–they're Domani!

The riders are guards sent by Meka Antos to track down Lorwyn. They had camped for the night less than a mile behind the heroes, not realizing how close they were to their quarry. Hearing the Whitecloak attack, they have come to investigate the sounds of combat.

The guards have not come to fight. Assuming they are not attacked by the heroes, they halt some 30 feet away, and ask if all is well. They then ask if anyone present is Lorwyn Kilvar. Lorwyn says nothing; heroes watching him see him cringe. Palvear, not so quick to pick up on Lorwyn's distress, immediately blurts out "why, this is Lorwyn here!"

> The leader of the Domani riders dismounts. "Sir Kilvar, I have come from Ostin Falls. Your bride awaits you there. Surely you don't want to keep her waiting any longer?"
>
> Lorwyn takes a step back. "I'm not returning and you can't make me," he declares. Turning to you, he says, "I'm paying you to protect me. Well, protect me!"
>
> The Domani shakes his head slowly. "This needn't come to a fight," he says. "But we shall take you back, sir, one way or another."

How this scene proceeds depends entirely upon the heroes. Some may choose to blindly defend Lorwyn against these interlopers; others may decide that involving themselves deeper in a personal affair such as this one is a bad idea. Many will hesitate, hoping for more information before choosing a course of action.

In his heart, Lorwyn knows that he cannot escape his marriage–or, at least, that fighting and fleeing aren't the best way to do it. But while he could probably be talked into that point of view, at the moment his reaction is simply to escape these Domani guards. He urges the heroes to attack the Domani, backing away as he does so.

If the heroes feel that this isn't something worth spilling blood over, they find the Domani guards in complete agreement. The guards wait patiently if the heroes attempt to talk Lorwyn into returning to his fiancée. (Require some good roleplaying, along with a Diplomacy check (DC 21); if successful, Lorwyn reluctantly agrees to return to Ostin Falls with the Domani guards.)

On the other hand, if the heroes attack, or prevent the Domani from pursuing Lorwyn, a fight ensues.

Domani Guards (5): hp 18, 19, 20, 22, 22.

Tactics: The Domani are not interested in fighting–but they have strict orders to bring Lorwyn back to Ostin Falls. Lorwyn flees as soon as he is able, and the Domani attempt to break away from the heroes to pursue him. They do not wish to hurt Lorwyn, and if the young man is cornered, he'll give in without a fight.

If the fight turns against the heroes, the guards offer quarter. Likewise, if three or more of them take 6 or more points of damage, they ask for quarter, offering to depart if the heroes will let them do so. They'll head back to Ostin Falls to report the incident, which will probably result in the marriage being called off.

AFTERMATH

Once the situation has settled down (Lorwyn is convinced to return home, or is subdued in a fight), Lorwyn pays the heroes their promised wages and departs with the Domani. If he escaped, the Domani pursue him. Unless the heroes seek him out, they'll likely never see him again. Either way, the heroes are free to continue with their travels. The village of Aturo's Orchard, for which Lorwyn was headed, is only three or four days away.

REWARDS

For completing this miniadventure, divide 1,500 experience points among the heroes who actively participated in at least the majority of the adventure. In addition, the heroes have their cash payments from Lorwyn.

STATISTICS

ESCORT DUTY: Elbreth Hedare: Midlander Expert 4; HD 4d6–4; hp 12; Init +3 (Dex); Defense 15 (+2 Class, +3 Dex); Spd 25 ft. (–5 feet due to physical infirmity–limp); Atk +6/+1 melee (1d6, quarterstaff); SV Fort +2, Ref +3, Will +8; SZ M; Rep 3; Str 11, Dex 17, Con 9, Int 15, Wis 12, Cha 13. Challenge Code: B.

Skills: Craft +11 (Illuminator), Craft (Woodworking) +6, Appraise +4, Bluff +6, Handle Animal (horses) +8, Gather Information +5, Innuendo +6, Knowledge (nobility and royalty) +9, Ride +4, Spot +3, Wilderness Lore +1.

Feats: Armor Proficiency (light), The Dark One's Own Luck, Persuasive, Trustworthy.

Possessions: Quarterstaff, wagon and team, fireworks, pouch containing 172 mk, pouch containing gemstones worth 100 mk.

Ruffian: Midlander Warrior 1; HD 1d8+1; hp 7 (average); Init +0; Defense 11 (+1 Dex); Spd 30 ft.; Atk +2 melee (1d6+1, club or 1d6/×3, spear or 1d4/19–20, dagger) or +1 ranged (1d4, sling); SV Fort 0, Ref +1, Will 0; SZ M; Rep 0; Str 11, Dex 12, Con 13, Int 9, Wis 11, Cha 8. Challenge Code: A.

Skills: Hide +1, Move Silently +1.

Feats: None.

Possessions: Club, spear, or dagger and sling, a pouch containing 3d10 cp.

Stiv Denbow: Midlander Warrior 2; HD 2d8+2; hp 16; Init +1 (Dex); Defense 15 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d8/19–20, longsword); SV Fort +2, Ref +2, Will +1; SZ M; Rep 2; Str 13, Dex 13, Con 12, Int 11, Wis 10, Cha 12. Challenge Code: A.

Skills: Bluff +1, Hide +3, Move Silently +3, Spot +3.

Feats: None.

Possessions: Longsword, chain shirt, pouch with 13 mk.

Highwayman: Midlander Warrior 1; HD 1d8+1; hp 9 (average); Init +0; Defense 13; Spd 30 ft.; Atk +2 melee (1d6/19–20, short sword or 1d4/19–20, dagger) or +2 ranged (1d6/×3, shortbow); SV Fort +2, Ref +1, Will +1; SZ M; Rep 1; Str 11, Dex 11, Con 12, Int 8, Wis 11, Cha 10. Challenge Code: A.

Skills: Hide +2, Move Silently +2.

Feats: None.

Possessions: Short sword or shortbow, dagger, studded leather armor, pouch containing 2d10 sp.

Thief-taker: Midlander Warrior 3; HD 3d8+6; hp 23 (average); Init +2 (Dex); Defense 16 (+2 Dex); Spd 30 ft.; Atk +6 melee (1d8+1/19–20, longsword or 1d6+1, swordbreaker); SQ Armor compatibility; SV Fort +4, Ref +3, Will +4; SZ M; Rep 6; Str 13, Dex 15, Con 15, Int 12, Wis 13, Cha 12. Challenge Code: C

Skills: Gather Information +10, Intimidate +10, Ride +10, Spot +10, Bluff +3, Handle Animal +5, Sense Motive +4, Wilderness Lore +2

Feats: Mounted Combat, Improved Disarm, Two Weapon Fighting, Armor Proficiency (light, medium).

Possessions: Light warhorse, longsword, swordbreaker, brigandine shirt, pouch containing 4d10 mk.

Hunters for the Horn: **Keb Freehan**

Illianer Wanderer 3; HD 3d6+3; hp 15; Init +2 (Dex); Defense 14 (+2 Dex); Spd 30 ft; Atk +3 melee (1d6/18–20, rapier or 1d6 subdual, sap) or +6/+1 ranged (1d4/19–20, dagger); SV Fort +2, Ref +5, Will +3; SZ M; Rep 1; Str 11, Dex 15, Con 13, Int 12, Wis 14, Cha 10. Challenge Code: B.

Skills: Appraise +3, Balance +4, Climb +5, Escape Artist +2, Forgery +5, Hide +4, Intuit Direction +2, Listen +3, Move Silently +4, Pick Pocket +3, Search +5, Swim +2, Use Rope +2.

Feats: Athletic, Dodge, Point Blank Shot.

Possessions: Light horse (named Moreve), lock picks, and a pair of saddlebags filled with climbing and digging equipment (rope, shovels, spades, and so on).

Lord Oswalt: Tairen Noble 5; HD 5d8; hp 28; Init +1 (Dex); Defense 16 (+1 Dex); Spd 20 ft; Atk +6 melee (1d8+2/19–20, longsword); SV Fort +3, Ref +3, Will +6; SZ M; Rep 5; Str 14, Dex 14, Con 11, Int 14, Wis 10, Cha 15. Challenge Code: B.

Skills: Knowledge (history) +6, Knowledge (arcana) +6, Diplomacy +8, Innuendo +7, Intimidate +6, Ride +7, Search +2.

Feats: Armor Proficiency (light, medium), Combat Expertise, Mounted Combat.

Possessions: Heavy horse with full barding, scroll case and original copy of map.

Eldan Merenson: Midlander Warrior 4; HD 4d8+8; hp 27; Init +1 (Dex); Defense 17 (+1 Dex); Spd 20 ft; Atk +4 melee (1d8+4, battleaxe) or +3 ranged (1d10, heavy crossbow); SV Fort +5, Ref +2, Will +2; SZ M; Rep 1; Str 17, Dex 12, Con 14, Int 9, Wis 12, Cha 9. Challenge Code: B.

Skills: Animal Empathy +6, Handle Animal +6, Climb +3, Jump +3, Ride +6, Swim +5, Wilderness Lore +4.

Feats: Armor Proficiency (light, medium, heavy), Power Attack.

Possessions: Heavy horse.

Syrillas: Cairhienin Armsman 4; HD 4d10; hp 25; Init +1 (Dex); Defense 16 (+1 Dex); Spd 30 ft; Atk +5 melee (1d8, mace); SV Fort +3, Ref +2, Will +3; SZ M; Rep 1; Str 14, Dex 12, Con 11, Int 15, Wis 11, Cha 12. Challenge Code: C.

Skills: Appraise +4, Heal +10, Listen +5, Search +4, Spot +4, Use Rope +5.

Feats: Shield Proficiency, Skill Emphasis (healing).

Possessions: Light horse.

Vucalan: Borderlander Woodsman 4; HD 4d8+4; hp 23; Init +2 (Dex); Defense 13 (+2 Dex); Spd 30 ft; Atk +3 melee (1d6, spear) or +6/+1 ranged (1d8/×3, longbow); SV Fort +1, Ref +5, Will +4; SZ M; Rep 1; Str 12, Dex 16, Con 12, Int 11, Wis 13, Cha 12. Challenge Code: C.

Skills: Balance +4, Climb +5, Hide +4, Intuit Direction +6, Listen +5, Move Silently +4, Search +5, Spot +6, Wilderness Lore +7.

Feats: Track, Point Blank Shot, Precise Shot.

Possessions: Light horse, climber's kit.

Alger Cobb: Tairen Wanderer 4; HD 4d6+8; hp 23; Init +3 (Dex); Defense 14 (+3 Dex); Spd 30 ft; Atk +4 melee (1d6/18–20, rapier or 1d6 subdual, sap) or +7/+2 ranged (1d4, sling); SV Fort +3, Ref +6, Will +4; SZ M; Rep 1; Str 10, Dex 17, Con 15, Int 15, Wis 12, Cha 12. Challenge Code: C.

Skills: Appraise +4, Disable Device +6, Climb +6, Escape Artist +4, Gather Information +6, Hide +5, Listen +8, Move Silently +6, Pick Pocket +6, Search +6, Spot +8.

Feats: Alertness, Dodge, Mobility.

Possessions: Light horse, thieves' tools.

My Secret Friend: **Barif:** Taraboner Woodsman 2; HD 2d8+2; hp 16; Init +0; Defense 10; Spd 30 ft; Atk +2 melee (1d6/19–20, short sword); SV Fort +4, Ref +1, Will +1; SZ M; Rep 0; Str 12, Dex 11, Con 12, Int 14, Wis 9, Cha 12. Challenge Code: B.

Skills: Profession (Farming) +5, Wilderness Lore +5.

Feats: Armor Proficiency (light), Great Fortitude.

Possessions: Short sword, waterskin.

Ellem: Taraboner Woodsman 1; HD 1d8; hp 8; Init +2 (Dex), Defense 12 (+2 Dex); Spd 30 ft; Atk +1 melee (1d6/×3, short spear); SV Fort 0, Ref +2, Will 0; SZ M; Rep 0; Str 9, Dex 14, Con 11, Int 12, Wis 11, Cha 10. Challenge Code: A.

Skills: Animal Empathy +6, Climb +1, Wilderness Lore +3.

Feats: Animal Affinity, Dodge.

Possessions: Short sword, *lopar.*

I Want To Stay Single: **Lorwyn Kilvar:** Domani Noble 1; HD 1d8; hp 8; Init +0; Defense 12 (+2 Dex); Spd 30 ft.; Atk +2 (1d8/19–20, longsword); SQ Bonus class skill (Spot), call in a favor; SV Fort +0; Ref +3;

Will +2; Str 11, Dex 14, Con 10, Int 13, Wis 11, Cha 14. Challenge Code: A.

Skills: Bluff +6, Diplomacy +6, Gather Information +6, Listen +4, Spot +4.

Feats: Weapon Finesse (longsword), Seductive.

Possessions: Longsword, waterskin, pack with traveling clothes and gear.

Domani Guard: Domani Warrior 3; HD 3d8+3; hp 23 (average); Init +1; Defense 15; Spd 30 ft.; Atk +4 melee (1d8+3/19–20, longsword); SQ Armor compatibility; SV Fort +4, Ref +2, Will –2; SZ M; Rep 0; Str 16, Dex 12, Con 12, Int 12, Wis 5, Cha 12. Challenge Code: B.

Skills: Diplomacy +7, Gather Information +7, Intimidate +6, Move Silently +6.

Feats: Cosmopolitan (Diplomacy), Power Attack, Street Smart.

Possessions: Longsword, brigandine shirt.

Whitecloak Soldier: Midlander Armsman 1; HD 1d10+1 (Con); hp 11 (average); Init +1 (Dex); Defense 15 (+4 chain shirt, +1 Dex); Spd 30 ft.; Atk +3 melee (1d8+2/19–20, longsword); SV Fort +4, Ref +2, Will +1; SZ M; Rep 0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 11. Challenge Code: A.

Skills: Intimidate +4, Jump +6, Ride +5, Spot +2, Speak Language (Midlands).

Feats: Endurance, Mounted Combat, Strong Soul.

Possessions: Chain shirt, longsword, waterskin.

Caravan Guard: Taraboner Warrior 1; HD 1d8+2; hp 10 (average); Init +0; Defense 10; Spd 30 ft.; Atk +3 melee (1d12+2/×3, hafted axe); SV Fort +5, Ref +1, Will +1; SZ M; Rep 0; Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 12. Challenge Code: B.

Skills: Climb +4, Intimidate +5, Jump +4.

Feats: Dodge, Mercantile Background.

Possessions: Hafted axe.

NEW CREATURE

Bear, Cave

Large Animal
Hit Dice: 6d8+24 (54 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
Defense: 15 (–1 size, +1 Dex, +5 natural)
Attacks: 2 claws +11 melee, bite +6 melee
Damage: Claw 1d8+8, bite 2d8+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 8
Skills: Listen +4, Spot +7, Swim +14
Feats: Power Attack (claws); Cleave (claws); Improved Bull Rush

---

Climate/Terrain: Forest, hills, or mountains
Organization: Solitary or pair
Challenge Code: D
Advancement: 7–10 HD (Large)

These massive carnivores weigh nearly 2,000 pounds and stand 12 feet tall when they rear up on their hind legs. They are bad-tempered and territorial, attacking any creature they see as a threat to their hunting grounds. Their heavy fur ranges in color from dull brown to nearly gray.

Combat: A cave bear attacks by rending opponents with its claws.

Improved Grab: To use this ability, the cave bear must hit with a claw attack.

CHAPTER

TWO

TOMAN HEAD

The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. In one Age, called the Third Age by some, an Age yet to come, an Age long past, a wind rose on Toman Head. The wind was not the beginning. There are neither beginnings nor endings to the turning of *The Wheel of Time*. But it was *a* beginning.

ADVENTURE BACKGROUND

This chapter involves a journey to Falme through the disputed Almoth Plain and Toman Head regions. Various factions have taken an interest in the territory, causing civil unrest and turmoil for inhabitants and visitors alike. No central government exists on the Almoth Plain or Toman Head; each village is independent and governed by both a mayor and a village council. Falme, which lies on the tip of the Toman Head peninsula, is the largest population center in the region, boasting over five thousand inhabitants. The city has been occupied by the Seanchan, and is now ruled by the High Lord Turak.

The Children of the Light, led by Geofram Bornhald and Jaichim Carridin, have moved troops into the territory disguised as Taraboner and Domani soldiers, seeding chaos and stirring the already volatile civil warfare for their own purposes. Questioners were assigned to lead raids on suspect communities, rooting out Darkfriends and dispensing their brand of justice across the plain. Dozens of communities have felt the bite of their justice–burned husks of homes and businesses stand in smoldering testimony to Whitecloak tactics. Carridin, secretly a Darkfriend, brought the Whitecloak army into the region at the behest of Ba'alzamon, as part of a much larger, undisclosed scheme. Bornhald, unsure of Carridin's motives, is marshaling as many of the Children as possible, and heading toward Falme to learn more of the Seanchan invaders.

From the south, maneuvering their way through the Toman Head region, come the Seanchan. These mysterious invaders landed in Falme, and have been methodically conquering villages and towns along the coast, toward the Almoth Plain. They call themselves the *Hailene*, which is translated from the Old Tongue as "forerunners," or "those who come before," and speak of *Corenne*, the "return." Rumors of the return of Artur Hawkwing's armies are spreading far and wide. It is said the Seanchan ride into battle on monsters as often as on horses, and use chained Aes Sedai to rend the ground beneath their enemies' feet. If the broken, wide-eyed survivors are any indication, the Seanchan are a force to be reckoned with.

With the civil unrest breaking into open warfare and invaders conquering the territory from the south, Toman Head and the Almoth Plain have become extremely dangerous, especially for foreigners. Distrust and suspicion run rampant. Unwary travelers might stumble into a conflict they are not prepared to face.

ADVENTURE SYNOPSIS: This chapter drops the heroes into the midst of the dangerous Almoth Plain, as the Hand of the Light–the Children of the Light's brutal Questioners–manipulate events to exacerbate the civil war and chaos in the region. Secrets exist to be uncovered and questions remain to be answered. The heroes seek to discover the truth about mysterious raids on local villages, and the Seanchan invasion, while traveling to the city of Falme in search of a missing Aes Sedai. They become entwined in the struggle against the Great Lord of the Dark and ultimately take part in the Battle of Falme, fighting alongside the Dragon Reborn and the Heroes of the Horn.

In Act One, the heroes are introduced to the suffering and injustice the commoners of the Almoth Plain and Toman Head regions face, as they travel to Aturo's Orchard to meet Nadira Sedai, a sister of the Blue Ajah who wishes to employ them. Nadira Sedai offers them a lucrative assignment that involves finding a missing Aes Sedai but encourages the heroes to help the local villagers, who are under siege from mysterious raiders.

In Act Two, once the heroes have dealt with the raiders and accepted the commission from Nadira Sedai, they travel to Tobin's Hollow, the last place the missing sister was seen. They discover that mysterious invaders have occupied the village and are holding prisoners. The heroes must rescue the prisoners, and see what information they can discover about the missing sister. They learn that she has been captured by the Seanchan and is being held prisoner in the city of Falme.

In Act Three, the heroes travel to Falme to rescue the captured sister. They soon learn the city is fully controlled by the Seanchan and is the hub for the invasion. As they plan their rescue, the city is thrown into turmoil when Whitecloaks attack the Seanchan in an attempt to drive the invaders away. The situation spirals out of control after Mat Cauthon blows the Horn of Valere and summons the Heroes of the Horn. The heroes become entwined in the Battle of Falme; they must complete their mission and survive the upheaval as the battle unfolds.

In the aftermath, the surviving heroes make their way to safety and travel on to Tanchico in order to investigate Jaichim Carridin's schemes and provide Nadira Sedai with news of their success or failure.

CHARACTER HOOKS

The heroes may come to the Toman Head region by any of a number of means. The suggested method is to use the miniadventures in Chapter 1 to lead the heroes into the area. Here are a few alternate methods to bring the heroes into Toman Head.

Aes Sedai Mission: The heroes have received word that an Aes Sedai (Nadira) is in the Toman Head region and needs assistance with her mission. This option works especially well if there are any Aes Sedai initiates in the party.

The Hunt: The heroes have received compelling information that the Horn of Valere is hidden on Toman Head.

Returning Home: One of the heroes is originally from Falme. The character could be returning home to rest, visit with friends and family, or attend a funeral.

Trailing Foes: The heroes may have flushed foes during their previous adventures. They trail a particularly hated foe in the direction of Toman Head. You might want to work a confrontation with this enemy into the adventure.

ACT ONE: ATURO'S ORCHARD AND ENVIRONS

The heroes are on the Almoth Plain, perhaps a few days' travel from the neck of Toman Head. Whatever their reason for being here, as they pass through a small town they're approached by a local woman.

There's a strange atmosphere to the towns and villages of the Almoth Plain. People are worried, tense, and suspicious of strangers. Many settlements are quiet, their streets empty as locals keep to their homes and out of sight. And then there's the weather–bitterly cold, especially for so early in the autumn. It has snowed twice in the past two weeks.

In one small town, a young woman watches you from the door of a hooper's shop. After a moment or two, she approaches.

"My apologies for interrupting your business, strangers. But I have a message, and I'm bidden to give it to such as yourselves." The young woman curtsies, presents a pouch and what looks like a folded letter, and then scurries back to her doorway as soon as you take it.

The letter is a note from an Aes Sedai of the Blue Ajah, by the name of Nadira. Nadira is in need of some assistance, and hasn't been able to find anyone to fit the bill at her current location. So she's sent letters like this one to her eyes and ears in the area, hoping to recruit some able-bodied adventurers to her aid. The young woman, Tamana, is one such eyes and ears.

NADIRA'S FIRST LETTER

Worthy friends–

I thank you for having accepted this commission. These are difficult times, and I regret the necessity to divert you from business of your own. Trust that my need is great, and that I offer recompense in keeping with your great worth.

I have reserved rooms at the Three Crowns Inn in Aturo's Orchard, which I hold for you now. Please come and visit as my guests, so that we may discuss this matter in more detail.

I'm sure I don't have to remind judicious persons such as yourself that my business is of some confidence. In these times especially, dangers await the indiscreet, and there are those who would attempt to interfere with my mission should they learn of it.

I look forward to our meeting,
Nadira Sedai

The heroes can question Tamana, but they won't learn much. Tamana knows nothing about the content of the letter or the pouch (she could feel the coins in the latter, but never opened it). She was instructed to pass the letter to any "hale travelers who give the appearance of fortitude, bravado, and good candor" that came through her town. She will not reveal who she works for. She can, however, give the heroes general directions to the town of Aturo's Orchard, and inform them that it's two or three days' travel away.

The heroes find 10 gm in the pouch, a sum that should easily cover travel time and expenses for the trip to Aturo's Orchard.

If the heroes accept the Aes Sedai's invitation and travel to Aturo's Orchard, the trip is quick and relatively uneventful. After two or three days of travel they approach the outskirts of Aturo's Orchard.

The heroes may choose not to accept Nadira's proposition (in which case they may or may not return the pouch and letter to Tamana). Even so, if they're headed in the direction of Toman Head their road leads through Aturo's Orchard–so they'll probably be swept into this adventure anyway!

SMOKE ON THE HORIZON

The heroes travel for two uneventful days, passing primarily through empty regions dotted with the occasional farmstead or small village. On the morning of the third day, they are approaching Aturo's Orchard.

Thunder rumbles across the sky as, once more, rain begins to fall in a weak sprinkle. The wind begins to blow a little harder, carrying with it an intense chill. With luck, you might reach the village before nightfall.

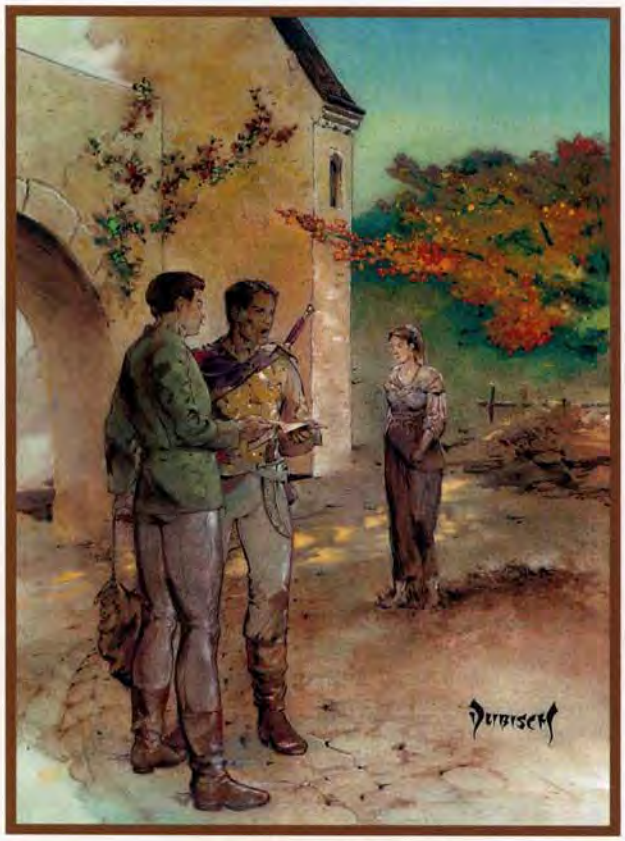
Suddenly, a bolt of lighting crackles ahead of you, brightening the slate-gray sky. Its flash reveals a twisting trail of dark smoke, curling up from behind the trees.

The smoke appears to be that of a large fire. It's not far off–perhaps a quarter of a mile ahead and just a few hundred feet off the road. If the heroes investigate, they find the smoldering ruins of a farmhouse in a clearing beyond the trees. If not, skip the following and continue on to "The Waylaid Peddler," below.

The Farmstead

The smoke appears to be coming from a farm. Thin trees give out to a large field filled with tall, sagging stalks of wheat, heavy with rain. A narrow path leads into the wheat, angling toward several buildings beyond the field.

Smoke curls up from the charred husk of a large barn, twisting up into the dark mid-afternoon sky in wispy tendrils. The old farmhouse, and a sizeable stable, seem untouched by the fire that has consumed the barn. The farm was prosperous, but there are no people to be seen now.



The Letter

This field belongs to Fenton DaVoren, a farmer from Aturo's Orchard, his wife Annabelle, and their children, Tobias and Issa. The field is crisscrossed with evenly spaced paths to facilitate cultivating and harvesting the crop. Fenton suffered an accident two weeks ago, and was not able to complete the harvest before the Whitecloaks raided his farm. A Knowledge (nature) check (DC 10) reveals that the wheat is sickly and that harvesting is overdue.

The old house used to belong to Aturo, the founder of the orchard and nearby village. Aturo had the house built many years ago, after selling the orchard and old Hill House. He lived in the house for his remaining years, and it has been passed down to his heirs for generations. Fenton, the current owner, was a prosperous farmer, family man, and an active member of the local community–until the raid. His home is one of many that have been raided recently, all over the Almoth Plain.

Other than the late harvest and the missing people, the house and grounds seem to be well maintained and in good repair. It is obvious, after a few minutes looking around, that the inhabitants left without any preparation. The kitchen table is set with a cold meal, and the family's traveling cloaks are still hanging in the hall.

The only inhabited site is the stable. As the heroes approach, have them make Listen checks (DC 12).

A muffled sound comes from the direction of the stable. It might be an animal, or the sob of a child.

Issa: A young girl hides in the loft over the stable.

The familiar smells of horses and manure fill the stable. The six stalls are fairly clean and sprinkled with straw, but there are no horses. The noise seems to be coming from the hayloft, back in the shadows.

A young girl in a long, brown dress lies crying in the hay. Soot mars her pretty cheeks, and the hem of her dress seems to have been burned. She screams as she sees you, and scrambles toward the back of the loft, her eyes searching frantically for some way to escape.

The hayloft extends only two-thirds the length of the stables. It contains hay, sacks of grain, barrels, and one frightened little girl. Issa DaVoren has been hiding in the loft all night. Heroes who try to gently coax her down can do so with a Diplomacy check (DC 13); she willingly shares her tale with them. Failing that, she can easily be captured (other than a frantic attempt to squeeze herself into the depths of the loft, she does not resist), but getting her story then requires a Diplomacy check against a DC of 21.

Illustration by Michael Dubisch

"Soldiers came," Issa says. "There was a bad man, with big whiskers. He took my ma and da and brother, and all our horses and animals. They didn't see me in the barn. They burned it, and the fire came up where I was, but I ran down. They were gone already then. I want my ma and da!"

Issa doesn't know much more than that. If kept calm, she expands her story a bit. The raid occurred just before dinner. She had been nursing an injured barn owl back to health for several days, and had climbed into the barn loft to check on it when the raiders arrived. She doesn't think her family was killed, but says again that the leader, a man with "mean eyes and a big mustache," was cruel and abusive. If questioned carefully about the soldiers, she says they had a flag with red stripes and a tree (heroes making a Knowledge (local) or Knowledge (nobility and royalty) check (DC 9) recognize the flag as that of Tarabon).

What Issa doesn't know is that the soldiers are actually Children of the Light, led by the Questioner Child Earwin. They wear the uniform, and carry the banner, of Tarabon, to fuel the chaos and civil war in the region.

Issa is scared and wants her family back. Her uncle Hobbs owns the Three Crowns Inn in Aturo's Orchard, which is only a few miles away. Issa will reluctantly agree to accompany the heroes if they offer to bring her to her uncle.

THE WAYLAID PEDDLER

A mile or so down the road–just two miles short of Aturo's Orchard, the heroes round a bend to come upon another scene of mayhem.

A chorus of raven caws rises from the muddy road ahead. The raucous cries are met by an angry shout, as a lone man swings his arms wildly in the air, attempting to shoo away the angry black birds from the carcass of a horse. A peddler's cart lies overturned in the road just beyond.

The black flock flaps off as the birds catch sight of you. Only one bird remains, cawing angrily at you for disturbing its meal. The peddler aims a kick at it, but fails to connect as the bird flaps into the nearby trees.

The heavyset man is wearing baggy trousers, full-length sleeves, and a knee-length vest. He appears to be a peddler or merchant.

The heavyset man is Gideon Faun, a wandering peddler who plies his wares across the Almoth Plain and Toman Head regions. Half a dozen soldiers set him upon a few hours ago; they confiscated his wares and killed his horse when he refused to give the goods to them willingly. Gideon will willingly accompany the heroes to Aturo's Orchard, offering to pay for their dinner if they assist him with his cart. The cart is still functional; a Strength check (DC 15) is required to turn it right side up.

The group that attacked Gideon is the same band of soldiers that raided Issa's farm. Gideon recognized the soldiers as Taraboners, and describes their leader as a large man with gray eyes and a long, thick mustache.

Heroes making Spot checks (DC 16) notice that many of the ravens have settled on nearby trees, apparently awaiting a return to their meal.

THE RAVEN: One of the ravens is actually a shadow-linked creature. It serves the Myrddraal found later in the chapter. The raven flew into a nearby tree, from which it watched the encounter on the road. Heroes concerned about the ravens might notice its particular attention to them (Spot check DC 12). If attacked, the raven flees.

Raven (shadow-linked vermin): hp 1; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: If attacked, the bird flees, flapping off to the north.

Development: The raven reports the incident to its Myrddraal. If the heroes mentioned anything about helping the locals or stopping the attacks during their conversation with Gideon, it sends the raven back to the village to spy on them (see "The Raven Again," below).

ARRIVAL IN ATURO'S ORCHARD

The shaded text assumes the heroes arrive with Issa, the little girl from the raided farm. If this is not the case, alter the text as needed.

The single-story stone buildings of Aturo's Orchard look comfortable and inviting. Little welcoming curls of smoke wind up from the chimneys of several buildings, but despite the midday hour the streets are empty. In fact, except for your group, nothing seems to be moving in the village.

The majority of the villagers are currently in the inn at the center of town, for a villagewide meeting. Rumors have been circulating through the countryside about raids such as the one on Issa's home, and the village council is worried. They have gathered their constituents together to discuss a course of action, should the village be attacked. The mayor, Issa's uncle Hobbs, is addressing the gathered folk when the heroes arrive in town. The heroes should have little trouble finding their way to the inn, which is the only two-story building in the village.

ATURO'S ORCHARD

The village of Aturo's Orchard is situated at the edge of the Almoth Plain, at the mouth of the Toman Head peninsula. It lies on a crossroads, between the Old Hills and the Bramblewood. Two weeks travel to the west, on the shores of the Aryth ocean, lies the city of Falme. To the east lies Katar. To the north, the city of Bandar Eban, and several weeks to the south and west, Tanchico.

The village grew from a farm or two, the orchard, and a fine smithy. The orchard provides apples, ciders, jams and the like, making the village a favorite resting point for travelers. The crossroads brought a sufficient number of peddlers and merchants to warrant an inn, and soon tradesmen took up residence as well. More farmers and shepherds followed, bringing the village to its current size.

Despite the civil unrest of the region, the village remains prosperous and relatively untroubled; a small militia of local volunteers protects it. The village is self-governed; the mayor, the village Wisdom, or the Village Council settle matters of dispute.

The heroes may spend some time in the village. The following entries offer some detail on the village's highlights.

A. Three Crowns Inn

The Three Crowns Inn is one of the largest buildings in the village. A large wooden sign hangs near the front door, displaying three golden crowns.

The inn is two stories tall with a cellar. The common room, bar, and kitchen occupy the first floor of the building. A long oak table rests in the center of the common room, surrounded by smaller, round tables and chairs. The second floor houses the guest rooms, Hobbs' quarters, and some rooms for storage. Each of the guest rooms is quite nice; the beds are soft and the rooms are well furnished. The cellar contains kegs, foodstuffs, and other general supplies. Hobbs keeps the inn well stocked, especially during the winter months.

The food is good, the ale is cheap and the rooms are clean. Overall, the Three Crowns is a roomy, warm, and comfortable place to spend the night. It's fine sanctuary from the cold, miserable weather outdoors.

Along the back wall of the building are several peddler's tents and carts. Wandering peddlers set up this small market when they visit the village.

Just to the right of the main building is a large, well-maintained stables. Several of the locals keep their horses here.

B. Nel's Trading Post

Arvid Nel owns and operates this establishment. It is a stand-alone building, located behind the inn and the peddlers' tents. Arvid and his father before him have served this community well, providing all sorts of goods and supplies for over thirty years.

The trading post sells all manner of goods except perishable foods. It does sell trail rations and other nonperishable food items. Characters should be able to find any equipment they need, up to 300 mk in value. Arvid accepts barter and buys used equipment as well.

C. Wisdom's Grove

To the west of the inn, a small home sits surrounded by a grove of trees. A sign in the ground by the front door shows a sun and a moon. The windows are shuttered.

Inside the house, an aging woman greets visitors by the hearth, where a small fire burns. She clutches an ancient tome, her place saved with a silky blue ribbon. She has a wizened smile for any who cross her threshold.

Cecilia Arens is the person to see about any potions and cures. She has been the Village Wisdom for nearly fifty years, and is loved and respected by all. Her healing salves are well known in the area, as are her words of wisdom.

Cecilia is a wilder of great age. She is blind in one eye and walks with a cane. If the heroes need healing, this is the place to find it.

D. Smithy

Poul Jens, a member of the Village Council, works and lives in this building. He has been the village blacksmith for nearly twenty years and plans on working the smithy for twenty more. He is well liked and respected in the community, both for his fine smithing skill and his humble manner.

E. Orchard

Rows upon rows of tall apple trees dominate the countryside. Aturo tended this orchard with care back when he founded the village, and it is evident in the vast area that the orchard covers. The apples are harvested each season and sold in the village and abroad, as far south as Falme. Sweet and tasty, the apples are made into pies, cider and sauce. Many a child from the town can be seen sitting under a tree nibbling on an apple when they ripen upon the branches.

The orchard has been standing since before the village was founded. Aturo discovered a grove of apple trees entirely by accident, but when he tasted the sweet fruit he knew that he could prosper from harvesting the apples. Aturo built his home on the hill overlooking the grove and after years of hard work he founded the village with the proceeds from the sale of the apples. Today, apples are the single largest source of revenue for the entire area.

The largest building in town appears to be the inn–a sign hanging near the front door displays three golden crowns. It looks pleasant enough on the outside.

Inside, it seems the entire village has gathered for some sort of meeting–every table, stool, and chair in the common room is occupied. A tall man in an apron was addressing the crowd, but he pauses as you enter the premises. The villagers turn silently toward the door.

Issa lets out a half-sob. "U-uncle!" she cries, running into the room with outstretched arms. The speaker, apparently her uncle Hobbs, bends to one knee and takes the girl into his arms.

"Issa girl, what's wrong? Where is your father?" He looks past the girl toward you, his eyes questioning.

After a moment of silence, the heroes are plied with questions from the worried villagers: How did they find Issa? What happened to her family? Did they see other farms raided? Who did this? Their answers evoke a variety of responses: "There's a war, then!," and "Why would the Taraboners do this? We pay the Panarch's taxes whenever she sends a collector!" The worried conversation goes on for some time.

After a few moments, the mayor addresses the heroes in a loud, pleading voice.

A New Proposition

"Forgive me, but you seem a very capable lot, and we are in desperate need of assistance. We are a peaceful folk–pitchforks and boar pikes are the extent of our weapons. We do not have the strength to face these soldiers ourselves. If you were to find these soldiers, perhaps you could barter for our people's freedom, or rescue them from the clutches of these raiders." The mayor pauses as murmurs drift through the crowd. "We're not a wealthy community, but we should be able to put together some coin for your trouble–and we will happily see to your needs for the duration of your visit. Will you not help us?"

The heroes are probably in Aturo's Orchard on other business–Nadira Sedai's letter. If so, they may hesitate to take on this new mission. If asked about Nadira, Hobbs brightens with the connection–clearly he thinks even more of the heroes knowing they are associated with the Aes Sedai. But he can't help them contact her.

"There was an Aes Sedai here for some days," Hobbs says. "She said someone was coming to meet her, and had me hold four rooms. I gather that's for you. She left two days ago, but said she would be back soon to meet

you. Until she does, perhaps you could do this little thing for us."

If the heroes accept the mission, the villagers collectively release a sigh of relief. They busily crowd the heroes, offering their services along with words of thanks and praise. They need help, and will give what they can to receive it. They scrape together 220 mk, 50 of which they'll pay up front and the rest on the return of Issa's family and any other local prisoners. Furthermore, the heroes need not pay for goods or services (within reason) for the remainder of their stay in Aturo's Orchard.

Heroes wondering where to start may question the locals at the inn. They don't have many leads, but one farmer, Jasin, recalls hearing the neighing of horses beyond his fields (two miles north of town) two days ago. It might be a good place to pick up tracks. Gideon, the peddler, also reminds the heroes that the raiders that attacked him set off cross-country, leaving tracks from that site as well.

If the heroes decline the mission, the morose villagers accept their decision. The characters are welcome in the village (and their rooms, paid for by Nadira, are free), but the town is far from festive. In either case, the Whitecloak raid comes at dawn the next day, as described in "Raid!"

RUMORS: Heroes interacting with the villagers can discover additional pieces of information through Gather Information checks (DC 15), eavesdropping on other people's conversations, or through roleplaying. These are the rumors that have floated through town in recent weeks–none of them can be confirmed by anyone in Aturo's Orchard. Offer one bit of information per check or encounter.

- Unrest reigns throughout the Almoth Plain. Both Tarabon and Domani soldiers have been raiding villages and harrying travelers.
- Strange winged beasts have been seen flying through the air. Some have other creatures riding on them!
- Strange men riding monsters have been seen on Toman Head.
- Aes Sedai have attacked villages on Toman Head with their strange powers. Nadira denied this when she was in town, but the rumors are pretty strong.
- Falme has been invaded and occupied by a foreign army. Some say it's the Sea Folk.
- Artur Hawkwing's armies have returned from across the sea.

AMBUSH!

The heroes can pick up the Whitecloaks' tracks from the woods just north of Jasin's fields, or from the location of the attack on Gideon. From the latter location, finding the tracks requires a Search check (DC 6). From the former, with Jasin's help in locating the site, the DC for the Search check is 12 (or 22 without Jasin).

It's been nearly a day since the attacks, and it has rained several times, but the ground is soft and wet, and the Whitecloak party consisted of several horses. Following the tracks requires a Search or Wilderness Lore (with the Track feat) check against a DC of 8. The tracks lead northeast, through open terrain dotted by stands of forest, for several miles. After about an hour, the heroes hear a man's voice crying out from behind some nearby trees. If they investigate, they see two men under attack.

A man lies on his back at the edge of a pond, desperately trying to fend off the mauling of a large mountain cat. A second man has drawn his sword and seeks to aid his companion, but another cat stands between them. Both men appear to be armsmen, but their style of dress is unusual.

Characters from the Borderlands recognize the style of armor, and the long hair tied up into a topknot, as Shienaran. (Those not from the Borderlands can make a Knowledge (geography) check (DC 15) to recognize the style.) The two men are scouts for Lord Ingtar, who is traveling in this direction from the north. The men will gladly accept the heroes' aid in beating back the wild cats.

Mountain Cats (2): hp 18, 19; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The mountain cats are hungry, but clever enough to realize when they are outnumbered. If the heroes deal damage to both of the cats, they flee. If one of them falls, the other immediately retreats, regardless of whether it has taken any damage. Both men have minor wounds, but continue fighting no matter what decision the heroes make.

Development: The two men introduce themselves after the attack; they are named Hurin and Vanir. They explain, rather sheepishly, that they had stopped for water and were caught off guard by the mountain cats, who probably watch the little pond for prey. They won't say much about their mission, other than that they work for Lord Ingtar, and they're on the track of some criminals (they are in fact scouting for any signs of Padan Fain). Hurin is a thief-taker as well as an armsman.

If the heroes mention their quest, Hurin provides some valuable information.

"A lot of violent men are about these days," Hurin says. "We have caught the scent of them many times. Maybe we crossed trails with these raiders of yours, a mile or two back. There was a small hollow, there to the north. Someone tracked through there recently–someone who had done terrible things. They were heading northeast from there."

If asked about his story, Hurin admits that he has "quite a nose for evil deeds and evil men"–it's what makes him such a good thief-taker. After resting up for a few moments, Hurin and Vanir take their leave to continue on with their mission, which leads them west.

The heroes can return to following their tracks (DC 8 to follow), or follow Hurin's directions. Either route leads

to the hollow that Hurin described. From there the Whitecloaks' tracks lead northwest, reaching their camp within another mile.

THE WHITECLOAK ENCAMPMENT

The Whitecloak encampment comes into view about an hour beyond the hollow. In all likelihood, it's just an hour or so before dusk.

> An efficient, well-organized military camp sits atop a low, treeless hill. A handful of small tents surround a much larger tent at the crest of the hill. At the northern end of the encampment is a timber-fenced pen, while a dozen or so horses are strung together at the southern end. A few soldiers stand around campfires, their cloaks flapping in the chilling breeze.

Refer to the map. The heroes have three basic options open to them. They can approach the camp openly, scout the area around the camp, or settle in and watch the camp from their current location.

APPROACHING THE CAMP: The heroes may wish to approach the raiders directly. If they do so, the two sentries watching the mounts confront them as they approach, issuing a loud challenge that alerts the rest of the camp to the heroes' approach.

If the heroes demand to speak to the camp leader, they are escorted to the campfire in front of the command tent, where Jaichim Carridin, the leader of the Children of the Light in the area, sees them. Carridin, of course, poses as the leader of a Taraboner company sent to claim this area from the Domani. Suspicious heroes may make Sense Motive checks (opposed by Carridin's Bluff); if successful they detect his deception but learn nothing of the truth.

Carridin claims to be holding the prisoners for questioning, and will not negotiate to set them free. If the heroes become disrespectful, he orders his men to see them on their way. He will not attempt to detain them unless they are openly hostile.

SCOUTING THE AREA: The area surrounding the hill is clear in all directions except to the southeast, where light woods meet the base of the hill about 50 feet from the edge of the camp. Rolling hills provide cover in the other directions, but only up to about 150 feet from the camp. The sentries are not exceptionally attentive, but are likely to spot the heroes' approach if they move into sight. They are entitled to a Spot check (opposed by the heroes' Hide checks, which are made with a –5 circumstance penalty when in the open).

While it's very unlikely that the heroes can sneak into the camp, there are two points of interest along the periphery that they might be able to reach. The first is the pen holding the prisoners (area C on the map), and the second is a contingent of Trollocs hiding in the woods to the southeast (area D), waiting for the Myrddraal to complete its meeting with Carridin (see "Moonlight Rendezvous" for details).

WHITECLOAK ENCAMPMENT KEY

A. Horses

Fourteen warhorses and two packhorses are fettered to a picket line (unless Child Wuan and Earwin have departed with their horses). A sturdy wagon stands beside the picket line, its contents covered by a canvas sheet. It contains general supplies. Two soldiers stand watch here at all times.

B. Tents

Four small tents are in the camp, one at each corner of the large tent in the center. Two modest fires burn: one in front of the command tent entrance, where the officers gather, and one on the opposite side for the men.

C. Pen

Eleven prisoners are kept here, guarded by two soldiers.

D. Trollocs

This patch of thin woods stretches a mile to the south and east of the camp. Within, about 150 feet from the camp, a gang of 5 Trollocs waits for its master.

The Pen

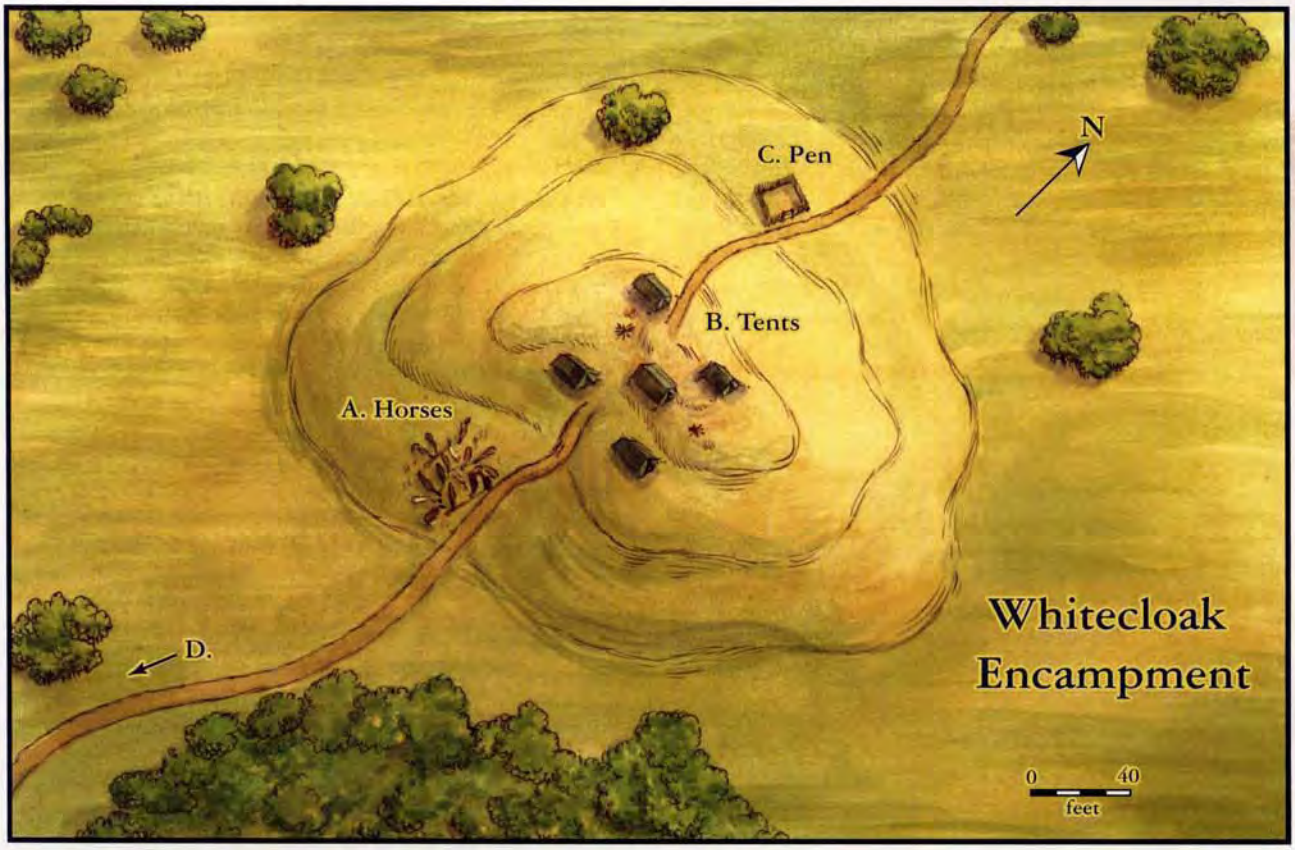
The pen holding the prisoners is made of rough-hewn timber logs that stand 8 feet high with sharpened tips. The gate is made of rough but sturdy planks and locked with a strong padlock. Eleven villagers are held prisoner, including Issa's family. Four of them are strong enough and willing to fight if given an opportunity. Two soldiers stand watch outside the gate at all times.

Whitecloak Soldiers (2): hp 8, 10.

Villagers (4): hp 6, 5, 5, 4.

Tactics: The soldiers shout in alarm the first round they detect the characters approaching. If the heroes close quickly, the guards meet them with drawn longswords; otherwise, they shoot at the heroes with their bows. Two rounds after the guards call for help, 2d4 more soldiers join the fray from the camp.

Development: Several of the prisoners overheard Carridin speaking with Wuan and Earwin. They know that Aturo's Orchard is going to be attacked at dawn, and they warn the heroes of this at the first opportunity.



The Trollocs: Five Trollocs are in the woods just southeast of the hill. If the heroes approach their location stealthily, have them make Move Silently checks opposed by the Trollocs' Listen. Otherwise, the Trollocs hear them coming and attempt to hide (Hide checks opposed by the heroes' Spot). The Myrddraal that commands these Trollocs is not present, but they have been ordered to remain hidden from the Whitecloaks (and anyone else).

Trollocs (5): hp 19, 17, 17, 16, 16; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: If stumbled upon, the Trollocs fight to the death.

Development: The Trollocs are hidden some 150 feet from the Whitecloak camp, and the sounds of the battle should easily carry to the sentries. Nobody comes to investigate the noise, however, since Carridin forbids it.

Watching the Camp: Several vantage points exist around the camp that afford the heroes a good view. Require a single Hide check with a +5 bonus, opposed by the sentries' Spot, to move into position. Once there, the heroes can spy on the camp for as long as they like, assuming they do nothing to draw attention to themselves.

With a Spot check (DC 15), the heroes can identify about 12 "Taraboner" soldiers (including four on watch: two at the pen, and two near the horses), along with 3 apparent officers. With a second Spot check (DC 17), they can see into the pen, where a dozen shaken prisoners huddle together under blankets.

There's little activity at first—most of the men huddle around one of the two campfires, stamping their feet in the cold. The officers sit at the fire in front of the command tent, apparently in conversation. As dusk falls, the three officers stand and walk away. Two of them (Earwin and Wuan) retrieve their horses and ride north (heading to the second Whitecloak camp, to coordinate the attack on Aturo's Orchard). The other (Carridin) talks to the men briefly, and then sets out to the southeast, alone, toward the forest. His activities are detailed below, under "Moonlight Rendezvous," in case the heroes follow and witness them.

Carridin returns after about a half hour. He talks again with his men for a while, and then gathers his mount and gallops off, to the south.

MOONLIGHT RENDEZVOUS

Heroes seeing Carridin wander out of camp alone might choose to follow him. If the heroes have chosen an observation point near the woods, they may even witness this scene without following Carridin.

Have following characters make Move Silently checks, opposed by Carridin's Listen. If he hears the characters, he investigates, and, if he sees the heroes, he calls for help. 2d4 Whitecloaks from the camp come to his aid within 1d4 rounds. Carridin retreats to the camp, but sets out again, alone and on the same mission, an hour or two later.

Assuming he doesn't detect the heroes, Carridin walks for about 10 minutes, to a nearby road.

The officer stops on a stretch of muddy road a mile or so from his camp. For a moment he lingers, as if waiting, while the branches of nearby trees toss in the cold wind. Shadows dance over the dark road, revealing a menacing figure.

"I trust you are well." The officer stammers.

"We have no time for pleasantries," the shadowed form hisses. "I have come with a command from our Master."

"I see," replies the officer. "Please contin–" His voice wavers as the figure makes a sharp gesture that reveals a pale, white hand.

"Silence! On your knees, worm, and hear your Master's commands." The officer drops to his knees in the icy muck. "Your efforts to sow civil war have been fruitful, but it is time for you to move on. Our Lord has work, great work, which requires your presence in Tanchico. Instruct your men to continue with their attacks here. But you are to report to Tanchico at once. Do you understand these commands?"

"The Great Lord of the Dark is my Master, and most heartily do I serve him to the last shred of my very soul," the officer intones. He rises shakily and departs, heading back toward the camp. The dark figure remains, unmoving, perhaps surveying the scene. Finally, after several minutes, it turns, its black cloak flaring out behind it, and moves into the waiting shadows with a disturbing, sinuous grace.

Carridin Talks to the Myrddraal

This eerie creature is a Myrddraal. It has been sent with commands for Darkfriends in the Toman Head region and intends to continue with this mission now that it has spoken with the Whitecloak commander. It is the same creature that commands the raven from the Waylaid Peddler section, above.

Jaichim Carridin: hp 36.

Myrddraal: hp 76; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: If the heroes attack, Carridin flees, shouting for help. The Myrddraal attempts to prevent the heroes from chasing Carridin. It fights until it has lost half of its hit points, at which point it attempts to disengage from the battle and flee using its Shadow Walk ability.

BACK TO ATURO'S ORCHARD

If the heroes return to the village with the prisoners, they are met with joyous gratitude. Hobbs happily pays out the remainder of their reward.

Word of the impending attack, if the heroes bring it, elicits a different reaction. The villagers are stunned. They have no idea why the Taraboners (or the Children of the Light, if the heroes have somehow uncovered their identity) would target their town. After a few moments of shocked reflection, the townspeople set to work on a defense.

"You have done so much for us already, and we hesitate to ask for more," says Hobbs. "Especially since we have nothing else to pay for your services. But please, will you not lend your skills to our efforts? Help us defend our town!"

If the heroes intend to stay and await Nadira, they may have little choice. The Whitecloak attack is just hours away, and no one in Aturo's Orchard is safe.

RAID!

The next morning, the Whitecloaks raid Aturo's Orchard. Ten Children of the Light (in Taraboner uniforms) swoop down on the village, led by two Questioners–Child Earwin and Child Wuan. Jaichim Carridin has already departed for Tanchico with a small escort of soldiers.

The thunder of horses shakes the predawn air. A dozen or so horsemen, some waving torches overhead, others swinging swords, are bearing on the village.

Illustration by Adam Rex

Child Earwin is a large man, with gray eyes and a long mustache, the same zealot who torched Issa's barn and attacked Gideon. He intends to destroy the village; no one is safe while this fanatic is in command of the Whitecloaks.

If the heroes brought news of the impending attack, the villagers have organized a dozen of their strongest men into a militia armed with boar spears and shortbows. If not, the villagers are unprepared for the attack, and require 2d6 rounds to mobilize any resistance at all.

A dozen Whitecloaks are attacking the village. Six carry burning brands and the rest wield longswords.

Child Wuan: hp 23.

Child Earwin: hp 54.

Whitecloak Soldiers (10): hp 6, 6, 7, 7, 8, 8, 9, 9, 10, 11.

Tactics: The Whitecloaks intend to ride into the village and torch the buildings. While many of the homes are made of stone, there are wooden buildings and sheds throughout the village as well–and a torch thrown through a window will set the interior of a stone building afire quite nicely. Once they have used their torches, the Whitecloaks turn on the villagers and attack fiercely.

Child Earwin attacks the most formidable looking opponent he can find–almost certainly one of the heroes. He is fierce and strong, and offers no quarter. Child Wuan is less direct; he fights along side the other Whitecloaks. He directs them as the battle progresses, and tries not to engage an obviously strong opponent if he does not have to.

Child Wuan orders a retreat when half the Children of the Light have been lost. Earwin attempts to counter this order if he hears it, but the soldiers listen to Wuan. If both officers are slain or subdued, the remaining soldiers surrender. If the battle turns against the villagers, the Whitecloaks kill everyone they can easily find, searching out victims until they kill at least 50 people.

AFTERMATH: In the aftermath of the battle, the villagers put out their fires, tend to their wounded, and gather their dead. Despite their losses, they are grateful to the heroes for whatever contribution they made.

Captured Whitecloaks can be questioned. With a successful Intimidate check (DC 13), they learn the following. The attackers are not Taraboners; they're Children of the Light. The Children of the Light have been active all over the Almoth Plain. Almost all are acting in disguise, as this unit was, as Taraboner or Domani troops. The Whitecloak soldiers don't know why they're acting in disguise; they simply followed orders to do so. Their commanding officer is Jaichim Carridin. He left the unit the previous night on business in Tanchico.

Heroes searching the bodies of slain Whitecloaks find evidence that they are, in fact, Children of the Light–not Taraboners. Among other things, the Children have bundled their cloaks and tabards in their baggage.

Regardless of the outcome of the battle, the Whitecloaks won't be back. Those that survive (either through victory or retreat) move on to regroup with other Whitecloak units, and seed their terror elsewhere on the Almoth Plain.

GM ADVICE: RUNNING A BATTLE

Running a large battle such as the raid on Aturo's Orchard can be a cumbersome affair–there are 24 NPCs involved! A shortcut will make your life a little easier, and make the battle faster and more exciting for your players.

Child Earwin is looking for a tough opponent–and the heroes fit the bill. Have him attack the heroes, along with a number of Whitecloaks equal to the number of heroes. Then, just assume that the villagers are fighting Wuan and the remaining Whitecloaks as they defend their homes.

When the heroes' battle comes to an end, assume that the rest of the contest has wound down in more or less the same manner. That is, if the heroes won, but have taken a great deal of damage, say the villagers also won, but many of them were killed. If the heroes defeated Earwin more easily, say the villagers had unexpected success against the overconfident Whitecloaks, taking only a few casualties.

In this manner, your battle is no harder to run than a standard melee conflict–and the success of the village depends on the heroic efforts of the players.

THE MISSING SISTER

Nadira Sedai arrives the afternoon after the battle. Along with her Warder, Gable, she surveys the damage to the village before entering the battered inn.

> A slender, small-boned woman dressed in a dark blue dress has arrived. With her cool, ageless face and commanding but graceful presence, she could only be an Aes Sedai. She is accompanied by a broad-shouldered man in the distinctive cloak of a Warder.

Nadira converses briefly with Hobbs, the innkeeper, who directs her to the heroes. She immediately approaches them, briefly introduces herself, and requests that the heroes come upstairs to discuss her business in private. There, in a small but well furnished sitting room, she waits for everyone to get comfortable before beginning.

> "I thank you for answering my call," Nadira begins, "and for your patience in my absence. I thank you also

for the aid you have lent these villagers. As you are no doubt aware, there is much afoot in this region–trouble enough to concern each of us.

"I fear these villagers may not be the only ones subject to attack. Another Aes Sedai has been lost in these parts. Her name is Megda Sedai, and she is of the Green Ajah. Megda was last known to be in Tobin's Hollow, a small village a few days travel to the west of here. She had been in–contact–with the White Tower, but several weeks ago, that contact came to an end. I have come to discover what happened to her–and to continue her mission in her absence. Unfortunately, I cannot do both, and that is why I seek your help. Can I count on your aid in this matter–and on your discretion?"

At this point, Nadira rests her hand on a jeweled lock box and smiles. "The White Tower can be quite generous in its gratitude."

Nadira has many more details to share, but only after the heroes have indicated their willingness to take on the job–and more importantly, have agreed to keep the details to themselves. Once the heroes consent, she provides additional information on Megda Sedai and her mission.

"Megda was investigating rumors that Aes Sedai–or some other women channeling the One Power–had attacked villages and wreaked havoc across Toman Head. She was given specific instructions not to engage these channelers should the rumors prove true. She reported her findings every evening. Three weeks ago, all communication stopped.

"Since Megda's disappearance, Gable and I have discovered that Falme has been invaded by an unknown host. The city has been taken and the surrounding villages are being invaded as well. We know the invaders have channelers at their disposal and they employ strange beasts as well.

"We believe that Megda may have been captured by this group–or worse, that she may have been killed. I would like you to discover which scenario is, in fact, the case. A group such as your own, while capable, should not attract as much attention as a sister and her Warder during these troublesome times."

Nadira answers any additional questions they have to the best of her ability. She and Gable have limited knowledge about the current state of affairs on Toman Head or in Falme, but they do have some information about Megda Sedai. Megda is a slender woman, with fiery red hair, green eyes, and pale skin. She was last seen in Tobin's Hollow with her Warder, a barrel-chested Tar Valoner named Maynard. Megda was communicating with Tar Valon by way of a *ter'angreal*–a small slate tablet with a wooden frame. (Nadira only shares this last fact if the party includes an Aes Sedai initiate.)

Nadira removes a hefty velvet bag from her jeweled lock box and gives it to the heroes. It contains 500 mk. "A down payment," she says, "and a small price to pay for your excellent services. Find Megda, or bring me indisputable evidence of her demise and its circumstances, and there is a like sum for each of you." She then concludes the meeting.

"Gable and I shall be leaving Aturo's Orchard immediately. We travel on to Tanchico in the morning–there are matters of importance in that city that I must see to as soon as possible. Once you have completed your mission, send word to me at the Inn of the Golden Cup. Do not tarry–Megda Sedai's life is in your hands.

If the heroes do not accept the assignment, Nadira continues on to Tanchico alone, leaving Gable to undertake the mission in their place. Either way, they both leave the village within an hour.

ACT TWO: TOBIN'S HOLLOW AND ENVIRONS

Getting to Tobin's Hollow is a fairly easy proposition: As Nadira mentioned, it's three days west of Aturo's Orchard along the main road. As with the trip to Aturo's Orchard, the journey is uneventful until the heroes get within a few miles of their destination.

A STRANGE SIGHTING

A few hours before the heroes reach Tobin's Hollow, a strange sight appears before the heroes. Have them make a Spot check (DC 8); assuming a success, they see a large flying creature overhead.

Suddenly, the shriek of a high-flying creature rings out from the sky above. A huge beast glides through the air, circling in an ever-tightening spiral. It has mottled brown skin, a long horny snout, and enormous leathery wings. The creature, perhaps half a mile away, descends out of sight beyond the trees that line your muddy road.

With a successful Spot check (DC 15) the heroes notice that the creature was bearing a rider and baggage. The creature is a *to'raken*, a Seanchan beast of burden. It is carrying supplies for a small Seanchan patrol, which awaits it in a clearing half a mile to the west of the heroes' location.

The creature will land within 6 rounds. Quick-thinking heroes might climb a nearby tree (Climb DC 11), from which, with a Spot check (DC 16), they can pinpoint its landing

site. Or they can simply head in its direction to investigate–such a large creature, only half a mile off, can't be too hard to find.

If the heroes do not investigate the landing, or fail to spot the *to'raken*, have each of them make a Listen check (DC 10) as they pass a quarter mile down the road. If successful, they hear the following.

> Distant shouts, and the clash of metal on metal, assault your ears. It's the sound of a fight, and it's coming from the woods to your left, perhaps a few hundred paces away.

If the heroes investigate the sounds of fighting, go to Refugees of Tobin's Hollow for further details. If not, or if they don't hear the noise, proceed to Arrival at Tobin's Hollow.

To'raken in Flight

Illustration by Richard Sardinha

INVESTIGATING THE LANDING: The landing site is a clearing about half a mile from the point at which the heroes first spotted the *to'raken*. Quick moving characters can reach it after 5 or 10 minutes' travel through the woods.

> The massive flying beast, decked out in a harness and with a large, basketlike saddle on its back, sits in the center of a large clearing. Surrounding it, unloading the supplies and making camp, are half a dozen or so men in strange, colorful armor. Their helmets look very much like monstrous insect heads, with thin red plumes dangling like feelers; each man's eyes seem to peer out through crafted mandibles. Both the helmets and armor are painted and gilded in bright colors. One of the soldiers–an officer perhaps, judging by the even more fanciful quality of his armor–stands speaking to another man in dark leather and chain, apparently the rider of the great beast.
>
> The thin woods surround the clearing; a thick mist rests in the shallow hollow along its western side.

The heroes are witnessing a Seanchan patrol stopping for supplies. The patrol is searching for refugees who escaped from Tobin's Hollow–specifically, the village Wisdom Bryna Lisbet. Bryna escaped capture, but displayed her channeling talents doing so. The Seanchan wish to capture her and make her one of the *damane*.

The Seanchan patrol amounts to six men and an officer (in addition to the *morat'to'raken* and the creature itself). These men are initially unaware of the heroes' presence, but are entitled to a Spot check (opposed by the heroes' Hide) if approached. If the heroes watch the patrol without interruption, the soldiers unload the baggage from the *to'raken* and divide the goods between them. Once the supplies have been delivered, the rider mounts the beast and takes flight. Just a moment or two afterward, the refugees hiding in the woods opposite the heroes stage their attack (see Refugees of Tobin's Hollow, below).

If the heroes don't wait that long, but approach the Seanchan openly before the villagers attack, the officer orders them to surrender and submit. He intends to take them into custody, to bring them to Lord Timak for questioning and administration of the Seanchan oaths. If the heroes do not quickly comply, the officer orders his men to attack.

Morat'to'raken: hp 20.

To'raken: hp 59; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Seanchan Officer: hp 32.

Seanchan Soldiers (6): hp 6, 7, 8, 9, 9, 10.

Tactics: If attacked, the patrol forms a protective semicircle between the attackers and the *to'raken*, allowing the rider to mount and take flight. Once the beast is airborne, the soldiers press forward; the officer offers quarter to any attacker willing surrender. However, no sooner do his men engage the heroes than the Tobin's Hollow refugees run into the fray (see Refugees of Tobin's Hollow, below), attacking the Seanchan with abandon.

If the Seanchan lose four men, they retreat; if they loose five or more, the remaining Seanchan surrender.

Captured Seanchan offer their rank, station, and name to their captors–and nothing more. They are extremely loyal and will not betray their people willingly.

REFUGEES OF TOBIN'S HOLLOW

The heroes are not the only ones who saw the *to'raken*. The refugees from the village–the very people the Seanchan patrol is looking for–spotted the creature as well. They have been hiding in the woods, trying to find a way to rescue the villagers who were captured when the Seanchan attacked Tobin's Hollow. They are watching the clearing from the side opposite the heroes, waiting for the *to'raken* to depart before attacking the patrol. Bryna has cast *raise fog* to gather a thick mist around them, so they are totally concealed at the edge of the clearing.

Eleven refugees are here, including the village Wisdom Bryna, and two experience woodsmen (the remaining eight are simple villagers). They are battered, bruised, and confused, but brave.

Bryna Lisbet: hp 18.
Woodsmen (2): hp 24, 26.
Villagers (8): hp 5, 5, 5, 6, 6, 6, 7.

Tactics: The refugees' tactics depends on who initiates the fight–them, or the heroes.

If they initiate the combat, they wait until the *to'raken* takes flight. The two woodsmen remain at the edge of the fog, firing arrows at the soldiers while the others rush forward to engage in melee, beating at the armored Seanchan with clubs and boar spears. Bryna remains at the edge of the fog as well–she has no weapons or weaves that can aid in the combat.

If the heroes attack the patrol before the refugees, the refugees take a slightly different tactic. Bryna and the woodsmen remain at the edge of the fog, attacking with bow and weave. The commoners step forward, but only enough to protect the archers and their Wisdom. They do not rush to engage the Seanchan.

Development: The refugees are no match for the Seanchan patrol. Without the heroes' support, the battle almost certainly goes badly for them, and Bryna will likely be captured.

If the heroes help the refugees, Bryna thanks them for their aid and offers to heal any injuries they may have received during the battle (to the best of her ability). She and the other survivors tell their story as they deal with the aftermath of the battle.

If the heroes did not assist the refugees with the battle, a successful Diplomacy check (DC 20) is required to put them at ease enough to tell their story. If the check fails, the refugees collect their fallen and leave the area.

This motley band of apparent refugees is led by a middle-aged woman with long hair just shading to gray. She introduces herself as Bryna.

"These foreigners, they call themselves the Seanchan," Bryna explains. "They attacked our village, Tobin's Hollow, the night before last, while everyone was sleeping. They are swift and powerful, and show no mercy. They fight upon terrible beasts–not just the ones that fly, like the one that was here, but also strange creatures that walk on land, bigger than an ox and as vicious as mountain cats."

"And they had Aes Sedai helping them," another of the refugees adds.

Bryna frowns. "Not Aes Sedai, I think," she corrects the man, "For Megda Sedai fought them. But these women had terrible powers–more fearsome than the Aes Sedai. We are all that escaped the attack. Everyone else is either dead or being held prisoner somewhere in the village."

The heroes may ask more about Megda Sedai. Bryna explains that she met Megda and her Warder in Tobin's Hollow nearly a month ago. The two stayed in the Inn of the Valley for several days before journeying farther along Toman Head, toward Falme. Just before the Seanchan raid, they returned to Tobin's Hollow and came to her for help. Megda Sedai was wounded, and both were exhausted. Bryna did what she could, but the attack came before she could

Seanchan Scouts

Illustration by Richard Sardinha

help the sister much. Maynard fought bravely, as did several villagers, but they were eventually captured. Bryna escaped with the survivors accompanying her.

If the heroes express an interest in rescuing Megda, Bryna suggests they join forces. She wants to rescue the other villagers, but her group of refugees simply doesn't have the skill or numbers. With the heroes, the two groups might well be able to face the Seanchan.

ANOTHER ATTACK: Shortly into their discussion, a Seanchan scout mounted on a *torm* returns to the area, intent on rejoining his patrol.

"A monster!" one of the refugee woodsmen cries, nocking an arrow. "Coming this way!"

A monstrous creature, the size of a horse but looking like a cross between a cat and a lizard, gallops into view. It has bronze scales, and three eerie eyes on its long, alien face. Astride its back is a man in dark leather, with black and red painted armor.

The Seanchan *morat'torm* (*torm* rider) expects his patrol at the clearing–not a bunch of refugees and the heroes. He charges the closest protagonist.

***Morat'torm*:** hp 32.

***Torm*:** hp 52; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Seanchan and his torm fight until either have taken 20 points of damage. Then the Seanchan disengages, attempting to flee back to Tobin's Hollow. The refugee woodsman fight, and Bryna channels if she has any slots remaining, but the other refugees scatter into the trees.

THE OATHS

As the heroes encounter the Seanchan in the latter parts of this adventure, they'll frequently be asked to swear or recite "the three oaths:" to obey the Forerunners, to await the Return, and to serve Those Who Come Home with their lives. The Seanchan require these oaths from all people within the lands they conquer–those that refuse to swear them, or that break them, are killed.

Of course, the oaths are only as binding as the people who swear them. Most commoners throughout Toman Head are content to obey the oaths, at least for the time being, especially since the Seanchan then generally leave them alone. Heroes may choose to obey them, or to swear them at one moment and break them at another. Or they may refuse to swear them at all–though that will lead to dangerous confrontations with the Seanchan.

Development: If the Seanchan successfully escapes, he warns Lord Timak of the heroes' presence.

ARRIVAL IN TOBIN'S HOLLOW

Regardless of whether they aid the refugees or not, heroes approaching Tobin's Hollow come into view of the village from about half a mile away.

A wide, hard-packed road winds down from the hills and through the small village. Tobin's Hollow consists of no more than two-dozen structures–the typical selection of homes, shops and the like. Tended pastures extend from either side of the village, all the way to the base of the surrounding hills some hundred paces beyond the edge of town.

Many of the buildings lie in ruin from unchecked fires, their burned out shells nothing more than blackened rubble. Dark curls of thick, black smoke wind into the sky, and a smoky, acrid scent fills your nostrils with its bitter stench, even at this distance. Seanchan soldiers patrol the streets.

Have observing characters make Spot checks (DC 16). With a success, they notice blue and white banners planted on sturdy poles in front of a large, mostly undamaged building near the center of the village. It seems to be the hub of Seanchan activity. If any of the refugees are with the heroes, they identify the building as the Inn of the Valley. A second Spot check (DC 19) also reveals a number of guards around the stables behind the inn.

The heroes will likely take one of three options: to approach the Seanchan openly, to sneak into the village, or to mount an attack.

APPROACHING THE SEANCHAN OPENLY: As the heroes approach the village, a squad of Seanchan soldiers rides out to meet them.

Ten Seanchan soldiers on horseback gallop out to greet you. They do not draw their weapons, but their hands rest on hilts and hafts. They pull to a halt some ten paces before you.

One of the soldiers rides forward, inclines his head, and says in a thick accent, "I am Murdoc, an officer in the service of the Lord Timak. You are now under the rightful authority of the Seanchan." With a gesture, the soldiers behind him spread out in a half circle. "You must swear again the oaths you have forsaken."

If the heroes are polite and diplomatic, Murdoc allows them to keep their weapons as long as they remain sheathed. With

his horsemen surrounding the group, he leads the heroes back into the village, to the inn. He explains that all their questions will be answered by his commanding officer, Timak, a minor member of the Blood.

If answered poorly or rudely, Murdoc insists that the heroes surrender their weapons. Once made, this demand is nonnegotiable–the heroes must comply, or face the Seanchan in combat.

If the heroes attack, or refuse to turn over their weapons when ordered, the Seanchan engage without hesitation or mercy. 2d6 additional soldiers arrive 4 rounds later. Four rounds after that, the Seanchan *sul'dam* arrives from the inn, and adds the firepower of her *damane* to the Seanchan side.

Murdoc: hp 36.

Seanchan Soldiers (10): hp 6, 7, 7, 8, 8, 9, 9, 10, 10, 11.

Assuming no conflict occurs, the heroes are brought to the inn to meet Lord Timak.

The inn's common room is warm and comfortable inside, much nicer than the cold, miserable weather outside. Sitting at the head of a long oak table in the center of the room is a tall man with the sides of his head shaved, leaving a crest of hair on the top. He looks up from the stack of parchments spread out on the table with a questioning gaze for Murdoc.

Sitting off to his right is a slender woman with a sharp piercing stare. Kneeling on the floor beside her is a sad-looking woman bound by a thin silver leash.

"You are in the presence of the Lord Timak," Murdoc states. He turns to the tall man. "My lord, we have taken these travelers on the road. They are here to swear the oaths."

In addition to Timak, his *sul'dam*, Serrah, and her *damane*, there are four soldiers in the room, plus Murdoc. Female channelers may make Spot checks (DC 8) to notice that the *damane* has embraced the One Power.

Timak questions the heroes briefly, asking their names, their business in this area, and where they have been recently. Unless their answers are provocative, Timak is only vaguely interested in their responses. Have deceptive characters make Bluff checks (opposed by Timak's Sense Motive) with a +4 circumstance bonus for Timak's inattention. Failure in this check, or any answer disrespectful of the Seanchan, leads to closer scrutiny and possibly trouble (see Trouble, just below).

Timak's next order of business is the testing of any female characters for the One Power. He orders Serrah to test any female heroes by placing an *a'dam* around their necks. Again, refusal leads to trouble. Nonchanneling heroes suffer no effect from the *a'dam*. Any ability to channel (any levels in any channeling class) is detected immediately by Serrah, however, and the hero is taken into custody. Resisting this arrest leads to trouble (again, see Trouble, below). See the *a'dam* description in Chapter 14 of *The Wheel of Time Roleplaying Game* for more information on its function.

Finally, Timak instructs the heroes in the proper oaths: to obey the Forerunners, to await the Return, and to serve Those Who Come Home with their lives. Once the heroes have been given the oaths, they are told to swear them. Refusal leads to trouble.

If the heroes take the oaths, Lord Timak simply allows them to go about their business. (Except for any female channelers; these are held without any prospect of release.) He returns to his own work, and ignores them from that point forward. Murdoc sees them out, reminds them of the oaths they have taken, returns their weapons if they were taken, and sends them on their way with little ceremony. They are free to leave the village.

Trouble: If the heroes get into trouble with Timak, the Seanchan lord orders Murdoc to arrest them. Murdoc and the four soldiers move in on the heroes, and the *sul'dam* (whose name is Serrah) aids with the power of her *damane* (who she calls Druu), having her cast *harden air* to immobilize the heroes. (Note that with her Multiweave feat, the *damane* can cast this weave a second time while holding the first casting.)

Lord Timak: hp 48.

***Sul'dam*:** hp 18.

***Damane*:** hp 12.

Seanchan Soldiers (4): hp 7, 7, 8, 9.

Tactics: If any of the Seanchan are killed, Murdoc calls for his men, who still wait outside. His ten soldiers (see

DETAINED CHANNELERS

When Serrah places an *a'dam* around the neck of a female channeler, she immediately detects the hero's ability to channel. She does not remove the *a'dam*; rather, she immediately commands the hero to kneel on the floor beside her. One of the guards removes the hero's weapons and other possessions. Serrah then takes off the *a'dam's* bracelet and hangs it from the arm of her chair, after ordering the hero to remain kneeling.

After the other heroes have left or been captured, Serrah takes the channeler to a simple servant's room in the inn's attic. She orders the hero to remain there, and hangs the bracelet from a coat hook. In three days, a Seanchan patrol from Falme, including several *sul'dam*, will come through town to collect any captured channelers. Serrah intends to send the hero to Falme with that patrol.

The hero wears the *a'dam* from the very point at which it is first placed about her neck; at no time will the Seanchan remove it. If the hero resists her orders, Serrah uses the *a'dam* to full effect, without mercy but also without undue cruelty.

Approaching the Seanchan Openly, above) enter the common room the next round.

Timak is a skilled swordsman himself, and enters the battle if more than three Seanchan go down. He draws his sword and seeks a one-on-one battle with the most skilled swordsman among the heroes.

Development: Lord Timak offers the heroes a chance to surrender, after the first hero goes down. If the heroes refuse, there is no quarter given. If they accept, they are stripped of their belongings, and escorted to the stables where the other prisoners are being held. See Captured!, below.

SNEAKING IN: The village contains almost 40 Seanchan soldiers, in addition to Murdoc, Timak, and Serrah. At any given time, four guard the inn, four guard the stables, ten patrol the fields around the village (in two patrols of five soldiers each), and ten remain in reserve with Murdoc, keeping an eye on the village itself from the common outside the inn. In addition, ten more are off duty.

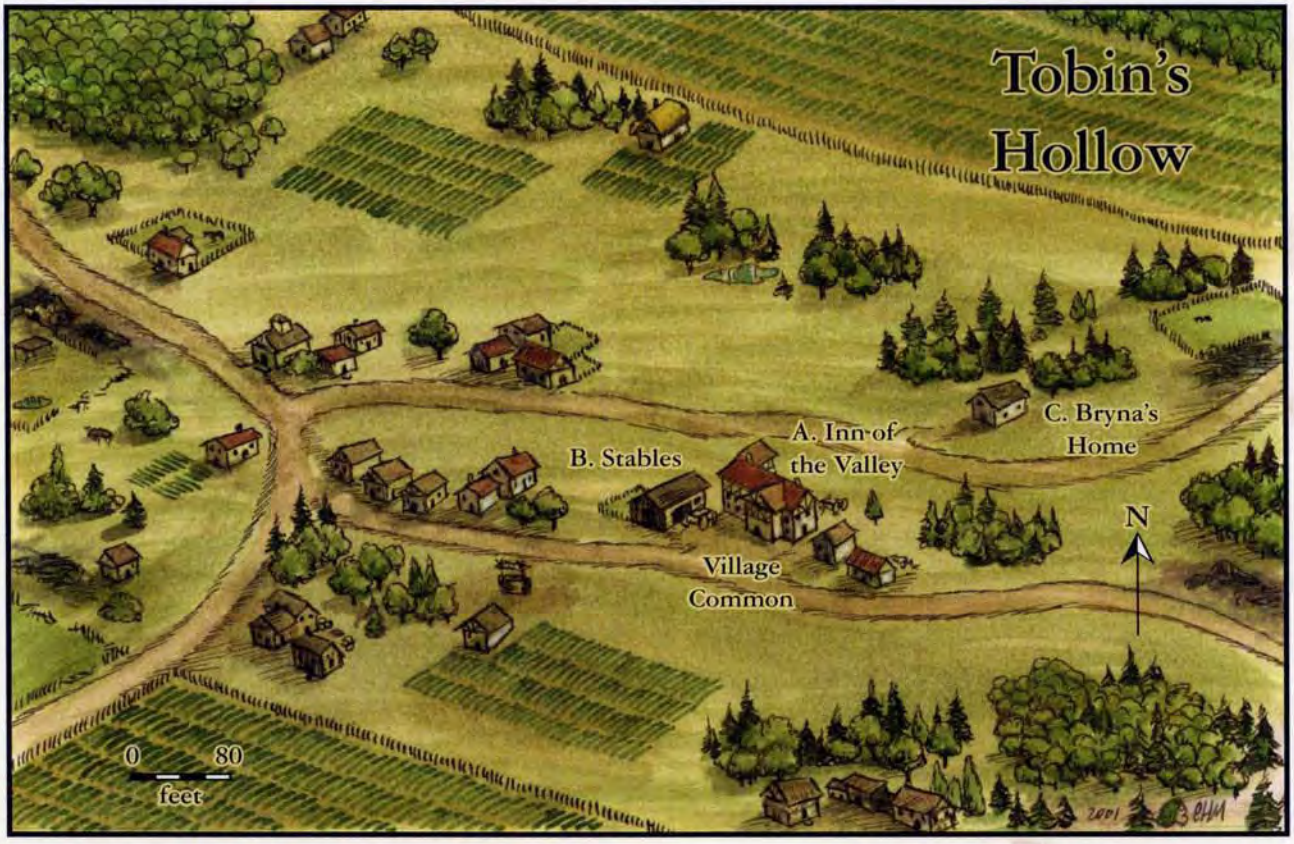
Sneaking into the village is a considerable challenge, but is by no means impossible. To do so, the heroes will have to circumvent the patrols and cross the open fields without being spotted. From that point, the difficulties they face depend on their objective. In all probability, they'll want to investigate the inn (area A on the map) or the stables (area B). If they speak with Maynard (in the stables), they may also want to check out Bryna's home (area C).

Avoiding the patrols requires a Hide check opposed by the Seanchan soldiers' Spot. If the heroes spent some time observing the patrols beforehand, they gain a +5 circumstance bonus on their Hide attempt.

Once past the patrols, the heroes face a open area nearly 300 feet across. Fortunately, the area is not completely flat, and some vegetation remains in the recently harvested fields, so slow moving characters can again attempt a Hide check, this time opposed by Murdoc's Spot. If the heroes discuss their plan with any of the Tobin's Hollow refugees, the townspeople mention an overgrown ditch that runs between two fields toward the village. Approaching the village by means of the ditch affords a +5 circumstance bonus on the heroes' Hide check.

Once they arrive at its outskirts, the heroes can move to whatever location within the village they wish to investigate. To do so, they will have to remain out of Murdoc's sight and hearing. Have the heroes make Intelligence checks (DC 16). With a success, they find a route through the village that keeps them out of Murdoc's sight. To remain unnoticed, they must make a Move Silently check opposed by Murdoc's Listen. If they fail their Intelligence check, their route takes them through Murdoc's view. They must succeed in both a Move Silently check (opposed by Murdoc's Listen) and a Hide check (opposed by his Spot) to avoid Murdoc's notice.

The Inn: The Inn of the Valley lies in the center of this rural community, and served as the central hub for the day-to-day affairs of the villagers. Travelers, wandering peddlers, gleeman, and the like used the inn as a resting point while traveling to and from Falme, the village council



held its meetings here, and the local farmers gathered here in the evening to relax after a hard day of working in the fields.

Even now, after the occupation, the inn remains the hub of village activity. The common room has been turned into an impromptu command center. This well kept inn also contains six guest rooms, quarters for its staff, and a private suite for important guests. Lord Timak currently occupies the suite. Murdoc and Serrah each have a private room, while the off-duty soldiers share the remaining four rooms. Druu (the *damane*) and any detained channelers are kept in servants' quarters in the attic.

Four Seanchan soldiers are in the common room at all times, along with Lord Timak, Serrah, and Druu. Furthermore, Murdoc and his ten soldiers watch the village from the common in front of the inn. The inn's back door is not guarded, but anyone approaching from that direction would be in full view of the guards outside the stables.

The Stables

This tall, wooden building stands directly behind the Inn of the Valley. Its wide double doors are closed and appear to be chained shut. Four Seanchan soldiers stand outside the doors.

The Seanchan hold the imprisoned townspeople here. They have removed all the tools and equipment, and stored them behind the building. The few horses that were here during the raid have been sent to Falme.

Four Seanchan soldiers stand watch in front of the stables at all times. Fifteen prisoners are inside the horse stalls, bound by their hands and feet. Heroes approaching the stables must make Move Silently checks opposed by the soldiers' Listen.

KEY TO TOBIN'S HOLLOW

A. Inn of the Valley

The Seanchan have made this their headquarters in the area; lord Timak stays here with his *sul'dam*.

B. Stables

Fifteen prisoners are kept in this wooden building, guarded at all times by four Seanchan soldiers.

C. Bryna's Home

This is the scene of some of the most intense fighting of the Seanchan attack. Megda's *ter'angreal* is buried under debris in the kitchen.

Tobin's Hollow

Illustration by Michael Dubisch

Clever heroes may seek an entrance into the stables other than the front door guarded by the Seanchan. A small window exists high in the back wall. Reaching it requires a Climb check (DC 15) to reach the window, along with an Escape Artist check (DC 18) to squeeze through the small window. In addition, the hero must make a second Move Silently check (opposed by the guards' Listen). Another alternative is to pry away some loose boards along the side of the stables; this requires a Strength check (DC 19), along with a Move Silently check opposed by the guards' Listen.

If the heroes are detected, or if they approach the front of the stables, they'll have to contend with the guards.

Seanchan Soldiers (4): hp 6, 8, 8 9.

Tactics: Upon detecting the heroes, the guards immediately raise the alarm, which brings Murdoc and his ten soldiers from the front of the inn in 4 rounds. The guards fight without hesitation, but do not stray farther than 15 feet from the stable doors.

Development: Thus far, the Seanchan soldiers have treated the prisoners with indifference. They have been given food and water twice a day, but are otherwise ignored. Those who were wounded in the raid were initially treated for their injuries, but have not received care since.

Megda Sedai is not one of the prisoners held here, though her warder Maynard is. They were captured during the raid. Maynard was severely wounded while fighting a *grolm*. He killed the beast, but was pinned when it toppled over onto his leg. Megda was captured while trying to free him. Once tested with an *a'dam*, she was sent to Falme aboard a *to'raken*. Lord Timak made no secret about her destination, so any of the prisoners can tell the heroes what happened.

If the heroes free the prisoners of their bonds, they gladly offer to aid the heroes in any way they can. They can fight, if provided with weapons of some kind. Despite his injuries, Maynard insists the heroes bring him with them in search of Megda. He reminds them that his bond can help find Megda once they reach Falme. He also requests they check Bryna's home for Megda's belongings–in particular, the *ter'angreal* she used to contact the White Tower–though if the heroes refuse he won't press the point.

Bryna's Home

This comfortable home seems to have been the focus of a Seanchan attack. The windows are broken and the door hangs precariously from its hinges. Several rough furrows disrupt the ground behind the building, as if some monstrous force ripped up the earth. A gnarled oak in the back yard is scorched and dying, as are several trees leading toward the hills.

Bryna fled with the rest of the villagers that survived the Seanchan raid. She fought beside her friends briefly, before fleeing the might of the Seanchan *damane*, Druu. Several villagers gave their lives so that Bryna could escape.

The house consists of a living room and kitchen downstairs, with a single attic bedroom above. All three rooms are in disarray, and the kitchen especially is strewn with debris and rubble. Heroes searching the kitchen (Search check, DC 12) find a small slate tablet–the *ter'angreal* Megda Sedai used to contact the White Tower (see the sidebar).

MESSAGE SLATES

Activation: Wield
Affinities: None
Size: Small
Weight: 2 lb.
Occurrence: Unique

This pair of linked devices looks like two small writing slates framed in a dark, woodlike material. The two are used to send messages instantly over long distances. When a message is written on one of the slates (any regular piece of chalk will mark it), it appears exactly as written on its twin. No limit to the distance the message may travel exists.

Megda Sedai was in possession of one of the slates, which she lost when she was captured in Tobin's Hollow. The other is at the White Tower.

ATTACKING: A direct assault on the village is a dangerous proposition. The village contains almost 40 Seanchan soldiers, in addition to Murdoc, Timak, and the *sul'dam*, Serrah. At any given time, four guard the inn, four guard the stables, ten patrol the fields around the village (in two patrols of five soldiers each), and ten remain in reserve with Murdoc, keeping an eye on the village itself from the village common. In addition, ten more are off duty.

A direct assault pits the heroes against Murdoc and his ten soldiers. However, he has plenty of reinforcements available to him.

Murdoc: hp 36.

Seanchan Soldiers (10): hp 6, 7, 7, 8, 8, 9, 9, 10, 10, 11.

Tactics: After 2 rounds of combat, Serrah joins the fray with her *damane*. The ten off-duty soldiers arrive after the fourth round of combat. The two patrols also return to aid the soldiers in the village–the first arrives after the sixth round of combat, and the second after the tenth round.

***Sul'dam*:** hp 18.

***Damane*:** hp 16.

Off-duty Seanchan Soldiers (10): hp 6, 6, 7, 8, 8, 8, 9,10, 10, 10.

Seanchan Patrol Soldiers (10): hp 6, 6, 7, 7, 8, 8, 9, 9, 9, 10.

The four guards at the stables leave their post only if the Seanchan loose more than ten soldiers. Lord Timak and his four guards remain at the inn, fighting only if the heroes bring the battle to them.

Seanchan Stable Guard Soldiers (4): hp 6, 8, 8 9.

Lord Timak: hp 48.

Seanchan Soldiers with Timak (4): hp 7, 7, 8, 9.

If the Seanchan lose more that 20 of their number, they retreat to the inn. If they lose more than 30, Timak surrenders. On the other hand, if the battle goes well for the Seanchan and one of the heroes goes down before the Seanchan have lost four of their number, Murdoc offers the heroes an opportunity to surrender.

CAPTURED! Heroes who surrender or are captured are bound and placed with the villagers in the stables. There they can speak with the townspeople, who are happy to discuss what they know about the Seanchan–especially if the heroes mention meeting Bryna and the other refugees.

The prisoners have been fed twice a day, but are otherwise ignored. Those who were wounded in the raid were initially treated for their injuries, but have not received care since.

Megda Sedai is not among the prisoners, though her warder Maynard is. They were captured during the raid. Maynard was severely wounded while fighting a *grolm*. He killed the beast, but was pinned when it toppled over onto his leg. Megda was captured while trying to free him. Once tested with an *a'dam*, she was sent to Falme aboard a *to'raken*. Lord Timak made no secret about her destination, so any of the prisoners can tell the heroes what happened.

To escape, the heroes will need to first get free of their bindings, and then find some way out of the building. Slipping out of the bindings requires an Escape Artist check (DC 25). Several options for getting out of the building exist. One is to bluff the guards into opening the door, and then attacking them when they do. Have the hero make a Bluff check opposed by the guards' Sense Motive (the guards get a +10 circumstance bonus due to their strict orders).

Another option is to climb out via a small window near the top of the back wall. Reaching it requires a Climb check (DC 15), along with an Escape Artist check (DC 18) to squeeze through the small window. In addition, the hero must make a Move Silently check (opposed by the guards' Listen).

Another third alternative is to pry away some loose boards along the side of the stables; this requires a Strength check (DC 19), again along with a Move Silently check opposed by the guards' Listen.

If the heroes alert the guards in any of these attempts, two of the guards investigate the sound from the outside of the stables just as the first hero emerges.

If the heroes free the prisoners, they gladly offer to aid the heroes in any way they can. They can fight, if provided with weapons of some kind. Despite his injuries, Maynard insists the heroes bring him with them in search of Megda. He reminds them that his bond can help find Megda once they reach Falme. He also requests they check Bryna's home for Megda's belongings–in particular, the *ter'angreal* she used to contact the White Tower–though if the heroes refuse he won't press the point.

If the heroes do not escape from the stables, they and the other prisoners are given one final opportunity to swear the oaths the following day. Those that do are set free, but are not given back any of their weapons or other possessions. Those that refuse are put back in the stables. Timak intends to put them to death the next day.

ACT THREE: FALME AND ENVIRONS

Having learned from Timak or the villagers of Tobin's Hollow that Megda Sedai has been taken to Falme, that coastal city should be the heroes' next destination. The trip from Tobin's Hollow takes several days. The closer the heroes get to Falme, the more they see of the Seanchan.

The invaders seem to hold the southern end of Toman Head. Other than a few signs of past battles–here a burned-out building, there a looted farm–there's no sign that they are being resisted. In fact, life seems strangely routine in the villages and settlements approaching Falme.

Although the Seanchan have conquered this region, they are rarely to be seen. Generally, once having taken a village, put down all opposition, and administered the three oaths to the remaining inhabitants, they move on. The heroes see no sign of the Seanchan in the first half of their journey. Over the last five days, they have a 25% chance per day of encountering a Seanchan patrol, either

STOPPED BY THE SEANCHAN

The heroes may be stopped by routine Seanchan patrols while in or approaching Falme. These patrols routinely halt passersby (especially those traveling in groups of three or more, or those that appear well-armed) and demand they recite the three oaths. Assuming the heroes do so (allow an Intelligence check (DC 13) to recall the oaths if the players can't remember them), and that they take no other action to provoke the Seanchan, they are allowed to go about their business unhindered.

If they cannot recite the oaths, the officer instructs them, and then makes the request a second time. Any hero who refuses to swear the oaths is taken into custody–if the heroes resist, they are attacked. A typical Seanchan patrol consists of one officer and six soldiers.

Seanchan Officer: hp 32.

Seanchan Soldiers (6): hp 7, 7, 8, 8, 9, 10.

along the road or in a village. When that happens, they must recite the three oaths (see the sidebar).

Falme is a thriving coastal city. Its many merchants trade by sea with neighboring cities and nations; it boasts a well-respected market, as well as many warehouses, shops, and other businesses. Farmers and herders from the Toman Head region provide for most of the city's food supply, but sea-folk ships or peddlers sometimes deliver exotic foodstuffs. The Seanchan currently occupy the city.

For the most part, the buildings of Falme, like those of its coastal neighbors, are made of brick and wood. Larger, more important structures are made entirely of stone. The primary roads have been cobbled, while the alleys and side streets consist of pack dirt and mud. Travelers tend to arrive by many means, but most use the wagon yards and horse lots at the edge of the city to keep their animals and equipment while visiting.

If the heroes are stopped by a patrol, they must recite the three oaths (allow an Intelligence check (DC 13) to recall the oaths if the players can't remember them).

ARRIVAL IN FALME

The heroes arrive at the outskirts of the city in the middle of the day.

The cobblestone streets of Falme are teeming with mid-day traffic. Throughout town, people bustle about their normal, everyday business as if the Seanchan had never existed. Fruit peddlers sell their produce on crowded tables, street artists stop passersby to offer their services, and merchants sing the merits of their wares to any who will listen. This seems nothing like an occupied city.

But occupied it is. Tall, square-looking Seanchan ships with high masts crowd the harbor, dominating the local fishing vessels that seem tiny in comparison. Heavily armored soldiers patrol the streets on huge, leathery-skinned creatures with wedge-shaped heads and three eyes, while exotic-looking women wearing dresses worked with lighting bolts lead other women around with coiled, silver leashes. The Seanchan control the city, and it seems that the Falmen are content for them to do so.

On the streets of the city, the heroes encounter a Seanchan patrol. In the crowds of Falmen, it is possible to avoid the attentions of the Seanchan. Have any heroes observing the Seanchan make Intelligence checks (DC 13). With a success, the hero notices that the Seanchan only stop those who wear armor, are carrying weapons, or are traveling in groups. For the most part, they ignore unarmed individuals.

If the heroes fail to notice this, or don't bother to conceal their weapons or disband their group, they are challenged by the Seanchan patrol. See the sidebar on page 54.

FOOD AND LODGING: In all likelihood, the heroes' first order of business is to find food and lodging. This is usually not a problem in a city such as Falme, but with the Seanchan here it is a bit more difficult. Rates have risen and soldiers have filled many of the available rooms. The first several places the heroes check have no rooms to offer.

A successful Gather Information check (DC 15) leads the heroes to an inn with rooms available–one that does not cater to the Seanchan. It is called The Wind Song Inn, and it's located in the trade district (see the map).

Food is easier to come by; the heroes can eat at any number of taverns and common rooms, as well as roadside stands and peddler carts. Prices for both food and lodging are high–half again as expensive as the normal prices listed in *The Wheel of Time Roleplaying Game* rulebook.

THE WIND SONG INN

Although its appearance is somewhat shabby, the Wind Song Inn seems lively enough. It has a well-lit porch, and lively sounds of music and laughter coming from within. A large, noisy common room is filled with many customers. A fiddler plays beside the hearth as a barmaid dances on a table beside him. The bar is crowded with customers ordering drinks, and the room is thick with pipe smoke. There don't seem to be any Seanchan soldiers about.

As the heroes enter, the patrons ignore them for the most part. A few take note of their weapons and armor (if visible), but go about their business after only a cursory glance.

The Wind Song has enjoyed a strange shift in fortunes since the Seanchan invasion. A rather poorly run establishment, its tasteless food, cramped rooms, and high prices nearly drove it out of business over recent years–but the same factors have kept the Seanchan away from the place, making it popular with those who don't enjoy the invaders' company. The food is no better than ever, but the prices are no longer any higher than those elsewhere in the city, and the rooms, while not great, are at least available. And though occasional soldiers stop for a drink, for the most part the Seanchan stay away. The heroes have no trouble finding rooms, food, drink, and conversation here.

IN SEARCH OF MEGDA SEDAI

The heroes will probably begin their search for Megda with a little information gathering–an attempt to discover where the Seanchan are headquartered and where they might take a captured Aes Sedai. Have those asking around town, in taverns, or at the Wind Song Inn make Gather Information checks. What they learn depends on their degree of success.

F
B
1. The Wind Song Inn
H
F
G
2. Lord Turak's House
3. Sul'dam and Damane Quarters
C
E
D
D
N
A
Falme

KEY TO FALME

A. The Wagon Yards

Travelers and visiting merchants board their horses and park their wagons here.

B. The Harbor

Falme's active port is surrounded by docks and piers.

C. Marketplace

Falme's citizens and merchants buy and sell food and household goods at several open-air markets around the city.

D. Residential Area

This area is primarily made up of homes, often tightly packed along the street.

E. Upscale Residential Area

The villas and townhouses of wealthy merchants and craftsmen fill this area of town.

F. Warehouse District

Falme's merchants store their goods in the many warehouses, large and small, that make up most of the buildings in this section of town.

G. Craftsman District

This district is predominated by the shops of craftsmen: carters, chandlers, glassblowers, coopers, smiths, and so on.

H. Trade District

The shops and offices of merchants are the predominant buildings in this area. Inns are also more common here than in other areas.

1. The Wind Song Inn
2. Lord Turak's House
3. *Sul'dam* and *damane* Quarters

Arriving in Falme

Illustration by Sam Wood

A hero getting a result of 10 or better learns that all young females are made to wear a collar when they swear the three oaths; some are taken into custody and never seen again. Many women captives are held in commandeered houses adjacent to Lord Turak's headquarters.

With a result 15 or better, the hero learns that Seanchan ships have been seen leaving the harbor with newly acquired, usually female, captives. Most times, the slaves wear thin silver collars and leashes. Ships leave the harbor every few days.

With a 20 or higher, someone recounts an argument overheard, between two off-duty Seanchan officers, concerning the training tactics of a *sul'dam* named Tumva. Apparently one of her new *damane* attempted to escape, and she

was punished severely. The disobedient *damane* is being taken to Seanchan for further, more intensive, training.

With a 25 or higher, a drunken Seanchan officer tells the hero that he is going back to Seanchan to deliver several new ore-seeking *damane* to his Lord. He mentions one in particular, a slender red-haired woman who was beaten for speaking out of turn. He leaves in a few days, on a ship called *Last Dancer*.

Some of these rumors refer directly to Megda Sedai. She is indeed in Falme, and has begun her training as a *damane*. Her *sul'dam*, a harsh taskmaster named Tumva, has beaten her repeated for speaking out of turn and attempting to escape captivity (Tumva's techniques are a subject of controversy; most *sul'dam* rely exclusively on the *a'dam* to punish their trainees). Tumva has decided to return to Seanchan with her new *damane*, and she intends to leave on the next available ship, *Last Dancer*.

Megda is being held in the *sul'dam* and *damane* quarters, a garden villa beside Lord Turak's house. The heroes have a tight window of opportunity to free her before she is escorted to *Last Dancer* and sent to Seanchan. She is scheduled to leave the city three days after the heroes' arrival in Falme.

The heroes have three options open to them. They can attempt to free Megda while she is still in the *damane* quarters; they can attempt to free her while she is being escorted to the docks; or they can attempt to rescue her at sea. Whatever their choice is, they will likely spend at least a little time planning their rescue and observing potential rescue sites.

Lord Turak's Headquarters

An entire Seanchan patrol is stationed outside the gate of a tall, ornate stone building surrounded by well-tended gardens and a low wall. A glorious banner flies over the villa for all to see. The house seems to be a hub of activity; robed servants, officers, and other officials can be seen coming to and from the building all day and even into the evening hours.

This villa is the command center of the Seanchan invaders. High Lord Turak has taken the residence as his own.

Any hero who has been to the *sul'dam* quarters (below) and makes an Intelligence check (DC 16) realizes that the two buildings sit back-to-back; their rear gardens adjoin, separated only by a narrow alley.

Heroes wishing to stake out the villa must make a Hide check opposed by the guards' Spot; if they fail, they are noticed. The guards approach them, demand the three oaths, and then (assuming the heroes comply), tell them to leave the area. No additional information can be learned here.

Illustration by Sam Wood

The Harbor of Falme

Sul'dam and damane Quarters

This three-story residence overlooks Falme's main street, running from the city's east gate to the waterfront. It is large and ornate. A half-dozen Seanchan soldiers stand guard by the front gate. In the garden, just visible through the gate, proud women in blue and silver dresses embroidered with lightning bolts lead other women about on silver leashes. Other soldiers and exotic beasts are also visible within.

This building is the quarters for the Seanchan *sul'dam* and their *damane*, and it is here that Megda is imprisoned. She is kept on the third floor with the other *damane*. If Maynard is with the heroes, he can confirm (through his Warder's bond) that she is here.

Any hero who has been to High Lord Turak's headquarters (above) and makes an Intelligence check (DC 16) realizes that the two buildings sit back-to-back; their rear gardens adjoin, separated only by a narrow alley.

Heroes wishing to stake out the quarters must make a Hide check opposed by the guards' Spot; if they fail, they are noticed. The guards approach them, demand the three oaths, and then (assuming the heroes comply; if not the soldiers attempt to arrest them), tell them to leave the area. If they succeed in the check, the guards don't notice them, and they can observe the quarters for as long as they wish. After an hour or so, have the heroes make Spot checks (DC 14). With a success, the heroes spot a red-haired woman matching Nadira's description of Megda. (If Maynard is present, he positively identifies her as his Aes Sedai.)

The woman wears the silver leash and collar, but has a defiant if somewhat dazed countenance. Her leash is carried by a fierce-looking woman in a blue and red dress with silver lighting bolts embroidered on the flanks. When the leashed woman stumbles, the fierce-looking woman tugs cruelly on the leash, and her pet cringes in pain.

After a half-hour walking around the garden, the two women return to the building. Nothing else can be learned at this site.

FIRE IN THE SKY

This event begins at dawn, the day after the heroes investigate Turak's headquarters or the *sul'dam* quarters. Most or all of the heroes may be asleep; if so they are awakened by shouts in the street.

"The High Lord Turak has been slain!" a voice cries from the street.

Dozens of Seanchan warriors–wearing their odd insectlike helmets–are pouring into the streets, running toward the harbor and toward the Seanchan headquarters.

Suddenly, with a shrill whine, a blazing ball of fire arches up from the streets, hurtling through the air. The globe slams into a nearby rooftop, engulfing it in an explosion of searing heat and flame. Another ball of flame shrieks through the air and impacts your building with a powerful blast.

Rand al'Thor has just slain the High Lord Turak in a duel, and Mat Cauthon has recovered the Horn of Valere. Seanchan soldiers are mobilizing in the streets, gathering in columns near the harbor and awaiting instructions.

At nearly the same time, Egwene al'Vere is attacking a Seanchan patrol, whose *damane* are retaliating with fireballs and lightning. She, Nynaeve al'Meara, and Min Farshaw are attempting to reach the harbor and escape the city.

The upper story of the inn (or whatever building the heroes are in) has been set on fire by the second fireball, and the flames are spreading fast. The heroes have 2d6 rounds to get out of the building before the roof collapses. Anyone caught within the inn at the moment of collapse takes 4d4 points of damage from the flaming debris (Reflex save (DC 15) for half damage.)

DEADLY FLAMES

Out on the street, Falme is waking up to a chaotic scene.

People are pouring into the street, gasping in dismay as the flames feed on the roof of the building. They run, cursing, seeking shelter amid the chaos.

A woman comes running up to you, screaming as loud as she can. Gasping for air, she simply points back toward the building, tears beginning to streak her face. Leaning out an upper floor window is a young girl, perhaps ten years old. Thick black smoke billows out of the window past her, and the orange gleam of flames flicker behind her. No one else seems to notice–or care–about her.

The inside of the building is strewn with fiery debris from the roof collapse, and anyone who enters takes 1 point of damage (Fortitude save, DC 15, for no damage) every round spent inside. It takes 1 round to reach the stairwell, 1 round to climb to the top floor, and 1 round to reach the girl's room. The fire has reached the stairwell, and the longer the heroes linger the harder it will be to save the girl. Climbing the staircase causes 1d6 points of damage (Reflex save (DC 12) for half damage). The same damage is inflicted on the way down the staircase.

The girl attempts to jump from her window if the heroes haven't reached her after 5 rounds. Landing deals 1d6 points of damage and 1d6 subdual. A hero can attempt to catch the

girl and break her fall by making a Dexterity check (DC 15); if successful she takes half damage. If several heroes stretch a cloak out between them, have the character with the highest Dexterity may make the check, with the normal bonuses for cooperation.

On the 6th round, the fire engulfs the top floor, including the girl's room. Anyone on the top floor takes 1d6 points of damage. Exiting the building takes 1 round to reach the stairwell, 1 round to descend to the ground floor, and 1 round to reach the front door.

Once the heroes escape the blaze and set off to free Megda, continue with the next encounter.

RESCUE!

Quick-thinking heroes may want to take advantage of the chaos to rescue Megda Sedai.

Once away from the fire, the streets are almost empty. Merchants, shop owners, peddlers and common folk alike have fled indoors. Shutters close, doors lock, and citizens vanish as the Seanchan patrols begin to march. The Falmen are making sure they get out of harm's way. Suddenly, a Seanchan patrol rounds the corner. At its fore is a tall, hard eyed woman with a silver leash in her hand. At the end of the leash a slight, battered woman with red hair is pulled as if she were a disobedient pet. At the back of the patrol a soldier leads a huge Seanchan beast.

The heroes have stumbled right into their quarry: The red-haired *damane* is Megda, led by the cruel *sul'dam* Tumva. (If the heroes did not see Megda at the *sul'dam* quarters, have them make Spot checks (DC 10) to recognize her from Nadira's description. If Maynard is present, he, of course, immediately recognizes her.) Having heard of Turak's death, Tumva commandeered this patrol to escort her and her prize to the ship.

If the heroes avoid the patrol or let it pass, the Seanchan continue hastily toward the docks. Although wary, they aren't interested in the heroes.

Seanchan Officer: hp 32.

Seanchan Soldiers (6): hp 6, 7, 8, 9, 9, 10.

Tumva: hp 20.

***Morat'lopar*:** hp 22.

***Lopar*:** hp 84; see Chapter 11 of *The Wheel of Time Role-playing Game*.

Tactics: The patrol is alert because of the attack on the High Lord and the fighting in the streets. The heroes are hard pressed to surprise them. Once the battle starts, the soldiers form a protective semicircle around Tumva and Megda. The *morat'lopar* releases his beast to charge the heroes while Tumva attempts to have Megda channel against them. Megda refuses Tumva's order, however, and suffers 1d6 points of subdual damage per round as Tumva attempts to force her. (If Maynard is present, he charges Tumva as he witnesses Megda's pain.) Already nervous about the High Lord's death, the Seanchan soldiers flee if four or more of them are killed, or if the *lopar* is killed. Tumva flees at that point only if she cannot make Megda channel.

Development: If the heroes successfully defeat the patrol, they are free to head out of the city with Megda.

INGTAR'S LAST STAND

As the heroes reach the wagon yards, they hear the clash of battle.

A powerful voice cries out, "The Light and Shinowa!" The crashing of steel and the roar of other voices fills the air as a hardened Shienaran warrior battles Seanchan soldiers at the mouth of a narrow alley. Again his voice lifts with the battle cry of his house, and it is answered with lightning crashing across the sky.

His blade dances this way and that, moving as if it were an extension of his body rather than a tool in his hand. He blocks one blow, then two, keeping the soldiers at bay–but for how long?

The man is Lord Ingtar, a Shienaran noble who had been traveling with Rand al'Thor. With a Knowledge (nobility and royalty) check (DC 15), a hero recognizes Shinowa as a Shienaran noble house. Heroes who encountered Hurin in Part 1 might make a Spot check (DC 11) to see that this man wears the same crest as Hurin.

Six Seanchan soldiers remain, led by a single officer.

Seanchan Officer: hp 33.

Seanchan Soldiers (6): hp 6, 6, 7, 8, 9, 11.

Tactics: If the heroes attack, four of the Seanchan soldiers engage them; the Seanchan officer and two remaining men concentrate on Ingtar, who is down to his last 4 hp, until the Shienaran is dead. The Seanchan fight until only two of them are left standing; those two attempt to flee. They do not pursue the heroes if they flee, but instead move to catch up with their main unit, which is headed for the Battle of Falme.

Once the heroes have dispatched or fled from the Seanchan, they can continue on their way. They make it as far as the surrounding hills before the Battle of Falme engulfs them.

THE BATTLE OF FALME

The climax of this chapter sweeps the heroes up in the Battle of Falme. Mat Cauthon sounds the Horn of Valere, summoning the Heroes of the Horn. Within moments of the Whitecloak charge, the Heroes of the Horn ride down from the hills and engage the Seanchan on the flank. The heroes are nearby, in a perfect position to aid the Companions and protect the Horn from an unseen Seanchan flanking attack.

As the heroes crest the hill outside the city they see a startling sight.

> Stretched out across the plain ride hundreds–perhaps thousands–of Children of the Light, cloaked in gleaming white. They are quickly forming their units, apparently to ride on the city.
>
> Behind you, toward the city, the Seanchan prepare for the attack. Columns of colorfully armored soldiers march steadily from the harbor and gather on the slope between you and the city's edge. A dozen or more *sul'dam* and *damane* are among the countless soldiers. Exotic beasts–strange birds, monstrous lizards, and immense gray creatures with huge tusks–move with the army.
>
> On the opposite slope, the Whitecloaks begin their charge toward the city. You are right in their path!

The heroes' position on a low ridge outside Falme puts them right between the two armies. With a Spot check (DC 13), the heroes realize that they're directly in the middle of the battlefield–the two forces will clash right where the heroes now stand! With thousands of furious Whitecloaks and Seanchan on either side of them, the obvious choice is to get out of the way.

Have the heroes make a Spot check (DC 11). With a success, they spot several dozen Whitecloak skirmishers cutting around the ridge to the south. With the east and west blocked by the approaching armies, the only shelter nearby is a copse of trees a hundred paces or so to the north.

WHITECLOAKS AGAIN! The heroes will probably head for the trees, but this encounter can occur no matter which direction they go. After running some 60 paces or so, the sound of approaching combatants reaches them.

> The sound of galloping hooves thunders toward you. Three Whitecloak skirmishers round a hillock some 60 feet away! They see you and charge, swords swinging!

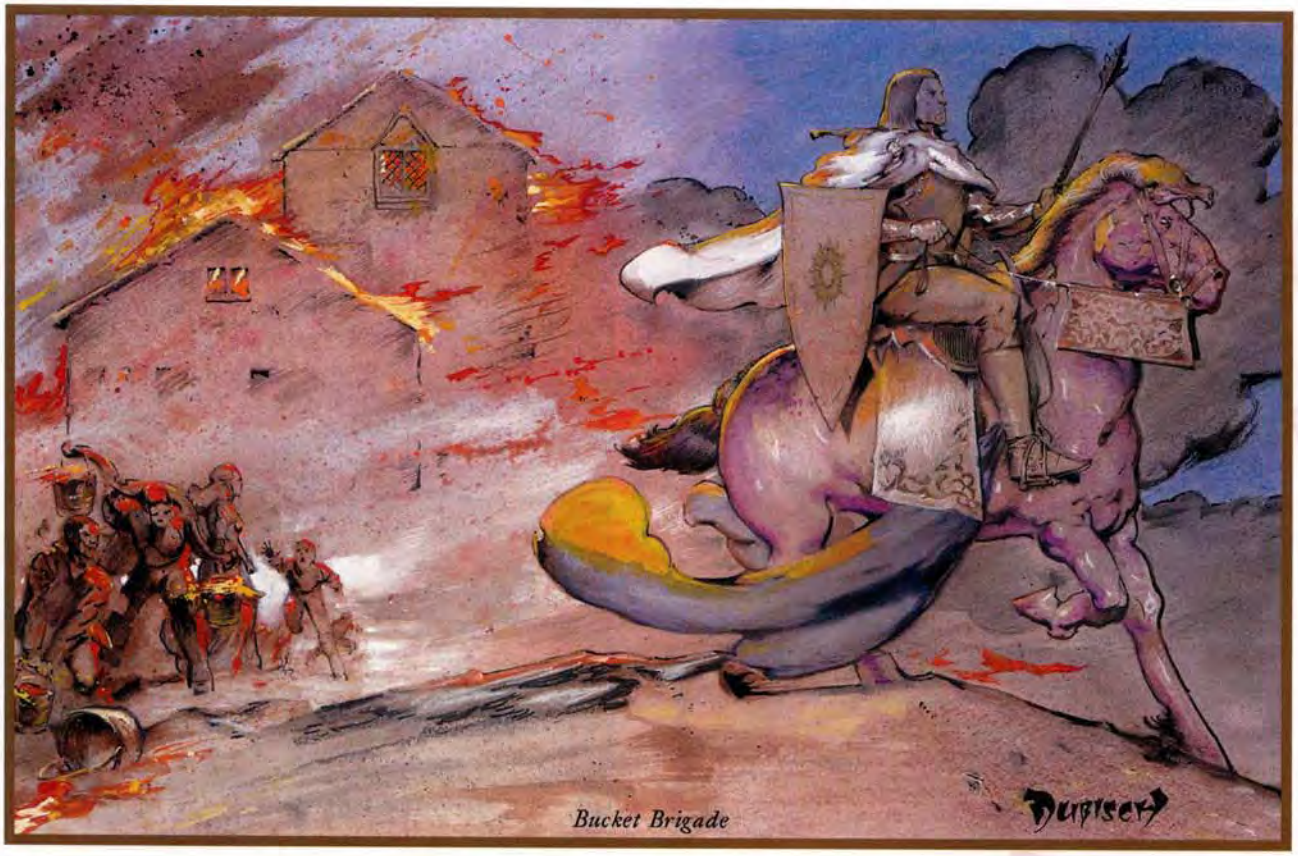
The Whitecloak soldiers are mounted on heavy warhorses. They attack the heroes without mercy.

Whitecloak Soldiers (3): hp 9, 10, 11.

Warhorses (3): hp 28, 31, 32; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: The Whitecloaks charge on their first round, then hack at the heroes from their horses (giving them the +1 bonus on their attacks for higher ground). Remember that with the Mounted Combat feat, they can make Ride checks to negate some hits against their mounts. The Whitecloaks attack until defeated.

THE HORN OF VALERE: As the heroes complete their engagement with the skirmishers, the bulk of the Whitecloak army begins its charge.



Bucket Brigade

Illustration by Michael Dubisch

ENTERING THE FRAY

With the Children of the Light on one hand and the Seanchan on the other–and the glory of the Dragon Reborn at stake–some heroes may decide to face the attacking armies rather than seek shelter. If Megda and Maynard are present, they insist on getting out of the way. But heroes who would rather remain on the battlefield can do so–they'll certainly have no shortage of opponents!

Literally thousands of Seanchan and Whitecloaks are here. As the battle closes on the heroes, attack them with Seanchan footsoldiers, mounted Whitecloaks, and Seanchan exotic beasts such as a *grolm*, or a *torm* with a rider. As soon as they heroes dispatch one attacker, hit them with another. They won't run out of opponents until they are killed or escape the battlefield.

The two armies are closer than ever now–no more than a few hundred paces on either side of you! Suddenly, there is a roar and the sound of thunderous hoof beats from the slope to the north. The Children of the Light have begun their charge!

As the mass of men on horseback roars toward you, a crisp, clear note pierces the morning air. The trees seem to resonate the golden sound, shaking the earth and the air around you. It encompasses everything and tugs at the edge of your souls.

But if the clashing armies hear the note, it doesn't give them pause. Their charge drives at you still!

If the heroes previously headed for the trees, they should have no trouble reaching them before the two armies clash. If not, have the heroes make a Spot check (DC 16)–with a success, they notice a small hollow a few dozen paces away. It may offer some shelter from the charging armies.

As they reach their shelter, a mist begins seeping from the ground.

A thick mist is rising. Already the approaching armies are growing hazy, even as their outriders clash on the crest of the ridge. The battle has been joined!

Have the heroes make Listen checks. With a success they hear the approach of a Seanchan *grolm*. If they fail, the *grolm*, its gray hide increasingly hidden by the mist, surprises them. The Seanchan ranks, just barely organized after the chaos of the attacks in Falme, suffered some confusion with the blowing of the Horn and the rising mist. The *grolm* escaped its handler, and is now on a rampage. It attacks the heroes.

Grolm: hp 18; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: Although rugged, the *grolm* is not very smart. In a rage, it attacks until killed.

THE HEROES OF THE HORN: No sooner have the heroes dispatched the *grolm* than a third force enters the battle.

Riding out of the mist comes a force unlike any you have ever seen. Several score–perhaps a hundred–warriors charge from the trees and into the clashing armies. At first it seems an unruly band, perhaps a mob of townspeople on horseback. But every one of these combatants bears himself–or herself–like a veteran of a hundred campaigns.

At the center of this line of warriors, someone carries a banner aloft–a red, serpentine shape on a long field of white.

A character making a Knowledge (Age of Legends) check (DC 18) recognizes the banner as that of the Dragon Reborn. If Megda Sedai is present and conscious, she exclaims "the banner of the Dragon!" as she recognizes the symbol. She insists on pursuing the force under the banner. If the heroes refuse, she and Maynard set out without them.

Heroes watching the passing warriors may make Spot checks (DC 18). With a success the hero makes out a few specific

Illustration by Michael Dubisch

Ride of the Heroes of the Horn

Illustration by Adi Granov

shapes: a golden-haired woman on horseback, a gleam of silver streaking before her as she fires into the Seanchan host; another figure with a broadsword in each hand, guiding his steed with his knees; and, at the front of the formation, a tall, regal man with a hook-nose and dark, deep set eyes, a great sword held high. Hurin, the thief-catcher the heroes met outside Aturo's Orchard, is also in the group. A Knowledge (history) check (DC 28) reveals an amazing fact: these are the Heroes of the Horn of myth and legend!

A Flank Attack: Regardless of whether they pursue the Dragon banner or remain where they are, have the heroes make a Spot check (DC 17). With a success, they see a group of Seanchan approaching.

> Two Seanchan soldiers astride terrible beasts ride up the hill after the departing force. With them ride a *sul'dam* and her *damane*, both on horseback. They're in a position to hit the riders from behind. They don't seem to have noticed you.

If the heroes act quickly, they can intercept the Seanchan. If they don't, the Seanchan will surely catch the Heroes of the Horn from surprise, on an unexpected flank. With this element of surprise, they might inflict serious damage on the force–perhaps even threatening the lives of Rand al'Thor and his companions.

Morat'torm (2): hp 30, 32.

Torm (2): hp 48, 52; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

***Sul'dam*:** hp 18.

***Damane*:** hp 12.

Tactics: The squad has not seen the heroes; their attention is focused on surprising the Heroes of the Horn. Once the heroes attack, the squad shifts its attention to them, attempting to disable any obvious channelers before dealing with warriors.

Development: This fight with the Seanchan goes on for only 4 rounds. At that point, an incredible event interrupts the fighting.

> Lightning suddenly crackles across the sky. Two enormous figures take shape in the misty haze of cloud and smoke above you, looming over the battlefield and the city of Falme. A man whose face is covered in flames battles young man with a lightning quick sword. Behind them, an image of the gold-fringed banner ripples in an unseen wind.

The battle between the two forms continues for several minutes. The Seanchan fighting the heroes hesitate, falling back uncertainly. The young man in the sky surges forward; the flame-faced man presses him back. On and on they fight, until the flame-faced man leaps at the young man, impaling him. But the latter's sword finds the flame-faced man's heart, and the entire scene fades into a blast of fire. The remaining Seanchan fling down their weapons and flee in panic.

The battle is winding down. The Seanchan have scattered the Children of the Light, and the Heroes of the Horn have defeated the Seanchan.

AFTERMATH

The city of Falme is in chaos. Everywhere, crowds fill the streets, jabbering about the battle and the strange images that filled the skies. Seanchan ships burn in the harbor, while others form diminishing silhouettes on the western horizon–what Seanchan soldiers did not escape have scattered, or been killed by the mobs. Of the Whitecloaks there is no sign. Their legion has disintegrated; their survivors fled across Toman Head.

Some heroes may want to seek out the Dragon Reborn. Those searching for him on the battlefield have no luck (he ended up somewhere in the city after his fateful duel in the sky), but they might run into his companions–Perrin, Mat, or perhaps Hurin. Unfortunately, they're in a hurry to find their friends, and won't devote much time to discussion with the heroes. They are unaware of the heroes' contribution to the battle. The Heroes of the Horn have disappeared.

The Seanchan have abandoned most of their horses; enterprising heroes may be able to recover a few mounts in the city if they do so in the hour or so after the battle.

Some time later that evening, Megda Sedai approaches the heroes.

"You have done the White Tower, and myself, a great service," she says. "I thank you for it. Your mission for Nadira Sedai is now discharged, but I'm afraid, stripped of my resources as I was by the Seanchan–" here she pauses, rubbing her throat "–I am unable to make good on her promise of payment.

"I must continue with my own business. However, if you will bring word of my well-being to Nadira, I am certain that she will pay you the balance of your commission."

She hands the heroes a letter, explaining that Nadira will accept that as proof that the heroes found her, and that she is alive. It should be sufficient, she reiterates, for the heroes to claim the balance of the payment Nadira promised.

Megda goes on to ask about her message slate *ter'angreal*. If the heroes found it, she asks that they return it to her, so that she may restore her communication with the White Tower. If the heroes hedge, she offers to reward "their great initiative in recovering such an important device." She will write them a promissory note, which they can cash at the White Tower (Nadira might cash it for them, if she has the money on hand, or it can easily be sold to a moneylender or merchant, though at only half the written value). Have the negotiating hero make a Diplomacy check, opposed by Megda's Diplomacy. Megda is willing to write the promissory note for 500 mk; for every point by which the hero beats her she will raise the amount by 50 mk, up to a maximum of 1,500 mk.

LEAVING FALME *By ship and horse the stories spread, by merchant wagon and man on foot, told and retold, changing yet always alike at the heart, to Arad Doman and Tarabon and beyond, of signs and portents in the sky above Falme. And men proclaimed themselves for the Dragon, and other men struck them down and were struck down in turn.*

Other tales spread, of a column that rode from the sinking sun across Almoth Plain. A hundred Bordermen, it was said. No, a thousand. No, a thousand heroes come back from the grave to answer the call of the Horn of Valere. Ten Thousand. They had destroyed a Legion of the Children of Light entire. They had thrown Artur Hawkwing's returned armies back into the sea. They were Artur Hawkwing's armies returned. Toward the mountains they rode, toward the dawn.

Yet one thing every tale had the same. At the their head rode a man whose face had been seen in the sky above Falme, and they rode under the banner of the Dragon Reborn.

The Heroes of the Horn answered the call of the Horn of Valere. They rode into battle with the Dragon Banner unfurled. The Dragon Reborn battled Ba'alzamon in the sky. When they joined the battle, the heroes–perhaps unwittingly–allied themselves with the forces opposed to the Great Lord of the Dark and his plans of conquest. They have set themselves on a dangerous course; their lives will never be the same. Yet should they persevere, they may find themselves counted among the heroes of their time.

Fate calls them to Tanchico. Between the lure of Nadira's payment and the conversation overheard between Carridin and the Myrddraal, that city should be their next stop. When they head toward Tanchico, continue the story with Chapter 3.

REWARDS

For completing this chapter, divide 12,000 experience points among the heroes who actively participated in at least the majority of the adventure. The heroes have already received a cash payment of 500 mk from Nadira Sedai, and perhaps collected some additional cash as well (from, for example, the villagers of Aturo's Orchard). They have another 500 mk each awaiting them in Tanchico, if they deliver Megda's letter to Nadira. And finally, if the heroes returned the message slate *ter'angreal* to Megda, they have her promissory note or any cash they were able to generate by selling it.

STATISTICS

Following are the full statistics of all the important nonplayer characters that appear in this chapter. They are separated into three sections: Children of the Light, Villagers and Other Protagonists, and Seanchan.

CHILDREN OF THE LIGHT: Child Earwin: Midlander Armsman 4; HD 4d10+12; hp 33; Init +5 (+1 Dex, +4 Improved Initiative); Defense 22 (+3 Dex); Spd 30 ft.; Atk +7 melee (1d8+3/19–20, longsword); SQ Armor compatibility; SV Fort +5, Ref +2, Will +4; SZ M; Rep 1; Str 16, Dex 13, Con 17, Int 10, Wis 10, Cha 10. Challenge Code: B.

Rand Battles Ba'alzamon

Illustration by Puddinhead

Skills: Climb +6, Handle Animal +4, Intimidate +9, Jump +6, Ride +1, Wilderness Lore +2, Speak Language (Midlands).

Feats: Bullheaded, Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Longsword, light horse.

Child Wuan: Midlander Armsman 3; HD 3d10; hp 21; Init +1 (Dex); Defense 19 (+1 Dex); Spd 30 ft.; Atk +4 melee (1d8+1/19–20, longsword); SQ Armor compatibility; SV Fort +2, Ref +2, Will +5; SZ M; Rep 1; Str 12, Dex 13, Con 10, Int 11, Wis 12, Cha 14. Challenge Code: B.

Skills: Climb +5, Intimidate +10, Jump +5, Handle Animal +6, Ride +7, Speak Language (Midlands).

Feats: Bullheaded, Dodge, Mobility, Mounted Combat.

Possessions: Longsword, light horse.

Jaichim Carridin: Midlander Noble 4/Armsman 2/Commander 2; HD 4d8+4+2d10+2+2d8+2; hp 46; Init –1; Defense 14 (–1 Dex); Spd 30 ft.; Atk +8 melee (1d8+2/19–20, longsword); SQ Armor compatibility (Armsman defense bonus stacks with armor), battle cry, call in a favor, command +2, inspire confidence +1, strategy; SV Fort +6, Ref +4, Will +5; SZ M; Rep 10; Str 14, Dex 9, Con 12, Int 13, Wis 10, Cha 17. Challenge Code: D.

Skills: Bluff +14, Diplomacy +10, Disguise +11, Gather Information +12, Innuendo +4, Intimidate +17, Knowledge (the Age of Legends) +5, Ride +5, Sense Motive +10.

Feats: Bullheaded, Dodge, Expertise, Fame, Persuasive.

Inspire Confidence: Once per day, by using oratory for at least 1 round, Carridin grants a +1 competence bonus on allies' attacks, skill checks, and Will saves (DC = 10+1 per 5 allies). This bonus lasts 10 minutes per round Carridin speaks, to a maximum of 5 hours, and affects all allies within sight and voice range.

Command: With a successful Charisma check (DC = 15 + number of characters commanded), Carridin increases the bonus for cooperation on skill checks by +2.

Strategy: As a full-round action, with a successful Diplomacy check (DC = 10 + number of allies assisted), Carridin grants a +3 competence bonus on the skill checks of all allies within sight and voice range for up to 1 minute.

Battle Cry: Twice per day, Carridin can grant a +2 morale bonus on Will saves against mind-influencing weaves and effects, and a +1 morale bonus on attack and damage rolls, to allies within hearing range. These bonuses last for 3 rounds.

Possessions: Masterwork mail shirt, masterwork longsword, silver ring set with golden topaz (500 mk value), pouch containing 23 mk and 2 gc.

Whitecloak Soldier: Midlander Armsman 1; HD 1d10+1; hp 6 (average); Init +1 (Dex); Defense 15 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d8+2/19–20, longsword); SV Fort +4,

Ref +2, Will +1; SZ M; Rep 0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 11. Challenge Code: A.

Skills: Intimidate +4, Jump +6, Ride +5, Spot +2, Speak Language (Midlands).

Feats: Endurance, Mounted Combat, Strong Soul.

Possessions: Longsword, chain shirt, light horse.

Villagers and Other Protagonists:

Bryna Lisbet: Taraboner Wilder 2; HD 2d6; hp 9; Init +2 (+2 Dex); Defense 16 (+2 Dex); Spd 30 ft.; Atk +1 melee (1d3 subdual, unarmed); SQ Block (must be frightened to channel); SV Fort +2, Ref +5, Will +5; SZ M; Rep 0; Str 10, Dex 14, Con 10, Int 11, Wis 14, Cha 16. Challenge Code: A.

Skills: Composure +5, Concentration +6, Craft (brewing) +4, Handle Animal +8, Heal +8, Knowledge (nature) +10, Ride +4, Speak Language (Tarabon).

Feats: Animal Affinity, Latent Foreteller, Living History.

The One Power: Affinities: Air; Weaves: Delve, Foretell Weather, Harness the Wind, Heal, Raise Fog, Renew, Warmth.

Possessions: Warm cloak, waterskin.

Gideon Faun: Domani Wanderer 4; HD 4d6; hp 15; Init +2 (Dex); Defense 12 (+2 Dex); Spd 30 ft.; Atk +3 melee (1d4/19–20, dagger); SV Fort +1, Ref +4, Will +2; SZ M; Rep 1; Str 10, Dex 14, Con 10, Int 12, Wis 15, Cha 12. Challenge Code: B.

Skills: Appraise +8, Bluff +9, Diplomacy +8, Innuendo +8, Intuit Direction +8, Gather Information +8, Listen +6, Perform +8, Profession: Peddler +10, Sense Motive +8, Spot +8.

Feats: Alertness, Dodge, Mercantile Background; Special: Illicit Barter, The Dark One's Own Luck.

Possessions: Dagger, one-horse cart.

Hobbs DaVoren: Domani Expert 5; HD 5d6; hp 17; Init +0; Defense 10; Spd 30 ft.; Atk +3 melee (1d3 subdual, unarmed); SV Fort +1, Ref +1, Will +4; SZ M; Rep 1; Str 11, Dex 10, Con 10, Int 13, Wis 10, Cha 14. Challenge Code: A.

Skills: Appraise +8, Bluff +9, Diplomacy +8, Gather Information +9, Handle Animal +9, Knowledge–Local +9, Listen +8, Profession–Innkeeper +10, Sense Motive +8, Speak Language (Arad Doman).

Feats: Militia, Skill Focus (Profession), Skill Focus (Animal Handler).

Possessions: Goods that can be found at his inn.

Issa DaVoren: Domani Commoner 1; HD 1d4; hp 3; Init +0; Defense 10; Spd 30 ft.; Atk +0 melee (1d3–1 subdual, unarmed); SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 8, Dex 10, Con 10, Int 11, Wis 10, Cha 14. Challenge Code: A.

Skills: Bluff +6, Climb +2, Handle Animal +5, Swim +1, Speak Language (Arad Doman).

Feats: Strong Soul, Run.

Possessions: None.

Maynard: Tar Valoner Noble 4/Armsman 4/Warder 2; HD 4d8+1+4d10+1+2d12+1; hp 64; Init +5 (+1 Dex, +4 Improved Initiative); Defense 13 (+1 Dex); Spd 30 ft.; Atk +9 melee (1d8+3/19–20, longsword); SV Fort +7, Ref +7, Will +7; SZ M; Rep 7; Str 16, Dex 16, Con 13, Int 10, Wis 10, Cha 14. Challenge Code: D.

Skills: Balance +6, Intimidate +7, Innuendo +6, Knowledge–Nobility) +9, Listen +7, Ride +6, Spot +7, Speak Language (Tar Valoner).

Feats: Alertness, Combat Reflexes, Improved Initiative, Fame, Militia, The Dark One's Own Luck.

Possessions: Longsword, leather armor.

Megda Sedai: Tar Valoner Initiate 5/Aes Sedai 2; HD 5d4+2d4; hp 19; Init +2 (+2 Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d3+1 subdual, unarmed); SQ Block, Slow Aging; SV Fort +4, Ref +5, Will +12; SZ M; Rep 5; Str 12, Dex 14, Con 10, Int 13, Wis 16, Cha 14. Challenge Code: C.

Skills: Composure +8, Concentration +10, Decipher Script +8, Diplomacy +6, Knowledge (Age of Legends) +6, Weavesight +8, Speak Language (Tar Valon).

Feats: Combat Casting, Iron Will, Multiweave, Sense Residue, Tie off Weave.

Possessions: None.

Villager: Taraboner Commoner 3; HD 3d4; hp 5; Init +0; Defense 10; Spd 30 ft.; Atk +1 melee (1d3 subdual, unarmed); SV Fort +1, Ref +1, Will +1; SZ M; Rep 0; Str 11, Dex 10, Con 10, Int 12, Wis 11, Cha 10. Challenge Code: A.

Skills: Climb +4, Craft–Farmer +6, Handle Animal +3, Swim +3, Speak Language (Tarabon).

Feats: Bullheaded, Skill Focus (Craft).

Possessions: None.

Woodsman: Taraboner Woodsman 2; HD 2d10+6; hp 21; Init +5 (Dex); Defense 13 (+1 Dex); Spd 30 ft.; Atk +4 melee (1d6+2, axe); SQ Nature's Warrior (plains), Partial Improved Initiative, Track; SV Fort +5, Ref +1, Will +0; Rep 0; Str 14, Dex 12, Con 16, Int 10, Wis 11, Cha 16. Challenge Code: A.

Skills: Animal Empathy +7, Handle Animal +6, Hide +4, Intuit Direction +4, Move Silently +4, Ride +4, Search +3, Swim +5, Wilderness Lore +7.

Feats: Dodge, Skill Emphasis (Wilderness Lore).

Possessions: Axe, leather armor.

Seanchan:

Lord Timak: Seanchan Noble 4/Armsman 4; HD 4d8+4+4d10+4; hp 51; Init +7 (+3 Dex, +4 Improved Initiative); Defense 21 (+3 Dex); Spd 30 ft.; Atk +10 melee (1d8+3/19–20, longsword); SQ Armor compatibility, bonus class skill (Spot), Command +2, Inspire Confidence +1; SV Fort +6, Ref +7, Will +5; SZ M; Rep 10; Str 16, Dex 16, Con 13, Int 10, Wis 10, Cha 14. Challenge Code: C.

Skills: Diplomacy +11, Intimidate +10, Innuendo +4, Knowledge (nobility and royalty [Seanchan]) +6, Listen +8, Ride +7, Search +2, Sense Motive +8, Spot +6, Speak Language (Seanchan).

Feats: Alertness, The Dark One's Own Luck, Dodge, Fame, Improved Initiative, Skill Emphasis (Diplomacy), Sharp-Eyed.

Possessions: Longsword, lacquered plate armor.

***Morat'lopar*:** Seanchan Woodsman 3; HD 3d10+3; hp 22; Init +1 (Dex); Defense 15 (+1 Dex); Spd 30 ft.; Atk +4 melee (1d6+2/18–20, Seanchan scimitar); SV Fort +5, Ref +3, Will +1; SZ M; Rep 1; Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 16. Challenge Code: B.

Skills: Animal Empathy +6, Handle Animal +6, Hide +6, Intuit Direction +5, Move Silently +6, Ride +8, Search +5, Swim +5, Wilderness Lore +5, Speak Language (Seanchan).

Feats: Animal Affinity, Mounted Combat, Ride-By Attack.

Possessions: Seanchan scimitar, mail shirt, light horse.

***Morat'to'raken*:** Seanchan Armsman 2/Wanderer 2; HD 2d10+2d6; hp 20; Init +3 (Dex); Defense 16 (+2 Dex); Spd 30 ft.; Atk +3 melee (1d6/18–20, Seanchan scimitar); SQ: Illicit barter, Dark One's Own Luck; SV Fort +3, Ref +6, Will +2; SZ M; Rep 2; Str 11, Dex 15, Con 11, Int 10, Wis 12, Cha 16.

Skills: Balance +7, Intuit Direction +8, Handle Animal +10, Ride +10, Search +8, Spot +8, Speak Language (Seanchan).

Feats: Spirited Charge, Ride-By Attack, Mounted Combat.

Possessions: Seanchan scimitar, mail shirt, light horse.

***Morat'torm*:** Seanchan Woodsman 3; HD 3d10; hp 32; Init +2 (Dex); Defense 16 (+2 Dex); Spd 30 ft.; Atk +4 melee (1d6+2/18–20, Seanchan scimitar); SV Fort +3, Ref +3, Will +1; SZ M; Rep 1; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 16. Challenge Code: B.

Skills: Animal Empathy +6, Handle Animal +6, Hide +6, Intuit Direction +5, Move Silently +6, Ride +8, Search +5, Swim +5, Wilderness Lore +5, Speak Language (Seanchan).

Feats: Spirited Charge, Ride-By Attack, Mounted Combat, Track.

Possessions: Seanchan scimitar, mail shirt, light horse.

Murdoc: Seanchan Armsman 5; HD 5d10+5; hp 36; Init +2 (+2 Dex); Defense 20 (+2 Dex); Spd 30 ft.; Atk +7 melee (1d8+2/19–20, longsword); SQ Armor compatibility; SV Fort +5, Ref +7, Will +1; SZ M; Rep 2; Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 11. Challenge Code: B.

Skills: Climb +4, Handle Animal +2, Intimidate +6, Knowledge (nobility and royalty [Seanchan]) +2, Listen +6, Ride +6, Speak Language (Seanchan), Spot +4.

Feats: Alertness, Leadership, Lightning Reflexes, Mounted Combat, Ride-By Attack, Run.

Possessions: Longsword, mail shirt, light horse..

Seanchan Officer: Noble 1/Armsman 2; HD 1d8+2d10; hp 19; Init +2 (Dex); Defense 17 (+2 Dex); Spd 30 ft.; Atk +4 melee (1d6+2/18–20, Seanchan scimitar); SQ Bonus class skill (Spot); SV Fort +3, Ref +5, Will +6; SZ M; Rep 4; Str 14, Dex 14, Con 11, Int 15, Wis 10, Cha 14. Challenge Code: B.

Skills: Diplomacy +8, Innuendo +5, Intimidate +7, Jump +7, Knowledge (nobility and royalty [Seanchan]) +6, Ride +7, Spot +4, Swim +4, Speak Language (Seanchan).

Feats: Iron Will, Leadership, Mounted Archery, Mounted Combat.

Possessions: Seanchan scimitar, mail shirt, light horse..

Seanchan Soldier: Armsman 1; HD 1d10+1; hp 6 (average); Init +5 (+4 Improved Initiative, +1 Dex); Defense 15 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d8+2/18–20, Seanchan scimitar) or +2 ranged (1d6/×3, shortbow); SV Fort +3, Ref +2, Will +0; SZ M; Rep 0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10. Challenge Code: A.

Skills: Intimidate +2, Listen +2, Jump +6, Ride +5, Sense Motive +0, Spot +1.

Feats: Improved Initiative, Mounted Combat, Point Blank Shot.

Possessions: Seanchan scimitar, chain shirt, shortbow, arrows (20).

***Sul'dam*:** Seanchan Expert 4; HD 4d6+4; hp 18; Init +1 (+1 Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +2 melee (1d3 subdual, unarmed); SQ Block, Slow Aging; SV Fort +2, Ref +4, Will +6; SZ M; Rep 1; Str 10, Dex 12, Con 11, Int 11, Wis 14, Cha 15. Challenge Code: A.

Skills: Composure +5, Concentration +6, Handle Animal +8, Heal +6, Knowledge – Customs (Seanchan) +8 Speak Language (Seanchan).

Feats: Persuasive, Strong Soul, Trustworthy.

Possessions: A'dam.

***Damane*:** Initiate 4; HD 4d4; hp 12; Init +2 (+2 Dex); Defense 15 (+2 Dex); Spd 30 ft.; Atk +2 melee (1d3 subdual, unarmed); SQ Slow Aging, Weavesight; SV Fort +4, Ref +4, Will +8; SZ M; Rep 2; Str 10, Dex 14, Con 10, Int 13, Wis 14, Cha 15. Challange Code: B.

Skills: Concentration +8, Decipher Script +4, Diplomacy +3, Hide +9, Knowledge (nobility and royalty [Seanchan]) +4, Listen +9, Speak Language (Seanchan), Weavesight +8.

Feats: Extra Affinity (×2), Extra Talent, Iron Will, Multiweave, Sense Residue.

The One Power: Affinities: Air, Spirit, Water; Talents: Elementalism, Healing; Weaves (4/5/3): Arms of Air, Blade of Fire, Create Fire, Eavesdrop, False Wall, Fireball, Harden Air, Light, Tool of Air, Voice of Power.

Possessions: None.

Tumva: Seanchan Wilder 5; HD 5d6+1; hp 20; Init +1 (+1 Dex); Defense 12 (+2 Dex); Spd 30 ft.; Atk +2 melee (1d3 subdual, unarmed); SQ Block, Slow Aging; SV Fort +2, Ref +3, Will +4; SZ M; Rep 1; Str 10, Dex 14, Con 12, Int 11, Wis 12, Cha 16. Challenge Code: B.

Skills: Composure +8, Concentration +8, Diplomacy +5, Handle Animal +8, Knowledge – Customs (Seanchan) +6, Weavesight +4, Speak Language (Seanchan).

Feats: Animal Affinity, Skill Focus (Handle Animal), Strong Soul.

Possessions: A'dam.

CHAPTER
THREE

WINTER OF DISCONTENT

The heroes have confronted Whitecloaks and Seanchan on Toman Head, and survived the Battle of Falme. They are now called to Tanchico, to collect their earnings and perhaps look into the activities of a Darkfriend Whitecloak, Jaichim Carridin. In this chapter, events in Tanchico quickly draw them in, eventually leading them to Bandar Eban and across the plains of Arad Doman to the Borderland of Saldaea.

ADVENTURE BACKGROUND

Jaichim Carridin, an Inquisitor of the Hand of the Light, was responsible for capturing the Almoth Plain in a Whitecloak bid to recreate the ancient land of Almoth in the modern world under the banners of the Children of the Light. To achieve this task, Carridin sought first to break the old claims that both Arad Doman and Tarabon made to the lands of Almoth Plain by inciting the region to civil war. Ordering his men to masquerade as Domani and Taraboner soldiers, he attempted to sow confusion and panic across the area. In this way, the Children would be able to step in and settle matters, subjugating a weary populace and miraculously ending the strife that had ripped their lives apart.

But Carridin is also a Darkfriend, and had orders from a mysterious Myrddraal to sow confusion and chaos in the region as well. Fortunately, he was able to pursue both agendas simultaneously.

The sounding of the Horn of Valere put an end to his efforts, however, as the Heroes of the Horn answered the call to fight at the side of Rand al'Thor against the Seanchan. Al'Thor, declaring himself the Dragon Reborn, battled against Ba'alzamon at Falme, and the image of their struggle as it played across the skies has entered the realm of legend. Carridin's plans for Almoth Plain were hopelessly ruined, but he is not yet finished with the area.

On the orders of his Myrddraal, Carridin has headed south to Tanchico. Again, his instructions from the Children of the Light and the Dark Lord mesh: both have ordered him to bring about a civil war in Tarabon. The Children's purpose is to clear away all opposition so that they can claim the entire southwest area of the continent. Carridin's other, more troubling motivation remains yet undiscovered.

King Andric of Tarabon is an embattled ruler. The Panarch is the King's equal, independent of Andric and beyond his control. She can replace a sitting king with a candidate of her choosing, if she has the support of the Assembly of Lords, and she seems inclined to do so. Never a man of great courage, Andric is rumored to be seeking a way to depose Panarch Deladrin and install a woman more greatly indebted to him in her place.

Carridin has been in contact with King Andric. He confirmed the King's suspicion that Deladrin intends to unseat him. He then told Andric that Deladrin was a suspected Darkfriend, and that Carridin was there to ascertain whether the suspicions are true. Carridin's stories confirmed Andric's worst fears, and the Questioner has shrewdly played upon those fears. He has offered to work discreetly against Deladrin and, if need be, "bring her to the Light himself," thus allowing Andric and the Assembly of Lords to install a new Panarch of Andric's choosing. Andric has agreed to this plan, and now only awaits word of Deladrin's unfortunate demise to act.

ADVENTURE SYNOPSIS: This chapter deals with events in three separate nations as the heroes become enmeshed in Carridin's schemes and the activities of the Black Ajah–Darkfriend sisters of the Aes Sedai.

When the heroes arrive in Tanchico, they quickly find themselves enmeshed in Carridin's scheme to assassinate the Panarch. No sooner do they begin to investigate, however, than they discover the Whitecloak Inquisitor plotting with Aes Sedai. The sisters provide a nearly undetectable means of murdering the Panarch–and the heroes are going to be framed for that death.

As the heroes extricate themselves from this scheme, they discover that the sisters are part of a larger plot to capture the false Dragon Mazrim Taim and release him as an instrument of evil. Acting under the name of Rand al'Thor, the puppet Taim will commit atrocities and turn people against the true Dragon Reborn.

Once the Panarch is dead, the Aes Sedai flee the city. The heroes follow them to Bandar Eban, the capital city of Arad Doman, and then on to Saldaea. The second section of this chapter covers the journey from Tanchico to Maradon, Saldaea's capital. Traveling in winter is never pleasant at the best of times, and journeying into the Borderlands in winter offers plenty of danger.

The last section takes place in Saldaea itself, first in Maradon, then on the road to Tar Valon in the unclaimed lands beyond the borders of Saldaea. In Maradon, the heroes catch up with the black sisters just as they join a contingent of Aes Sedai who have captured Taim and are returning him to the White Tower. Harsh winter conditions, along with Trolloc raids, have made the road to Tar Valon impassable, so the sisters have been forced to wait in Maradon until it is cleared. During this lull, the heroes discover the presence of more Black Ajah among the contingent from Tar Valon–and the depth of their nefarious plans, involving a mysterious *ter'angreal,* the Artifice of Brassion, that the sisters plan to use to destroy the true Dragon Reborn.

The chapter concludes with the heroes' rescue of Taim, defeating the Darkfriends and their insidious plot. Two of the Black Ajah sisters escape, however, setting the stage for the next chapter in *Prophecies of the Dragon*.

ACT ONE: TANCHICO

In Act One, the heroes get their first hints of something larger than just the scheming of a Darkfriend among the Whitecloaks. The events in Tanchico have the potential to cause large-scale wars across the western half of the continent, allowing the Whitecloaks a free hand and possibly endangering the Dragon Reborn in the process. The heroes may be able to alter the course of events and disrupt the plans of the antagonists, as well as to become primary players in the ongoing story.

ARRIVAL

Tanchico, the capital of Tarabon, is one of the greatest–and oldest–cities in the west. Set on the north shore of the mouth of the River Andahar, it is larger than Tear and Caemlyn, spread as it is over the steep hills that make up the coastline. It sits on Tanchico Bay, which opens into the Aryth Ocean just a few scant miles from the city.

Tanchico is built on three peninsulas that stretch out into Tanchico Bay, and it is on those fingers of land that the majority of daily business is done. The Verana peninsula to the east is the home of the Panarch's Palace, arguably the oldest and finest building in Tanchico, as well as the Panarch's Circle, an arena where Illuminators' displays are commonly held. The center peninsula is the Maseta, where the King's Circle and the King's Palace are located. The westernmost peninsula is the Calpene, location of the Great Circle and site of much trade. The Hall of the Assembly of Lords is on this peninsula as well, built to overlook the bay and the other palaces.

Tanchico, especially seen from the bay, is a scene that some have compared to Whitebridge or Tar Valon. It is a city of beautiful palaces and halls, spires, and arches. Gilded domes and towers are common, and even the poorest homes claim plastered walls of gleaming white. When one gets close to the city, however, the true state of affairs becomes apparent. Tanchico has fallen from its once-great stature. Many of the brilliant white buildings are beginning to crack and peel, betraying their coarser components, and much of Tanchico's legendary wealth is being funneled into political maneuvering and increased hostilities with Arad Doman.

A TIMELINE OF EVENTS

The following timeline outlines events as they would occur without any interference on the heroes' part. The heroes' actions may alter the exact timing of these events, but this summary can still serve as a guide to the activities of the major NPCs. "Arrival" refers to the day the heroes arrive in Tanchico. Weeks are ten days, as per the Farede Calendar.

Arrival –1 week: Carridin arrives in Tanchico with the other Whitecloaks. He meets with King Andric, and manipulates the King into agreeing to Panarch Deladrin's murder.

Arrival: Carridin contacts three Black Ajah sisters Tanchico and arranges a meeting for three days later.

Arrival +3 days: Carridin meets with Serai at the Garden of the Silver Breezes to discuss his plans and secure their help.

Arrival +4 days: Carridin and two of the Tar Valon Darkfriends go to the Panarch's palace during her public audience. There, the Aes Sedai murder the Panarch from across the room while her guards and courtiers surround her. As there are no Aes Sedai in the Panarch's court to detect channeling or weaves, Carridin and his companions leave the audience chamber without so much as a hint at their involvement.

Arrival +5 days: Carridin is appointed by King Andric to track down the Darkfriend assassins. He and his minions begin rumors that assassins from Arad Doman killed the Panarch. Two Black sisters–Serai and Criane–leave for Saldaea. If the heroes were arrested for the murder, they are released by Andric and shipped to Bandar Eban.

Arrival +6 days: Whitecloaks enact martial law in Tanchico.

Arrival +8 days: Carridin announces the capture and execution of the assassins. He makes public a letter found in their belongings, which identifies them as agents of Arad Doman. Faced with public outrage, the King formally declares war against Arad Doman.

Arrival +1 week, 9 days: Serai and Criane arrive in Arad Doman amid news of impending war. They slip out of Bandar Eban and head north, toward Maradon.

Arrival +6 weeks, 8 days: Serai and Criane arrive at Maradon in Saldaea. They meet secretly with Kryalyn Sedai and Llana Sedai, two Black Ajah from the contingent of Aes Sedai that has captured Taim and is preparing to transport him to Tar Valon. Serai and Criane leave Maradon ahead of the Tar Valon contingent.

Arrival +7 weeks, 2 days: Davram Bashere and a thousand armed men leave Maradon to accompany the eight Aes Sedai and their prisoner to Tar Valon.

Arrival +7 weeks, 9 days: At the town of Denhuir in the Black Hills, the Black sisters arrange to fake their deaths and Taim's, taking him out of the clutches of the White Tower and away to where he can be broken to the Dark Lord's will and set loose on the world.

to Maradon
Bandar Eban
The Western Lands
Arad Doman
Katar
Toman Head
Falme
Almoth Plain
Mountains of Mist
N
Tanchico
Tarabon
Elmora

The strife between King Andric and Panarch Deladrin has made for uneasiness within the realm, especially given the rise in hostilities over Almoth Plain to the north. The influx of refugees fleeing the battle-torn area has strained Tanchico's resources beyond their limits, and the Great Circle has been given over to the homeless until they can either find employment or move on. Unfortunately, neither seems to be happening, and the crime rate is rising rapidly.

Tanchico is a dangerous place, especially for foreigners or the poor. Foreigners–especially Domani–risk a violent response to even the slightest insult. Small groups invite attack, especially if predominately female. Nobles are no longer safe on the streets without their bodyguards, and many businesses around the Great Circle have closed down due to theft and lack of customers. An obvious show of arms deters most criminals, but it still behooves visitors to keep a low profile.

Most of the city's inns are on the Calpene peninsula, and many of them are full. Lodging and meals cost roughly twice as much as normal, though higher-quality inns mark up their goods less than lower-quality ones, due to reduced demand for their services.

WHERE'S NADIRA?

If they're seeking payment for their efforts to locate Megda Sedai in Falme, the heroes are likely to start by finding Nadira. As per her instructions to them, the place to start is the Inn of the Golden Cup.

AT THE GOLDEN CUP: Located on the Calpene peninsula, near the Hall of the Assembly of Lords, the Inn of the Golden Cup is a high-end establishment catering to wealthy merchants.

> The Inn of the Golden Cup is a stately old building of white stone, set to overlook the Hall of the Assembly on one side and Tanchico Bay on the other. Many blocks from the Great Circle, it seems removed from the clamor of the crowds that seems to dominate Tanchico.

The innkeeper is a tall, stooped man by the name of Borman. Though somewhat sour at first glance, he's actually quite accommodating, and quickly finds the heroes a table in his common room. The inn seems prosperous enough, but somewhat sedate compared to many of its ilk, giving the common room an empty feeling despite the fact that the tables are fairly crowded.

Nadira is not seen in the common room. If questioned about her, Borman asks the heroes their names. Once satisfied of their identity, he explains her absence.

> "Begging your pardons, good folk," the innkeeper nods. "The lady is no longer a guest at my establishment. Urgent business, you see, has called her away, some two weeks hence. But she left a package in my care, to be delivered to you upon your arrival. And she arranged for your rooms, at her expense."

Borman has a servant fetch the heroes' package. It is a simple wooden box, wrapped in paper. Within is a purse containing 100 gold crowns and a short note (see the sidebar). Nadira has already paid Borman for rooms for the heroes: three rooms for five nights.

The heroes will probably be disappointed, but their next meeting with Nadira is not as far off as they might expect. Nadira is actually still in Tanchico. One of the servants at the Inn of the Golden Cup is an eyes and ears of hers, and sends word of the heroes' arrival soon after Borman gives them the package. That evening, Gable, Nadira's Warder, comes looking for them.

A VISITOR: Presuming the heroes remain at the Inn of the Golden Cup that evening, a man approaches them in the common room shortly after dusk. If the heroes are not there during the evening, or if they go to a different inn, modify

CRIME IN TANCHICO

With tensions and crime at their current levels, no one is immune to violence in Tanchico. Heroes who operate alone or in small groups especially risk the city's dangers. Should you need an encounter to liven up a lull in the adventure, or simply remind the heroes of the dangers of city life, set up a robbery.

The robbers, a group of five thugs, lurk in an alleyway, posing as refugees. Have the heroes make Spot checks (DC 21). With a success, they notice that the "refugees" are paying particular attention to them.

Thugs: hp 4, 5, 5, 7, 9.

Tactics: The thugs wait until the heroes have passed, then step out of the alleyway to surprise the heroes from behind. They won't attack any group of more than three people who seem unarmed, or two people who are obviously armed. When two of them are downed, the others flee. If they defeat the heroes, the thugs strip their bodies of anything of value.

the encounter as necessary. Gable will approach them the next day if they are not present that evening.

> A man is approaching your table. He has the broad-shouldered, sturdy look of a veteran, but his features are hidden behind a heavy Taraboner veil.

The man takes a seat at the heroes' table as if he were invited. "Welcome to Tanchico, friends," he says, nonchalantly pulling aside his veil for a moment so the heroes can get a glance at his face. It's Gable, Nadira's Warder.

Gable quickly hushes any excitable reaction from the heroes. "We should be in no danger," he explains, "but the Inn might be watched." He goes on to explain that Nadira has not actually left Tanchico, but that her business requires that she remain out of sight. She would like to see the heroes, however, to discuss their success with Megda and, if satisfied, pay the heroes the balance due to them. Gable offers to take the heroes to her.

NADIRA AT LAST: Assuming the heroes agree, Gable takes them to Nadira.

> The Warder leads the way through the winding streets of Tanchico. Past the thronged Great Circle he walks, keeping to side streets in a circuitous route that leads you off the Calpene peninsula and north, toward the city's outer wall. After perhaps half an hour, he stops at the door of a nondescript home. With one more glance up and down the street, he says, "We are here."

Gable slips into the house and leads the heroes to a back room. Within, Nadira is waiting. She seems genuinely pleased to see the heroes, and immediately asks about their success with Megda. If the heroes present her with Megda's letter, she reads it with interest. She questions the heroes about their trials in locating and rescuing Megda, about the Seanchan, and about the Battle of Falme. Once the heroes have spun their tale, she happily pays them their 500 gc apiece (less the 100 gc they received via Borman). She does not have enough money to cash Megda's promissory note.

She then offers them another task.

> "If you have some time here in Tanchico, I might have other business for you," Nadira says. "I have need of an agent, to look into a matter I myself am not free to investigate. It is a trifling issue, hardly worthy of your talents, and yet I hope you might spare me a little time for it.
>
> "A certain lady, who goes by the name Belyne, resides in the Crescent Palace. I would like to know her business. Will you not look into this matter for me? Find out who she meets, what they discuss, and what she is after. It goes without saying, of course, that she should by no means suspect my interest in her affairs–I know I can trust you to be discreet. This may be no matter at all–perhaps she is just a simple merchant. I only need confirmation of that fact."

Nadira provides little additional information. She professes not to know who Belyne is or what she does (though, in fact, Nadira is well aware that Belyne is an Aes Sedai), and she will not explain her desire to spy on the woman. She can tell the heroes that the Crescent Palace is on the Maseta peninsula, not far from the King's Palace. It's not actually a palace at all, but a large, ornate residence of Lord Balthaz. Lord Balthaz is apparently not in Tanchico; Belyne is staying in his house in his absence.

If the heroes agree to the task, she asks that they report back to her at this location in a few days. If asked about payment, she regrets that her limited resources prevent her from being as generous as she was with their earlier assignment–but then, this job should not be nearly as dangerous or time-consuming. She offers 250 marks, a sum that "should generously cover the time and expenses of gentlefolk" such as the heroes.

The meeting concluded, Gable shows the heroes to the door.

What Nadira Isn't Saying: Nadira hasn't told the heroes the entire story.

When she arrived in Tanchico a week ago, Nadira didn't expect to find any other Aes Sedai in the city. She was especially surprised when she ran into Belyne, because Belyne was supposed to be on White Tower business elsewhere. Despite that surprise, and the fact that she had never liked Belyne, Nadira did not even begin to suspect Belyne of any wrongdoing.

But that changed after the two spoke. Belyne insisted that Nadira leave Tanchico, offering a series of trumped-up

NADIRA'S SECOND LETTER

Worthy friends–

My gratitude for your efforts on my behalf. Affairs of some import have drawn me away from Tanchico. I have secured rooms for you at this fine establishment; please be my guests for a few days. I hope to get further word to you during that time.

I regret that I cannot confer with you concerning the success or failure of your recent endeavor. For now, please accept the enclosed token of my appreciation for your efforts. I assure you that on our next meeting, you shall be compensated in full.

I look forward to that meeting,
Nadira Sedai

Illustration by Adam Rex

The Great Circle

rationales. Finally, Nadira agreed. No sooner had she and Gable left the city, though, than they snuck back in to determine what Belyne was up to.

Nadira isn't willing to share her suspicions with the heroes—though they may differ among themselves, Aes Sedai always present a unified front to the outside world. And she still hasn't seriously considered the possibility that Belyne is a Darkfriend. She doesn't know that there are two other Aes Sedai, both Darkfriends also, at the Crescent Palace.

CARRIDIN

Heroes who witnessed Carridin's meeting with the Myrddraal may want to spend some time investigating his actions in Tanchico.

CARRIDIN'S PLANS: Carridin intends to assassinate the Panarch and blame Arad Doman, thus thrusting Tarabon deeper into an all-out war with its northern neighbor. He does this so that the Children of the Light can then step in and restore peace, granting the Whitecloaks near total control of Tarabon. He's missing only two elements from his plan: the exact method by which he'll have the Panarch murdered and a set of people whom he can blame for the crime and link to Arad Doman. The first problem he'll solve shortly, by bringing the Black Ajah sisters into his plot and having them kill the Panarch with the One Power. The second problem remains unresolved, though Carridin has little doubt he'll find a patsy. The heroes may find themselves in that position.

LOOKING FOR THE QUESTIONER: One of the most obvious ways of locating Carridin is simply to ask around. With a successful Gather Information check (DC 16), the heroes learn that the Children of the Light maintain a small headquarters not far from the King's Circle, where the Maseta peninsula meets the mainland. If the heroes ask specifically about Carridin (or a Whitecloak officer fitting his description), a Gather Information check (DC 22) reveals that a senior Hand of the Light officer recently arrived in Tanchico, and is staying at the headquarters. Rumor is, he's had business with both the King and the Panarch.

One drawback of asking questions is that Carridin, through his network of collaborators, might hear of the heroes' inquiries. Make a Gather Information check (DC 20) check for Carridin, adding the highest Reputation in the party to his result. The DC may be higher if the heroes are taking special precautions to hide their actions. If he becomes aware of their activity, see the sidebar on the next page.

Alternative Methods: Clever characters may go about locating Carridin in other ways: following Whitecloaks, perhaps, or even hiring a thief-taker.

In the past month, Tanchico has seen a steady increase in the number of Children of the Light within its walls, though there are still barely enough to staff a small garrison. The Children never hide their presence, so finding a group of them is pretty easy. Heroes looking for Whitecloaks in a highly public area can make a Spot check (DC 15) to find a group, then follow them to the Whitecloak headquarters.

Another option is to hire a thief-taker. A reliable thief-taker charges at least 3 mk to find Carridin, and many will ask more given the identity of the target. The thief-taker can succeed in finding Carridin, who is not only of high position but also, while not advertising his presence in Tanchico, is not going out of his way to hide it either. It takes 1d3 days to locate him. Make a Spot check (DC 15) for Carridin; if he succeeds, he becomes aware that someone is looking for him. Make a Gather Information check (DC 24) for him, adding the highest reputation in the party. (Again, the DC may be higher if the heroes are taking special precautions to hide their actions.) With a success, Carridin's spies have learned that the heroes are interested in Carridin (see the sidebar).

WATCHING CARRIDIN: Carridin spends almost all his time in the Children of the Light headquarters. Heroes patiently watching might get a glimpse of him.

> The white sunburst banner of the Children of the Light hangs over the gate of an ornate whitewashed building surrounded by a high wall. Several Whitecloaks stand around the gate, while others come and go in groups of four or five.

This large residence is the Tanchico headquarters of the Children of the Light. Heroes wishing to stake out the headquarters must make a Hide check opposed by the Whitecloaks' Spot (four Whitecloak soldiers are in front of the headquarters); if they fail, they are noticed. The Whitecloaks approach them, demand to know the heroes' business, and tell them to leave the area.

If the heroes go unnoticed, they may make a Spot check (DC 16) after about an hour of watching. With a success, they see Carridin at a second-floor window, apparently studying some paperwork. After a few moments, he disappears from view.

Heroes attempting to assess the Whitecloaks' presence can make Intelligence checks (DC 16). With a success, the heroes estimate, fairly accurately, that there are some 40 or so Children of the Light operating out of the headquarters, with at least 15 or 20 in the building at any given time.

Carridin doesn't leave the headquarters until the evening of the third day after the heroes' arrival. At that time, he heads for his meeting with Serai (see The Garden of Silver Breezes, page 79).

AN UNEXPECTED LEAD

If Carridin learns of the heroes' inquiries, he fits them into his plans for murdering the Panarch—as his patsies. His first step is to lure them to the Panarch's palace at the time of the murder.

On the third day after their arrival in Tanchico, Borman approaches the heroes.

"M'lords? Light bless you, but I was hoping that I might have a word," Borman says. "A man was here this day, saying he had information for you. Saying you were asking about the Children of the Light. Said he had talked to you the other day about them."

Borman goes on to say that a man had come to the inn looking for the heroes. He told Borman that there was a new rumor on the street: that a Questioner named Carridin was going to see the Panarch the next day—that he was going to arrest her and put her to the question. The man then demanded money for the information, but Borman (not knowing that the heroes were looking for Carridin) refused to pay and sent the man away.

Borman didn't get a name from the man, and can't provide much of a description: a man of average build, probably a refugee or poor tradesman, with plain clothes and little embroidery. He had dark hair, and he limped a bit. In short, the man could be any of dozens of people the heroes talked to when investigating Carridin, even if his description rings no specific bells. In the throngs that fill Tanchico, the chances of finding this man are virtually nil.

The information was, of course, planted by Carridin to get the heroes to the Panarch's palace at the time of the assassination.

THE CRESCENT PALACE

If the heroes have accepted Nadira's task—or if they're just curious—they will likely visit the Crescent Palace. Following Nadira's directions to the vicinity of the King's Palace, the heroes will have little trouble locating the Crescent Palace simply by walking or asking around.

Though it is not actually a royal residence, the Crescent Palace is as impressive a private home as can be imagined. It stands two stories high, amid a formal garden surrounded by a 15-foot white stone wall. Crescent moons decorate the wrought-iron bars of the gate, top the corners of the walls, and proliferate among the scrollwork detailing of the building's fancy cornices.

No activity is visible–there are no guards or servants about in the grounds, and the shades are drawn over all visible windows.

The Crescent Palace is a two-story residence. It bears the "palace" moniker only because a former Panarch was heard, upon first entering it, to exclaim that it was "amazing, almost like a palace in miniature." The name stuck, and it has been called that ever since. The other part of its name comes from a crescent-moon motif throughout the interior and around the grounds.

As Nadira indicated, Belyne currently resides in the Crescent Palace. What Nadira didn't know is that two other Aes Sedai of the Black Ajah, Serai and Criane, are also staying there. The master of the house, Lord Balthaz, is away from home for the time being. He is at his country estates in the west, having left town unexpectedly a month previous. The servants have been told that the three women are distant relations of the master of the house, and they have no inkling of the guests' true nature.

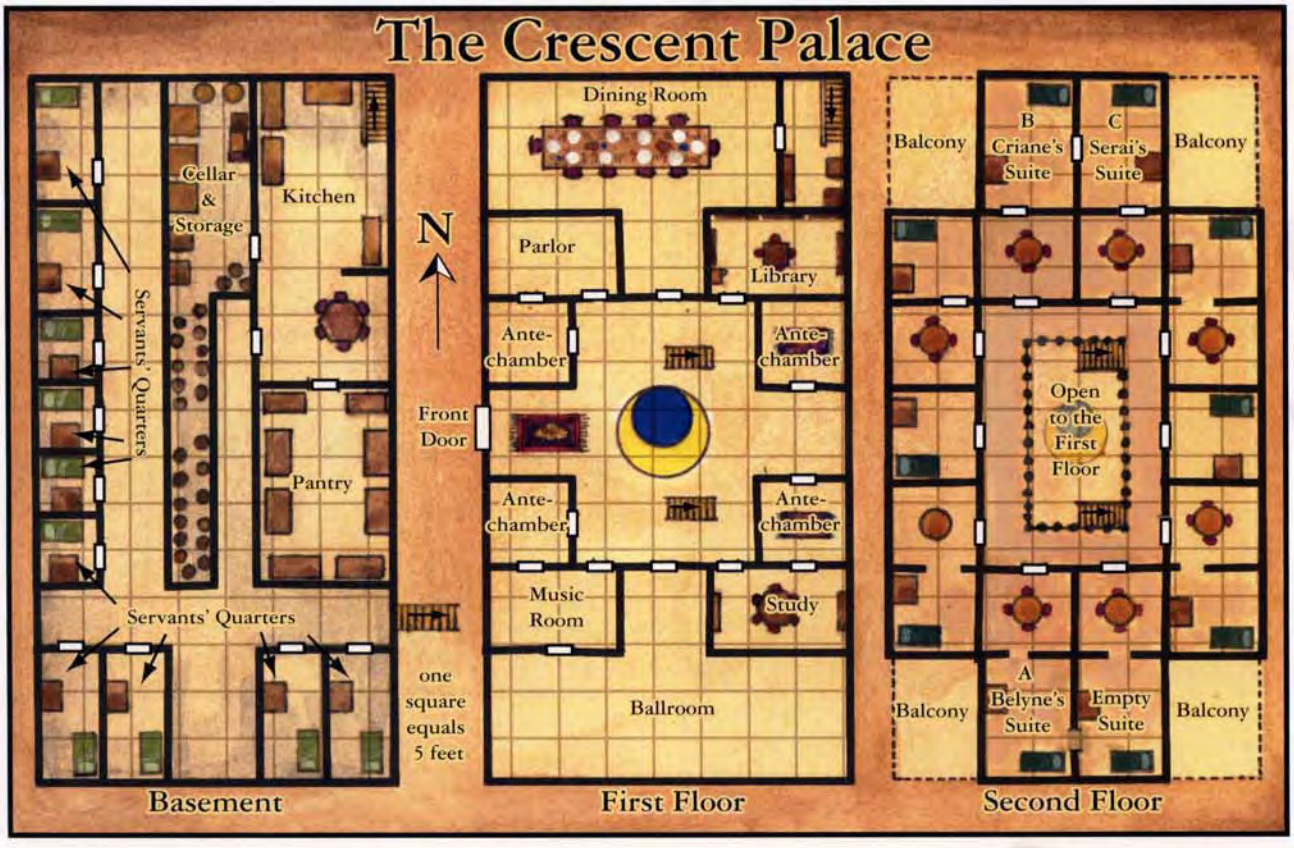
The heroes may wish to stake out the Crescent Palace. Doing so is easy–no one guards the gates, so there is no one to spot the heroes. Every so often–about once every 2 hours or so–one of the Aes Sedai comes or goes, but as long as the heroes make some effort to appear inconspicuous, they are not detected.

Have heroes watching the Crescent Palace for more than 5 hours make Intelligence checks (DC 16). With a success, the heroes ascertain that there are three apparent noblewomen (the Aes Sedai) staying in the house, with perhaps eight or ten servants and bodyguards.

RAIDING THE CRESCENT PALACE: The heroes may, either after staking out the Crescent Palace or witnessing the conversation at the Garden of Silver Breezes (see page 81), decide to sneak into the Palace to find out what Belyne and her cohorts are up to. A number of valuable clues lie within–but breaking in is no easy feat.

The Grounds

The property is surrounded with a 15-foot-high fence made of white stone. Only one gate, made of iron, finely wrought with a design of a crescent moon above a large tree exists. A wide path of crushed white rock leads from the gate toward the house.



The wall is constructed with blocks of rough-cut stone, coated with white gypsum. Anyone attempting to scale it must make a Climb check (DC 25). The gate is a bit easier (Climb check, DC 18). It is locked after dark; its lock can be picked (Open Lock DC 27).

The Crescent Palace is in an area of town filled with homes of the nobility and well patrolled by the Civil Guard. For every minute the heroes spend attempting to get over or through the wall, roll a d20. On a 1, a Civil Guard patrol appears (see the Trouble with the Authorities sidebar, page 78). Have the heroes make a Listen check (DC 13); with a success they hear the Civil Guard patrol 2 rounds before the soldiers come into view.

Three doors lead into the Crescent Palace. The main entrance is up a small flight of marble stairs to a set of brass double doors, enameled and engraved with a scene depicting a crescent moon in the skies over Tanchico Bay, ships moored in the harbor and the city gleaming white below. The door is kept locked; opening it requires an Open Lock check (DC 23). Opposite this door, at the back, is an identical rear door. Finally, in the rear, a set of stairs leads down a half-flight to the servant's area. The simple oak door there is locked only late at night (Open Lock check, DC 19).

Windows to both the basement and the first floor are accessible from the garden. The basement windows are small and low to the ground, while the first floor windows, set about 6 feet above ground level, are tall and wide, almost like big glass doors. All windows are fastened with simple locks (Open Lock DC 16). Breaking the glass is likely to alert the servants (give the guards in the basement a Listen check, with a –5 circumstance penalty if the heroes break a first-floor window) unless the heroes find some way to muffle the sound.

At each corner of the building is a large second-floor balcony, some 15 feet off the ground. The tight stonework makes for a difficult climb (Climb check DC 26). From each balcony, two sets of glass doors lead into bedroom suites (see The Second Floor, below). They can be opened or broken just like the windows, above. If the heroes enter a room occupied by one of the Aes Sedai, give her an appropriate Spot or Listen check.

The First Floor: This read-aloud text assumes the heroes enter the building through the front or rear doors and into the central hall. If they enter the building by a different route, modify it as necessary.

> The inside of the building is extremely luxurious–it's easy to see why this place is called a "palace." The floors are tiled, or layered in rich carpets, while the walls are decorated with frescoes and crescent-detailed cornices. The central hall rises through both floors to the domed roof above, with double staircases and a large tiered fountain bubbling in a shallow pool. A number of doors lead to surrounding rooms.

The adjoining rooms include the library, music room, and numerous small salons or sitting rooms. Arches lead into the formal dining room and ballroom, large chambers that run the width of the house. At one end of the dining room is a plain door that blends into the woodwork perfectly. This leads to the silver and serving room, which includes a staircase down to the servants' quarters.

The first floor is generally empty. The Aes Sedai spend most of their time in their suites on the second floor, while the servants stick to their quarters. Have the heroes make Move Silently checks, opposed by the Aes Sedai (who suffer a –5 penalty) and the guards (who suffer a –10 penalty).

The library is used as a study by Lord Balthaz. A successful Search check (DC 25) in that room reveals the existence of a secret panel, built to look like a series of volumes on the bloodlines of the kings of Tarabon. Inside are 50 gc and six large silver pearls (worth 100 gc each), as well as a slim bundle of letters tied with silken cord. The letters detail a transaction made several years ago to remove the previous king from his throne. For his part in the matter, Balthaz's gambling debts were guaranteed and his daughter advantageously married to a High Lord.

The Basement: If the heroes take the servants' entrance, or if they go downstairs using the serving-room stairs, they end up in the basement. This level is actually a half basement, with windows that look out just above ground level. The kitchen is in this part of the house, as are the pantry, wine cellar and storage areas. The rest of the level comprises the servant's quarters, including a common dining room and sitting area.

The staff of the Crescent Palace consists of six female servants, five footmen, and five guards. During the daytime, all are up and about, unless one of the Aes Sedai leaves the residence. (The Aes Sedai generally take four footmen and three guards when they go out.) At night the servants retire to their rooms, leaving only two guards up at any time. Those two can summon the additional guards if necessary. The footmen and servants are not prepared to fight, but will alert the household if trouble breaks out.

Guards (5): hp 14, 16, 17, 17, 20.

SERAI'S LETTER

My lady,
A mutual acquaintance has recommended you to me. I beg you will wait upon me tomorrow evening at the Garden of the Silver Breezes, where we may share a cup of excellent wine and discuss our shared allegiance. I have an undertaking of great import for which I require your aid.

Jaichim Carridin,
Inquisitor of the Hand of the Light

CRIANE'S LETTER

Criane–

I look forward to seeing you later this winter in Saldaea. Although traveling will likely be hard for you, the rewards will be well worth it. Once you are finished with your duties in the south, please come to us as quickly as you can. We are doing all possible to slow the progress of our enemies, but we fear that it will not be enough. Nonetheless, we may be able to wait for you at the arranged place if necessary. I hope that you will not be long in arriving, for time is of the essence where be is concerned.

As to your questions, I fear that you must judge for yourself what is best. I will have no time to oversee every detail of your assignment. You must learn responsibility for yourself and your actions, lest your end be unfortunate. I admit to some surprise that Sheriam has not trained this into you by now. Regardless of her other faults, she seemed most capable of dealing with errant children.

In all things I remain your devoted sister,
–Kryalyn Sedai

The Second Floor

The second floor is every bit as luxurious as the first. From the central hall, open to the downstairs below, ten doors lead to what are probably bedrooms or suites.

The second floor consists of suites and bedrooms for the family and their guests. Each suite adjoins one of the balconies described under The Grounds, above. All the rooms are beautifully decorated and comfortable. The three Aes Sedai are the only people on this floor: Belyne has commandeered the master suite (marked A on the map); Criane and Serai have taken up residence in two corner suites at the opposite side of the building (B and C on the map).

Each suite consists of a sitting room and a bedroom. Although there are minor differences in their placement and décor, the furnishings for each sitting room consist of a chaise lounge, a couch, two chairs, and a writing table made of inlaid wood. The table drawers contain quills, ink, sealing wax, and paper. The bedrooms each contain a bed, dressing table, cabinet, full mirror, water closet, and washstand. On the dressing tables are combs, brushes, and other toiletry items. The richly inlaid cabinets are locked (Open Lock DC 12, or Strength check DC 14 to break).

Where the Aes Sedai are located depends on the time of the heroes' arrival. After midnight, the Aes Sedai each retire to their own suites. But they tend to stay up late, reading or studying. If the heroes arrive after midnight, roll a d6 for each, adding the time to the roll (for example, add 2 to the roll if it's about 2:00 AM). On a result of 4 or higher, the Aes Sedai has gone to sleep.

If the heroes arrive during the day, roll d% and check the following table.

	Aes Sedai Location		
Roll	**Belyne Location**	**Serai Location**	**Criane Location**
01–15	Belyne's suite	Serai's suite	Criane's suite
16–30	Belyne's suite	Criane's suite	Criane's suite
31–45	Belyne's suite	Serai's suite	Serai's suite
46–00	Belyne's suite	Belyne's suite	Belyne's suite

CAPTURING DARKFRIENDS

Careful or lucky heroes might manage to capture one of the Aes Sedai or Carridin. Such an extraordinary development can throw a wrench into this story, unless it's handled carefully.

Should the heroes capture one of the Black Ajah Aes Sedai, the best course of action is simply to continue with the story as written. Although all three of the sisters have a continuing role in the story, it doesn't really make much difference if one of them disappears. Just make whatever minor alterations are necessary in this chapter and the next, having the remaining two sisters carry on the work of their missing comrade.

Carridin is a slightly different matter. He has a significant role to play in setting up the heroes at the end of the chapter. If he is unable to complete that role, you have two options: either ignore that part of the adventure, or assume that he had already fingered the heroes as "possible threats to the Panarch," and have a Captain of the Civil Guard arrest and interrogate the heroes. Unfortunately, Carridin plays an ongoing role in the novels as well, and if the heroes eliminate him at this point they'll change the continuity of events in the game world. How you deal with that is up to you.

In any event, it's unlikely that the heroes can get much information out of the Darkfriends. Under orders from Myrddraal and the Dark One himself, it's highly unlikely that the heroes can sufficiently intimidate these characters enough to get useful information out of them. Two exceptions exist. First, Carridin might admit that there's an assassination plot against the Panarch. After all, telling the heroes simply makes it more likely they'll be there to be framed, and Carridin doesn't think anyone will believe them if they try to warn the Panarch. Also, he and the Black Ajah will look for any opportunity to escape; if the heroes offer any weakness, they might cooperate long enough to exploit it.

TROUBLE WITH THE AUTHORITIES

Given Carridin's connections with the King, and the nature of the heroes' activities, there's a good chance the heroes may end up in some trouble with the authorities at a number of points in this Act. They may find themselves at odds with a Civil Guard patrol, or a gang of Whitecloaks.

Civil Guards (5): hp 21, 24, 25, 26, 28.

Whitecloak Soldiers (6): 18, 21, 21, 23, 23, 25.

Tactics: The situation in the city has made the Civil Guard wary. They will not throw themselves into a deadly encounter over a petty crime such as trespassing, and will allow fleeing heroes to escape once two or more guards take more than 5 points of damage. If they suspect a more serious crime, such as murder, they don't break off the fight until three or more of them or downed. Whitecloaks never back down until four or more are downed.

Development: Arrested heroes are detained in the basement of the local Civil Guard headquarters and judged by a sergeant of the Watch. Fortunately, with all the trouble in the city, the Civil Guard has little time to waste with petty criminals. If the heroes are arrested for a minor crime such as civil disorder or trespassing, they may pay a 50 mk fine to be released within a few hours.

Any incident that involves a death is a much more serious affair. If the death occurred in a fair fight, the heroes are held for a day, then fined 200 mk before being released. In a case of cold-blooded murder, or the death of a Civil Guard officer or Whitecloak, however, the heroes are to be held until they can be put before a magistrate and executed.

Fortunately, Carridin needs his patsies, and if the heroes have already committed a serious crime at the time of the assassination, they are even better suited as potential suspects in the murder. If he was already aware of the heroes (see Carridin, page 75), he arranges for them to be released. The local sergeant of the Watch releases the heroes without any fine or punishment, on the basis that "there is insufficient evidence to warrant a full investigation." Any hero making a Sense Motive check (DC 18) gets the feeling that the sergeant isn't happy with the decision to release the heroes.

After the Panarch's murder, heroes arrested for any crime are in more serious trouble. See Arrested!, on page 84.

Any heroes attempting to enter or search the rooms of sleeping Aes Sedai must make a Move Silently check as he or she enters the room, and one for each Search check he or she makes. The Move Silently Checks are opposed by the Aes Sedai's Listen, but the Aes Sedai use only their skill modifiers–they do not get to add the result of a 1d20 roll (in effect, they're "taking 0" due to being asleep).

Serai Sedai: hp 28.

Criane Sedai: hp 20.

Belyne Sedai: hp 15.

Tactics: If encountered, the foremost thought of the Black Ajah sisters is to raise the alarm and get away. They are committed to the tasks they have been given and unwilling to reveal themselves beforehand. It is crucial that Belyne and at least one of the others escape to perform the assassination of the Panarch (see Death of a Panarch below). Serai uses *harden air* to create a barrier as she escapes. Criane uses *raise fog* to cover her escape route (if she has time, she uses *disguise* to make herself look like a servant before the heroes see her), Belyne uses *compulsion* at casting level 5 to affect up to three party members. She orders them to hold her pursuers at all costs, then makes her escape.

Several items of interest lie on this floor of the building, if the heroes can avoid or chase off the Aes Sedai to get to them.

Serai's Suite: A silver and ivory box rests on the sitting room writing table. Its lid is warded with a *fire trap* weave; if anyone other than Serai touches the lid, the weave triggers, doing 2d6+7 points of damage to everyone within 10 feet (Reflex save DC 16 halves) and destroying the contents of the box. Allow a female channeler to make a Spot check (DC 14) before handling the box; on a success she sees the weave and may make a Weavesight check to identify it. A character making a Disable Device check (DC 21) can pry the bottom off the box without activating the weave. If the heroes manage to retrieve the contents intact, they find the note from Carridin (see the sidebar).

In the cabinet Serai has a small pouch containing 3 moonstones (worth 50 gc each).

Criane's Suite: Criane's rooms are filled with books and papers, untidily stacked on almost every available surface. The books are on a variety of topics, including the history of the Taraboner government, histories of and theories regarding the objects on display in the Panarch's Palace, the Palace itself, and the time of the Breaking. Of particular notice are three volumes of the collected *Prophecies of the Dragon*. If the heroes take these books, they grant a +2 circumstance bonus on Knowledge checks on their respective topics whenever they are referenced. Many sketches, of people, flowers, Tanchico landscapes, and exotic items from the Panarch's palace are also here. Though of no value, many are quite attractive and well crafted.

In the locked cabinet is a letter from Kryalyn Sedai, written on plain paper in an elegant hand (see the sidebar).

Belyne's Suite: Belyne keeps her suite immaculately clean. No special evidence is located here, but inside the cabinet is a healer's kit and 2 bloodstones (worth 50 gc each).

THE GARDEN OF SILVER BREEZES

Carridin and Serai, one of the Black Ajah sisters, plan to meet at a wine shop called the Garden of Silver Breezes, to discuss their Darkfriend plans.

FOLLOWING CARRIDIN: At dusk on the third day after the heroes' arrival, Carridin, dressed in dark-colored Taraboner clothing, leaves the Children's headquarters. A block from the headquarters, he is joined by three Darkfriends, men who have served as his spies in the city and who now act as bodyguards on this errand. He travels to the Calpene peninsula, to a hill just south of the Great Circle.

The men before you travel swiftly from street to street, forcing you to move quickly to keep up with them. Fortunately, the streets are still crowded, and the gathering shadows hide you from the men's suspicious eyes.

After several minutes' walk, the group–little more than a shadow in the gathering dark–pauses at a three-story white stone building. The only sign on the building is a finely painted picture of a wine bottle and cup–the standard symbol for a wine shop in Tarabon, if displayed a little more discretely than usual. Carridin enters the building, leaving the three other men outside.

If the heroes choose to follow Carridin, have them make a Hide check (opposed by Carridin's Spot) to follow him unobserved. Carridin doesn't react to their presence, however, even if he does notice them.

If the heroes attempt to detain Carridin, either on the way to or back from the Garden of Silver Breezes, he does his best to flee, calling out for the Civil Guard at the top of his lungs. A patrol of Civil Guards arrives within 2d6 rounds (see the Trouble with the Authorities Sidebar, page 78).

Taraboner Darkfriends (3): hp: 16, 17, 19.

Jaichim Carridin: hp 46.

Tactics: Carridin runs toward the nearest Civil Guard headquarters, screaming bloody murder the entire way. The three Darkfriends cover his retreat. Carridin fights only if cornered.

Development: Captured Darkfriends can be questioned, but they don't have much to offer. They will not admit to being Darkfriends under any circumstance. They know that Carridin is a Questioner, and that he is involved in some sort of activity outside of his normal Whitecloak duties. But they know no other details of his plot.

Exceptionally lucky or careful characters might be able to capture Carridin. See the Capturing Darkfriends sidebar on page 77.

FOLLOWING SERAI: At about the same time, Serai leaves the Crescent Palace. She travels in a sedan chair carried by four burly men, with three additional bodyguards alongside. The group makes its way to the Calpene peninsula, to a hill just south of the Great Circle.

The sedan chair travels swiftly from street to street, its path through the still-crowded streets opened by three guards who precede it.

After a quarter-hour's walk, the chair comes to a halt before a three-story white stone building. The bearers gently lower it to the ground, and a woman, veiled and dressed in Taraboner fashion and wearing hair in braids adorned with gold threads and beading, steps out. The only sign on the building is a finely painted picture of a wine bottle and cup–the standard symbol for a wine shop in Tarabon, if displayed a little more discreetly than usual. The woman enters the building.

If the heroes wish to tail Lady Serai from the Garden of Silver Breezes, they must make successful Hide checks opposed by her guards' Spot checks. If they are spotted, two of the guards stop to confront the heroes, while the sedan chair and the remaining guard hurries on toward the Garden of Silver Breezes.

If the heroes attempt to detain Serai, either on the way to or back from the Garden of Silver Breezes, they'll have to contend with her as well as her entire entourage.

Guards (3): hp 18, 19, 19.

Footmen (4): hp 8, 9, 10, 10.

Serai Sedai: hp 28.

Tactics: The bodyguards do not attack unless Serai is openly threatened or she directs them to do so. If a fight does start, the three bodyguards attack together while the four footmen set down her chair. Serai will channel to defend herself only in the most desperate circumstances.

Development: The guards or footmen, if captured, can be questioned, but they know nothing of Serai's plot. Careful or lucky heroes might be able to capture Serai. See the Capturing Darkfriends sidebar on page 77.

ENTERING THE GARDEN: The Garden of Silver Breezes is the most expensive wine shop in the city.

A large, well-dressed man stops you at the door, looking you over carefully. Behind him, a woman with dark hair in many narrow braids, nods graciously and gestures the man aside. "Welcome to the Garden of Silver Breezes," she says. "I am Selindrin, the proprietor. May I show you to a table?"

The building is nothing like a normal tavern. The interior is divided by low walls of ornately carved polished wood, creating separate areas for the well-spaced tables. The far wall is open to a lantern-lit courtyard. The floors are tiled in green and gold, with brass fretwork on the ceilings and small gleaming lamps on each table. A fountain bubbles in the center of the room, while musicians play quietly in a corner.

Weapons are not normally allowed in the establishment, but with a measure of discretion, and a gold crown or two for Selindrin, the rules might be relaxed. Selindrin gladly shows the heroes to a table. Neither Carridin or Serai can be seen, but heroes making a Spot check (DC 9) notice a staircase that seems to lead to more tables upstairs. If asked, Selindrin will seat the heroes upstairs, seating them two tables from Carridin and Serai.

The interior is cleverly designed to make meetings and assignations simple. Tables are placed 10 feet apart with low walls, 5 feet in height, around each one. Each set of walls is intricately carved in a lacy pattern, giving an ethereal feel to the place and allowing eavesdroppers no place to hide. On the second floor is a small wood and brass staircase leading up to a closed door at the top. The top floor is a private room with large windows, covered in the same carved wood panels that form the walls around the tables on the lower floors.

CHECKING IN WITH NADIRA

After observing Serai's meeting with Carridin, gaining a few hints about the plot against the Panarch, and perhaps even concluding that Belyne and her cohorts are Black Ajah, the heroes may want to report their findings to Nadira.

If the heroes present compelling evidence that the sisters are Darkfriends, Nadira agrees that they seem to be up to something sinister–though she pooh-poohs the existence of the Black Ajah. (Privately, she knows that the Black Ajah exists and, based on the heroes' testimony, believes that Belyne may be Black Ajah–but she won't admit that to the heroes.)

Nadira encourages them to take every step to prevent the Panarch's assassination and whatever additional plotting they seem to be up to. She refuses to take a direct hand in their actions however, pointing out that she can be most effective if Belyne does not even suspect that she's in Tanchico.

Alarmed by the presence of Black Ajah, Nadira's objective is to get word to the White Tower. She pens a short note to the Panarch warning her of the coming assassination. (Unfortunately, the mysterious letter is ignored, and has no effect on the events of this adventure.) She then leaves Tanchico, hoping to reach the White Tower or at least an ally she can trust to get the message there. Before leaving, she sends the heroes' payment to the Inn of the Golden Cup, along with a note stating simply that she must leave Tanchico and encouraging the heroes in their efforts to stop Belyne and her companions.

In all likelihood, the heroes have seen the last of Nadira Sedai.

A Quiet Conversation: By the time the heroes are seated, Carridin and Serai are already in conversation. The heroes must succeed at a Spot check (DC 14) to see them at their table. Open attempts to search for them draw the attention of the guards.

> The two sit across from one another. They are clearly discussing something, and seem calm. A goblet of wine, untouched, sits before each.

The heroes can attempt to listen to the conversation from their table, but with the musicians, the fountains, and the distance between the tables, it isn't easy. Carridin and his companion are talking softly, as do most people in the Garden of Silver Breezes, specifically to avoid being overheard. While this does not make the situation impossible, it does mean that the heroes will likely only pick up snippets of conversation.

A successful Listen check (DC 16) allows a hero to make out the names of the two individuals: the woman's name is Lady Serai; the woman calls the man Bors. For every two points by which the check result exceeds 16, a listener overhears one additional snippet of conversation. A result of 18 overhears Serai say, ." . . and I will accompany you tomorrow, Bors . . . Deladrin will no longer trouble . . . cannot be traced." A 20 overhears her add ." . . your own puny webs . . . another task . . . much greater importance." With a 22, the hero hears Carridin say, "Rand . . . die . . . my own hand," to which Serai replies, "Fool . . . . better plan . . . tame the false Dragon in Saldaea . . . send it . . . our leash."

Any successful eavesdropper who makes a Sense Motive check (DC 18) discerns that Carridin and the woman clearly dislike one another, though Carridin is being oddly deferential for a Whitecloak.

From Outside: It is nearly impossible to listen in or spy through a window from outside the wine shop. The windows are few and far between, and offer no hiding place for the eavesdropper. Carridin and Serai are on the second floor; climbing the smoothly joined marble slabs requires a Climb check (DC 25), and leaves the hero completely exposed to any onlooker outside the building. Should a hero manage to get into a position to hear the conversation from outside the building, allow the same checks mentioned above, but increase the DCs by 4.

Trouble in the Garden: If the heroes take any step to disrupt the meeting, Serai and Carridin end their interview and leave without so much as a glance in the direction of the heroes. Remember that Serai can see any female channeler embracing the True Source; should any female hero do so, have Serai make a Spot check (DC 7). The heroes may attempt to intercept them; doing so creates a scene that quickly draws the guards.

If the heroes draw weapons, or take any offensive action while in the Garden of Silver Breezes, they'll have to contend

WARNING THE PANARCH

The heroes may attempt to warn the Panarch of her danger. Trying to reach the Panarch in person is difficult, since she sees only those who have made appointments. Their only real option is to bring their concern to the palace guards.

The guards are appropriately concerned if told that the Panarch is in danger. But Carridin has an excellent reputation in Tanchico, and any claim that he's involved can only be seen as a baseless slur. Furthermore, the guards refuse to accept that Belyne and her cohorts are Black Ajah or even Aes Sedai.

If the heroes implicate Carridin (even by asserting that he associates with Aes Sedai), palace officials refuse to listen further or act on the information. If the heroes leave Carridin and Aes Sedai out of their story, the guards take the threat to the Panarch seriously, and increase security. Increase the number of palace guards in a given encounter by 50%.

Illustration by Puddinhead

with the guards. Two are on each floor and one at the door (seven total). All will come to the scene of any disruption.

Guards (7): hp 14, 16, 17, 17, 19, 19, 20.

Jaichim Carridin: hp 46.

Serai Sedai: hp 28.

Tactics: Carridin and Serai attempt to leave immediately–Serai returning to the Crescent Palace in her sedan chair while Carridin makes his way back to the Whitecloak headquarters on foot. The guards demand that the heroes also leave; if they agree, they are allowed to do.

If the heroes attempt to prevent Carridin or Serai from leaving, or if they attack them within sight of the Garden, the guards attack. A runner is dispatched to the Civil Guard. After 2d4 rounds, a Civil Guard patrol arrives and joins the fray.

Civil Guards (5): hp 20, 22, 25, 25, 26.

The Civil Guard patrol attempts to arrest the heroes. See the Trouble with the Authorities sidebar.

Development: If the heroes disrupt the meeting, Carridin gets complete descriptions of them from the guards. Once he returns to the Whitecloak headquarters, he dispatches two patrols to search for them. Make a Gather Information check (DC 20) for him, adding the highest reputation in the party to the result. A successful check means a patrol has identified the party's inn, and will attempt to arrest them when the heroes return there. See the Trouble with the Authorities sidebar.

If Serai saw one or more heroes channel or embrace the True Source, she takes an interest in them. She confers with Carridin some time after their meeting; if he knows their identity and where they are staying (see Carridin, page 73), she learns it from him. She does not take any immediate action, however, preferring to allow Carridin's Whitecloaks to deal with the heroes.

AUDIENCE WITH THE PANARCH

Carridin's appointment at the Panarch's Palace is midafternoon on the heroes' fourth day in Tanchico. One hour before the appointed time, Carridin and two of the Aes Sedai set out from their respective residences. Carridin is on foot,

Domani Woman

PREVENTING THE ASSASSINATION

It is possible, although unlikely, that the heroes can prevent the assassination, perhaps by overcoming the Aes Sedai at the Crescent Palace or by presenting a convincing case to the Panarch. In this case, the planned disruption within Tanchico does not occur, although the city may still be tense if news of the attempt gets out. Carridin may still try to salvage part of his plan by making it look like it was a Domani plot, perhaps setting up the heroes if he was aware of them (see Aftermath). King Andric eventually moves against the Panarch again, with or without Carridin's help, and his next attempt is successful. The heroes may later hear of Lady Amathera's ascension to the Panarch's office.

escorted by six Children of the Light. Serai and Belyne ride in sedan chairs, with four footmen carrying each chair and five guards between them. Carridin and the two Aes Sedai meet outside the Panarch's Palace and enter together, leaving their escorts outside.

The heroes may attempt to follow if they wish. The main hall of the Panarch's Palace is open to the public, so that anyone may view the treasures the nation has collected over the ages. No one, however, is allowed to enter armed. (Heroes watching Carridin enter see that he unbuckles his sword and leaves it with his men before entering.) The guards stop and search any visitors they suspect of carrying weapons, refusing entrance to those found to be doing so. If security has been tightened due to advance warning by the heroes (see the sidebar), the guards search everyone other than obvious nobility or those of high rank.

Four guards stand at the entrance to the outer hall. In addition, two guards stand at each entrance to the inner palace.

The heroes are not allowed to pass from the outer hall to the private areas of the palace without an appointment, although this being public audience day, with a Bluff check (opposed by the guards' Sense Motive) the heroes can fool the guards into allowing them through. Another option is to create a distraction and attempt to slip past the guards. This requires a Bluff check by the distracter (or some other action or event that grabs the guards' attention) and a Hide check (opposed by the guards' Spot) by the characters as they sneak in. Attempts to force entry result in combat.

Palace Guards: hp 17 (average).

Tactics: Palace guards engage the heroes until defeated or the heroes run off. If the heroes attack the guards at the entrance to the outer hall, Carridin's Whitecloaks, who wait outside the entrance, come to the guards' aid.

The Way is Blocked

Whitecloak Soldiers (6): 18, 21, 21, 23, 23, 25.

Development: If the heroes are captured by the guards, go to Arrested! below. If the heroes subdue the guards, or somehow get forcibly past them, the alarm is raised throughout the palace.

INSIDE THE PALACE: Once inside the inner palace, the heroes must make their way to the audience chamber. The Panarch's Palace is designed to confuse invaders and give the inhabitants time to escape. For every minute that the heroes spend searching the palace, have them make an Intelligence checks (DC 12). Once they have made three successful checks, they find the audience chamber.

If the heroes did not raise the alarm getting into the inner palace, they can search for the audience chamber unhindered. However, asking for directions to the Panarch's audience chamber is problematic. Those who are granted audience are always assigned a servant to guide them. If the heroes ask a servant or guard for directions, they are immediately seen as intruders. Unless the heroes make a Bluff check with a –5 circumstance bonus, opposed by the target's Sense Motive (assume a +1 skill modifier for servants), servants flee, while guards attack and call out the alarm. From that point forward, the alarm is raised.

Once the alarm is raised, check to see if the heroes encounter any guards. For every minute spent looking for the audience chamber, roll 1d6. On a 1, a pair of guards appears.

Palace Guards: hp 17 (average).

Tactics: The guards attack and attempt to kill the heroes.

If the heroes arrive within 4 minutes, they witness the assassination of the Panarch. Otherwise, they arrive after the murder.

DEATH OF A PANARCH: As Carridin holds audience with the Panarch, the Black Ajah sisters link, allowing Belyne to cast *touch of death* at 6th level. The weave crushes the Panarch's internal organs without any outer sign of injury, killing her instantly under the very noses of her guards and courtiers.

The heroes arrive as or just after this happens. Female channelers who arrive as it happens can see the Black Ajah embracing the True Source with a Spot check (DC 5). Those with the Sense Residue feat may notice the weave after it has been cast.

Confusion breaks out within the audience chamber upon the Panarch's death. The news of Panarch Deladrin's death causes chaos within the palace. Screams fill the halls, servants wail and weep, and the palace guards search for the killers. Heroes that entered secretly, being trespassers, are taken for the assassins if seen or caught.

Within minutes, Carridin and his companions are sent away along with all the other courtiers. Two palace guards accompany them to the outer entrance, where their escorts await. Should the heroes arrive before this, the Aes Sedai attempt to

Illustration by Adi Granov

The Panarch Dies

shield any channelers among the heroes, but do not otherwise channel. Carridin condemns the heroes as Darkfriends if they attempt to interfere in any way, commanding the palace guards to attack. Given his status and the confused situation, the guards obey him.

Jaichim Carridin: hp 46.

Belyne Sedai: hp 15.

Serai Sedai: hp 28.

Palace Guards (2): hp 18, 21.

Development: Should the heroes be overcome by the guards, go to Arrested!, below.

AFTERMATH: Deladrin's murder causes a furor in Tanchico. The news spreads throughout the city within a few hours of her death, disrupting everyone's daily lives. Riots break out in the Great Circle, and businesses (other than the inns–and even their common rooms are somber and quiet) close early.

If the heroes have escaped Carridin's notice, they are not suspected of Deladrin's death. But if Carridin became aware of the heroes before the Panarch's murder, he sends out four groups of six Whitecloaks each, to scour the city and arrest the heroes. One group goes to the Inn of the Golden Cup to await the heroes there. The others roam the city, looking for the heroes. Carridin also sends their descriptions to the Civil Watch, who mobilize in search of the heroes.

From this point forward, for every 10 minutes the heroes spend out and about in the city, have them make Spot checks (DC 11). With a success they see a group of Whitecloaks or Civil Guards, apparently searching for someone. The heroes can then make Hide checks opposed by the searchers' Spot to get out of sight before they're seen.

If the heroes escape the notice of the Whitecloaks and Guards, or if they were never identified by Carridin, go to Moving On, on page 86.

Whitecloak Soldiers (6): 18, 21, 21, 23, 23, 25.

Civil Guards (5): hp 20, 22, 24, 25, 27.

Tactics: The Whitecloaks or Civil Guards do everything they can to subdue the heroes, who are presumed to be the murderers of their popular Panarch.

Development: Should the heroes be overcome, go to Arrested!, below.

ARRESTED!

If the heroes are arrested by the palace guard or the Civil Guard following the murder, they are held pending the investigation of the Panarch's death. If the Whitecloaks arrest them before the murder, Carridin is informed. Either way, they come to Carridin's attention (if they haven't already) as part of his "investigation" of the murder, and he frames them for the crime.

Heroes held under these circumstances are imprisoned in the dungeons of the King's Palace, surrounded by the King's Life Guard and Whitecloak soldiers. Between the two forces, the guards number at least two hundred. The king's men are taking no chances with the killers of Panarch Deladrin, and rescue is nearly impossible. The heroes are chained to the wall with masterwork manacles (hardness 10, hp 10, Escape Artist DC 35, break DC 28). The locks on the manacles are of good quality (Open Lock DC 30). In addition, known channelers are knocked out with subdual damage or kept sedated with drugs.

The day after the heroes are captured, Carridin pays them a visit. If the heroes were seen by the Aes Sedai at the Garden of Silver Breezes or the Crescent Palace, they are also visited by Belyne Sedai.

JAICHIM CARRIDIN

The cell door opens, and Carridin walks in flanked by four Whitecloaks. "I cannot begin to tell you how pleased I am to see you here," says the Inquisitor, smiling almost affectionately at you. "Today, your salvation will begin. No one is so long in the Shadow that he cannot come to the Light, my children. And it is my duty," he adds as he gestures the Whitecloak guards toward one of you, "to see that you begin that journey now. Unburden yourselves to me, and answer truly. Do you walk in the Light?"

Carridin's visit is part of his cover investigation. He chooses the hero with the lowest Con to "put to the Question," using torture to get a confession. Carridin keeps the session simple, since he plans to enjoy causing pain to the heroes for a few days yet before executing them. He questions the chosen hero for 3 hours, taking obvious pleasure in his work. Have the hero make one Will save for each hour of torture (3 saves total), opposed by Carridin's Intimidate. With a success, the hero is unaffected by the torture. With a failure, the hero must provide one of the following pieces of information, or suffer 4 points of temporary Wisdom damage (note that this affects his next Will save). If the heroes' Wisdom is reduced to 0, he becomes totally submissive and will do or say anything Carridin asks, as long as he remains in Carridin's direct control.

Carridin is looking for the following information: first, why the heroes are in Tanchico; second, whether they know how the Panarch actually died; and third, whether they know that Carridin plotted with the Aes Sedai to make it happen. Carridin intends to ask additional questions in future sessions, but events will probably prevent that from happening.

Carridin's torture causes no actual damage to the tortured hero, beyond any temporary Wisdom damage sustained.

The heroes are kept bound at all times. Should a hero free herself, she will have to contend with Carridin and his Whitecloaks.

Jaichim Carridin: hp 46.

Whitecloak Soldiers (4): hp 17, 18, 20, 24.

Tactics: Carridin allows the soldiers to do the fighting, calling for additional guards if necessary (there are dozens nearby). Carridin will not allow the guards to kill the heroes if at all possible.

BELYNE SEDAI: This encounter occurs only if the heroes were seen by the Aes Sedai, either at the Garden of Silver Breezes or at the Crescent Palace.

A guard opens the cell door. Inside steps a woman wearing a hooded black cloak with a mask and veil. She gestures with a haughty manner to the guard, and he steps back, closing the door behind him. Gracefully she lifts her hood and removes the mask from her face, revealing ash blond hair, delicate features, and gray-green eyes. It is Belyne.

She smiles sweetly as she gazes around the room, speaking with a musical voice. "I have a few questions for you. Do not fear; no one will interrupt us." Her dark eyes glitter dangerously at this statement, but her smile remains cool and serene.

Belyne Sedai got into the King's Palace by using *compulsion* on a captain of the Life Guard. She casts a *compulsion* weave at 3rd level (Will save DC 15) on one of the heroes, asking questions about the Panarch's death, what they know about herself and the other Black Ajah sisters, and whom they may have told. She does not compel them to forget her visit, because she expects them to die soon and knows none of the guards will believe them.

Before she departs, Belyne gloats to one of the heroes she has not interrogated.

Belyne smiles coldly as she draws the hood of her cloak back over her head. "You have no idea how lucky you are. If it were left to me, I would draw and quarter each of you with the One Power, and make you love me for doing it." She pauses, carelessly brushing the dust from her skirts with a dainty hand. "You insolent children, thinking to involve yourselves with affairs beyond your reckoning. We will Break the World before we are through. The boy who calls himself Dragon will be cast down and replaced with a Dragon of our own making, and the sisters are en route to Saldaea where our Dragon awaits us. Think on that as you die." Belyne raises her mask to her face once more, then turns, sweeping out of the room as the door locks behind her.

Being manacled to the wall, it is unlikely any of the heroes can confront Belyne. If they do, she calls for the guards.

Belyne Sedai: hp 15.

Palace Guards (2): hp 18, 21.

Tactics: Belyne avoids combat, calling for the guards immediately. They, in turn, call for additional guards (there are dozens nearby), who arrive in 1d4 rounds. As soon as the first guards enter the room, Belyne flees.

ESCAPE: Unbeknownst to Carridin or Belyne Sedai, King Andric is not pleased with this turn of events. Carridin did not inform him of the false leads to Domani agents, and he believes that the heroes are actually the assassins–and that they know of his role in the plot. The king is nervous: The longer the heroes are held, the greater the risk he will be implicated in the Panarch's murder. Since Carridin is in a position to expose him, Andric is unwilling to put pressure on the Inquisitor to kill the heroes. Therefore, he has decided on alternative measures. He pays a personal visit, incognito, to the prisoners.

The wee hours of the morning are interrupted by the clatter of keys in your cell door lock. A graying, lion-masked man strides in, followed by two guards. He moves with assurance and grace, obviously a man used to being obeyed. As he approaches, he draws a ring of keys from his belt. "Your benefactor wishes to extend his gratitude for your actions," he says in a quiet tone. "To that end, there is a ship waiting at the harbor to take you to Bandar Eban, as long as you swear upon the Light never to return to Tanchico. Will you give your oath?"

Assuming the heroes give their oaths, the masked noble has them unchained. The guards are carrying a change of clothes for each of them, including long dark cloaks with hoods. The heroes are led directly to the ship the nobleman mentioned, called the *White Dawn*, and hustled on board. There they find their possessions, as well as payment "for services rendered," in the form of five pieces of fine jade (worth 100 mk each) for each hero. The ship sails at sunrise. Before leaving, the heroes have a chance to send word to any who were not arrested, giving the missing party members a chance to catch up. (Andric is eager to ensure that all links to his involvement are removed from Tanchico.)

MOVING ON

After the murder, Carridin and the Aes Sedai prepare for their next duties. Carridin begins the investigation that leads to the arrest of "Domani agents" (perhaps the heroes, as covered above under Arrested!). If the heroes are not implicated or avoid capture, Carridin issues a proclamation that he will personally track down the Darkfriends who murdered Panarch Deladrin. Within two days, there is a second proclamation: Carridin has found the culprits, agents of Arad Doman who have been executed. Martial law is declared at that time, and all travel in or out of the city is prohibited.

The Aes Sedai leave the city the day after the murder. Two of them, Criane and Serai, board a ship bound for Bandar Eban. It will take them one week to reach their destination, using *harness the wind* to increase the rate of travel. Belyne Sedai returns to Tar Valon to maintain her cover, using *false trail* to cover her departure. Heroes free in the city might tail the Aes Sedai to witness these departures, or they might attempt a Gather Information check (DC 18). Success indicates that two of the sisters traveled by sea to the Domani capital, but there is no trace of the third.

FOLLOWING THE DARKFRIENDS: If the heroes were arrested and then released by Andric, the *White Dawn* takes them directly to Bandar Eban. Go on to Act Two.

If the heroes remained free in Tanchico following the murder, they will probably wish to follow the two Aes Sedai to Bandar Eban. Nadira is no longer around; she has left to report on the activities of the Black Ajah (see the Checking in with Nadira sidebar on page 80). Numerous ships float in the harbor, or the heroes can travel overland (though an overland journey will take more than twice as long, and require crossing the tumultuous Almoth Plain). Whatever their mode of travel, their only hope of stopping the Darkfriends' plans lies in Bandar Eban.

ACT TWO: BANDAR EBAN AND SALDAEA

Act Two spans two locations: Bandar Eban, in Arad Doman, and Maradon, in Saldaea. In addition, the heroes face the 800-mile journey between the two cities.

ARRIVING IN BANDAR EBAN

Bandar Eban has been called "the Tinker's Blanket," and it's apparent to anyone sailing into the city how it got that name. Where Tanchico's buildings are all a pristine white, every shop and home in Bandar Eban is ablaze with multicolored awnings and flags.

This festive sight has been recorded in many books, including *The Travels of Jain Farstrider*. But as colorful as it is, this vista hides problems that mirror those besetting Tanchico. Bandar Eban is falling into civil disorder, and the war to the south threatens to disturb the delicate balancing act by which King Alsalam maintains his rule. In addition, something dark seems to haunt the city streets, throwing a pallor over even the brightest spirits.

In an effort to combat these twin forces, the city watch patrols have been doubled–even tripled–in some areas, particularly the poorer districts. Any public disturbance is quickly put down, and foreigners who are arrested receive strong suggestions to leave town, since the king is wary of outside involvement.

The heroes might arrive in Bandar Eban by ship or overland. If the former, they are probably about three days behind the Aes Sedai. If the latter, they may be as much as two weeks behind.

As in Tanchico, many of the inns and public houses are full beyond capacity. With a little looking around, however, and perhaps a Gather Information check (DC 9), the heroes can find one inn with room to take them: the Silver Carp.

The Silver Carp

The Silver Carp is a relatively small establishment, a charming and comfortable inn of two stories. A lithe woman with wavy dark hair and flashing blue eyes surveys the common room with the mastery of a queen surveying her domain.

Terise is the innkeeper of the Silver Carp, a smart and capable woman who was widowed two years previously and now runs the inn with the help of her daughter, Sabira. Her inn is where the Black Ajah sisters stayed two nights earlier.

LOOKING FOR RUMORS

Through use of *harness the wind*, Criane and Serai Sedai have made the trip to Bandar Eban in two days less than normal, getting them there three days ahead of their pursuers. The heroes will probably start trying to pick up their trail by asking a few questions around town. It so happens that the Black Ajah sisters stayed at the Silver Carp for their one night in Bandar Eban. With a few well-placed questions at the inn, or a Gather Information check (DC 14), the heroes can easily learn this. Unfortunately, finding out where the sisters went is a different matter.

Bandar Eban is a wonderful place to hear rumors, learn news, and get information. The Domani are naturally a talkative people, and social interaction on a personal level is an art form in the city. If the heroes pursue local rumors, they learn the following with Gather Information checks (DC 12) or through roleplaying. Offer one bit of information per check or encounter.

- The Panarch of Tarabon was poisoned to death by witches from Tar Valon.
- The White Tower has captured the false Dragon Mazrim Taim with the help of Davram Bashere and the Saldaean army. His power was broken on the same day that the battle in the sky appeared at Falme.
- The Dragon Reborn, who was seen in the sky at Falme, has disappeared to gather an army.
- Tear is finally going to invade Illian.

There's another story floating around Bandar Eban, but this one people aren't sharing. Have heroes gathering information make a Sense Motive check (DC 20). With a success, the hero notices that people seem to grow more and more fearful as the day progresses, most evidently in the evening. If asked what is happening, though, most citizens simply pretend not to hear, quickly change the subject, or continue on with their discussion.

THE LADY OF SHADOWS

As their first day in Bandar Eban draws to an end, the heroes find the atmosphere in the city oddly changed. The

DOMANI CUSTOMS

While the people of Bandar Eban are a little standoffish of late, they are still Domani. Heroes from other nations may feel somewhat out of their depth, since Domani society is unlike any other. Male Domani NPCs are especially sensitive about their honor, leading to quick arguments and quicker fights. The behavior of Domani women, from servants to nobility, falls somewhere between slyly flirtatious to almost scandalous–though flirtation is all it is.

In Arad Doman, everything is hinted at but nothing is revealed. Although a Domani woman may seem to promise everything to a man, this is a standard social convention and not a sexual proposition. Aggressive advances or lewd behavior in public earn the enmity of the local populace, giving the hero in question a temporary –2 circumstance penalty to Reputation while in Bandar Eban.

streets quickly empty of people, as doors are locked and shutters barred. Back at the Silver Carp, local common room attendees quickly disappear, leaving the inn strangely quiet. The windows are shuttered and barred from the inside, and the door is locked. Heroes arriving after dark must knock on the door for several minutes before they are finally admitted.

If the heroes ask about the situation around the inn, they find the other guests and servants completely unwilling to talk. A sympathetic character making a Diplomacy check (DC 19) can eventually persuade Terise, the innkeeper, to explain the situation.

> Terise sighs, an expression of concern on her face. "It is the night. We are all afraid, you see. So many people have vanished, and all in darkness. Out of the street, out of their rooms, as though the night itself swallowed them up. And not just any people, but always the young, the beautiful. The flower of Arad Doman, stolen from our gardens. No loss is so sad as that which you treasure the most: your child."

Terise is willing to speak about the situation further if questioned carefully. All the missing people are in their youth–a few are teenagers, but most are young men and women. All, it seems, are beautiful or exceptionally talented individuals. Many people have lost family members, including her husband's niece and the daughter of Terise's cousin. It's said that even members of the royal family are gone. While there are often signs of a struggle, no ransom notes are ever delivered, and no clues are ever found. It is as though the ground swallowed them up. No one feels safe anymore.

If any of the heroes have a very high Charisma score (16 or above), Terise warns them especially not to venture outdoors at night, or even to leave their room, unless they keep their features hidden. Anyone who attracts attention becomes a target for the Shadow.

What Terise does not know is that the disappearances are being arranged by Graendal, one of the Forsaken. Graendal has set up a base in Arad Doman. She has taken to collecting particularly beautiful or charismatic, usually young, individuals as trophies to decorate her home and entertain her. She uses *compulsion* freely to bend both her "pets" and her servants to her will. Those who kidnap new pets for Graendal are utterly incapable of betraying her.

SNATCH AND GRAB: The heroes are about to dragged into Graendal's plot.

Terise's daughter, Sabira, is eighteen years old and shares her mother's dark hair, blue eyes, and flawless figure. Blessed with beauty and charm, she was an easy choice as a prospective kidnapping target. On the very night that the heroes speak with Terise, the kidnappers strike.

The kidnappers attack roughly 4 hours past midnight, after most people have gone to sleep. If any of the characters have elected to remain awake–perhaps to keep watch–have them make Concentration checks (DC 10), giving them a +4 circumstance bonus if they have the Endurance feat. Failure

DOMANI AUTHORITIES

Public disorder is not tolerated in Bandar Eban, so the heroes should be circumspect in their inquiries. If they start a fight or other disturbance, the city watch quickly moves in.

Civil Watch (4): hp 23, 25, 27, 28.

Tactics: The guards use their saps to deal subdual damage unless the attackers fight back with deadly weapons, in which case they switch to swords. They do not retreat until three have been downed.

Development: All detainees are taken into custody for at least 12 hours. Assuming a minor crime, the miscreants are fined 50 mk and then released once the authorities determine that the incident was not politically motivated.

Any incident that involves a death is a much more serious affair. If the death occurred in a fair fight, the heroes are held for a day, then fined 200 mk before being released. In a case of cold-blooded murder, or the death of a city official, however, the heroes are to be held until they can be put before a magistrate.

indicates that the heroes have dozed off. Have all the heroes make Listen checks (DC 14). Dozing heroes suffer a –5 penalty. Sleeping heroes make this check using only their skill modifiers–they do not get to add the result of a 1d20 roll (in effect, they're "taking 0" due to being asleep). Those that make the Listen check hear a commotion from downstairs.

> The tinkle of broken glass, followed by several muffled thuds, drifts up from downstairs. The sounds seem to come from the rooms behind the kitchen.

The kidnappers were quietly prying open the shutters when one of them slipped and broke the window, making the noise and cutting himself. Despite the noise, the kidnappers quickly slipped into Sabira's room. They used rags soaked in ophthial syrup (see the sidebar).

If one or more heroes have Charisma scores of 17 or higher, see A Twist, below.

Heroes rushing downstairs to the family's quarters behind the kitchen find an empty bedroom.

> The bedroom is small and modestly furnished. The window stands open, one shutter hanging ajar, broken glass forming a jagged pattern. The bed is empty, the bedclothes strewn over the floor toward the window. Other than that, and the shattered chips of glass catching the moonlight across the floor, nothing seems out of place.

Have the heroes make Spot checks (DC 13); on a success they notice blood on broken glass. Those moving quickly to the window can make a second Spot check (DC 16) to see the dark forms of the kidnappers disappearing around a corner some fifty paces away.

It is possible to track the kidnappers. One or more was wounded by glass from the broken window, and is leaving a blood trail. Heroes with the Track feat can follow it on a successful Wilderness lore check (DC 17). The kidnappers move at half speed due to the effort of carrying an unconscious person, but the heroes probably also have to move at half speed to track them. They will, however, eventually catch the kidnappers at their rally point. Go to On the Trail, below.

Should the heroes not hear the event, Terise alerts them several minutes after the kidnappers leave, having awoken with a sudden fear for Sabira. She offers the heroes anything she owns to save her daughter.

A Twist: If one or more heroes have Charisma scores of 17 or higher, the hero with the highest Charisma is targeted as well. A second set of kidnappers pries open the shutters on the hero's bedroom window, this time maintaining their trademark stealth. Have the heroes make Listen checks; heroes in that room have a DC of 13, while those in other rooms check against a DC of 18 (the same rules for dozing and sleeping apply; see above).

OPHTHIAL SYRUP

Ophthial Syrup is a poison derived from a type of flowering bush that grows in the Blight. The scent of the ophthial bush can render a strong man incapacitated and at the mercy of nearby Shadowspawn.

To be affected by the poison, one must inhale the fumes of the syrup, which typically occurs when a rag soaked in ophthial syrup is held to the victim's face. The victim makes a Fortitude save (DC 16); failure means the victim falls unconscious. One minute later, regardless of whether she succeeded or failed at the first save, the victim makes a second save against the same DC. Failure causes the victim to take 2d6 points of temporary Con damage.

This item is not generally available on the open market; the listed price is simply a guideline.

Ophthial Syrup

Type: Inhaled DC 16
Initial Damage: Unconsciousness
Secondary Damage: 2d6 Con
Price: 250 mk

Two kidnappers are on a ladder outside the window, while a third stands guard in the street below. If the invaders see armed, awake heroes in the room, they immediately retreat, running down the street into darkness, eventually making for their rally point (see below). If, on the other hand, the occupants of the room seem to be sleeping, the kidnappers climb in and dose each hero with ophthial syrup (see the sidebar). They then abscond with their target.

Kidnappers (3): hp 16, 17, 19.

Tactics: If the heroes attack, the kidnappers flee.

On the Trail: The kidnappers are traveling inland, toward the outskirts of Bandar Eban. Eventually they meet at a rally point, where other bands of kidnappers are waiting for them. Three groups of three kidnappers exist–one with Sabira, another with a stranger, and a third that took one of the heroes (see A Twist, above), or, if none of the heroes fit the bill, took another stranger. When the party catches up with them, the criminals make a stand.

Kidnappers (9): hp 14, 16, 16, 17, 18, 18, 18 19, 19.

Tactics: The kidnappers put down their prizes, forming a defensive line around them, and fight to the death.

Development: If the heroes manage to capture and question any of them, the culprits reveal nothing about where they were headed or who hired them. No amount of coercion can sway them, and they may even attempt suicide if

they get an opportunity. "The Lady of the Shadow does not forgive," is all they say.

Each group of kidnappers has a bottle of ophthial syrup containing two doses.

Aftermath: Terise is overjoyed at Sabira's rescue. She rewards them with 100 mk from her own modest funds and urges them to leave town quickly, before anyone can exact revenge upon them.

Before the heroes leave town, however, she approaches them with another reward.

> "You were asking about the two ladies," Terise says. "I spoke with my sister's husband. He is an hostler, and keeps his stock on the north road. He sold them two fine pacers, and a pack mule, three mornings before the day you arrived. They headed north, he tells me. Nothing exists that way for a lady–nothing, except 800 miles of travel to Saldaea, all but impassible with winter coming on."

As the heroes may already have come to suspect, the Black Ajah sisters are headed for Saldaea.

TRAVELING

Saldaean winters are legendary for harsh extremes of temperature, and traveling in such weather without protection can be deadly. Before heading on to Maradon, the heroes need to purchase winter traveling supplies, possibly including horses. The economy is not yet as bad in Bandar Eban as it is in Tanchico, so prices are fairly reasonable. Multiply the costs for animals by 1 1/2, but all other prices remain the same. The heroes have some 40 or so days of travel ahead of them, so there is much to prepare for.

Their trip can be broken down into three legs: the first week's travel through northern Arad Doman, two weeks' travel through the unclaimed lands between Arad Doman and Saldaea, and the final segment leading into Saldaea–and the fierce winter weather for which the Borderlands are famed.

THE FIRST LEG: The first week of travel takes the heroes through the northern reaches of Arad Doman. Much of the land is settled, especially within the first few days' travel from Bandar Eban. Cold weather makes for uncomfortable travel. The heroes can find villages with inns most nights. By asking around or making a Gather Information check (DC 11), the heroes can learn that the Aes Sedai remain two to four days ahead of them. If the heroes did not fully supply themselves in Bandar Eban, they can purchase what they need in the towns they pass through during this first week.

THE SECOND LEG: Through the second and third weeks, the heroes pass through the deserted wilderness between Arad Doman and Saldaea. The weather becomes bitterly cold (see the rules for cold weather in Chapter 11 of *The Wheel of Time Roleplaying Game*. Other than the occasional isolated farmstead, there is no sign of human habitation. Heroes with the Track feat may make Spot checks (DC 16) once per day; on a success the hero spots the remains of the Black Ajah sisters' campsites. A successful Wilderness Lore check (DC 17) indicates that the campsites are two or three days old (assuming the heroes are keeping up the fastest possible pace; if they dawdle, the campsites become increasingly older). Attempting to follow actual tracks over the frozen ground and through the three-day-old snow requires Wilderness Lore checks with a DC of 27, and indicates only that the heroes' quarry are keeping to the main road.

Many dangers exist in this wilderness. For each three days' travel, roll d%, adding 5 to the result for each previous check, to determine what, if anything, the heroes encounter. The possible results are covered below.

Wilderness Encounters

Roll	Encounter
01–50	None
51–60	Mountain cats
61–70	Cave bear
71–80	Wolves
81–90	Shadowspawn
91–00	Dragonsworn

Mountain Cats: A pair of mountain cats ambushes the party. Heroes making a Spot check opposed by the cats' Hide notice the animals lurking in the branches of an overhanging tree (remember that the cats receive a +8 bonus due to the vegetation).

Mountain Cats (2): hp 18, 22; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The cats attempt to pounce on the heroes, using their improved grab and rake abilities. They hope for a quick kill, and flee any prolonged fight; if either takes more than 12 points of damage, or if the fight goes on for more than 4 rounds, the cats flee.

Cave Bear: A bear attacks the heroes on the road.

Cave Bear: hp 48; see Chapter 1.

Tactics: The bear attacks indiscriminately.

Wolves: A pack of wolves trails the party during the day, hiding in the woods that flank the road on either side (a Spot check opposed by the wolves' Hide notices them). The harsh winter has driven them to hunt closer to humans than they would normally prefer. They don't close with the heroes until after they're encamped.

Wolves (6): hp 10, 14, 14, 16, 16, 20; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The wolves are after the horses, not the people. They prefer to attack at night, harrying the horses and trying to frighten them enough to make them bolt. The pack quickly moves to take down any horse that becomes separated from the humans. The wolves give up their efforts when half of them have been killed.

Shadowspawn: Trollocs are making their annual winter forays into the Borderlands, leaving destruction wherever they go. The majority of the force is farther north, closer to the Blight, but scouting and hunting parties have made their way across the face of Saldaea.

Trollocs (3): hp 15, 15, 20; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs storm the campsite, hoping to use surprise to their advantage. They attack the first target within reach and try to drag overcome heroes off into the underbrush. If two are killed, the third attempts to flee.

Dragonsworn: When Rand declared himself the Dragon Reborn, Mazrim Taim's power was broken and his supporters scattered to the winds. Many among them still believe in Taim, however, and remain loyal to him. Small bands of so-called Dragonsworn still roam the countryside, robbing travelers and farmers alike to take what they need.

Dragonsworn (6): hp 2, 2, 7, 8, 10, 10.

Tactics: The Dragonsworn focus their efforts on the strongest party member. If he or she goes down, they offer to let the others live–but only if they hand over all their possessions. The Dragonsworn flee if half their number are killed.

The Final Leg: Under normal circumstances, the remaining length of the trip would take another week or so, but as the weather turns even worse, it takes twice that long. For several days in southern Saldaea, snowdrifts and fierce storms limit travel to a fraction of the normal rate. The cold becomes a serious consideration (see Heat and Cold in *The Wheel of Time Roleplaying Game*). After a week or so of slow going, the heroes reach more inhabited regions of Saldaea, where the hardy Borderlanders, used to the extreme climate, keep the road generally clear. In this last few days' travel, the heroes can once again find inns and other accommodations, and once again ask around or make Gather Information checks (DC 11) to learn that the Aes Sedai are ahead of them–roughly two days, if the heroes have kept up a good pace.

MARADON

Eventually, after what probably amounts to about five weeks of travel, the heroes arrive at Maradon. Whatever difficulties they have faced along the way have been shared by their quarry, and the Black Ajah sisters arrived in Maradon two days before the heroes.

The city of Maradon rests at the top of a series of gently rolling hills, a fortress-city with high walls surrounding it on all sides. Its tan-colored stone buildings with slate roofs looks at one with the land around it, especially under a thick blanket of winter snow. The buildings of Maradon are well maintained and elegant in design, simply built but with understated curves, scrolling, and other decorative touches that make the city seem welcoming despite its forbidding initial appearance.

In contrast with the heroes' experiences in Tanchico and Bandar Eban, here there are no homeless people lining the streets. The city is filled to bursting, due to the harsh winter and the increased raids from the Blight. But Maradon was built to accommodate refugees. In the Borderlands there is never a shortage of foes, and no pair of hands is allowed to remain idle if there is a task they can do. Any male Saldaean in the city with no other profession is assigned to the army. If physically unable to serve in a fighting unit, he is put to work doing simple labor or administrative tasks, whichever most suits him. Refugee women serve in support positions, sewing uniforms and managing civilian efforts.

The Saldaean people are warm but formal. Aes Sedai are respected here, as in all the Borderlands, and, unlike Tanchico, may openly wear the shawl without fear. The Saldaeans highly prize both honor and beauty, giving everything about their society a level of refinement unmatched elsewhere.

Hurry Up and Wait: The heroes' clues have drawn them to Saldaea, and perhaps they suspect that Taim is key to the Black Ajah's plot. Whatever they know, they'll find their trail drying up on Maradon, where information becomes scant and options even more so.

Serai and Criane Sedai arrived two days before the heroes. The two paused only long enough, however, to rest and dine while they sent a messenger to their associates within the Tar Valon delegation at Queen Tenobia's palace; they moved on as soon as they received the response. The two women did not even buy supplies here, so it will be difficult in such a bustling city to find any traces of their passage.

Heroes seeking information about the sisters may make Gather Information checks (DC 22). With success, they learn that the sisters arrived two days before, but that no one knows where they ended up–they have not been seen since the evening of their arrival. A failed check provides its own information: people questioned about the pair confuse them with the large delegation of Aes Sedai currently in the city. They're at Queen Tenobia's palace, where they guard the captured false Dragon, Mazrim Taim. He is to be transported to Tar Valon as soon as the road south is cleared.

Heroes turning their attention to these other Aes Sedai may make a second Gather Information check (DC 14). With a success, they learn that the delegation consists of eight Red Ajah sisters. They have been sitting in Maradon for two weeks, waiting for the road to be cleared. (Due to the extreme danger of transporting Taim, the delegation does not want to risk becoming mired on the road.) Taim is being kept in the palace dungeons, with a dozen of Davram Bashere's best men on guard at all times. The general populace is allowed no contact with the Tar Valon entourage. To ensure that Taim's supporters do not ambush the delegation, no one is

allowed to travel the road or leave Maradon heading south until the delegation has departed.

If the heroes pursue local rumors, they learn the following through roleplaying or Gather Information checks (DC 12). Offer one bit of information per check or encounter.

- A daughter of Marshall-General Davram Bashere ran away recently. Some say she ran off with a Domani trader, while others speculate she wanted to become a Hunter of the Horn. Bashere was largely responsible for the defeat of Taim.
- Tenobia and the Aes Sedai have been quarreling about Tenobia's refusal to have an Aes Sedai councilor.
- Aelidas Sedai is in charge of bringing Taim back to the White Tower. She's tough as nails and wouldn't smile if her life depended on it. Kryalyn Sedai is Aelidas' second-in-command. For a sister of the Red Ajah, she's remarkably affable, even to Bashere.
- Taim's been refusing food for the last few days. The Aes Sedai will have to hurry if they want to get him back to Tar Valon alive.
- Four of Taim's supporters were hanged three days ago when they tried to attack the Aes Sedai in the streets. They were most likely Darkfriends.

Beyond these facts, there is little to learn in Maradon. With few other clues to guide them, clever heroes will probably try to contact the Aes Sedai delegation, attempt to rescue or contact Taim, or seek to leave the city, hoping to pick up the trail of Serai and Criane once again.

Contacting the Aes Sedai: As mentioned above, it's not hard to learn that the White Tower delegation is located in Queen Tenobia's palace. The eight members of the delegation rarely leave the palace.

Heroes wishing to speak with the delegation face an uphill battle. The Aes Sedai are not accepting any visitors; to gain audience, a hero will have to make a Bluff check (DC 28). If the requesting character is an Initiate of the Aes Sedai tradition, she gains a +10 circumstance bonus.

If the heroes do get permission to meet with the Aes Sedai, they are escorted into the palace, to a sitting room.

> The room is elegant and comfortable, hung with tapestries and floored with layers of colorful carpets. A fire blazes on the hearth.
>
> After a few moments, one of several doors opens, and a tall, sour-looking woman in a scarlet dress enters. She seats herself in a high-backed chair by the fire, looking you up and down.
>
> "So," she says sharply. "You wished to see us. Why have you disturbed our critical work here?"

The woman is Aelidas Sedai, leader of the White Tower delegation tasked with delivering Taim to the White Tower. She is an abrupt, even tactless woman with absolutely no sense of humor; a stern taskmaster with no time to waste on petty or fanciful affairs.

The heroes have Aelidas' attention for about 30 seconds. She refuses to listen to any lengthy tale–if the heroes haven't made clear their reason for disturbing her by their third sentence, she cuts them off with "I ask again: Why have you disturbed me?" If they don't provide a straightforward answer within another two sentences, she rises, proclaims "I have no time for this drivel," and exits.

Any mention of Criane, Serai, Belyne, or Nadira secures Aelidas' attention, at least for a moment–she knows all of them, of course. However, any claim that any of those women are up to wrongdoing–or are members of the Black Ajah–is met with stony disbelief. Indeed, Aelidas' flat-out refuses to believe that Criane or Serai have been in Maradon recently, or that the heroes have been employed by Nadira. "You are clearly mistaken in your facts, either about the identity of the women you followed, or their destination," she says.

Ultimately, nothing the heroes can say will influence Aelidas' actions. Further efforts on the heroes' part leads only to an unceremonious expulsion from the palace.

Approaching Taim: Some heroes may wish to approach Mazrim Taim, perhaps to warn him of the Black Ajah's plot. Taim may well be the most heavily guarded individual in the world at this time, so the heroes are unlikely to get through to him.

Taim is being held in the palace dungeon. At any given time, he is directly guarded by four Aes Sedai and twelve of Davram Bashere's top soldiers. The palace contains over 800 additional troops, of which 200 or more are on duty, in a state of high alert, at all times.

Any request to see Taim is refused. In addition, the hero is questioned intently over his reasons for wanting to visit the false Dragon.

Leaving Maradon: Characters wanting to pick up the trail of Criane and Serai may decide to leave Maradon. The southern road is closed; until the White Tower delegation is one day out of Maradon, no one is allowed to travel that road. The other major roads leading from Maradon are all open, however, and the heroes are welcome to leave by them if they wish.

Under normal circumstances, it would be a simple matter to exit the city via a different road, travel overland, and pick up the southbound road a few miles out of the city. Three factors make that difficult now. First, a blanket of snow several feet deep covers the countryside; cross-country travel is reduced to a snail's pace. Second, the southbound road is heavily patrolled, with teams of Saldaean soldiers camped every three or four miles and traveling along it every hour or so. Finally, the countryside is alert to potential attacks by Taim's followers, and strangers are treated with hostility not only by soldiers along the road and in the countryside, but by civilian farmers and villagers as well.

These factors may not prevent the heroes from attempting to gain the southern road. Unfortunately, they gain nothing by doing so. Serai and Criane's tracks have been completely obscured by the efforts to clear the road. In all likelihood,

heroes following the southern road will be overtaken by the Tar Valon delegation. See Following the Army, below.

ACT THREE: THE ROAD TO TAR VALON

The final Act of this chapter pits the heroes against the Black Ajah, as the Darkfriends attempt to kidnap Taim and turn him to the Shadow to wreak havoc under the name of Rand al'Thor. The first whispers of a larger Black Ajah plot are heard here too, with the heroes' main adversaries making their first appearance.

Most of the action in Act Three is following the Saldaean army and infiltrating their camp to spy on Taim's captors. The Black Ajah intend to fake Taim's death, thus stealing him away with no one the wiser while the other Aes Sedai travel back to Tar Valon with the news. If the heroes strike at the right moment, they can rescue Taim and rid the world of more pawns of the Dark Lord in the same blow.

TAMING A DRAGON

Unbeknownst to the White Tower, four of the eight Red sisters sent to capture Mazrim Taim are really Darkfriends, Aes Sedai who have repudiated their vows and become members of the Black Ajah. These four–Kryalyn, Llana, Murane, and Xanthe–have managed to deceive their oath-sisters and bide their time until they can carry out the Dark Lord's will.

The Black Ajah's mission is to kidnap Taim before he can be brought to the White Tower and stilled. They plan to make their move at a small town named Denhuir. There, they will falsify his death, thereby removing him from the custody of the Red sisters without arousing their suspicion. They will also make it appear as if they too were killed, giving them the ability to act freely without a White Tower investigation into their actions. After the kidnapping, they will transfer Taim to a Darkfriend named Paidric. Serai and Criane were assigned to contact Paidric and arrange the transfer, which is why they left Maradon ahead of the others.

The Black Ajah have managed to arrange guard duty so that, throughout the journey, the four true Red Ajah watch and *shield* Taim during the day, while the Black sisters take over at night. The Black Ajah begin breaking Taim's will by night as soon as they are out of sight of Maradon, right under the noses of Davram Bashere and the Red sisters.

FOLLOWING THE ARMY

Two days after the heroes arrive in Maradon, news comes that the road to Tar Valon is clear.

> The city is buzzing with activity as the Aes Sedai, Bashere, and two companies of cavalry prepare to leave within the day. People are saying the Aes Sedai have no wish to wait any longer than necessary to get Taim to Tar Valon, and the Saldaean army is no less anxious to have them gone.

The heroes might seek to accompany the agents of the White Tower and their escorts. However, all attempts to do so overtly are unsuccessful. If the party tries to join the Saldaean force, they are politely rebuffed. Only those of Saldaean birth are allowed to serve in the army, and mercenary squads are distrusted as possible Dragonsworn attempting to free their leader.

If the heroes wish to stay close to Taim as he is taken to Tar Valon, their only remaining option is to discreetly follow the group and try to avoid notice. The delegation and its supporting army leaves Maradon in the hour before noon. The road is not open to other travelers until the hour before dusk. Given the frigid weather, most Saldaean travelers (and there are many bottled up in Maradon) prefer to wait for the next day, but the heroes are free to depart whenever they choose after that point.

The armed band is slow moving, so the heroes will have no problems keeping up. In fact, they'll have to slow down lest they end up right on top of Bashere's troops, who make regular and frequent patrols to their rear to protect the delegation from attacks by Taim's followers.

RECONNAISSANCE: The road to Tar Valon from Maradon is a long one, and the White Tower delegation faces many weeks of travel. The road is relatively clear, covered in packed snow. The surrounding countryside is nestled beneath a blanket of pristine white, and the few towns along the way resemble places out of a gleeman's tale.

The heroes may be at a bit of a loss when considering their next step. Patient heroes will find an opportunity for action soon, though. Denhuir–the planned site of the kidnapping–is just a few days travel from Maradon.

Once out of Maradon, the heroes do not have to worry about maintaining distance between themselves and the delegation. During the day, Bashere stations a rear guard of a dozen soldiers two miles behind the rest of the force. They keep the heroes back but are not unfriendly, and they are willing to talk as long as no attempt is made to pass them. This is one of two major roads in Saldaea, and the Aes Sedai were not the only ones waiting for it to clear. In fact, peddlers, merchants, and other travelers dot the road in the miles behind the heroes.

It is difficult to convince the soldiers to provide details about the Aes Sedai or details of Taim's security, but a successful Diplomacy check (DC 15) reveals the following basic information.

Taim is kept manacled and locked in a cage at all times. He has a personal guard of a dozen Saldaean soldiers while on the move, along with four Aes Sedai, the minimum number at any one time, who maintain the *shield*. Sisters who are

not guarding Taim during the day sleep in a wagon brought specifically for this purpose, so that they can rest as they travel. Taim himself often sleeps during the day, except when his guards refuse to allow him to do so.

Bashere's defenses are set up to repulse attacks by Taim's supporters should they try to free their leader. At night, Taim and the Aes Sedai are in the center of the camp for optimum defense, though there is a space between this area and the rest of the encampment, by Aes Sedai decree. Only a few soldiers guard the Aes Sedai tents.

Heroes who succeed at a Sense Motive check (DC 14) can tell that despite a fairly easy-going manner, these soldiers are somewhat nervous. Taim had a sizeable army before his defeat and capture, and hundreds–perhaps thousands–of manic supporters remain on the loose. The army fully expects his supporters to attempt to free him.

SNEAKING INTO CAMP

The heroes may decide to take action before the army reaches Denhuir. Trying to get close to Taim and the Aes Sedai is an obvious approach, although this isn't really practical unless the army is encamped. Attempting to sneak past the guards is tricky but not impossible, since they are expecting armed assault and are ill-prepared for stealthy infiltration.

Approaching the Camp: Heroes attempting to infiltrate the camp must first get past the Saldaean patrols. At night, sets of four guards are posted along the road one mile behind and before the delegation's campsite. Mounted patrols of four soldiers each sweep the area within a quarter mile of the camp, both along the road and through the surrounding countryside, twice a night, once about 2 hours before midnight and again 5 hours or so later.

Have heroes approaching the camp make Hide and Move Silently checks (opposed by the guards' Spot and Listen) as they approach each guard position. The darkness and snow cover give the heroes a +2 circumstance bonus on their Hide checks, and a +5 to Move Silently. It's possible the heroes may not notice the guards; have them make Spot checks (DC 12) to see them.

The camp is arranged in three concentric circles.

> The camp is spread out along a rise just a few score paces from the road. Dozens of tents are pitched among sparse trees. The deep snow is tamped down between them, and the orange glow of smoldering campfires punctuates the scene.
>
> At the center of the camp is a large red tent, surrounded by five smaller shelters. Around them, separated from these six tents by a clear space some twenty paces wide, is ranged a circle of several dozen military tents. Between you and this large camp is a ring of sentry positions. At each position, several guards hunch against the cold, warmed by the glow of a small fire.

With a successful Spot check (DC 16), the heroes notice three additional guards outside the large central tent.

Taim is held and *shielded* by the Black sisters in the large tent. The Black sisters use their time with Taim to break him to the will of the Dark One though mental and physical torture. Each night, Murane Sedai casts *circle of silence* on the tent, allowing them to work on Taim without causing comment or alerting the Red sisters. The three Saldaean guards outside this main tent are all Darkfriends, hand-picked by Kryalyn. They are aware of the Black sisters' deeds and serve as their scouts in addition to defending against intruders.

Four of the five surrounding tents each contain a Red sister; the fifth belongs to the four Black sisters, serving as a place for them to store their belongings and to change or freshen up before and after each day's journey. The dozens of tents in the outer circle house the two companies of soldiers that protect the delegation. At the south end of the camp, several score horses are hobbled near the dozen or so wagons that carry the procession's supplies.

To get into the camp, the heroes will have to sneak past the outer line of guard posts, through the tents of the soldiers, and across the open space to approach the tents of the Aes Sedai. Precious little cover exists here, and the white of the snow is a difficult backdrop. To pass the outer ring of guards, have the heroes make Hide and Move Silently checks opposed by the guards' Spot and Listen. Assuming success, require a Move Silently as the heroes pass the soldiers' tents. This Move Silently check is opposed by the sleeping soldiers' Listen, but the soldiers must take 0 due to being asleep. Finally, the heroes must make Hide and Move Silently checks opposed by Kryalyn's guards. Only after succeeding in all these checks do the heroes reach the central tent.

Failure in any of these checks, or any open combat, raises the alarm. All 160 of Bashere's men respond to the alert, many of them moving quickly to attack the heroes.

Saldaean Darkfriends (3): hp 15, 16, 19.

Saldaean Soldiers (40): hp 16 (average).

Tactics: The camp is primed for attack by Taim's Dragonsworn supporters. Soldiers spotting the heroes raise the alarm and attack immediately. The majority of the sleeping soldiers go to the camp's perimeter or their horses, ready to defend Taim and the Aes Sedai from other directions should the heroes' incursion prove a diversion for a larger force. But up to 40 of the soldiers immediately move to attack the heroes.

Fleeing heroes are pursued into the forest by mounted soldiers for one mile before the soldiers break off.

Development: Captured heroes are in quite a bit of trouble. They are bound and guarded, and questioned intensely. Bashere's men assume that the heroes are Dragonsworn, and seek to know whether a larger force is in the area and when or how they intend to attack. No one is the least bit inter-

ested in any claims that the Black Ajah has infiltrated the delegation. Prisoners are dragged along in chains (channelers are *shielded*) to be dealt with once Taim is safely in the hands of the White Tower. Other heroes may have a chance to rescue them by sneaking into the encampment (although it will be much more difficult with the heightened patrols) or taking advantage of the confusion at Denhuir.

If the heroes manage to infiltrate and leave the camp without being discovered, but leave any evidence of their actions (such as removing any belongings from the tents, or perhaps having some of their number captured), security around the camp is doubled thereafter, with twice as many patrols.

THE BLACK SISTERS: The four Red Ajah sisters, exhausted from a day of constant channeling, are sound asleep and will not be roused by anything short of the general alarm going out. Furthermore, the *circle of silence* cast within the main tent prevents the Black Ajah sisters from hearing any actions the heroes may take. Lifting a tent flap enough to peek in still doesn't let any sound reach the heroes, but they can see what is happening within.

> Four Aes Sedai stand around cage, in which a black-haired, bearded man is shackled to the bars. One of the woman says something, and the man grimaces in pain, his tilted eyes tearing in an intense wince. But not a sound reaches you; it is as if an invisible barrier blocks every scream and whisper.

The Black Ajah are all distracted by their task, and thus receive a –5 circumstance penalty on Spot checks to notice the heroes.

Female channelers see that two of the Aes Sedai (Murane and Xanthe) are channeling weaves that affect Taim. A Weavesight check (DC 15) reveals that they are *shielding* Taim. As the heroes watch

Kryalyn Sedai:. hp 44.
Llana Sedai: hp 31.
Murane Sedai: hp 35.
Xanthe Sedai: hp 40.

Tactics: If the heroes are detected, or if they attack, the Black sisters defend themselves, attack the heroes, and raise the alarm. Kryalyn casts *harden air* at 5th level in an attempt to freeze the heroes in place. Llana unties her *circle of silence* ward, casting *ward against people* around Taim and the Black sisters on her next action. Murane drops her *shield* of Taim and flees the tent, raising the alarm, while Xanthe keeps Taim *shielded*.

As soon as the alarm goes up, the three Saldaean Darkfriends move in to attack the heroes (those that aren't held in hardened air). Up to 40 Saldaean soldiers join in on the attack within 2d4 rounds. See Approaching the Camp, above.

The Black Ajah's Tent: The Black sisters' tent is sparsely furnished. It contains only an unmade cot and half a dozen small trunks. Four of the trunks have average locks (Open Lock DC 25) and hold dresses, combs, and other

LETTER FRAGMENT

. . . You do not believe in the cycle of all things. I tell you, however, that such a cycle exists. We are but surrogates for the Light and Dark, and it is through us that the Wheel's turning is perpetuated. I have recently begun to realize, however, that all cycles can be broken, even this one. The "Last Battle" always comes when the participants are in place. But let Tarmon Gai'don come again, with no champions on one side or the other, and the Wheel will cease to turn.

personal belongings. Two smaller trunks have locks of good quality (Open Lock DC 30). They contain maps, notes, and other papers belonging to Kryalyn and Llana.

The first paper is a scribed quotation from a volume called *War of the Breaking*, by Marenthe Cellinar Makran. It speaks of a *ter'angreal* called the Artifice of Brassion, which was made by a group of Aes Sedai in the last days before the Breaking of the World. The second paper is a map of the ancient land of Manetheren, with four locations circled on it. At the bottom of the map is written "Jara'copan?"

The third paper contains another quotation, this one attributed to one Elan Morin Tedronai. It seems to be a part of a letter. A successful Knowledge (history or the Age of Legends) check (DC 35), or a gleeman's lore check result of 30, is needed to realize that the author's name was once used by Ishamael, one of the Forsaken. See the sidebar above.

The remaining papers detail Taim's personality, weaknesses, family, beliefs–in short, anything that could be used against him in bending him to the sisters' will.

The Red Ajah's Tents: These four tents house the sleeping Red sisters who watch Taim during the day. They are furnished similarly to Murane's and Xanthe's tents, with the exception of Aelidas' tent. This contains an additional small trunk with a lock of good quality (Open Lock DC 30) and holding letters, apparently received in Maradon. One is only two sentences long: "The Dragon Reborn is in Falme. Seek him not."

LET LOOSE THE FALSE DRAGON

After three days on the road, the army approaches Denhuir.

A small town lies in the boulder-strewn valley ahead. It can't house more than 150 souls, but there are several buildings that appear to be inns, catering perhaps to the trade that must throng this major highway in seasons of better weather.

The people of this village must have heard of Taim's coming, for many of them crowd the roadside, awaiting the army's approach.

Word of Taim's capture has indeed reached this town, even with the forbidding winter weather, and the arrival of the false Dragon, bound and caged, has been highly anticipated. Farmers and their families for miles around have gathered in Denhuir in celebration of the event. A great party is planned, and the town has sent forth emissaries to Bashere and the Aes Sedai, begging them to stay the night there. The proprietors of the inns have offered the use of their establishments, and a fine barn has been set aside to hold the criminal Taim for the night.

After much deliberation, the Aes Sedai agree to accept the offer, with Kryalyn's voice being one of the strongest in its support. Bashere, unable to talk them out of it, goes along reluctantly. The majority of the army camps for the night to the south of town while he, the officers, and a hand-picked group of soldiers (chosen by both himself and the sisters) go into Denhuir for the evening.

The Black Ajah were, of course, a driving force behind the gathering and the festival being planned at Denhuir. Criane and Serai came through town four days earlier, dressed as noblewomen of Andor. They spread the word of Taim's approach and manipulated events to achieve this result, with the townsfolk believing it to be their own idea from the start. The two have since left town and are currently waiting to the east with Paidric, a local bandit lord and Darkfriend, for Taim and his guardians to arrive.

A Festive Occasion

Denhuir is decorated from top to bottom. The town is little more than a waystop for travelers on the Maradon Road, but as such it specializes in food, drink, and shelter. It is already crowded with visitors and local folk who wish to see the false Dragon.

The heroes can enter town with little problem, giving them a chance to get close to Taim for the first time without an army in the way. Although many people have come from outlying areas to see the captured False Dragon, the town has many inns, and the heroes have little trouble finding rooms.

That night the common rooms of every inn, along with the town square, are one big celebration. Heroes making Gather Information checks (DC 14), or looking around a bit, should have little trouble determining how the Aes Sedai delegation and Saldaean army are arranged. The Aes Sedai have sole use of the Broken Badger Inn, which sits closest to the barn holding Taim. The four Aes Sedai that guard Taim during the day, exhausted as usual, have retired to their rooms. The other four Aes Sedai (the Black Ajah sisters) have begun their shift, shielding Taim in the barn. The bulk of Bashere's army are camped along the road to the southeast of town, with a few dozen soldiers patrolling

HANDLING TAIM

The heroes, if they're fast or lucky, might be able to prevent Taim's escape. If they do, they're in something of a quandary.

Mazrim Taim is a man who can channel, and a false Dragon. His dangerous reputation is more than deserved. He is not really a likable fellow: He is responsible for the deaths of hundreds of people, for which he holds no noticeable remorse. He believes that he is fated to Break the World (though some of what the Black Ajah told him during his torture is beginning to make him doubt this), and he's fairly pleased by the idea.

The upbringing of the heroes (as of nearly everyone in the world) probably instilled in them a deep fear of men who can channel, and a corresponding fear of the Dragon and what his coming means. Even male heroes who can touch *saidin* know that madness must follow. Stress this if necessary. Play Taim as a dangerous, unpredictable creature.

If questioned, Taim can explain most of the Black Ajah's plot for him: in their torture sessions, they made it clear that they planned to break him down and make him their tool, to "wreak great havoc in the name of Rand al'Thor." He also recalls another, seemingly unrelated plot discussed when the Black sisters thought he was unconscious, about a place called Jara'copan and something called the Artifice of Brassion. He heard Kryalyn say that with the Artifice, "the Dragon shall have its claws pulled and its fangs blunted." They intended to find the Artifice after Taim's kidnapping.

The heroes might be tempted to kill a dangerous man such as Taim. Doing so throws a major wrench into the storyline of both the novels and the later chapters of this book. Taim obviously resists any attempt to kill him, calling on all his considerable abilities. Should the heroes overcome him, however, you'll have to modify Chapter 6 of this book to make the storyline hold together.

Holding Taim will require that the heroes *shield* him; if they don't, he'll escape (by creating a gateway) at the earliest opportunity.

the outskirts of the village. A number of soldiers have been given leave to relax in the town and enjoy the celebration, but most remain on duty.

Heroes enjoying the festivities for more than an hour or so may make a Spot check (DC 25, or 19 if they are keeping an eye on the Saldaean soldiers). With a success, they notice some unusual behavior.

A Saldaean soldier is plying his seductive arts upon a local woman with brown, wavy hair. The two rise from their seat in the corner, giggling, and head for the door. Not too noteworthy, perhaps–except that you saw the same soldier leading a dark-haired girl outside not a half-hour ago.

The soldier is a Darkfriend, luring women into the barn where Taim is being kept (see Activity at the Barn, below). If the heroes follow the couple, have them make Hide checks opposed by the Darkfriend's Spot (he suffers a –4 circumstance penalty due to his concentration on the task at hand). If the Darkfriend notices the heroes, he pauses to snuggle and kiss the woman until the heroes go away. If the heroes go unnoticed, the Darkfriend leads the woman to the barn. Go to Activity at the Barn, modifying the read-aloud text as appropriate.

ACTIVITY AT THE BARN: The heroes may want to approach the barn. Doing so is considerably easier than approaching the encampment on the road, since the heroes do not have to contend with the Saldaean soldiers.

The barn is a large well-kept communal structure, with a stone foundation and tall loft above. The glow of lamplight leaks from around doors and the frames of shuttered windows. Three Saldaean soldiers stand guard in front of the barn.

In addition to the three guards on duty, three additional Darkfriend soldiers have been charged with delivering five people to the Black Ajah–four women who match the general appearance of the sisters, and one dark-haired, tanned man of slim build in his mid-thirties (matching Taim's description). Heroes watching the barn for more than 15 minutes or so see the following.

Two figures approach the barn, leaning drunkenly against one another and giggling. As they reach the faint light near the barn door, they come into clearer focus: a short woman with dark hair, accompanied by a Saldaean soldier.

"They have him well under control," the man reassures her. "Come, you will be truly amazed."

The man mutters to one of the guards before the barn. The guard opens the door, and the two figures enter the barn.

The woman, chosen from among the local revelers, was lured away from the general festivities by promises of romance and drink, then talked into the barn on the pretext of "having a look at Taim." Within, she is beaten unconscious.

Five minutes later, the soldier exits the barn alone and returns to the festivities in town. Within half an hour he returns, this time with a woman with wavy brown hair. Again, he leaves the barn alone after about 5 minutes. Some time later, another soldier arrives, this time with a man. Over the course of the following hour, two more women are brought in, bringing the total to four women and one man.

Heroes who have seen the four Black Ajah sisters and Taim may make Intelligence checks, with a DC of 30, –5 for each victim they see brought in to the barn. With a success, they realize that the victims generally match the description of the Black Ajah sisters and Taim.

FIRE! Once the party begins to die down, an hour or so after midnight, the Black sisters make their move. They knock Taim out with a dose of ophthial syrup (see the sidebar, page 88). Once Taim is unconscious, they remove him from the cage. The sisters exchange clothes with the captured women and shackle the man, wearing Taim's clothing, in the cage. The Aes Sedai place their Great Serpent rings on the women's fingers as a final touch, then the set the barn on fire using conventional means. The disguised women leave together, accompanied by two guards carrying the unconscious Taim. Murane Sedai remains behind briefly to start the fire and make sure it is burning well before catching up to the others.

Heroes watching the barn see them leave about half an hour after the last woman is taken into the barn.

The door to the barn cracks open. One of the women that slipped in with the soldiers looks around, steps out, and confers briefly with the guards. Two of the guards enter the barn, leaving the woman with the third guard.

After a moment the guards reemerge, carrying a large bundle between them–the body of a man. Two of the other townswomen emerge, and the five of them–three women and two guards–set out to the southwest, away from town, with their bundle.

A fourth woman emerges from the barn. She stops for a minute, staring back through the open door, her features increasingly defined by the light from within. Then she turns, and with the third guard, jogs off after the others.

Although the women are clearly dressed as townsfolk (rather than Aes Sedai), if the heroes have seen the Black Ajah sisters they may make a Spot check (DC 16) to recognize them as they flee the barn. Female channelers may also make Spot checks (DC 9) to see that two of the "townswomen" are channeling a weave around the unconscious man (their *shield* on Taim). With a second Spot check (DC 14), the heroes see the increasingly intense flames beginning to emerge from the barn. (If this Spot check is failed, the heroes can retry every round. Reduce the DC by 1 for each retry, since the fire grows and becomes increasingly obvious.)

The heroes face a difficult choice: Try to save those inside the barn, or stop the Black Ajah before it is too late.

Those entering the barn find it strewn with fiery debris. For each round spent within, a hero takes 1 hit point of damage (Fortitude save, DC 15, for no damage). It takes 1 round to reach any of the five unconscious bodies within, and 1 round to return with the body. Reaching "Taim" is a different matter; to rescue him the heroes will have to open his cage and remove his shackles. The cage has an average lock (Open Lock DC 25, break DC 30); the manacles are masterwork (Open Lock DC 35, break DC 28).

In 2d6 rounds the barn begins to collapse. Beams fall each round, and heroes within must make Reflex saves (DC 14 for half damage) or suffer 2d8 points of damage. After 2d4 rounds the building collapses completely; at that time everyone within takes 4d8 points of damage (Fortitude save, DC 19, for half damage).

Ten rounds after the last woman left the barn, the fire becomes obvious to everyone; if the heroes have not already taken action, an alarm goes up. Confusion ensues, with crowds of people rushing toward the barn to put out the fire and rescue the Aes Sedai. By that point, flames are shooting through the roof and windows, making it impossible to enter, and those inside have perished.

RESCUING TAIM

The seven Darkfriends head for a cluster of boulders on a hill some few hundred yards from the village. There they are to meet the three Saldaean soldiers who helped them round up their replacements for the barn fire, along with another Darkfriend, a blademaster named Paidric. The three Saldaean soldiers have gathered horses and a few items for the Black Ajah sisters–bags containing a few personal notes and similar items that the sisters don't want found when the other Aes Sedai investigate their "deaths." Paidric is to be their guide and bodyguard as they spirit Taim away and begin his re-education as an evil version of Rand al'Thor.

Heroes wishing to pursue the Aes Sedai as they leave the barn have little difficult keeping them in sight. Have them make Hide checks opposed by the Black Sisters' Spot if they wish to pursue without being seen. Heroes who linger at the barn fire can follow the evil Aes Sedai's tracks in the snow. Doing so requires a Wilderness Lore check (DC 8).

> The rise of the hill is strewn with snow-capped rocks and boulders. At the crest is a stand of large rounded stones, many much taller than a man. It looks like the Aes Sedai and their helpers have disappeared among these rocks.

The heroes' quarry have, indeed, entered the rocks and are now gathered in a clear space among them, just on the far side of the rise. Smart heroes will be careful entering the boulders, wary of an ambush, but in their haste the Black Ajah have posted no sentries. Unless they make an inordinate amount of noise or light, the heroes can wind their way through the myriad paths between the boulders, to get within viewing range undetected.

> The moonlight illuminates a clear area, surrounded on all sides by the tumbled forms of large, snow-covered boulders. A dozen people are gathered within: the four women, six soldiers, their captive, and a broad-chested man you have never seen before. He, and two of the women, are on horseback. The others are hastily loading saddlebags and preparing their mounts.

Within a few rounds, the Black Ajah will depart with their prize. It's up to the heroes to stop them. If the heroes make any moves through the boulders, perhaps to improve their tactical situation before unleashing upon the enemy, have them make Hide and Move Silently checks, opposed by Paidric and Kryalyn's Spot and Listen.

Kryalyn Sedai:. hp 44.
Llana Sedai: hp 31.
Murane Sedai: hp 35.
Paidric: hp 58.
Xanthe Sedai: hp 40.
Saldaean Darkfriends (6): hp 14, 15, 15, 16, 18, 19.

Tactics: As soon as the heroes attack or are spotted, Paidric orders the soldiers to attack. As long as things are going well for the Darkfriends, he remains mounted. If the heroes are fairly successful in their attack, however–especially if there seem to be skilled swordsmen among them–he dismounts and enters the combat, seeking out the best fighter. He's a Blademaster, and likes to pit his skills against worthy opponents.

Kryalyn and Llana remain mounted, casting *arms of air* and *rend*, respectively, at the heroes. If they become truly desperate, Kryalyn will resort to *fireball* (even catching some of her soldiers in the blast, if need be to hit the heroes)–but it's a last resort, since any *fireball* risks notice from the town.

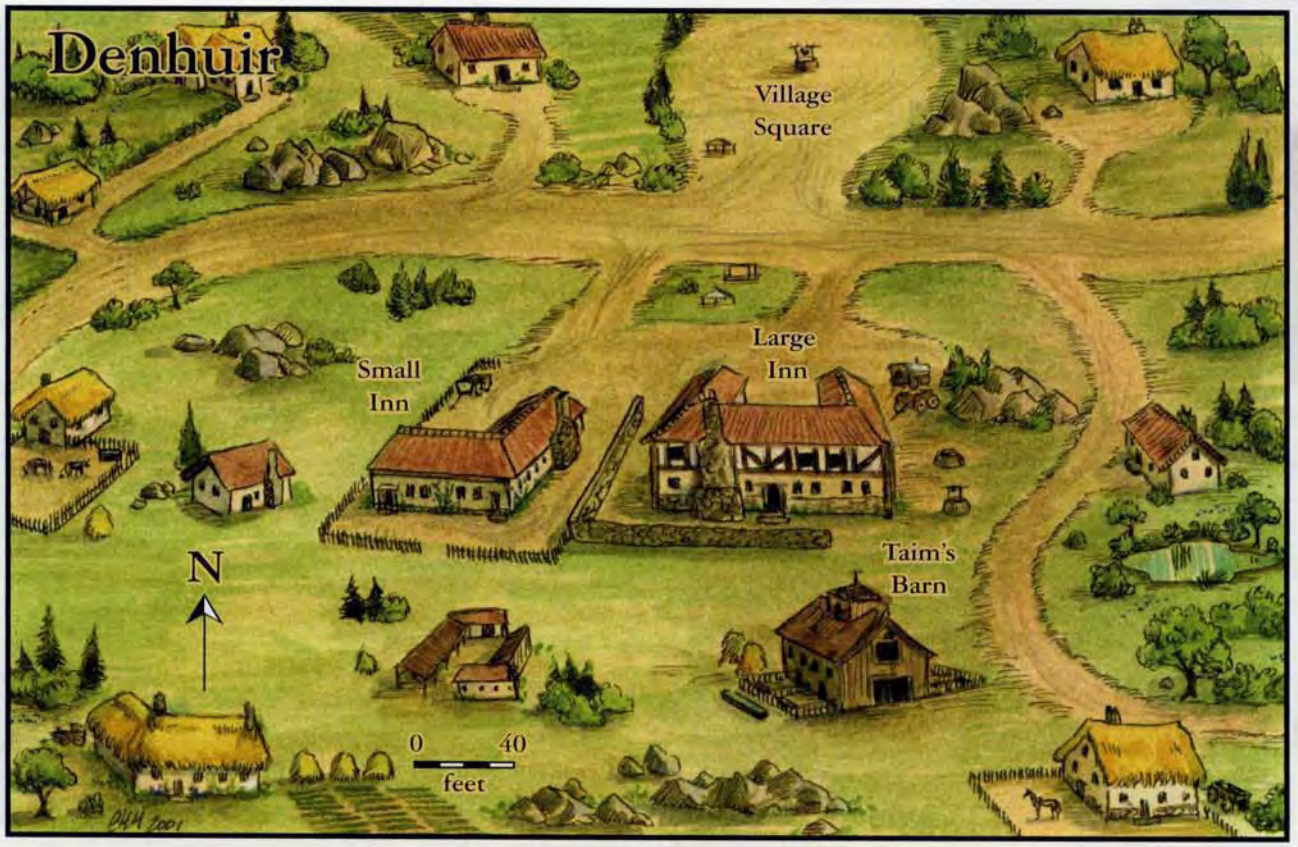
Xanthe and Murane do not enter the fray, maintaining their *shield* on Taim instead. They are about to be surprised; see Development just below.

Paidric and the Darkfriend soldiers attack relentlessly, and do not surrender or flee. Not so the Aes Sedai. If the battle turns decisively against the Darkfriends, Kryalyn and Llana, both already on horseback, flee at a gallop. They quickly cast *raise fog* and *false trail* to distract any potential pursuers.

Development: Taim has awakened. His hastily tied bonds were not sufficient to hold him, and although groggy he had managed to loosen them just prior to the attack. On the second round of combat he slips free and, surprising the sisters who *shield* him, attacks Xanthe. She drops her *shield*. Kryalyn, Llana, Paidric, and the soldiers are all occupied with the battle, and fail to notice Taim's awakening, but heroes in a position to see it may make Spot checks (DC 11).

On the next round Taim strikes Murane, and the surprised Aes Sedai drops her *shield*. Taim is now free to channel. The following round he embraces the True Source.

Immediately following, on the fifth and sixth rounds of combat, Taim casts *create gateway* and then *skimming*, both at 4th level. He steps through his gateway and, with one word, "Thanks," disappears.



Note that Taim does what it takes to escape; the actions above assume an ongoing battle that does not directly threaten him. Not knowing who the heroes are, he fears them as much as he does the Aes Sedai, and will do his best to avoid them. If, for example, Kryalyn and Llana have already fled, casting their *raise fog*, Taim will slip off into the boulders under the cover of the fog before opening his gateway.

AFTERMATH

The battle likely results in the deaths of Paidric and the soldiers, the escape of Taim, Kryalyn, and Llana, and the capture or escape Xanthe and Murane. If any particularly spectacular weaves were cast (if Kryalyn cast *fireball*, for example), townspeople, soldiers, and Aes Sedai may be heading for the heroes' location. Unless the heroes want to explain their role in Taim's escape to a very hostile audience, they'll probably wish to make themselves scarce. Fortunately, they have Kryalyn's fog to help cover their escape.

Before leaving, the heroes might notice the Aes Sedai's baggage, left behind by Kryalyn and Llana in their haste. A Spot check (DC 11) notes that among the general supplies lies a delicate bag embroidered in red, gold, and black. Within are many of the papers described in The Black Ajah's Tent (see page 94): the map of Manetheren, the quotation of Elan Morin Tedronai, and the description of the Artifice of Brassion.

FACING THE RED AJAH: Some heroes might choose to remain, to face the Red Ajah with their story, or might be unable to leave before the townspeople arrive. Those who do are taken into custody by the Saldaean soldiers, and face days of difficult questions. Aelidas Sedai is not pleased at her failure to hold Taim, and the heroes feel the brunt of her wrath.

Their exact treatment depends on the heroes' story; clever heroes might claim that they saw Taim and some traitors sneaking away from the burning barn, and that they followed in an attempt to prevent his escape. Have heroes telling such tales (or any other false stories) make Bluff checks (DC 21) as they face Aelidas. With success, they're treated somewhat better, but will still be held in Denhuir for several days.

Overtly, Aelidas accepts no story that hinges on the wrongdoing of other Aes Sedai (especially any claim that the Black Ajah was involved–or even that it exists). Ultimately, however, she is forced to accept the evidence before her, especially if Xanthe and Murane are captured. After half a week of imprisonment and questioning, the heroes are released.

LEAVING DENHUIR: Heroes leaving Denhuir face a long trek through the wilderness if they wish to pursue Kryalyn and Llana. The sisters' tracks are concealed by several *false trail* weaves cast by Llana over the first ten miles of their travels. (After that point she ceases, assuming that pursuers, if

Fight the Saldaeans

Illustration by Rick Sardinha

any, are sufficiently misguided.) Heroes distracted by these trails may make Intelligence checks (DC 21) to notice how the false trails follow unlikely, arrow-straight paths through difficult terrain. Recovering the Black sisters' actual trail, however, requires that the heroes go more than ten miles to the southwest, then succeed at a Wilderness Lore (DC 28) check.

If the heroes recovered Kryalyn's map, they may choose to head straight for the Manetheren region, which is in the Mountains of Mist west of Andor, about eight weeks' travel southwest of Denhuir. If they do so, allow those with the Track feat to make Wilderness Lore checks (DC 24) once every three days until successful. If successful, the heroes find the Black sisters' trail headed the same way they are.

REWARDS

For completing this chapter, divide 16,000 experience points among the heroes who actively participated in at least the majority of the adventure.

STATISTICS

Following are the full statistics of all the important nonplayer characters that appear in this chapter. They are separated into three sections according to the section of the adventure in which they are likely to be encountered: Tanchico, Bandar Eban, and Saldaea.

TANCHICO: Belyne Sedai: Tairen Initiate 5/Aes Sedai 4; HD 5d4–1 plus 4d4–1; hp 15; Init +0; Defense 14; Spd 30 ft.; Atk +4 melee (1d4/19–20, dagger) or +4 ranged (1d4/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +4, Ref +4, Will +12; SZ M; Rep 6; Str 10, Dex 10, Con 9, Int 18, Wis 14, Cha 15. Challenge Code: E.

Skills: Composure +12, Concentration +11, Decipher Script +6, Diplomacy +10, Gather Information +11, Heal +14, Innuendo +10, Intimidate +17, Knowledge (the Age of Legends) +6, Listen +5, Ride +5, Search +8, Sense Motive +8, Spot +4, Weavesight +16.

Feats: Extra Affinity (Air, Earth, Fire, Water), Extra Talent (Conjunction, Elementalism), Iron Will, Multiweave, Saddleback, Sense Residue, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Conjunction, Elementalism, Healing.

Weaves Known (4/6/5/4/3/1): Conjunction: *false trail, sense Shadowspawn, trace;* Elementalism: *arms of air, blade of fire, create fire, current, bond Warder, compulsion, dry, false wall,*

fireball, harden air, immolate, light, move water, tool of air; Healing: *delve, heal, heal the mind, rend, renew, sever, touch of death.*

Possessions: Gold Great Serpent ring, a *ter'angreal* in the form of a twisted chain that enables the user to cast *compulsion* once per day, gold signet ring (15 gc value), pouch containing 13 mk and 2 gc.

Civil Guard: Taraboner Warrior 4; HD 4d8+4; hp 25 (average); Init +0; Defense 13; Spd 30 ft.; Atk +6 melee (1d6+2/19–20, short sword); SQ Armor compatibility; SV Fort +5, Ref +1, Will +0; SZ M; Rep 1; Str 15, Dex 11, Con 12, Int 12, Wis 9, Cha 10. Challenge Code: B.

Skills: Appraise +3, Climb +4, Craft (varies) +3, Intimidate +7, Jump +2, Search +3, Sense Motive +4.

Feats: Mercantile Background, Power Attack, Sharp-eyed.

Possessions: Leather armor, short sword, pouch containing 1 mk and 9 sp.

Criane Sedai: Taraboner Initiate 5/Aes Sedai 2; HD 5d4+2d4; hp 20; Init +1; Defense 14 (+1 Dex); Spd 30 ft.; Atk +2 melee (1d4–1/19–20, dagger) or +4 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +4, Ref +4, Will +10; SZ M; Rep 5; Str 8, Dex 12, Con 10, Int 17, Wis 16, Cha 13. Challenge Code: D.

Skills: Appraise +7, Composure +11, Concentration +10, Craft (painting) +5, Innuendo +9, Intimidate +9, Knowledge (the Age of Legends) +13, Knowledge (local–Tarabon) +13, Search +8, Weavesight +13.

Feats: Extra Affinity (Water), Extra Talent (Cloud Dancing, Warding), Iron Will, Living History, Multiweave, Sense Residue, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Possessions: Gold Great Serpent ring, necklace of gold set with tiger's-eye and smoky quartz (50 gc value), pouch with 15 mk, 6 sp.

Affinities: Spirit, Water.

Talents: Cloud Dancing, Illusion, Warding.

Weaves Known (4/5/5/4/1): Cloud Dancing: *foretell weather, harness the wind, raise fog, warmth;* Conjunction: *sense Shadowspawn;* Elementalism: *current, harden air, tool of air, light;* Illusion: *disguise, eavesdrop, folded light, mirror of mists, voice of power;* Warding: *shield.*

Possessions: Dagger.

Footman: Taraboner Commoner 2; HD 2d4+4; hp 10 (average); Init +0; Defense 10; Spd 30 ft.; Atk +2 melee (1d6+1, club); SV Fort +2, Ref +0, Will +0; SZ M; Rep 0; Str 13, Dex 11, Con 14, Int 9, Wis 10, Cha 12. Challenge Code: A.

Skills: Spot +2, Profession (servant) +4, Use Rope +1.

Feats: Living History, Skill Emphasis (Profession [servant]).

Possessions: Club, pouch containing 6sp.

Guard: Taraboner Armsman 2; HD 2d10+2; hp 17 (average); Init +1; Defense 13 (+1 Dex); Spd 30 ft.; Atk +4 melee (1d10+2/×3, poleaxe); SV Fort +4, Ref +3, Will +0; SZ M; Rep 1; Str 15, Dex 12, Con 12, Int 13, Wis 10, Cha 11. Challenge Code: B.

Skills: Appraise +7, Climb +7, Craft (varies) +2, Intimidate +5, Ride +5, Spot +3, Swim +6.

Feats: Combat Expertise, Improved Disarm, Mercantile Background.

Possessions: Leather armor, sap.

Jaichim Carridin: Midlander Noble 4/Armsman 2/Commander 2; HD 4d8+4+2d10+2+2d8+2; hp 46; Init –1 (–1 Dex); Defense 14 (–1 Dex); Spd 30 ft.; Atk +8 melee (1d8+2/19–20, longsword); SQ Armor compatibility (Armsman defense bonus stacks with armor), battle cry, call in a favor, command +2, inspire confidence +1, strategy; SV Fort +6, Ref +4, Will +5; SZ M; Rep 10; Str 14, Dex 9, Con 12, Int 13, Wis 10, Cha 17. Challenge Code: D.

Skills: Bluff +14, Diplomacy +10, Disguise +11, Gather Information +12, Innuendo +4, Intimidate +17, Knowledge (the Age of Legends) +5, Ride +5, Sense Motive +10.

Feats: Bullheaded, Dodge, Expertise, Fame, Persuasive.

Inspire Confidence: Once per day, by using oratory for at least 1 round, Carridin grants a +1 competence bonus on allies' attacks, skill checks, and Will saves (DC = 10+1 per 5 allies). This bonus lasts 10 minutes per round Carridin speaks, to a maximum of 5 hours, and affects all allies within sight and voice range.

Command: With a successful Charisma check (DC = 15 + number of characters commanded), Carridin increases the bonus for cooperation on skill checks by +2.

Strategy: As a full-round action, with a successful Diplomacy check (DC = 10 + number of allies assisted), Carridin grants a +3 competence bonus on the skill checks of all allies within sight and voice range for up to 1 minute.

Battle Cry: Twice per day, Carridin can grant a +2 morale bonus on Will saves against mind-influencing weaves and effects, and a +1 morale bonus on attack and damage rolls, to allies within hearing range. These bonuses last for 3 rounds.

Possessions: Masterwork mail shirt, masterwork longsword, silver ring set with golden topaz (500 mk value), pouch containing 23 mk and 2 gc.

Palace Guard: Taraboner Warrior 3; HD 3d8+6; hp 23 (average); Init +1; Defense 17 (+1 Dex); Spd 20 ft.; Atk +6 melee (1d10+2/×3, poleaxe); SQ Armor compatibility; SV Fort +5, Ref +2, Will +1; SZ M; Rep 0; Str 14, Dex 12, Con 15, Int 11, Wis 10, Cha 9. Challenge Code: B.

Skills: Appraise +3, Craft (varies) +2, Intimidate +3, Listen +2, Ride +3, Spot +4.

Feats: Alertness, Mercantile Background, Weapon Focus (poleaxe).

Possessions: Full mail, poleaxe.

Taraboner Darkfriend: Taraboner Warrior 3; HD 3d8, hp 17 (average); Init +1 (+1 Dex); Defense 12 (+1 Dex); Spd 30 ft.; Atk +5 melee (1d6+2/19–20, short sword); SQ Armor

compatibility; SV Fort +3, Ref +2, Will +1; SZ M; Rep 0; Str 12, Dex 13, Con 10, Int 14, Wis 10, Cha 11. Challenge Code: B.

Skills: Appraise +4, Craft (varies) +4, Intimidate +4, Listen +5, Sense Motive +4, Spot +5.

Feats: Alertness, Mercantile Background, Weapon Focus (short sword).

Possessions: Short sword, pouch containing 7 mk and 6 sp.

Thug: Taraboner Warrior 3; HD 3d8+6; hp 23 (average); Init +0; Defense 10; Spd 30 ft.; Atk +5 melee (1d4+2/19–20, dagger); SQ Armor compatibility; SV Fort +5, Ref +1, Will +1; SZ M; Rep 0; Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 12. Challenge Code: B.

Skills: Appraise +2, Climb +4, Craft (varies) +2, Intimidate +7, Jump +6.

Feats: Dodge, Great Fortitude, Mercantile Background.

Possessions: Dagger.

Serai Sedai: Cairhienin Initiate 5/Aes Sedai 2; HD 5d4+5 plus 2d4+2; hp 28; Init +2 (+2 Dex); Defense 15 (+2 Dex); Spd 30 ft.; Atk +4 melee (1d4+1/19–20, dagger) or +5 ranged (1d4+1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +5, Ref +5, Will +9; SZ M; Rep 5; Str 12, Dex 14, Con 12, Int 17, Wis 15, Cha 11. Challenge Code: E.

Skills: Bluff +3, Composure +9, Concentration +11, Diplomacy +6, Innuendo +12, Intimidate +12, Knowledge (local–Cairhien) +5, Knowledge (local–Tarabon) +4, Listen +7, Ride +4, Search +4, Sense Motive +9, Spot +4, Weavesight +10.

Feats: Extra Affinity (Air), Extra Talent (Elementalism, Warding), Iron Will, Multiweave, Sense Residue, Smooth Talk, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Spirit.

Talents: Elementalism, Illusion, Warding.

Weaves Known (4/5/5/3/1): Elementalism: *arms of air, blade of fire, current, dry, fire trap, fireball, harden air, light, tool of air;* Illusion: *disguise, eavesdrop, mirror of mists, voice of power;* Warding: *circle of silence, seal, shield.*

Possessions: Gold Great Serpent ring, sapphire and silver necklace (300 gc value), pouch containing 4 gc, 18 mk.

Whitecloak Soldier: Midlander Armsman 2; HD 2d10+6; hp 21 (average); Init +1 (+1 Dex); Defense 18 (+1 Dex); Spd 20 ft.; Atk +4 melee (1d8+2/19–20, longsword); SV Fort +6, Ref +3, Will +2; SZ M; Rep 1; Str 14, Dex 13, Con 16, Int 12, Wis 12, Cha 11. Challenge Code: B.

Skills: Climb +2, Handle Animal +5, Intimidate +6, Ride +6, Spot +3.

Feats: Bullheaded, Mounted Combat, Power Attack.

Possessions: Full mail, longsword.

BANDAR EBAN: Civil Watch: Domani Warrior 4; HD 4d8+4; hp 25 (average); Init +2 (+2 Dex); Defense 17 (+2 Dex); Spd 30 ft.; Atk +6 melee (2d4+1, bill); SQ Armor compatibility; SV Fort +5, Ref +3, Will +1; SZ M; Rep 1; Str 13, Dex 14, Con 12, Int 13, Wis 10, Cha 11. Challenge Code: B.

Skills: Bluff +2, Gather Information +4, Intimidate +5, Jump +3, Spot +3, Sense Motive +6.

Feats: Cosmopolitan (Sense Motive), Street Smart, Weapon Focus (bill).

Possessions: Brigandine shirt, bill, pouch containing 2 mk and 4 sp.

Kidnapper: Domani Warrior 3; HD 3d8+6; hp 20 (average); Init +1 (+1 Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +4 melee (1d6+3 subdual, sap; 1d4+3/19–20, dagger); SQ Armor compatibility; SV Fort +4, Ref +2, Will –2; SZ M; Rep 0; Str 16, Dex 12, Con 12, Int 12, Wis 5, Cha 12. Challenge Code: B.

Skills: Bluff +4, Gather Information +5, Intimidate +6, Move Silently +10.

Feats: Cosmopolitan (Move Silently), Power Attack, Street Smart.

Possessions: Dagger, sap, two doses ophthial syrup.

SALDAEA: Criane Sedai: Taraboner Initiate 5/Aes Sedai 2; HD 5d4+2d4; hp 20; Init +1 (+1 Dex); Defense 14 (+1 Dex); Spd 30 ft.; Atk +2 melee (1d4–1/19–20, dagger) or +4 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +4, Ref +4, Will +10; SZ M; Rep 5; Str 8, Dex 12, Con 10, Int 17, Wis 16, Cha 13. Challenge Code: D.

Skills: Appraise +7, Composure +11, Concentration +10, Craft (painting) +5, Innuendo +9, Intimidate +9, Knowledge (the Age of Legends) +13, Knowledge (local–Tarabon) +13, Search +8, Weavesight +13.

Feats: Extra Affinity (Water), Extra Talent (Cloud Dancing, Warding), Iron Will, Living History, Multiweave, Sense Residue, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Possessions: Gold Great Serpent ring, necklace of gold set with tiger's-eye and smoky quartz (50 gc value), pouch with 15 mk, 6 sp.

Affinities: Spirit, Water.

Talents: Cloud Dancing, Illusion, Warding.

Weaves Known (4/5/5/4/1): Cloud Dancing: *foretell weather, harness the wind, raise fog, warmth;* Conjunction: *sense Shadowspawn;* Elementalism: *current, harden air, tool of air, light;* Illusion: *disguise, eavesdrop, folded light, mirror of mists, voice of power;* Warding: *shield.*

Possessions: Dagger.

Kryalyn Sedai: Domani Initiate 5/Aes Sedai 7; HD 5d4+5 plus 7d4+7; hp 44; Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 30 ft.; Atk +5/+0 melee (1d4–1/19–20, dagger) or +7 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +7, Ref +6, Will +13; SZ M; Rep 8; Str 9, Dex 12, Con 13, Int 18, Wis 19, Cha 14. Challenge Code: F.

Skills: Bluff +10, Composure +11, Concentration +16, Decipher Script +8, Diplomacy +10, Gather Information +6, Innuendo +9, Intimidate +20, Invert +12, Knowledge (the Age of Legends) +13, Knowledge (local–Arad Doman) +9, Listen +7, Ride +4, Search +6, Sense Motive +15, Spot +5, Weavesight +16.

Feats: Cosmopolitan, Extra Affinity (Air, Spirit, Water), Extra Talent (Cloud Dancing, Earth Singing, Illusion), Multiweave, Persuasive, Seductive, Sharp-Eyed, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Improved Resources: +4 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 75% in and around a city, 50% in a good-sized town or village, and 20% in the countryside.

Control: Kryalyn receives a +5 competence bonus on Concentration checks when attempting to overchannel within one of her Affinities.

Resolve: Kryalyn has an effective Wisdom score of 21 for purposes of calculating weaves per day and bonus weaves.

Affinities: Air, Fire, Spirit, Water.

Talents: Cloud Dancing, Earth Singing, Elementalism, Illusion.

Weaves Known (4/7/6/5/5/4/2): Cloud Dancing: *lightning, raise fog;* Earth Singing: *polish, riven earth;* Elementalism: *arms of air, blade of fire, create fire, current, dry, false wall, fireball, harden air, immolate, light, tool of air, wand of fire;* Illusion: *distant eye, eavesdrop, folded light, mirror of mists.*

Possessions: Gold Great Serpent ring, +1 *angreal*, pouch containing 8 mk and 3 gc.

Llana Sedai: Borderlander Wilder 4/Initiate 2/Aes Sedai 4; HD 4d6+2d4 plus 4d4; hp 31; Init +4 (+2 Dex, +2 Blooded); Defense 17 (+2 Dex); Spd 30 ft.; Atk +7 melee (1d4+2/19–20, dagger) or +7 ranged (1d4+2/19–20, dagger); SQ Aes Sedai presence, resources, slow aging, Weavesight; SV Fort +6, Ref +9, Will +15; SZ M; Rep 5; Str 14, Dex 14, Con 10, Int 17, Wis 18, Cha 8. Challenge Code: E.

Skills: Composure +8, Concentration +4, Decipher Script +13, Gather Information +9, Heal +8, Hide +8, Intimidate +6, Invert +4, Knowledge (Blight) +11, Knowledge (history) +7, Listen +16, Move Silently +14, Ride +6, Sense Motive +7, Spot +18, Weavesight +9.

Feats: Alertness, Blooded, Extra Affinity (Air, Water), Extra Talent (Conjunction, Healing), Iron Will, Multiweave, Remove Block, Stealthy, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Spirit, Water.

Talents: Conjunction, Healing, Warding.

Weaves Known (4/6/5/5/4/2): Conjunction: *false trail, sense Shadowspawn, trace;* Healing: *delve, heal, rend, renew, touch of death;* Warding: *barrier to sight, circle of silence, dream shielding, master ward, seal, shield, ward against channelers, ward against the One Power, ward against people, ward against Shadowspawn.*

Possessions: Gold Great Serpent ring, six doses ophthial syrup (inhaled, DC 15; initial damage 0, secondary damage unconsciousness), pouch containing 5 mk, 8 sp.

Murane Sedai: Borderlander Initiate 6/Aes Sedai 1; HD 6d4+12 plus 1d4+2; hp 35; Init +8 (+2 Dex, +2 Blooded, +4 Improved Initiative); Defense 16 (+2 Dex); Spd 30 ft.; Atk +2 melee (1d4–1/19–20, dagger) or +5 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, slow aging; SV Fort +7, Ref +5, Will +8; SZ M; Rep 4; Str 9, Dex 14, Con 14, Int 17, Wis 13, Cha 16. Challenge Code: E.

Skills: Composure +7, Concentration +9, Diplomacy +7, Innuendo +6, Intimidate +13, Knowledge (Blight) +6, Listen +12, Move Silently +8, Ride +8, Search +6, Sense Motive +8, Spot +9, Weavesight +11.

Feats: Alertness, Blooded, Extra Affinity (Air), Extra Talent (Elementalism), Improved Initiative, Iron Will, Multiweave, Sense Residue, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Affinities: Air, Spirit.

Talents: Elementalism, Warding.

Weaves Known (4/5/4/3/1): Elementalism: *arms of air, blade of fire, false wall, fireball, harden air, light, tool of air;* Healing: *heal, renew;* Illusion: *voice of power;* Warding: *barrier to sight, circle of silence, dream shielding, seal, shield, ward against channelers, ward against people, ward against the One Power, ward against Shadowspawn.*

Possessions: Gold Great Serpent ring, garnet and gold hair combs (200 gc value), pouch containing 15 mk, 17 sp.

Paidric: Borderlander Armsman 6/Blademaster 1; HD 6d10+12 plus 1d10+2; hp 49; Init +5 (+3 Dex, +2 Blooded); Defense 21 (+3 Dex); Spd 20 ft.; Atk +10/+5 melee (1d8+4/19–20, longsword); SQ Armor compatibility, Parting the Silk 1/day; SV Fort +6, Ref +8, Will +2; SZ M; Rep 3; Str 18, Dex 17, Con 14, Int 14, Wis 12, Cha 10. Challenge Code: D.

Skills: Balance +7, Climb +6, Intimidate +5, Jump +6, Knowledge (Blight) +6, Knowledge (weaponry) +2, Listen +5, Move Silently +11, Ride +9, Spot +4.

Feats: Blooded, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Possessions: Breastplate, masterwork longsword, a book entitled *Voyages among the Sea Folk*, a vial containing three doses of poison (contact, Fort save DC 16, initial damage 1d6 temporary Dex, secondary damage 2d6 temporary Dex).

Saldaean Darkfriend: Borderlander Warrior 2; HD 2d8+2; hp 16 (average); Init +2 (+2 Dex); Defense +17 (+2 Dex); Spd 20 ft.; Atk +4 melee (1d8+2/19–20, longsword) or +4 ranged (1d6/×3, shortbow); SV Fort +4, Ref +2, Will +0; SZ M; Rep 0; Str 14, Dex 14, Con 12, Int 12, Wis 11, Cha 10. Challenge Code: A.

Skills: Intimidation +5, Knowledge (Blight) +2, Listen +1, Ride +6, Spot +2.

Feats: Mounted Combat, Saddleback.

Possessions: Full mail, longsword, shortbow, 20 arrows.

Saldaean Soldier: Borderlander Warrior 2; HD 2d8+2; hp 16 (average); Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 20 ft.; Atk +4 melee (1d8+2/19–20, longsword) or +3 ranged (1d6/×3, shortbow); SV Fort +4, Ref +1, Will +2; SZ M; Rep 0; Str 15, Dex 12, Con 12, Int 10, Wis 14, Cha 10. Challenge Code: A.

Skills: Knowledge (Blight) +1, Listen +3, Ride +8, Spot +3.

Feats: Mounted Combat, Saddleback.

Possessions: Full mail, longsword, shortbow, 20 arrows.

Serai Sedai: Cairhienin Initiate 5/Aes Sedai 2; HD 5d4+5 plus 2d4+2; hp 28; Init +2 (+2 Dex); Defense 15 (+2 Dex); Spd 30 ft.; Atk +4 melee (1d4+1/19–20, dagger) or +5 ranged (1d4+1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +5, Ref +5, Will +9; SZ M; Rep 5; Str 12, Dex 14, Con 12, Int 17, Wis 15, Cha 11. Challenge Code: E.

Skills: Bluff +3, Composure +9, Concentration +11, Diplomacy +6, Innuendo +12, Intimidate +12, Knowledge (local–Cairhien) +5, Knowledge (local–Tarabon) +4, Listen +7, Ride +4, Search +4, Sense Motive +9, Spot +4, Weavesight +10.

Feats: Extra Affinity (Air), Extra Talent (Elementalism, Warding), Iron Will, Multiweave, Sense Residue, Smooth Talk, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Spirit.

Talents: Elementalism, Illusion, Warding.

Weaves Known (4/5/5/3/1): Elementalism: *arms of air, blade of fire, current, dry, fire trap, fireball, harden air, light, tool of air;* Illusion: *disguise, eavesdrop, mirror of mists, voice of power;* Warding: *circle of silence, seal, shield.*

Possessions: Gold Great Serpent ring, sapphire and silver necklace (300 gc value), pouch containing 4 gc, 18 mk.

Xanthe Sedai: Midlander Wilder 6/Aes Sedai 1; HD 6d6+12 plus 1d4+2; hp 40; Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d4/19–20, dagger) or +4 ranged (1d4/19–20, dagger); SQ Aes Sedai presence, slow aging; SV Fort +6, Ref +7, Will +11; SZ M; Rep 3; Str 11, Dex 13, Con 14, Int 12, Wis 17, Cha 15. Challenge Code: D.

Skills: Composure +11, Concentration +12, Diplomacy +4, Gather Information +10, Innuendo +5, Intimidate +10, Knowledge (the Age of Legends) +4, Listen +5, Ride +5, Sense Motive +6, Spot +5, Weavesight +11.

Feats: Eliminate Block, Extra Talent (Warding), Iron Will, Luck of Heroes, Multiweave, Sense Residue, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Affinities: Spirit.

Talents: Illusion, Warding.

Weaves Known (5/5/5/3/1/1): Conjunction: *sense Shadowspawn;* Elementalism: *fiery sword, harden air;* Healing: *heal, renew;* Illusion: *disguise, eavesdrop, mirror of mists;* Warding: *barrier to sight, master ward, shield, trace.*

Possessions: Gold Great Serpent ring, pouch containing 7 mk, 14 sp.

CHAPTER
FOUR

THE TWO RIVERS

The heroes have foiled the Black Ajah plot to corrupt Mazrim Taim and set him loose on the world in the name of Rand al'Thor. But two powerful Black Ajah Aes Sedai have escaped into the wilderness south of Saldaea, and it seems they have another plot underway. In this chapter, the heroes follow a diminishing trail south along the foothills of the Mountains of Mist. The trail peters out as the heroes reemerge into civilization, only to find themselves embroiled in a Trolloc assault on a rural village. Fortunately, in helping save the town, the heroes uncover the clues to Jara'copan and the Black sisters' destination.

ADVENTURE BACKGROUND

Padan Fain, operating under the name Ordeith, has set out upon a new strategy to destroy Rand al'Thor. Unable to reach al'Thor himself, he has decided to lure al'Thor to him, by striking out at that which al'Thor holds close to his heart: his home, his family, and his friends. Using the Ways and the Manetheren Waygate, Fain has brought thousands of Trollocs and Myrddraal into the Two Rivers area.

As if that weren't enough, Fain has also brought the Children of the Light into the region. Having insinuated himself into the counsel of the highest Whitecloak leaders, Fain has arranged for half a legion of Whitecloaks to invade the Two Rivers area. The leader of the Children, Dain Bornhald, has been ordered to work with Fain as he seeks to root out Darkfriends. But he has his own agenda as well. Bornhald's father, also a Child of the Light, was killed at the Battle of Falme, and Dain is convinced that Perrin Aybara is to blame for his death.

Fain intends to scour the region, destroying the Two Rivers villages of Deven Ride, Watch Hill, Taren Ferry, and especially Emond's Field, the hometown of Rand al'Thor and his companions Mat Cauthon, Perrin Aybara, Nynaeve al'Meara, and Egwene al'Vere. Using the enormous force of Shadowspawn on the one hand and the vicious tactics of the Whitecloaks on the other, Fain is pouring hardship and suffering into the region–all in the hope of luring Rand al'Thor to a showdown.

But it hasn't worked. Rand has wisely set out on another course of action, sending Perrin to the Two Rivers to deal with the terror there. Perrin, along with the Ogier Loial, Faile Bashere (whom he will marry while in the Two Rivers), and a handful of Aiel *algai'd'siswai*, have recently arrived in Emond's Field via the Manetheren Waygate. Discovering the serious state of affairs, they have set about organizing defenses in Perrin's hometown.

In the meantime, two Aes Sedai–Verin Mathwin and Alanna Mosvani–are also in the Two Rivers area. Having noted the power of wilders recently discovered in the Two Rivers (in particular Egwene al'Vere and Nynaeve al'Meara), they came with the intent of finding and bringing back to the White Tower other potential channelers. Verin has been helping prepare for the defense of Emond's Field.

The Children of the Light have commandeered the ferry across the River Taren, to prevent any word of the Whitecloaks' incursion into Andor from reaching the Queen in Caemlyn. The Two Rivers are effectively cut off from the outside world. Over 5,000 Trollocs are massing in the wilderness around Emond's Field, while the Children of the Light harass the inhabitants of the Two Rivers. Through this tinderbox Kryalyn and Llana have recently passed. The heroes, on their trail, find themselves enmeshed in these events as they come to an explosive head.

ADVENTURE SYNOPSIS: As the heroes set out from Saldaea to Jara'copan, hot on the trail of Kryalyn and Llana, they find themselves drawn into the troubles in the Two Rivers. Ultimately, their contact with Loial and Verin Sedai provides the link that puts them back on the trail to Jara'copan.

In Act 1, the heroes cross the expanse of wilderness between Saldaea and the Two Rivers, on the trail of Kryalyn and Llana.

Act 2 finds the heroes in the wilderness to the west of the Two Rivers region. A chance meeting with Loial steers them toward Watch Hill, where they learn that the secret to locating Jara'copan is in Emond's Field. They also participate in the preparations to aid the surrounded villagers of Emond's Field.

In the final Act, the heroes make their way to Emond's Field and are immediately embroiled in a terrible battle between the villagers and thousands of Trollocs and Myrddraal. The good folk of Watch Hill may be able to turn the tide of battle and save Emond's Field–if the heroes can protect the Watch Hill folk from an unseen flank attack. Once Emond's Field is secure, the heroes are finally able to discuss Jara'copan with Loial and Verin Sedai, and get the directions they need to reach their destination.

ACT 1: A LONG JOURNEY

The pursuit of Kryalyn and Llana is going to lead the heroes through nearly 1,000 miles of wilderness, taking close to two months before they reemerge into civilization. It begins in

the wilds–and intense winter–of Saldaea, and ends in western Andor.

The trip can be broken down into three legs. The first (and longest) leg follows the River Arinelle for nearly 500 miles, probably taking the heroes at least two and a half weeks (recall that weeks in *The Wheel of Time* world are ten days long). In the second leg, the trail of the Black Ajah sisters breaks from the river, cutting southwest cross-country for another 250 miles (or 13 days) before reaching the foothills of the Mountains of Mist. The third leg cuts south running 200 miles (or about 10 days) through those foothills, into the forests west of Andor.

Random encounters are provided for the first leg of the trip. Feel free to make up additional encounters for the other legs, or simply breeze through them to move the heroes quickly into events in the Two Rivers.

THE FIRST LEG

Heroes following Kryalyn and Llana's tracks find the going easy. About 30 miles south of Denhuir, Kryalyn and Llana take to the river, which they then stick to for the bulk of the first leg, traveling across its frozen face. This makes for easy going: there are few obstructions, except for an occasional stretch of rapids that can be circumvented ashore, and the wind keeps the ice largely clear of snowdrifts. The same wind often clears away the Black sisters' tracks, but they can always be picked up again a little farther downstream. (Because of this obvious course and the clear nature of tracks in deep snow, the heroes do not suffer the ×1/2 movement rate for tracking.) The ice is quite solid, easily supporting people and horses. However, despite the relative ease of traveling on the river, the ice, drifts of snow, and occasional obstructions and rapids hamper movement, imposing a ×3/4 penalty on the distance traveled each day. Assuming they travel at normal rates, the heroes can make about 24 miles a day. (See Chapter 6 in *The Wheel of Time Roleplaying Game* for details on overland movement rates.)

The weather throughout this leg is bitterly cold, but not as fierce as the winter storms the heroes faced as they entered Saldaea. Hopefully, after several weeks in the Borderlands, the heroes are prepared to face cold weather. If not, see Heat and Cold in Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tracking the Black Sisters

Illustration by Adi Granov

LEAVING SALDAEA: Although the southernmost Saldaean border is a good 400 miles or more from Denhuir, the inhabited lands of Saldaea fall by the wayside within a week's travel (about 250 miles) from that tiny village. For that first week, the heroes can find villages with inns most nights. By asking around or making a Gather Information check (DC 11), the heroes can learn that the Aes Sedai are still ahead of them, and that their lead is growing (assuming the heroes are sticking to a normal rate of movement–see the High-Speed Travel sidebar).

The Black sisters are leaving a trail of angry farmers and ostlers in their wake. At three or four points along the way, Kryalyn and Llana bought fresh horses to replace their weary mounts, trading in the previous animals in the deal. In each case, the traded-in animals, which seemed healthy (if tired) at the time of the deal, collapsed in exhaustion within a few hours of the sisters' departure. Heroes with the Sense Residue feat can detect the recent casting of *heal* and *renew* weaves on the horses, which will eventually recover from their ordeals.

If the heroes don't have sufficient supplies for a long trip through the wilderness, they can purchase what they need in the towns they pass through during this first week.

After that point, signs of civilization, other than the occasional isolated farmstead, disappear.

ENCOUNTERS: In the relatively settled and bitterly cold regions of northern Saldaea there are few opportunities for encounters, but as the heroes leave the last signs of civilization behind encounters become more likely. For each three days' travel, roll d%, adding 5 to the result for each previous check, to determine what, if anything, the heroes encounter. The possible results are covered below.

Wilderness Encounters

Roll	Encounter
01–50	None
51–60	Wolves
61–70	Cave bear
71–80	Mountain cats
81–90	Shadowspawn
91–00	Ice!

Wolves: A pack of wolves trails the party during the day, hiding in the woods that river (a Spot check opposed by the wolves' Hide notices them). They don't close with the heroes until after they're encamped.

Wolves (6): hp 11, 12, 14, 16, 16, 19; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The wolves are after the horses, not the people. They prefer to attack at night, harrying the horses and trying to frighten them enough to make them bolt. The pack quickly moves to take down any horse that becomes separated from the humans. The wolves give up their efforts when half of them have been killed.

Cave Bear: A hungry cave bear is foraging along the edge of the river, looking for breaks in the ice through which it can catch fish. If the heroes approach, it bounds forward to attack them. Attentive heroes may make a Spot check (DC 13) to see the bear before they get close.

Cave Bear: hp 48; see Chapter 1.

Tactics: The bear is starving, and attacks with a fury. It fights until killed.

Mountain Cats: A pair of mountain cats attacks the party as the heroes set up camp. Heroes making a Spot check opposed by the cats' Hide notice the animals lurking in nearby brush (remember that the cats receive a +8 bonus due to the vegetation).

Mountain Cats (2): hp 18, 22; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The cats attempt to pounce on the heroes, using their improved grab and rake abilities. They hope for a quick kill, and flee any prolonged fight; if either takes more than 12 points of damage, or if the fight goes on for more than 4 rounds, the cats flee.

Shadowspawn: Trollocs are making their annual winter forays into the Borderlands. The majority of the force is farther north, closer to the Blight, but scouting and hunting parties have made their way across the face of Saldaea.

Trollocs (4): hp 16, 17, 19, 21; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs storm the campsite, hoping to use surprise to their advantage. They attack the first target within reach and try to drag overcome heroes off into the underbrush. If three are killed, the fourth attempts to flee.

Ice! The heroes hit a thin spot in the ice. Attentive heroes may make a Wilderness Lore check (DC 21) to notice the dangerous area; if successful, the heroes can circumvent it by traveling along the shore for a half-mile or so. If the heroes fail to notice the danger area, one or more of them are at risk of falling through.

The ice cracks. Roll 1d3; the result is the number of horses under which the ice cracks, counted from the lead horse (for example, with a result of 2, the lead horse and the next horse behind it are on cracking ice). Any hero under whom the ice cracks must make a Ride check (DC 16); with a success the hero's horse leaps free from the ice before it breaks. If the check is failed, the horse breaks through the ice into the chilly water below. See the sidebar.

Heroes swept downriver under the ice might be rescued. One hundred paces downriver several dead trees have fallen from the shore, and are frozen half in and half out of the ice. Heroes above the ice notice this with a successful Spot check (DC 11). A hero swept away from the open water becomes entangled in the branches of these trees, where he is held until he drowns or is rescued. Rescuers can

HIGH-SPEED TRAVEL

Heroes traveling by horseback can probably sustain a rate of about 24 miles per day. The snow, even along the relatively clear river, hampers movement and imposes a ×3/4 movement penalty on the normal overland rate of 32 miles per day for light horses with riders. (See Chapter 6 of *The Wheel of Time Roleplaying Game* for rules on overland movement). Kryalyn and Llana, however, travel at more than double that rate, at least for the first few days of their journey. But it costs them.

The Black sisters are traveling for 12 hours each day, and they're spending half that time (6 hours) at a trot (keeping their horses at a hustle). That would usually let then cover 80 miles a day; with the snow and ice they're reduced to 60 miles a day.

Such an effort would normally kill their horses before the first day was out (they take 31 points of damage for the 6 hours at a trot, plus 4d6 points of damage from the 4 extra hours of travel), but Kryalyn and Llana are relying on the One Power to sustain them. Llana *heals* the horses several times each day, casting *renew* when the subsequent subdual damage starts to make them falter.

The 12 hours of rest each day aren't enough for the horses to recover (they can recover 36 points of subdual damage in 12 hours), so to keep up the pace the sisters buy new horses at each village they reach. They trade in their previous mounts (which, thanks to *renew*, seem to be in good health, if tired), but the sellers soon find that they have been deceived when the *renew* effect ends and the horses collapse in exhaustion. By that time Kryalyn and Llana are long gone.

The Black sisters can't keep up this pace. After four days (and 240 miles), they run out of civilization—which means no new horses, and a need to spend more time preparing camps and foraging. Thinking they have a sufficient lead on any potential pursuers, they drop back to a normal pace, occasionally pushing their horses for an extra hour or two. By this time, however, they may have as much as a five or six day lead on the heroes.

chop a hole big enough to pull a person through in 2 minutes (20 rounds).

THE SECOND LEG

After following the River Arinelle for 500 miles, the trail of the Black Ajah sisters leaves the river and heads southwest. With the southerly travel and the passage of several weeks, winter's grip on the land is slowly being loosened. That makes the going somewhat easier for the heroes–but the diminishing snow cover also makes tracking the sisters more of a challenge.

The terrain is, for the most part, covered with snow. But the snow was never as deep here as it was in Saldaea, and it's melting–occasional patches have melted away completely. As long as the snow remains, the heroes can track Kryalyn and Llana pretty easily. Doing so requires a Wilderness Lore check (DC 9) with the Track feat or a Search check (DC 9). Require one check per day; failure indicates that the heroes loose a day as they struggle to keep to the trail. Because the tracks remain clear in the snow, as long as they succeed in their checks the heroes generally don't have to move at half speed for tracking.

However, for each day, roll 1d20, subtracting the total number of days traveled in the second leg from the roll. On a result of 1, the heroes hit a significant stretch where the snow has melted away. For that day, they must travel at half speed or suffer a –5 penalty on their tracking check.

This leg of the journey runs about 250 miles. The terrain is hilly and semiforested, and the trail of the Black sisters cuts through a region devoid of roads or trails. For this reason, the Aes Sedai and the heroes suffer a ×1/2 overland movement penalty, cutting the Black sisters' rate (and probably that of the heroes) to 16 miles a day. The second leg of the journey takes Kryalyn and Llana 16 days.

The weather throughout this leg remains cold, but not as dangerously cold as through the first leg. During daylight hours the temperatures are generally above freezing, and the rules for extremely cold weather no longer apply. When the sun goes down, however, temperatures often drop below freezing, continuing to threaten unprepared characters.

THE THIRD LEG

In the final leg of their journey, Kryalyn and Llana head due south through the foothills of the Mountains of Mist.

Warmer weather has melted virtually all the snow by the time the heroes reach the third leg of the journey. The trail of the Black sisters continues through trackless forested hills, imposing the same ×1/2 penalty to their overland movement rate (and that of the heroes as well). This leg runs 200 miles, taking the Black sisters 13 days to reach the outskirts of the Two Rivers.

The weather in this final leg is distinctly springlike, with moderately warm days and cool–but not dangerously cold–nights.

Tracking the Black sisters is considerably more difficult along this leg. The heroes must make Wilderness Lore checks (DC 19) with the Track feat, moving at half speed or suffering a –5 penalty on their checks. Require one check per day; a failed check results in the loss of one half day's travel. For each full day lost, increase the DC to track the Aes Sedai by 1.

ACT 2: THE TWO RIVERS

The heroes have been traveling through wilderness for many long days or weeks. They're about to reach civilization–but it isn't as civilized as they might hope. The Two Rivers region, at the western end of Andor, is under heavy assault by an army of Shadowspawn.

THE SOUNDS OF BATTLE

The first sign that the heroes have reached a populated area comes in the clash of combat that assaults their ears.

> A shout drifts through the air, from somewhere ahead and to your left. It's followed by the clash of metal on metal, and a feral roar. It's a battle, perhaps some 200 paces ahead.

The heroes will presumably investigate. They may choose to approach directly, or by a more circumspect route, hoping to get a view of events before stumbling into the middle of them. Either way, as they approach the scene they see two figures surrounded by Trollocs.

> An overgrown road cuts through the forest. Here, at a wide spot in the road, two figures–one a thin man in an odd gray overcoat and head wrappings, the other a broad, towering creature–fight desperately. A gang of Trollocs presses in around them, while a sinewy, dark form exhorts the Shadowspawn on, waving a black sword overhead. The figure turns toward you, revealing an eyeless face.

The eyeless figure is, of course, a Myrddraal. The creature drives its gang of Trollocs in their attack on the two victims–an Aielman by the name of Gaul, and an Ogier called Loial. (The heroes may never have seen Ogier or Aiel. See the sidebar on page 110.) Several Trollocs already lie dead at the defenders' feet, but the battle is far from over, and Gaul and Loial remain severely outnumbered.

If the heroes move to help, the defenders gladly accept their aid.

Trollocs (5): hp 14, 16, 16, 19, 21; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Myrddraal: hp 66; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: Three of the Trollocs break off their attack on the defenders to attack the heroes. Gaul takes immediate

advantage of the gap, rushing to attack the Myrddraal. "Kill the halfman and the Trollocs fall," he cries, his voice strangely accented. The Shadowspawn fight until the death, or until the death of the Myrddraal, at which time the linked Trollocs fall to the ground in convulsions and die within moments.

AFTERMATH: Following the battle, Gaul and Loial are happy to sit and talk with the heroes as they recover themselves from the hard work of fighting. Loial begins the conversation, introducing himself.

"Your arrival was good fortune for us, friends," the Ogier says, his voice a rumble deep as a drum. "I am not a man of arms, and though Gaul's skills are great indeed, I do not think highly of our chances alone against such a lot. I am called Loial, and I am an Ogier. My friend and I–"

Gaul cuts Loial off. "Our task is not for strangers," he says. "Nor for other ears. Ravens are everywhere, doing Sightblinder's work. We owe you a debt of water, wetlanders, for you fought bravely and we were much in need."

Gaul and Loial are eager to move on, and will only spend a few moments at rest. They're headed northwest, nearly opposite the heroes' direction, and they are not interested in traveling companions. If asked any more about their mission, Loial says only that they seek to "correct a mistake I should never have made." Further questions on that topic draw an increasingly hostile response from Gaul.

Although loathe to talk about their task, Loial is more than happy to discuss other topics–at length, if the heroes or Gaul don't cut him off. If asked where they came from, Loial says they recently left a village called Emond's Field, where their friends are helping defend the locals from gathering hordes of Shadowspawn that have besieged the area. Pressed on that topic, he states that the Two Rivers region–the area in which Emond's Field is located–is awash in Trolloc armies. A legion of Whitecloaks is also in the area, but they are doing little to help. The locals are mounting a defense, but they're quite beleaguered.

If asked about Kryalyn and Llana, Loial has little to offer.

"Two Aes Sedai are in Two Rivers–Verin Mathwin of the Brown Ajah, and Alanna Mosvani of the Green. Perhaps they know the ones you seek. I had last heard that they were in the village of Watch Hill, to the north of Emond's Field a day's journey northeast of here. You could make it there, perhaps–I do not think they are besieged by the Trollocs. Sadly, I do not recommend trying for Emond's Field. Thousands of Trollocs encircle the town. I do not think anyone will be coming or going from there."

If asked about Jara'copan, Loial rubs his chin thoughtfully for a moment. "An ancient city, if I recall correctly, of Manetheren." He remembers little more than that, and cannot steer the heroes toward the site even if shown Kryalyn's map. He does mention that he left some books behind at Emond's Field, and he might find more if he could reference them. He hopes to return to Emond's Field, if it survives the Trolloc siege, within a week or so. In the mean time, Verin Sedai might well be able to help them. "She's a very knowledgeable scholar," Loial says.

With that, Gaul and Loial return to their journey. Loial offers one last bit of direction before departing.

FALLING THROUGH ICE

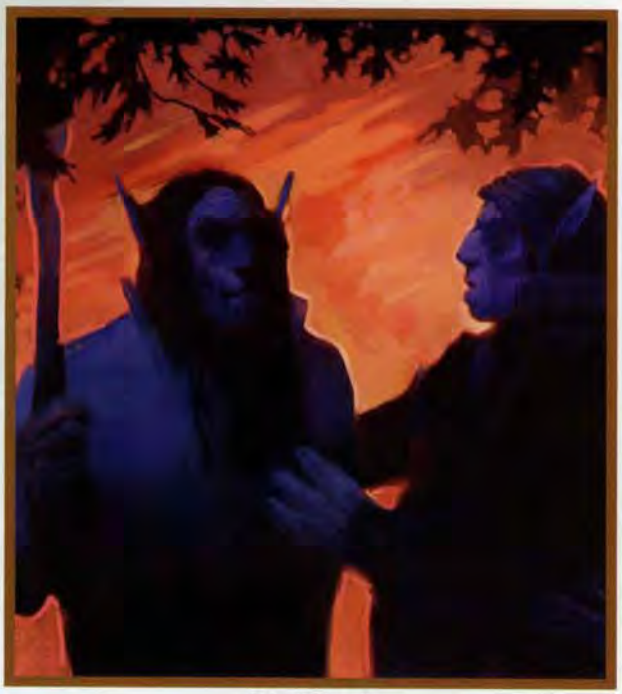
Heroes and horses falling through the ice and into the water must each succeed at a Swim check (DC 11) to reach the edge of the broken ice. If the check is failed by 5 or more, the character (or horse) goes under, and must make a second Swim check (DC 14) to get back to the surface and keep from being swept under the ice.

Once the edge of the ice is reached, the hero or horse can climb out with a Dex check (DC 9). However, the ice may break. Roll 1d4; on a 1 (for a hero) or a 1 or 2 (for a horse), the ice breaks under the victim just as he or she climbs from the water. The victim must make another Swim check (DC 11) to reach the edge of the unbroken ice.

Heroes who have not fallen in may attempt to help their comrades (and horses). Unfortunately, any hero who gets within 10 feet of the edge of the ice risks a break. Again, roll 1d4; on a 1 (for a hero) or a 1 or 2 (for a horse), the ice breaks, sending the rescuer into the water. If the ice does not break, or if the heroes can extend a rope or branch to a victim, rescuers can pull the victim from the water with a Strength check (DC 14). A horse can be pulled from the water only if a rope can be attached to its bridle, which requires that the horse be at the edge of the ice and that a rescuer, out at the edge of the ice, makes a successful Dexterity check (DC 17). The Strength check to pull a horse from the water is DC 23.

Victims swept under the ice are in trouble. A hero succeeding in a Swim check (DC 19) can make it back to open water, but if this check is failed it cannot be retried, and the hero is carried downriver under the ice.

Every character or creature in the frigid water takes 1d6 points of subdual damage per minute (10 rounds), until he or she escapes the water and is dried off.



Loial Speaks

"This road is called the Quarry Road," Loial tells you. "If you follow it east, it will take you to Emond's Field after a day's travel–but you will find Trollocs first. Go north of the road–" here he points into the forest, to the northeast, "and you will pass the Trolloc army and come to the village of Watch Hill."

ENTERING THE TWO RIVERS

The heroes can follow Loial's advice if they choose, or follow the Quarry Road into Emond's Field. Regardless of their decision, the heroes are watched as they march through the Two Rivers region.

THE WATCHING EYES OF EVIL: The area within 20 miles of Emond's Field is watched by shadow-linked ravens. Have the heroes make Spot checks (DC 13). With a success, they notice the birds watching them from roosts high up in the trees.

A black bird watches from a high tree branch, its glittering eyes upon you. A flutter catches your eye from another direction, revealing a second bird a few trees away, also watching you. As you gaze about, you see more–one here, another there. Perhaps a dozen roost in the surrounding trees, all silently surveying you.

NEVER SEEN AN OGIER?

Heroes who have met Aielmen or Ogier (or have them in their party) will not be surprised by Gaul and Loial's appearance–though they may well be shocked to encounter the unlikely pair here, so far from the Waste and any known *stedding*. But what about heroes who have never seen an Ogier, or met the mythically fierce Aiel?

For an unfamiliar character, a successful Knowledge (arcana) check (DC 12) identifies Loial as an Ogier. Heroes failing this check don't know what he is, and may (if the check is failed by 5 or more) mistake him for a Trolloc. Those making the check know that while mysterious, Ogier are generally peaceful, beneficent creatures.

A successful Knowledge (geography) check (DC 16) identifies Gaul as an Aiel. The check does not, however, reveal any knowledge of recent friendship that has grown between Rand al'Thor and many Aiel; those recognizing Gaul's background may assume, as most do about all Aiel, that he is a homicidal killing machine bent on the destruction of all westlanders. Failure in the check indicates that the hero does not realize that Gaul is an Aiel. Such characters can draw whatever conclusions they desire about Gaul's odd clothing, tall stature, and unusual fighting style.

The text in this chapter assumes that the heroes are familiar with both Ogier and the Aiel. If they aren't, modify it as necessary until the heroes come to know these exotic people.

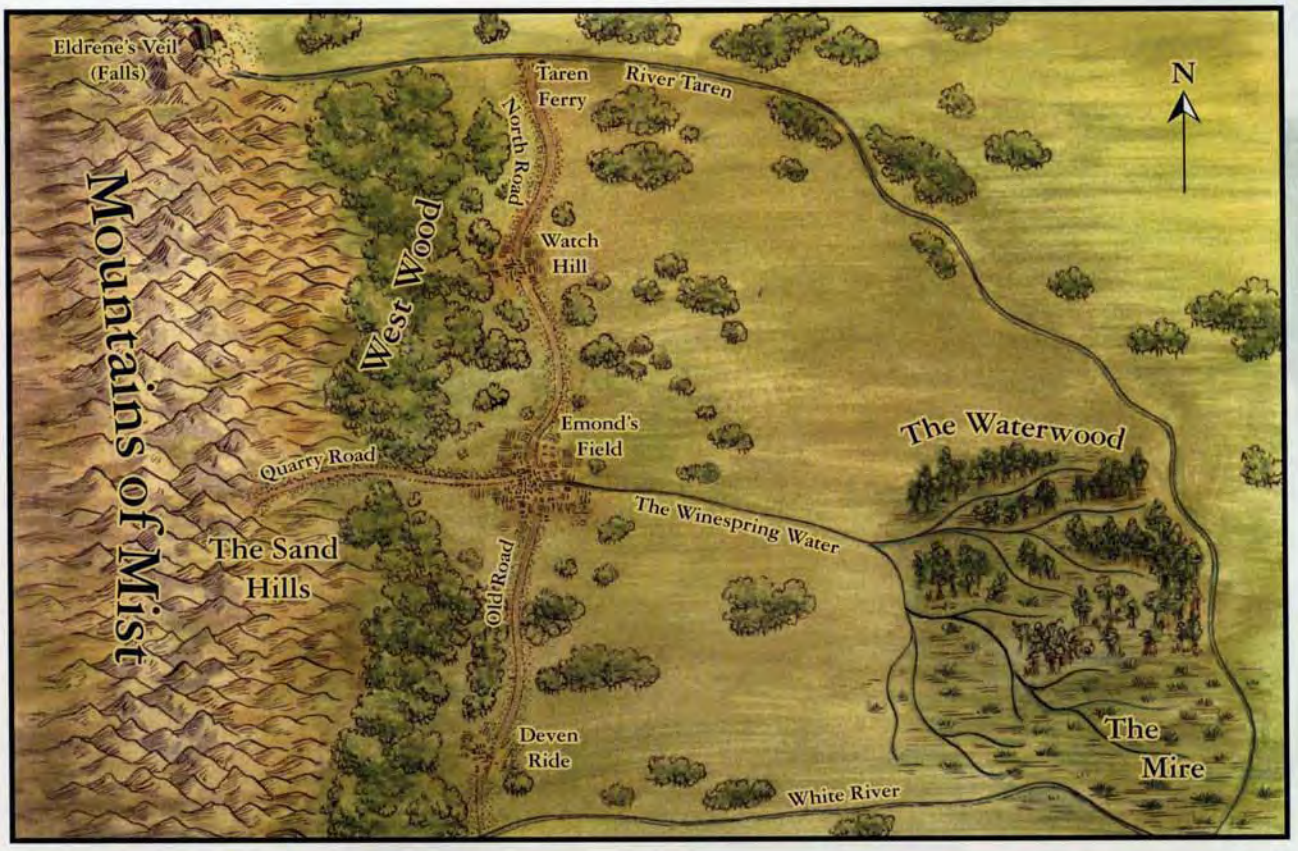
The heroes may be tempted to attack the ravens, or throw stones to chase them away. Any attack startles the nearest few birds, who flap off with a croaking caw, but there are always others. As long as the heroes are in the wilderness within a day of Emond's Field, black birds watch their progress.

Shadow-Linked Raven: hp 1 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game*.

FOLLOWING THE QUARRY ROAD

The Quarry Road has clearly seen little use in many a year. Its rutted path is overgrown with weeds and bracken, but the route is easy to follow as it heads eastward. At first there is no sign of civilization, but after a few hours' travel you see a curl of dense black smoke rising from the forest miles ahead.

Illustration by Puddnhead



The smoke rises from the ruins of an outlying farmhouse, destroyed and burned by the Trollocs. The heroes are still some miles away from it. As they get closer, they begin to see other columns of smoke–first one or two, and then dozens from around the countryside.

The Burned Farm: As the heroes approach the first column of smoke, they see its source.

A few score paces from the road sits a farmstead: a cottage, a barn, and some coops, with small patches of field beyond. The barn is the source of the smoke–it is a burned out-husk, its blackened beams still smoldering. The farmhouse has also burned, though it stands half intact, its door hanging askew from a single hinge.

Fortunately, the farm was abandoned before the Trollocs raided it. A gang of Trollocs, led by a Trolloc sergeant, is picking through the remains of the farmhouse, looking for food or anything else of value. With a successful Spot check (DC 15), the heroes see the dark form of one or two Trollocs through the shattered windows. Heroes wishing to bypass the house can make Hide checks (opposed by the Trollocs' Spot; the Trollocs suffer a –4 penalty due to inattentiveness) as they slip past. Those approaching the house, or failing the Hide check, are attacked by the Trollocs.

Trollocs (4): hp 14, 16, 17, 17; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Trolloc Sergeant: hp 26.

Tactics: The Trollocs, who are just as happy to eat the heroes as anything they might find in the house, throw themselves into the assault. If more than three are killed, however, the others attempt to flee unless they seem to have the advantage over the heroes.

Development: If one or more Trollocs escape, another gang comes looking for the heroes within an hour. The second band approaches by the Quarry Road, and may intercept the heroes if they stick to the road. This second gang consists of six Trollocs and a Trolloc sergeant. They fight until killed.

Emond's Field: As the afternoon stretches into dusk, the Quarry Road rises over a low ridgeline, giving the heroes their first glimpse of Emond's Field from several miles away.

It's a town under siege. The village of perhaps 250 buildings is surrounded by a wide, clear area abruptly edged by forest. This space isn't a patchwork of farm fields, but a killing zone newly cleared from the forest as well as fields–you can see the stumps of trees, the burned piles of debris, and the occasional form of what might be a dead Trolloc. A dense line of heavy stakes, sharpened and angled outward from the earth, surrounds the settlement, while wagons and stacks of crates and barrels barricade the gaps between the buildings. Atop some of the

buildings, the tiny forms of what must be sentries stand ready for the next onslaught.

Between you and this town, wispy columns of smoke–the sort that might ascend from the campfires of a vast army–rise lazily, by the hundreds, from the forest.

Literally thousands of Shadowspawn stand between the heroes and Emond's Field. Reaching the town would require the heroes to bypass scores (at least) of alert and battle-ready Trollocs and Myrddraal.

Wise heroes will put aside any plans to reach Emond's Field and instead turn their attention toward Watch Hill. Those that insist on pushing on to Emond's Field have a formidable task ahead of them.

Reaching Emond's Field requires passing four Trolloc encampments. (The heroes can choose any route they like; every approach to the town brings them past at least four such sites.) At each encampment, the heroes must either sneak or fight their way past the occupants. Heroes sneaking past an encampment must succeed in both a Hide and Move Silently check (opposed by the Trollocs' Spot and Listen, respectively); if they fail they are detected and attacked by the Trollocs. There are 2d6 Trollocs at each encampment; at any given time half of them are asleep or otherwise inattentive.

Trollocs: hp 16 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: The Trollocs have been raiding farms and homes for weeks, and have grown fond of the taste of human flesh. Now that easy pickings have all but dried up, they're especially excited to see the heroes. They throw themselves into combat, attacking with vigor. They survivors attempt to retreat when three-quarters of them have been downed.

The Burned Farm

Illustration by Adi Granov

HEADING FOR WATCH HILL: The march to Watch Hill takes all day; the heroes approach the town in the late afternoon if they headed there directly from the meeting with Gaul and Loial, or well after dark if they diverted first toward Emond's Field.

The forest's dense trees give way to a patchwork of small farm fields. Across one such field lie the smoldering ruins of a farmhouse. Only a few walls stand, their timbers charred and smoking. The fields and nearby orchards are likewise scorched, and it seems no living thing remains.

Have the heroes make Spot checks (DC 13). With a success, they notice a small curing shed just beyond the farmhouse. It seems to be intact, and there's a wisp of smoke rising from its chimney. The heroes may approach the shed openly or by stealth (in the latter case, have the heroes make Move Silently checks opposed by Maddy Lewin's Listen). Neither approach results in any reaction. But there is someone inside–someone ready to defend her life.

A Lone Wilder: From a few paces away, an approaching hero can smell the heady fragrance of tabac, long cured within the shed. The only entrance to the shed is the front door. If the heroes managed to make it to the door undetected, have them and Maddy roll initiative. Otherwise, Maddy is ready for them, and the hero who pulls open the door is in for a surprise. Either way, Maddy's first action is a weave.

You're hit by a blast of air that throws you from the doorway. You land in a heap several paces back. The door slams shut. Inside the shed, all remains silent.

The hero has been thrown back by an *arms of air* weave cast by Maddy Lewin, a young Wilder who has taken refuge in the shed. The attack does 1d4 points of damage (Reflex save negates, DC 12). Female channelers making Spot checks (DC 10) recognize the use of the One Power, and can identify the weave with an appropriate Weavesight check.

Maddy is terrified of Trollocs, robbers, and especially Whitecloaks, and defends the shed to the best of her ability. She is armed with a dagger, and she uses it and her *arms of air* weave to defend against any heroes who attempt to enter her shelter. If convinced that the heroes mean her no harm (through a Bluff or Diplomacy check, or just good roleplaying), however, she can be talked into coming forth.

The young woman is perhaps sixteen years of age. Her hair is matted and disheveled, and she has clearly slept in her clothes for several days at least. She has a haunted look in her eyes, and a quaver in her voice that hovers on the brink of hysteria. "This is our farm," she says, brandishing her dagger before her. "By what right do you trespass here?"

Calm heroes should have little trouble convincing her that they are not Whitecloaks or bandits, and after a few moments she puts down her dagger and collapses to the ground. She is on the verge of exhaustion, not having slept in several days. With a little coaxing, she tells her tale.

"My name is Maddy Lewin," the young woman explains. "I live here–this is my family's farm. They burned it. They burned it and cut down my ma, my pa, because . . . ." For a moment she pauses, trying to keep her tears in check. "Because of me. Because I can do things. I can see things. I saw my pa, a few days ago, all cut up and bleeding in the field. He didn't believe me, of course–no one ever does–but then they came and cut him down. I guess they heard about what I can do. They called us Darkfriends. The Whitecloaks did this."

Maddy's family was indeed killed by the Children of the Light, on suspicions of being Darkfriends due to Maddy's unusual powers. Maddy is an untrained wilder, and she also has the Viewing Lost Talent. Although she generally kept her abilities to herself, over the years some members of the Watch Hill community came to know or suspect her strange talents, and word somehow reached the Whitecloaks encamped at the town. Three days ago they came to question her. Her family hid her in the woods nearby, and when the Children of the Light couldn't find her, they attacked and killed her family. Maddy buried her parents in the apple orchard behind the farm, and has been hiding in the tabac shed ever since.

The heroes can question Maddy further. She doesn't have much new information for them, but she can confirm that there are "a lot" of Children of the Light encamped just outside Watch Hill–at least hundreds. She also knows that Trollocs–unheard of in this region prior to a few weeks ago–have been roaming the area, causing many farmers to abandon their land and head into town. She is unaware of the siege at Emond's Field.

Maddy is terrified of the Whitecloaks, and will not go to Watch Hill under any circumstance.

WATCH HILL

The village of Watch Hill is aptly named, for it covers a large, round hill from top to bottom. The surrounding lands, broken into a patchwork of farm fields for almost a mile on all sides, seem oddly untouched by the chaos engulfing the region. It even appears that the closest fields are still being tended, though no one can be seen in them now.

The village itself consists of one- and two-story buildings with thatched roofs, tightly packed along dirt roads that lead into what appears to be a village green at the top of the hill. One large structure, the only building in town with a tile roof, dominates the eastern side of the green. Yet even this building is overwhelmed by the size of the military encampment that sprawls across the fields to the west of the village.

Heroes arriving at Watch Hill after dark find the road blocked by a pair of wagons placed between two buildings at the edge of town.

"Halt, there!" a voice calls out of the darkness. A man steps from the shadows of the wagons, a tall boar spear in one hand. Another man stands behind him, an arrow nocked in his longbow. It's clear that neither are trained soldiers, but their expressions are determined. "Who are you? State your business!"

The guards eye the heroes suspiciously, but can easily be satisfied with any reasonable story (including the truth) about the heroes' identities and origins. They allow the heroes to pass, and continue their vigil.

The heroes probably have several items of business on their minds: seeking out news of Kryalyn and Llana; looking for Verin Sedai and information on Jara'copan; resupplying after weeks of travel through the wilderness; or perhaps just enjoying a hearth-cooked meal and a real bed. The first is the village inn.

THE WHITE BOAR: Assuming the heroes arrive at night, they find the village eerily quiet. Other than the few posted as guards at the town's perimeter, the villagers spend their nights huddled in their homes. Even the local inn is closed up.

The large building with the tiled roof seems to be Watch Hill's only inn–a sign above the door shows a white boar on a blue background. Its shutters are drawn and the door is locked, though a bit of light does show through the cracks between the shutters.

The heroes will have to knock to gain admittance. After a moment or two, the inn's proprietress, a garrulous widow woman named Danellen Dakin (called "Auntie El" by most villagers) comes to the door. She calls through to the heroes to identify themselves. Presuming they don't claim to be

Trollocs, Whitecloaks, or bandits, she opens the door and lets them in. At present, every regular room in the place is already in use, housing the many refugees that have come to the village. Nonetheless, she's happy to make room for the heroes in a rarely used attic room, and to warm some stew for their dinner.

No activity occurs in the common room, and Auntie El confirms that the town is shut down for the night. She does not recommend going out into the street (not least because she doesn't want to have to keep letting the heroes back in to the locked inn). The heroes will have to wait until the next day to continue their mission.

Asking About at the White Boar: Many townspeople come into the White Boar during the daylight hours, and heroes questioning the locals can learn a great deal of information about recent events and the current situation. Most townspeople view the heroes with suspicion at first, but warm up to any friendly conversation within a few moments.

Through successful Gather Information checks (DC 14) or roleplaying, the heroes can learn the following. Offer one bit of information per check or encounter.

- The Children of the Light are preventing anyone from crossing the River Taren, effectively cutting off the Two Rivers from the outside world.
- Dissension exists in the Whitecloak camp between Dain Bornhald, the commander, and a man named Ordeith.
- The Children of the Light are looking for a Darkfriend, who caused the slaughter of a Whitecloak legion at the Battle of Falme.
- A caravan on Tuatha'an has been seen in the area. Their presence is yet another bad omen.
- Trollocs have attacked many farms in the area. In Emond's Field, a Hunter for the Horn is organizing the villagers to defend themselves.

No one has seen a pair of women matching the description of Kryalyn and Llana, but almost anyone in town can tell the heroes that one woman did come into town about a week ago, traveling alone. She went to the blacksmith's, apparently to have a horse reshod. She left town immediately afterward. Although it's quite unusual for a lady to travel alone, and few noble ladies ever visit the Two Rivers, no one concluded that she was an Aes Sedai.

Other Resources: The heroes have a couple leads in Watch Hill, thin as they might be. Questions about visiting ladies lead the heroes to the local blacksmith. It may also occur to clever characters to check with the village Wisdom–visiting Aes Sedai might have business with such a woman. The heroes have just one day to pursue their leads: The next morning, they'll find themselves drawn into events at Emond's Field.

The Blacksmith: Gren al'Mar, the town blacksmith, is a husky young man with a bushy reddish-brown beard and a permanently sullen expression. If the party has work to be done, Gren can complete any simple job in a day for a reasonable price. If the party comes seeking information, however, the smith makes them cool their heels until he finishes the job he is working on–a set of iron manacles. If asked the buyer, Gren acknowledges he has made four sets of manacles for the Whitecloaks, but notes defensively that "their money spends like anyone else's." If asked about the woman visitor that stopped by his shop recently, Gren gives a precise description of Llana. She passed through Watch Hill eight mornings ago, and left town heading south.

The Wisdom: Edelle Gaelin is a cheerful, red-cheeked woman of late middle age, who has been Wisdom of Watch Hill for many years. She is quite proud of her cooking (most especially her dried apple tarts), and the kitchen of her cottage is always full of enticing aromas. Indeed, Edelle often mixes her remedies and elixirs into pleasant tasting treats, to make them more palatable.

Edelle knows nothing of Kryalyn or Llana, but she is harboring another secret related to Aes Sedai: she has been involved in keeping Verin and Alanna hidden from the Whitecloaks. She won't reveal this fact at this point, claiming to know nothing of any Aes Sedai, noblewomen, or female scholars in the region. Astute heroes can make Sense Motive checks when the topic is first brought up, opposed by Edelle's Bluff (she suffers a –2 penalty if the heroes specifically ask about Aes Sedai, due to her concern for Alanna and surprise that anyone might know about her).

After any conversation about Aes Sedai, Kryalyn, or Verin, Edelle consults the other members of the Women's Circle. The heroes will be contacted by them shortly. See Looking for Aes Sedai?, below.

Edelle treats any of the party's normal injuries for free, though when she is finished she encourages the heroes to make a "donation" to the Women's Circle. "There's a lot of hungry people without homes right now who could use the help," she says. She is not a channeler, and cannot heal the effects of a shadow blade wound, though she can prepare a poultice that temporarily reduces the victim's discomfort.

Whitecloaks: The heroes may want to have a look at the Whitecloak encampment.

The Children of the Light are encamped at the western base of Watch Hill, just beyond the edge of town. Over 100 tents are pitched in perfectly even rows, with several command tents in the center. Guards stand at the alert at points along the perimeter, keeping a careful watch over the open fields between the camp and the nearest stands of trees. At the northern end of camp, a second, smaller campsite sits just beyond the guard lines. Its haphazard collection of dingy tents and waste-strewn cook-pits are a world apart from the gleaming and ordered appearance of the rest of the camp. That area appears deserted.

Nearly 400 Children of the Light are encamped here, although almost half that number is currently in Emond's Field, attempting to arrest Lord Perrin. The dingy section off to the side belongs to Ordeith (Padan Fain) and the band of Whitecloaks he has corrupted.

The heroes may attempt to approach the camp. They are challenged by the guards as they approach, but if they speak politely and humbly, the guards are willing to summon their commander, who will speak with them there at the edge of camp. Under no circumstances will the heroes be allowed to enter the camp.

Lieutenant Marin Carrack is a quintessential Child of the Light–an arrogant man with a highly inflated sense of his own importance, and a suspicious nature concerning the motives of anyone outside his order. He knows nothing about Kryalyn or Llana. If the heroes mention that they're pursuing Aes Sedai or Darkfriends, he scoffs. "Aes Sedai and Darkfriends? I suppose you have been hunting the Forsaken themselves, as well. What could you possibly know about Aes Sedai? I have serious work; don't bother me with your stories." Wise heroes will accept Carrack's incredulity–those who manage to convince him of their expertise in the subject risk arrest.

Nothing else can be learned at the Whitecloak camp. Ordieth's section of camp is empty, and contains no clues as to his identity or activities.

Looking for Aes Sedai? Questions asked around town about Verin or Kryalyn likely draw the attention of the Watch Hill Women's Circle. This attention comes quickly if the heroes talk to Edelle about either woman, or if they ask openly about Aes Sedai anywhere. General questions about female visitors to the town take a bit longer, but result in a visit from the Women's Circle within a day or so.

The heroes are approached by Tera Barstere, perhaps when they are alone in the common room at the White Boar, or perhaps at some other time when they are relatively isolated. Tera prefers to address herself to one of the female characters, if there are any among the heroes, hoping to speak with that character alone. Failing that, she'll address male characters if necessary.

> A middle-aged woman, fair of face and stout of build, approaches you with a glance over her shoulder. "You have been asking after women visiting our town," she says. "I'm Tera Barstere, and I sit on the Women's Circle here at Watch Hill. What's your business asking all these questions?"

She questions the heroes closely, trying to decide whether to bring them to Alanna, who is hidden just outside town. She asks who the heroes are looking for, why, and what they know about the Whitecloaks and Shadowspawn in the area. Her questions are pointed, and heroes making Sense Motive checks (DC 16) get the strong impression that she knows something about Aes Sedai in Watch Hill. Those attempting to pry answers out of her may attempt a Diplomacy check (DC 19; any Initiate of the Aes Sedai tradition gains a +8 circumstance bonus). With a success, Tera pauses for a moment, considering, before finally saying, "Well, it seems your business is urgent. We had better take you to her."

Alanna: The heroes are led to a barn at the eastern base of Watch Hill (the side opposite the Whitecloak camp). Waiting there are Edelle Gaelin, the village Wisdom, and Auntie El, the proprietress of the White Boar. The two women seem a bit surprised to see the heroes, but nod in agreement when Tera tells them she felt the heroes should be taken to see Alanna Sedai.

The three women lead the heroes out among the fields to the east of Watch Hill, eventually entering forest. The trip takes the better part of an hour.

> The women pause in a small clearing. "Wait here," Tera says, before entering the trees along the opposite side. A moment later she steps back out into the open, and this time a man follows her. He's tall, slender, and dark-headed, and his cloak seems to shift in color as the breeze plays with it. Tera waves you over, as the man studies you with piercing eyes.

The man's name is Ihvon, and he's Alanna's Warder. Alanna waits in a thicket a few paces away. Ihvon follows as Tera leads the heroes into the thicket.

> Alanna is clearly an Aes Sedai; she has the same ageless face and penetrating eyes as so many others you have met, from Nadira to Kryalyn. She wears a green silk riding dress, and a pair of horses stand just behind her. She regards you for a moment before speaking.
>
> "You are looking for an Aes Sedai, I understand," she says. "You have found one. What do you want?"

How the conversation progresses depends on who the heroes are and how they address Alanna.

For starters, Alanna is in the Two Rivers in search of recruits–women who can channel. She and Verin hope to find several new novices for the White Tower. If any of the female heroes are wilders or Initiates of a non-Aes Sedai tradition (and give any indication of that fact), Alanna states that she'll take them to the Tower once events in the Two Rivers have worked themselves out. (She assumes, until told otherwise, that the hero wishes to become an Aes Sedai, and takes any noncommittal response as an agreement to return to the White Tower with her.) Should any such hero refuse her "invitation" to become an Aes Sedai, Alanna becomes considerably less cooperative, and all further interactions with her require Diplomacy checks (opposed by Alanna's Diplomacy) with a –4 penalty on the heroes' results.

Furthermore, if any of the heroes are Aes Sedai Initiates, Alanna questions them closely about their recent activities. She then instructs any Accepted heroes to return with her to the White Tower. If the hero indicates that she has a specific mission assigned to her by a specific Aes Sedai sister (allow a Bluff check, opposed by Alanna's Sense Motive, if the hero makes up the details of such a mission), Alanna allows her to continue with her fellow heroes. If not, and the hero refuses to return to Emond's Field with her, Alanna's attitude sours further, imposing another cumulative –4 penalty on Diplomacy checks.

The heroes can mitigate any negative response from Alanna by reporting the presence of Maddy Lewin. Doing so gives the heroes a +4 circumstance bonus on Diplomacy checks when dealing with Alanna, which offsets some of the potential penalties mentioned above. (It also provides a future and some safety for poor orphaned Maddy.)

Once these issues have been dealt with, Alanna and the heroes can get down to the topic of conversation. Alanna knows Kryalyn and Llana as sisters of the Red Ajah, but knows nothing of their whereabouts. She takes any reports of their plot to steal Mazrim Taim, or claims that they are Black Ajah, impassively, absorbing the information without comment. Heroes succeeding in Sense Motive checks (opposed by Alanna's Bluff) get the sense that, unlike other Aes Sedai they may have met, Alanna does not dismiss the idea out of hand. Although she does not know Kryalyn or Llana well, she can offer a little information on the sisters.

Kryalyn is a very powerful Aes Sedai, Alanna tells the heroes, more powerful than Alanna herself. To an Aes Sedai Initiate, Alanna mentions that Kryalyn's strengths lie in the Talents of Illusion, Elementalism, and that rare Talent (among Aes Sedai, anyway), Earth Singing. Llana is a somewhat less accomplished Aes Sedai. Alanna doesn't know much about Llana's capabilities.

Alanna knows little about Jara'copan–she's heard the name, and thinks it might have been a city in the days of Artur Hawkwing, but can add little more even with a look at Kryalyn's map. "Verin would know," she tells the heroes. Verin is at Emond's Field.

Alanna answers any additional questions the heroes have, but gets impatient if the questions become frivolous. "I have business elsewhere," she says after a few moments. She instructs heroes who are to return to the White Tower with her to await her in Watch Hill. She and Ivhon then set off to the east, leaving the heroes with Tera and the other Watch Hill women.

FALCON ON THE WING

Early in the morning a troop of horsemen arrive. Heroes who are awake in the hour after dawn, or sleeping heroes who succeed in a Listen check (DC 9; sleeping heroes must "take 0," relying only on their skill modifier without the result of a 1d20 roll), hear the commotion as the contingent comes to a halt in the village green outside the inn.

A half-dozen horses, panting and lathered with sweat, have come to a halt in the village green. The group is led by a black-haired woman with a hawkish nose; though nobly dressed, she wears a brace of knives prominently displayed across her chest and her hair is strung through with ribbons like a country girl. She jumps from her horse, calling out in a loud voice.

"Hail, Watch Hill! I ride from Emond's Field. Your help is needed!"

The woman is Faile Aybara, the recent wife of Lord Perrin Aybara. (In fact, the ribbons in her hair are a Two Rivers tradition; having married Lord Perrin just the night before, she'll continue to wear them for seven days.) She has an Aiel woman on foot with her. Villagers begin to emerge from the homes and shops around the green, leaving their breakfasts and early morning chores to answer Lady Faile's call. Faile introduces herself to the crowd, saying that Emond's Field needs their help with an impending Trolloc attack. She calls for the village council, sending her men out into the village to rouse more people and find the mayor. But before any of them return, the sound of hoof beats comes charging up the hill.

Whitecloaks Again!

There's a shout from the bottom of the hill as five white cloaked horsemen charge up toward the green. The horses pull to a stop just shy of Lady Faile. The four soldiers are unshaven, and their tabards and cloaks are stained and dirty.

"You!' the lead horseman snarls, pointing at Lady Faile with his sword. "You're the Darkfriend's woman. You're under arrest!"

The Aiel woman brandishes her spear, pulling her black veil across her face. But the villagers drop back in confusion, leaving the two women alone to face the five horsemen.

The horsemen are corrupted Whitecloaks, the followers of Padan Fain, and they would just as soon kill Faile as arrest her. Lady Faile orders them to stand down, but they ignore her command. If the heroes don't intercede, they move to attack after a brief moment. Bain, a Maiden of the Spear, stands in their way, but can't keep all five horsemen away from Lady Faile.

If the heroes act before the Whitecloaks attack, they can attempt to defuse the situation diplomatically. Any hero interposing herself may make a Diplomacy check (DC 15). Assuming the hero's words aren't inflammatory, success stalls the Whitecloak attack for 2 rounds. (Only a success by 10 or more turns the Whitecloaks away.) If the Whitecloaks are stalled, the hero can make a second check, and, if that's successful, a third. After stalling for three checks (6 rounds), Lady Faile's men begin to return,

along with armed villagers. At this point, a fourth Diplomacy check (DC 10) convinces the Whitecloaks to turn back without their quarry. Failure at any of these checks results in the Whitecloaks attacking.

Alternatively, the heroes can attack the Whitecloaks either before they charge Faile, or after they begin their attack.

Corrupted Whitecloaks (5): hp 28 (average).

Tactics: The corrupted Whitecloaks are cowards and bullies, but they're also under orders from Padan Fain, whom they fear. They charge their opponents on horseback, preferring to focus on weak or vulnerable targets (like Faile) while avoiding more heavily armed heroes. (They underestimate Bain initially, but attempt to avoid her once she wounds one of them.) Remember that mounted Whitecloaks gain a +1 bonus on their attacks for higher ground, and with the Mounted Combat feat, they can make Ride checks to negate some hits against their mounts. The Whitecloaks attack until defeated. Once two or more of them are downed, the remaining Whitecloaks flee.

Aftermath: The mayor and other Village Council members arrive just as the situation is coming to an end. If Faile is killed or seriously injured, the villagers discuss the situation among themselves for some time. It's clear that Emond's Field is in trouble, but the villagers can't make up their minds as to what's to be done about it. "We have had our own Trolloc attacks," one person says, while another responds with, "this must be something bigger, for them to come all the way up here for help." "We can't afford to send our menfolk away now, with this sort of danger around," another counters. The mayor suggests that the Village Council retire to the inn to discuss the matter. Perhaps they can send a few folk down to Emond's Field in a day or two.

Heroes wishing to enter the debate can do so. A Diplomacy check (DC 21) can sway the opinion of the crowd either way.

If Lady Faile survives the Whitecloak attack, she does the persuading herself.

> Lady Faile draws herself up, taking on an almost regal bearing. The villagers' talk drops to silence, every eye on her. "People of Watch Hill, I bring dire news," she tells them. "A great army of Trollocs has infested the Two Rivers, and now moves upon Emond's Field. The people there have done much to defend themselves, but without help they will be overrun–and if they fall, Watch Hill will be next!"
>
> Lady Faile holds out her hand, and one of her men hands her a roll of cloth. She unfurls it, revealing a banner festooned with a large red eagle. "This is the banner of ancient Manetheren. The kings who ruled this land centuries ago defeated the hordes of Trollocs under this banner, long ago even before Artur Hawkwing's time. Follow me, follow me under the Red Eagle of Manetheren and together we'll turn back the tide that threatens to break through Emond's Field and sweep away the entire Two Rivers!"

The crowd breaks into a cheer. The mayor and Village Council start issuing orders–who's to stay, who's to go, who's to gather weapons, armor, and horses. Lady Faile exhorts them to hurry–it will take all day to get back to Emond's Field, if they're lucky, and the town may already be under attack. If the heroes offer to help, their assistance is greatly appreciated.

ACT 3: THE BATTLE OF EMOND'S FIELD

The folk from Watch Hill arrive at the outskirts of Emond's Field just as a major battle is reaching its climax. The few hundred villagers strive to hold off a force of several thousand Trollocs led by dozens of Myrddraal. A small force of 250 villagers has just arrived from Deven Ride to the south, and harry the Trolloc forces on the opposite side of the battlefield from the Watch Hill folk. But the defensive perimeter around Emond's Field is giving way, and it's only a matter of moments before the village falls.

The arrival of the Watch Hill contingent may be enough to turn the tide–if they can survive to do it. That survival depends upon the heroes.

A VISTA OF CARNAGE

As the heroes reach the edge of the forest, they get their first view of the Battle of Emond's Field.

> Emond's Field lies before you. An area of some 500 paces has been cleared about the village, dotted with the stumps of recently cut trees and the dark corpses of hundreds and hundreds of Trollocs, their bodies abristle with the feathered shafts of long arrows. At the town's edge, thousands of Shadowspawn swarm around and over the defenses, hacking and cutting at the villagers in a fevered frenzy. The defenders are slowly giving ground, as the battle shifts from the stake-covered embankment around the town into the alleys and back yards of the village itself.

Lady Faile immediately deploys the Watch Hill folk, calling for the archers to spread out along the edge of the woods and fire into the rear of the Trolloc horde. She is worried that they are too late, but determined to make any difference she can. Within a moment, the Watch Hill archers send a volley of arrowfire into the Trolloc ranks, nocking and firing again as soon as they are able. The attack has an immediate effect on the Shadowspawn, sending their rear ranks into confusion. A few score Trollocs rally, and rush toward the Watch Hill force, but Lady Faile sends skirmishers forward to protect her archers, and soon they're engaged in an intense melee in the field between the heroes and the village.

What the heroes do at this point is up to them. Channelers, and those with ranged weapons, may choose to fire into the Trolloc ranks; others may want to join the skirmishers in attacking the Trollocs directly. Either way, there is no shortage of targets. Nor is it apparent that the heroes' actions have much direct affect on the ebb and flow of the battle–though every Trolloc killed is one small contribution to the struggle. After a few rounds, however, the heroes will be called upon for a more specific contribution.

Trollocs (80): hp 16 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: The Trollocs are in a panicked frenzy, driven by their Myrddraal masters and attacking anyone in their path with blind fury. They are generally making their way toward the Watch Hill archers, but they lack the tactical sense to bypass any other potential targets on their way there.

FACTIONS SCORECARD

Here's a list of the various factions participating in the battle of Emond's Field, which may prove helpful in painting a picture of the battle for your players. You can also use it to create additional scenes and encounters.

Emond's Fielders

The villagers and local folk from around Emond's Field have been defending their town from Trolloc raids and attacks for many days. Roughly 6,000 men and women, led by Lord Perrin Goldeneyes under the red wolfhound and red eagle banners of Manetheren, hold the line at the village's perimeter. They are armed with Two Rivers longbows, various polearms, and an assortment of swords, axes, and knives. They also have nine catapults, and the aid of Aes Sedai Verin Mathwin.

The Trolloc Army

Nearly 50 fists of Trollocs (just under 8,000 of the beasts) led by two score Myrddraal, assault the town of Emond's Field. Half of the Trolloc horde attacks from the south, while the other half attacks from the north.

Deven's Rider Archers

250 villagers from Deven's Ride arrive late in the battle, just prior to the folk from Watch Hill. They attack the southern Trolloc horde from its rear, primarily by archery.

Watch Hill Folk

400 townsfolk from Watch Hill, armed with longbows, polearms, and a motley assortment of other weapons, arrive just in time to turn the tide at Emond's Field. They are led by Lady Faile Aybara.

Children of the Light

180 Children of the Light, led by Dain Bornhold wait on Emond's Field village green. Although by far the best armed and armored force in the region, they withhold their help and simply observe the battle.

DANGER ON THE FLANKS

The rain of fire from the Watch Hill archers seems to be keeping the bulk of the Trolloc horde in disarray, at least for the moment, but should the Myrddraal masters gain control of their forces, they could easily overwhelm the Watch Hill folk with only a fraction of their force.

Unknown to Lady Faile, one Myrddraal commander is intent on just that. His fist of Trollocs was to attack Emond's Field from the east, and had been circling through the surrounding wood the previous night. Just before dawn, his unit became bogged down in the outskirts of The Mire, the swampy land some miles east of Emond's Field. The effort to extricate his force cost the Myrddraal several hours' travel time, and he eventually abandoned several dozen Trollocs in the swamp. Having arrived at just about the same time as the Watch Hill folk, the Myrddraal sees the effect they're having on the battle–and decides his effort is better spent attacking the Watch Hill contingent than attacking the village itself. As the Watch Hill archers continue to decimate the rear lines of the Trolloc attackers, this Myrddraal quietly maneuvers his forces for an attack on their flank.

Have the heroes make Spot checks (DC 20; apply a –5 modifier if the heroes are engaged in melee). With a success, the heroes see the flanking force of Shadowspawn.

> Dark forms are moving along the outskirts of the forest to the east of the Watch Hills archers. Trollocs–and lots of them! They're not more than 200 paces from the Watch Hill flank, and closing at a run. The archers, intent on their work, don't seem to notice. In just a few seconds they're going to be overrun!

If they heroes fail to spot the Trollocs, they can retry the check each round. Each retry reduces the DC for the Spot check by 2–but also puts the Trollocs 120 feet closer to the Watch Hill archers.

Heroes spotting the Trollocs will probably attempt to warn the Watch Hill folk or maybe even Lady Faile. Doing so is likely to be fruitless. In the din of battle, it's impossible to get the attention of more than one or two people at best–not nearly enough to realign the entire force to the new attack. Lady Faile is at the far end of the Watch Hill line. By the time the heroes reach her, the Trollocs will already slicing into the Watch Hill force. It's up to the heroes.

WHAT TO DO? How the heroes choose to act is up to them. They might launch themselves into the oncoming Trollocs, hoping to delay their charge and buy the Watch Hill folk a few rounds to react. Such a strategy might work, especially if the heroes have powerful channelers among them and have gained the attention of a few Watch Hill folk to aid them. If the heroes choose this route, they find themselves quickly assaulted by 2d6 Trollocs. Sixty Trollocs comprise the flanking party, in addition to the Myrddraal that leads it, so the heroes won't run out of opponents soon.

Trollocs (60): hp 16 (average); see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs attack anyone in their path with a blind fury. They are generally making their way toward the Watch Hill archers, but throw themselves at any target that makes itself available.

A SMARTER OPTION: A better strategy is to go after the Myrddraal leader, as Gaul did when the heroes first met him and Loial. Heroes making a Spot check (DC 16, with a +5 circumstance bonus if the hero is specifically looking for the Myrddraal) see the Myrddraal toward the rear of the Trolloc force, exhorting his Shadowspawn into battle.

Getting to the Myrddraal is a challenge. The heroes will either have to fight their way through the onrushing Trollocs, or avoid them somehow as they make their way toward the Myrddraal.

Fighting on Through: Heroes fighting their way through the Trollocs are engaged by 1d4 Trollocs as soon as they make contact with the onrushing Trolloc horde. One round after breaking from these Trollocs (either by killing them or disengaging and running on), they are engaged by another 1d4 Trollocs. This continues until the heroes reach the Myrddraal, who is some 200 feet away.

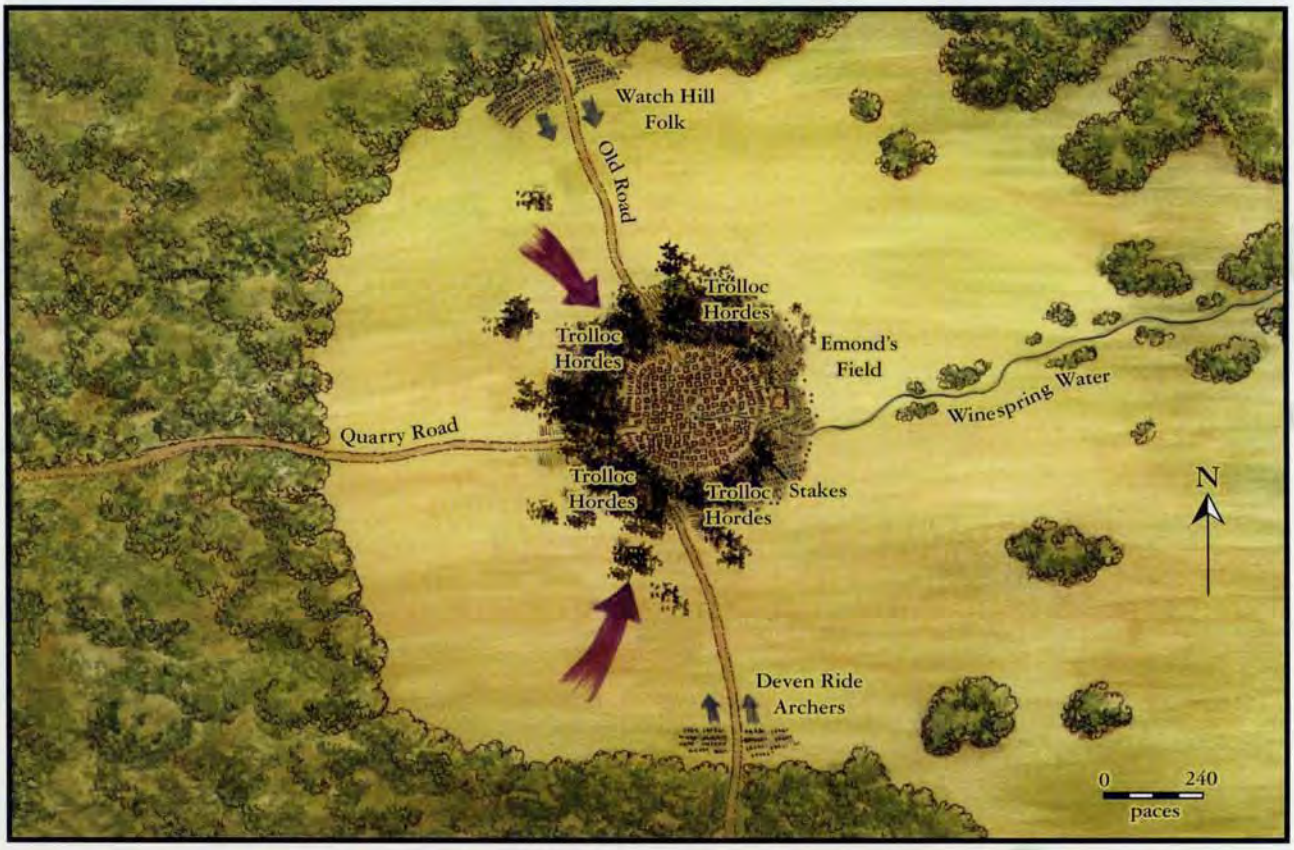
Avoiding the Trollocs: The only way to avoid the Trollocs is to duck into the edge of the woods and approach the Myrddraal through the trees. Dozens of Trollocs are in the woods, but they're intent on their objective and not paying much attention. Heroes attempting this method must succeed at three Hide checks, opposed by the Trollocs' Spot (make a single opposing Spot check for each of the three Hide checks, giving the Trollocs a –5 penalty for inattentiveness). For each check failed, the heroes are spotted by two Trollocs, which attack immediately.

Trollocs (2): hp 14, 17; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: Whipped into a battle fury, the Trollocs fight to the death.

THE MYRDDRAAL: The Myrddraal is protected by five Trollocs. If the heroes can destroy the Myrddraal, the entire flanking unit will be neutralized, saving the Watch Hill archers from a devastating flank attack.

Trollocs (5): hp 16, 17, 19, 19, 20; see Chapter 11 of *The Wheel of Time Roleplaying Game*.



Myrddraal: hp 81; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Myrddraal is hardly a coward, but it is a clever adversary. It sticks close to its Trollocs, using them to keep from being flanked by the heroes. It pits itself against the most powerful fighter, or charges any channeler among the heroes, hoping to eliminate the most dangerous threat with an overpowering attack.

When the Myrddraal is killed, the five Trollocs with it (along with nearly half of the remaining Trollocs in the flanking attack) fall to the ground in convulsions. They die within a few rounds.

AFTER THE BATTLE

If the heroes are successful, the Trollocs, with their leader dead and their numbers diminished, they are quickly thrown back in confusion even though a few probably reach the Watch Hill flank. Indeed, it seems that the attack of the Shadowspawn has been broken.

Hundreds of Trollocs are fleeing the village of Emond's Field, and most of those are being cut down by arrow fire before they reach the western forest. The field is black with the dark bodies of Shadowspawn, like a field full of feathered weeds punctuated here and there by thrashing bodies of Myrddraal that still refuse to die. Crows hop along the ground, and vultures soar overhead in a huge milling cloud.

The roar of a crowd reaches you across the wide field–the exultant cheer of the villagers in their victory. Lady Faile is leading the Watch Hill folk toward the town at a victorious gallop.

The battle is over. The heroes are free to enter the village, which has been ravaged but is largely intact. Although few people noticed the heroes' contribution, they welcome the heroes along with the Watch Hill and Deven's Ride rescuers into their town and their homes.

Before the celebration can get underway, however, there is one additional showdown.

Whitecloaks Again

A large contingent of Children of the Light has appeared–perhaps 200 horsemen. They seem to have come from within the village, but their armor gleams and their cloaks are spotless–there is no sign of battle among them. The leader steps forward and challenges Lord Perrin.

Trolloc Battle

Illustration by Sam Wood

Illustration by Adam Rex

Meet Perrin

"I arrest you now as a Darkfriend and murderer," the Whitecloak declares.

Almost immediately the surrounding people break into a roar. "No! No!" many of them shout, and "You will not take him!"

Lord Perrin challenges the Whitecloaks in turn, demanding to know where they were during the fighting. One of the village women steps forward and states that the Whitecloaks spent the entire battle on the village green "all lined up and sitting their horses pretty as girls ready for a dance on Sunday." The accusation doesn't seem to faze the Whitecloak, who continues his accusation and moves in to make his arrest. But all around the villagers draw their weapons, and the Whitecloaks are forced to back off. "I will see you hang one day," the Whitecloak leaders says before they turn to leave.

Celebration–and Rewards

The villagers raise their arms in a shout of "Goldeneyes! Lord Perrin! Goldeneyes!" as Lord Perrin sweeps Lady Faile onto his horse and trots into the village. Behind them, the villagers set to work tending to their wounded, gathering their dead, and destroying those few Shadowspawn that still move–the grimness of their losses set against the jubilance of their victory.

The village is a grim scene. The outermost alleyways and yards are choked with the bodies of Trollocs and villagers, packed in among the broken barricades that had been erected between buildings. The many wounded are being carried in to the village green, a broad expanse in the center of town covered with thick grass. A stream gushes from a low stone outcrop at the western edge of the green, flowing eastward and out of town. The green is dominated by a large inn at the eastern side, its lower floor of stone and upper floor of whitewashed wood. The banners of Lord Perrin are planted in the ground before the inn, and the horse, on which he and Lady Faile so recently departed the battlefield, is tied up in front of it.

Much needs to be done, and the villagers are setting to it. If the heroes can help in tending wounded, clearing dead Trollocs from the village, or preparing or serving food and drink for the exhausted combatants, their aid is greatly appreciated.

Verin Sedai at Last: The heroes should have little trouble locating Verin Sedai. Those looking for her can make a Spot check (DC 12) to see a woman who can only be an Aes Sedai moving among the wounded accumulating on the village green; those asking around find that any local villager can point her out.

The woman moves among the wounded spread out across the village green, relentlessly checking each despite

the exhaustion clearly marked in her tired shoulders. Although plump and square-faced, with a little gray streaking through her brown hair, her otherwise ageless face–and the lurking presence of a rugged man in a shifting-hued cloak–betrays her as an Aes Sedai.

She looks up as you approach. "Well," she says, regarding you. "I haven't seen you here before." She looks you up and down, cocking her head as she does so. "Something tells me you aren't from around here, either."

Verin is more than happy to discuss Jara'copan with the heroes–but not just yet. She'll be several hours working with the wounded, keeping her busy well into the night. Insistent heroes can talk with her that evening in the common room of the Winespring Inn, however, given the chance she would rather wait to speak until some time the next day, after she's rested a bit.

Verin is a veritable font of information about Jara'copan. When the heroes first bring it up, she launches into the following.

"Ah, yes, Jara'copan," Verin says, her eyes focusing on something very far away. "Ancient Manetheren. This used to be Manetheren, you know, this very land here, and the mountains to the west. Great nation. Stood some 1,000 years, from the signing of the Compact in 209 AB until late in the Trolloc Wars. They called it 'the Sword that Could Not Be Broken,' you know, for its valiant stands against the Shadow in those last decades.

"Hmm," her eyes focus again, as if she just came out of a daydream. "Not unlike the events of this week, wouldn't you say? Of course, Manetheren was eventually crushed by Shadowspawn, when the nations around her failed to come to her aid. This was the place, you know–right here. King Aemon was overwhelmed in a great battle, on what would be known as Aemon's Field. Emond's Field, now." She cocks her head and gazes at the far end of the room for a moment. "Interesting, how history repeats itself. Of course, this time the Shadow lost the battle.

"Aemon's queen was an Aes Sedai," Verin goes on, her attention returning to you. "Eldrene. When she heard of his loss, she channeled a weave to destroy the Shadowspawn–a weave more powerful, perhaps, than any channeled since the breaking. It destroyed the Shadow armies, but it also overwhelmed her and razed her capital city of Manetheren. The nation was destroyed, and the other cities–Shanaine, Coratheren, and of course Jara'copan–they fell into ruin. Shanaine later grew into Jehannah, in Ghealdan."

Questioned about where Jara'copan might lie, Verin can offer few details. "It is believed to have been in the southern half of the nation," she says, "at the base of the mountains–not well up into them, like the capital, Manetheren, itself. That would put it south of here, though I doubt it is as far south as Jehannah." Given a look at Kryalyn's map, Verin suggests the circled location second-most from the southern edge of the map, but confesses that she's only guessing.

If the heroes mention the Artifice of Brassion, Verin pauses to think for several minutes.

"Yes," she says at last, nodding slowly, "yes, I remember that name. A *ter'angreal*, if I'm recalling correctly. It was created during the Time of the Breaking, when there were still many powerful Aes Sedai, including men who had not yet succumbed to the taint. Hmm. Yes, yes, that's right. It was made to gentle even the most powerful channeler. They used it to strip the One Power away from male channelers who had gone mad, who were breaking the world and who were too powerful to confront directly. It disappeared from the records some time after the breaking. Like so many items of power, no one knows what happened to it."

If told about Kryalyn and Llana, Verin nods thoughtfully. "Well," she says, "the Artifice would be bad news for the Dragon Reborn. In the wrong hands it could destroy all hope of him being ready for Tarmon Gai'don."

Verin may be able to answer other general questions for the heroes, but that's all she knows about Jara'copan and the Artifice. She and Alanna have their own mission to complete, and much important news to convey back to the White Tower, so they can't help the heroes confront Kryalyn and Llana. If the heroes need any encouragement to set out toward Jara'copan, however, she quickly provides it.

Speaking with Loial: The heroes may also want to speak with Loial. Now that he has his books to refer to, he can provide them with more or less the same information about Manetheren and Jara'copan that Verin can (see Verin Sedai at Last, above). He can further add a clue about reaching the ancient city.

"Hmm," Loial rumbles, his ears twitching slightly as he thinks. "Gaul and I followed the Quarry Road westward for some time, up into the ruins of Manetheren. I saw another road, branching south, some four or five days west of here. It seemed quite ancient–perhaps it leads to another city. If Jara'copan really is to the south, that road would lead in its direction."

Loial knows nothing about the Artifice of Brassion, and can't even speculate about Kryalyn's plans. He can offer one additional bit of insight, though: "If Jara'copan is anything like the city of Manetheren, it is a vast ruin filled with pits and crevasses and all sorts of dangers. Go prepared if you're going to follow them into that."

AFTERMATH

The heroes have lost the trail of Kryalyn and Llana, but armed with new information on Jara'copan and its location, they may be able to pick it up again, or to find their way to the ancient city on their own. Heroes looking to set out into the wilderness will have no trouble gathering supplies in Emond's Field–the townspeople are grateful for the heroes' contribution to the battle, and happy to outfit them with traveling supplies.

The heroes may now be aware that the Artifice is a powerful weapon for use against the Dragon Reborn. Time is of the essence!

REWARDS

For completing this chapter, divide 18,000 experience points among the heroes who actively participated in at least the majority of the adventure.

STATISTICS

Following are the full statistics of all the important nonplayer characters that appear in this chapter.

Alanna Mosvanni: Domani Initiate 5/Aes Sedai 6; HD 5d4+5 plus 6d4+6; hp 41; Init –1 (–1 Dex); Defense 14 (–1 Dex); Spd 30 ft.; Atk +4 melee (1d4–1/19–20, dagger); SQ Aes Sedai presence, control, improved resources, resources, Slow aging, Weavesight; SV Fort +7, Ref +4, Will +14; SZ M; Rep 7; Str 8, Dex 9, Con 12, Int 17, Wis 16, Cha 14. Challenge Code: F.

Skills: Bluff +12, Composure +10, Concentration +15, Decipher Script +6, Diplomacy +10, Gather Information +12, Heal +6, Innuendo +5, Intimidate +18, Knowledge (arcana) +8, Knowledge (geography) +6, Sense Motive +13, Weavesight +19.

Feats: Combat Casting, Cosmopolitan (Bluff), Extra Affinity (×2), Extra Talent (×2), Iron Will, Multiweave, Persuasive, Sense Residue, Tie Off Weave.

Affinities: Air, Spirit, Water.

Talents: Conjunction, Healing, Warding.

Weaves Known (4/6/6/5/3/2/1): Conjunction: *bond Warder*, *false trail*, *sense Shadowspawn*, *trace*; Healing: *delve*, *heal*, *heal the mind*, *renew*, *sever*; Warding: *circle of silence*, *dream shielding*, *seal*, *shield*, *ward against people*, *ward against the One Power*, *ward against Shadowspawn*.

Possessions: Gold Great Serpent ring, pouch containing 17 gc, 6 mk.

Corrupted Whitecloak: Midlander Armsman 2/Wanderer 1; HD 2d10+6 plus 1d6+3; hp 28 (average); Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 20 ft.; Atk +4 melee (1d8+2/19–20, longsword); SQ Illicit barter; SV Fort +6, Ref +5, Will +2; SZ M; Rep 1; Str 14, Dex 13, Con 16, Int 12, Wis 12, Cha 11. Challenge Code: B.

Skills: Bluff +4; Climb +4, Gather Information +4; Handle Animal +5, Intimidate +6, Listen +3; Ride +7, Spot +6.

Feats: Bullheaded, Combat Reflexes, Mounted Combat, Power Attack.

Possessions: Full mail, longsword.

Edelle: Midlander Expert 3; HD 3d6+3; hp 16; Init +0; Defense 10; Spd. 30 ft.; Atk +1 melee (1d4–1/19–20, dagger); SV Fort +3, Ref +1, Will +6; SZ M; Rep 0; Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 13. Challenge Code: A.

Skills: Animal Empathy +4, Appraise +4, Bluff +6, Craft (herbalism) +7, Heal +11, Knowledge (local) +8, Profession (healer) +6, Search +4, Sense Motive +9, Spot +6.

Feats: Sharp-Eyed, Skill Emphasis (Heal), Strong Soul.

Possessions: Dagger, healer's kit.

Maddy Lewin: Midlander Wilder 1; HD 1d6; hp 6; Init +2 (+2 Dex); Defense 15 (+2 Dex); Spd 30 ft.; Atk –1 melee (1d4–1/19–20, dagger); SQ Block (must be afraid to channel); SV Fort +1, Ref +4, Will +4; SZ M; Rep 0; Str 8, Dex 14, Con 10, Int 12, Wis 15, Cha 13. Challenge Code: A.

Skills: Concentration +5, Craft (weaving) +5, Handle Animal +7, Heal +3, Listen +6, Ride +6, Spot +5.

Feats: Animal Affinity, Strong Soul.

Affinities: Air.

Talents: Elementalism.

Weaves Known (2/3): Elementalism: *arms of air*, *create fire*, *current*; Healing: *delve*, *heal*, *renew*.

Possessions: Dagger.

Trolloc Sergeant: Shadowspawn Warrior 3; HD 3d8+3 plus 3d8+3; hp 36 (average); Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 20 ft.; Atk +7/+2 melee (2d4+3/18–20, scythesword) or +6/+1 ranged (1d6/×3, shortbow); SQ Armor compatibility, light sensitivity, low-light vision, Myrddraal link, scent; SV Fort +7, Ref +4, Will +2; SZ L; Rep 0; Str 15, Dex 12, Con 13, Int 11, Wis 11, Cha 10. Challenge Code: C.

Skills: Climb +2, Hide +6, Listen +3, Move Silently +2, Search +2, Spot +7.

Feats: Alertness, Cleave, Dodge, Power Attack.

Possessions: Breastplate, scythesword.

CHAPTER
FIVE

ANCIENT CITY

Having pursued the evil Aes Sedai, Kryalyn and Llana, from Saldaea down into western Andor, and survived the Battle of the Two Rivers, the heroes now head toward the lost city of Jara'copan. There they hope to encounter the Black Ajah sisters again, or at least learn more about their nefarious plot. Events are about to take them into a realm they never knew existed, however: the dark underheart of a long-forgotten city.

ADVENTURE BACKGROUND

Ancient Manetheren was one of the Ten Nations that entered into the Second Compact against the Dark Lord and his Shadowspawn. The warriors of Manetheren distinguished themselves among the soldiers of the Ten Nations for their constant vigilance and skill in battle. So successful did they become that the warriors who fought under the Red Eagle banner earned Manetheren the name "the sword that could not be broken." Unsurprisingly, the Shadow chose to exact an unpleasant revenge.

The Dark One concentrated his forces for a final battle against the Mountain Home of Manetheren, intent on destroying the kingdom once and for all. Nevertheless, King Aemon stood unbowed. He and his troops had scored many victories against overwhelming numbers of Trollocs and Shadowspawn, culminating in the great victory at the Battle of Bekkar, known to history as the "Field of Blood" because of the many who died there.

Despite the valor of Manetheren's king and warriors, the victory of Bekkar was not to be repeated. When the Shadow reached Manetheren proper, none of the Mountain Home's allies came to its aid over ten days of desperate fighting, and finally, King Aemon and his army fell. Legend has it that upon the death of her husband, Queen Eldrene, an Aes Sedai, reached out to the True Source and reportedly sent balefire upon those who had killed the king. This last desperate act of a heartbroken wife consumed the Shadow's Dreadlords, Myrddraal, and Darkfriends on the battlefield. Yet the power Eldrene wielded was too great for anyone—even an Aes Sedai—to control. As it slipped from her grip it destroyed the capital of Manetheren, along with its queen, leaving the kingdom ripe for the taking. Its once-proud cities fell to the invading Trolloc hordes, reduced to ruins of tumbled rock and rubble.

Among those cities was Jara'copan, located in the foothills of the Mountains of Mist. Like many cities in Manetheren, the Ogier constructed it, embellishing its walls and towers with works of great beauty and elegance. Jara'copan blended in well with its natural surroundings and was a beacon of cooperation between human and Ogier. Its fall to the Shadow was a monumental symbolic blow to the forces of good. So complete was its destruction that few remember its location, and most of them are Ogier who have retreated to their *stedding* within the Mountains of Mist.

But there are others who remember Jara'copan. The Black Ajah Aes Sedai Kryalyn and Llana have learned of the city's existence and, more importantly, that it is the final resting place of the Artifice of Brassion—a powerful *ter'angreal* they seek to aid in the destruction of the Dragon Reborn. They have traveled hundreds of miles to find Jara'copan and the Artifice, the heroes hot on their heels.

Although they left Saldaea alone, the sisters have since enlisted some help. As they passed through the Two Rivers region, they stumbled upon bands of Trollocs, remnants of the armies that were vanquished at Emond's Field. They coerced the aid of a Trolloc sergeant found wandering in the wilderness, and, through him, gathered a small army of Shadowspawn to protect them—not so much from pursuers (they do not know that the heroes are after them) as from the dangerous remnants of the Trolloc army.

As the heroes set off for Jara'copan, the Black sisters and their Shadowspawn are just entering the city. It will take them days to locate the Artifice and extract it from its resting place—just enough time for the heroes to catch up with them. It's up to the heroes to keep this important *ter'angreal* out of the hands of evil—if they can survive that long.

ADVENTURE SYNOPSIS: This adventure consists of three distinct acts. In Act One: The Road to Jara'copan, the heroes set out on the road toward the lost city. Along the way, they encounter evidence of Kryalyn and Llana's passage.

In Act Two: The Undercity, the heroes discover the means to enter the undercity beneath the ruins of Jara'copan. This region contains numerous dangers of its own, in addition to the agents of the Black Ajah sisters, who remain several steps ahead of them. While facing and overcoming these dangers, the heroes gather clues that point to the true nature of the Artifice of Brassion, and to why Kryalyn and Llana must be stopped at all costs.

The adventure concludes in Act Three: Confrontation, as the heroes make their way to the *ter'angreal's* resting place—just as the evil Aes Sedai reach their goal. In the ensuing battle, Kryalyn seizes the Artifice of Brassion and escapes via a Waygate. Unless the heroes follow her through the Waygate, they'll never catch up in time, and the Shadow will have its victory.

ACT ONE: THE ROAD TO JARA'COPAN

The journey to Jara'copan from Emond's Field is a trip of some twelve days, if made by the most expedient route and at all reasonable haste. The best route is the one indicated by Loial in Chapter 4: to travel west into the Sand Hills until reaching an ancient road, and then turn south following the route of the road to Jara'copan. The Quarry Road, leading from Emond's Field, heads west, and although it peters out to a mere game trail after a couple days' travel, it does eventually lead to the ancient road.

THE QUARRY ROAD

The Quarry Road heads west from Emond's Field, running relatively straight for the first twenty miles or so, but gradually becoming more windy and steep as it enters the foothills of the Mountains of Mist. The heroes have no difficulty following the road, but they may have some encounters along the way.

The heroes face four days of travel along the Quarry road. For the first two days, the road is much as it is at Emond's Field.

> The Quarry Road has clearly seen little use in many a year. Its rutted path is overgrown in many spots with weeds and bracken, but it's just as often clear, and the route is easy to follow. For the first ten or fifteen miles out from Emond's Field, the occasional isolated home and farmstead, for the most part reduced to smoldering ruins by the Trollocs, was visible from the road. After that, your route entered into wilderness, and is now becoming increasingly tangled and narrow as it goes.

On the third day, the road is reduced to little more than a trail. An occasional wide spot or flagstone reveals the remnants of a larger track beneath the bracken, but little of the original road remains visible. Still, the route is easy to follow, and the heroes face no chance of becoming lost, assuming they continue to follow the road.

Midway through the day, have the heroes make a Spot check (DC 17). With a success, they notice a weed-covered stone by the side of the road. Although rounded by millennia of weather, it was clearly crafted by the hands of man, and the remains of writing can be seen engraved into its face. A hero making a Decipher Script check (DC 16) traces out the letters "Manethere" on the stone.

By the fourth day, the route diminishes to a narrow path winding upward through the Sand Hills. Again, the trail is easy to follow, but it's often narrow, with little visibility through the trees and undergrowth ahead.

Have the heroes make a Spot check (DC 16) late on the fourth day. With a success, the heroes notice the remains of one of the Black Ajah sisters' campsites a few dozen paces off the road. A Search (DC 14) of the campsite turns up quite a few tracks: those of two humans, probably women (the Aes Sedai), their pack animals, and a number of Trollocs. A successful Wilderness Lore check (DC 17) indicates that the campsite is nearly a week old. Attempting to follow the tracks where they leave the camp requires a Wilderness Lore check against a DC of 19 (and the Track feat), and indicates that encamped group continued to follow the Quarry Road westward. It's impossible to tell whether the Trollocs were with the Aes Sedai, or following them–but their tracks are about as old as those of the Black Ajah sisters.

For each day and night spent along the Quarry Road, roll d% once on the following encounter table. Add +5 to the roll result for each day traveled from Emond's Field. The encounters are detailed below, under Encounters.

Quarry Road Encounters

Roll	Encounter
01–60	None
61–70	Small Trolloc Gang
71–80	Wounded Myrddraal
81–90	Lone Draghkar
91–00	Large Trolloc Gang

THE ANCIENT ROAD

Early on their fifth day out from Emond's Field, have the heroes make a Spot check (DC 19). With a success, the heroes spot the nearly overgrown ancient road branching from the narrow trail they have been following.

> The road you have been following has been reduced to little more than a game path winding through ancient stands of oak and leatherleaf at the feet of the Mountains of Mist. Now another trail has appeared, its broken flagstones barely visible in the weeds and undergrowth that choke it. It heads to the left, running southwest into the hills. A few paces away, some sort of marker–a carved stone some five or six feet tall–stands swathed in briars.

The stone is another signpost from ancient Manetheren. By clearing away the briars, the heroes can make out letters carved in the stone. A Decipher Script check (DC 14) makes out the words "Aemon King," "Manetheren," and "Jara'copan."

Heroes searching for tracks may make Search checks (DC 16). Success finds human, pack animal, and Trolloc tracks. They head up the ancient road.

It takes an additional six days to reach the ruins of Jara'copan. Heroes actively looking for signs of the Aes Sedai's passage can find additional campsites similar to the one described above (see The Quarry Road); likewise, searches for tracks (Search, DC 16) along the road generally

find them. (The heroes can attempt to follow their quarry's tracks constantly if they like, but doing so slows them down dramatically and requires many checks. Most heroes will probably elect to spot check the road every few hours, to ensure that they're still on the right path.)

Check for encounters once per day as the heroes travel the ancient road.

Ancient Road Encounters

Roll	Encounter
01–60	None
61–70	Small Trolloc Gang
71–80	Lone Draghkar
81–90	Large Trolloc Gang
91–00	Lopar

ENCOUNTERS

Large Trolloc Gang: A Trolloc sergeant has gathered a number of Shadowspawn scattered after the loss at Emond's Field. With no way to return to the Blight, the band is looking for prey.

Trollocs (5): hp 14, 15, 16, 18, 19; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Trolloc Sergeant: hp 26.

Tactics: If the heroes are traveling when encountered, the sergeant arranges his Trollocs in an ambush (when they get within 50 feet, have the heroes make Spot checks opposed by the sergeant's Hide). He has three of his Trollocs shoot the heroes with their bows when they get within 30 feet, while he and the remaining two charge. If the Trollocs are encountered at night, the sergeant has three Trollocs attack the camp with bows. When the heroes react, he and the remaining two charge from the other side, hopefully surprising the heroes. The Trollocs fight until the sergeant is killed, and then attempt to flee.

Development: This encounter can only occur once. If it's rolled a second time, reroll on the encounter table.

Following the Trail

Lone Draghkar: The Black Ajah also employ Draghkar to act as scouts and keep enemies from approaching Jara'copan too soon. These creatures operate singly and approach only heroes who become separated from the rest of the party. Otherwise, they take no offensive action. A Spot check (DC 15 +1 per 10 feet of distance) allows a hero to see one flying overhead.

Draghkar: hp 9.

Lopar: A *lopar*, left behind by the Seanchan when they fled the western coast, has been wandering the wilderness for months. Attracted by the scent of humans, it attacks as soon as it sees the heroes. The creature wears some sort of harness, obviously man-made.

Lopar: 80 hp; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: After months apart from its Seanchan handlers, the *lopar* has developed a feral rage. It attacks the heroes until killed.

Development: The *lopar* still wears tatters of its Seanchan harness and armor. Examination of the equipment, however, clearly indicates that it has not been maintained in many months at least.

Small Trolloc Gang: A handful of Trollocs, refugees from the defeat at Emond's Field, is wandering the wilderness. Leaderless and unskilled at survival in the Mountains of Mist, the hungry brutes are desperate for prey. They have already eaten one of their wounded comrades, but they would much rather feast on hero flesh.

Trollocs (3): hp 15, 16, 19; see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: The Trollocs do their best to sneak up on or ambush the heroes, but their hunger outweighs their tactical sensibilities. They charge as soon as the heroes are within 50 feet, or if they're spotted. If two of the Trollocs are downed, the third attempts to flee.

Wounded Myrddraal: A severely wounded Myrddraal escaped the Battle of Emond's Field, and now lurks in the forest, nursing its wounds before setting out on the long trip back to the Blight.

Myrddraal: hp 22 (current); see Chapter 11 of *The Wheel of Time Roleplaying Game.*

Tactics: This evil creature attacks the most powerful hero first. It continues to fight until killed.

Illustration by Adi Granov

THE OUTSKIRTS OF JARA'COPAN

The old stones of the ancient road have all but petered out, leaving a barely discernible trail through the leatherleaf and pine of the mountains. As you crest the top of a ridge, however, your trials are vindicated: A tall stone spire rises out of the earth, standing askew on a cracked and weathered base. There, in the valley below, the forest thins, and for a mile–no, two miles at least–the weathered ruins of walls and towers jut from the uneven vegetation like broken teeth.

The heroes have reached Jara'copan. But they are far from reaching their goal. The city below them stretches out over an area of two or three square miles. Over the centuries the valley has become marshy. Finding their way through this difficult terrain will prove tricky–but fortunately, their quarry have left them some clues.

DELAYING TACTICS: Kryalyn and Llana are not aware that they are being followed to the ruins of Jara'copan–but they are cautious. Consequently, the sisters had some of their Trollocs lie in wait beside the road, just outside Jara'copan, instructing them to attack anyone who comes along.

A total of eleven Trollocs are here, but only six are currently waiting to ambush the heroes. The other five went into the ruins to explore. Graash, the Trolloc sergeant working for Kryalyn, ordered his squad to dig a deep hole in the soft ground, and covered it with a mat of forest debris. The pit has filled with water, leaking in from the surrounding marshy soil. The pit is to serve as a trap for any coming along the road.

The Trollocs have taken up a position behind a copse of swamp foliage a dozen paces away from the pit trap. Noticing their presence requires a Spot check opposed by the Trollocs' Hide; the Trollocs have a +5 circumstance bonus due to the cover they have chosen.

Heroes looking for obstacles as they walk along the road may make a Spot check (DC 19) to see the concealed pit; those that walk into it must make a Reflex save (DC 20) or fall into it. Anyone falling in must succeed at a Swim check (DC 10) to move to a pit edge; it takes a move-equivalent action to haul oneself out of the pit. Failing the check by 5 or more means the character goes underwater and begins to drown (see Chapter 11 of the *Wheel of Time Roleplaying Game* for information on drowning).

Trollocs (6): hp 12, 16, 17, 18, 20, 21; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: Assuming the heroes do not spot them, the Trollocs remain hidden behind the foliage until the heroes either fall into the trap or bypass it. If the heroes bypass the trap, the Trollocs charge them. If one or more heroes fall into the pit, the Trollocs fire on the others with their shortbows from behind their cover, moving into melee only if the heroes close on them or all the heroes escape the pit. In combat close to the pit, the Trollocs try to trip or bull rush the heroes, knocking them into the pit. The Trollocs fight viciously and to the death; they know that failure is not an option.

Development: A successful Search check (DC 9) finds Trolloc tracks leading from the road, which has all but disappeared, into the marshy ruins. The tracks lead through the series of encounters below and eventually to the entrance of the undercity, where Kryalyn and Llana are currently excavating the Artifice. Heroes who don't notice or follow the tracks, however, might find them at any of the following sites.

INTO THE CITY

The city of Jara'copan seems a huge expanse of rambling ruins. Many tumbledown walls, columns, and huge statues rise from the earth, but there's no sense of the ancient city's structure–no roads to be discerned, no buildings intact enough to even guess at their form or function. Just an endless array of groundworks, rubble, and monuments whose features have been shaped as much by the weather of centuries as by human hands.

The land from which these ruins emerge is swampy and lightly forested. Here the ground is grassy but soft; there lie stagnant pools of black water. Midges and blackflies swarm about you. Your feet leave deep footprints in the mud, alongside those of those of others who have come before you–possibly the Black Ajah sisters and their Shadowspawn servants.

If the heroes are following the Trolloc tracks from the ambush site (see Delaying Tactics, above), four successful Wilderness Lore or Search checks (DC 9) lead them to the entrance of the undercity after about 2 hours' effort. (Go to Into the Undercity, below.) If the heroes don't follow those tracks, but instead continue along the ancient road or wander into the city, go to the sites described below. Assume that about 1 hour passes between each site, as the heroes make their way through the swampy ruins.

At several of these sites, the heroes have the opportunity to pick up other tracks of Trollocs or of Kryalyn and Llana. The Black Ajah sisters spent some time wandering the city, looking for the resting place of the Artifice, and the tracks of their searchers reach almost every landmark in the ruins. Heroes picking up the searchers' tracks at any point can follow them to the entrance of the undercity. Doing so requires four Wilderness Lore or Search checks (DC 9), made over the course of 2 hours. Go to Into the Undercity, below.

If the heroes fail to find or follow any of the tracks, they discover the entrance to the undercity after 2d6 hours spent searching. Go to Into the Undercity, below.

As the heroes move through the ruins, they find numerous smaller structures and objects, forlorn remnants of Manetheren's ancient might and glory. In general, none of these items offer anything of direct relevance to the heroes

(other than the footprints of the heroes' quarry), though heroes of scholarly backgrounds will likely find the city fascinating. Throughout the city, bits of stonework dot the ground, often emerging through the swamp at precarious angles. Many of these items are carved with fanciful images, the visages of noble faces, and words in the Old Tongue. Heroes making Decipher Script checks (DCs vary; roll 2d6+10) find references to the glory days of Manetheren: "until the battle broke before them," "Vertin King of the mountain home," "shall put the Shadow to flight," and so on. While interesting from an historical perspective, none of these minor items sheds any light on the heroes' current concerns.

Quicksand: The mire around Jara'copan is a dangerous natural environment filled with several unpleasant features–one of which is quicksand. For each hour spent wandering around the mire, the heroes have one opportunity to step into a patch of quicksand. Have the heroes make Reflex saves (DC 20). With a success, they avoid the patch of quicksand; each hero who fails sinks into it. See the Quicksand! sidebar in Chapter 1 (page 21) for rules on quicksand.

The mire is especially dangerous at night. Increase the DC of the Reflex save to 25 if the heroes explore after dark, since the quicksand is especially hard to see and react to, even by lantern light.

A Headless Statue

A headless statue of a warrior looms from the earth, half swathed in thick vines and leaves. Though buried to the thighs in the soft ground, his highest point extends some twenty paces into the air, well above the surrounding trees. He holds aloft what once must have been a sword, but its blade has long since disappeared, along with his head.

The statue is that of King Aemon, though there is no way for the heroes to identify it. Heroes making a Spot check (DC 12) may notice a crowned head emerging from a stagnant pool some ten paces away. Only the top half of the face is visible, but it emerges nearly 3 feet from the water. It is spattered with mud, defaced by Kryalyn's Trollocs. At the edge of the pond are Trolloc tracks (Wilderness Lore or Search check (DC 9) to find and follow).

Shattered Walls

What appears to be a great length of paved road emerges from the earth, runs for perhaps two hundred paces, and disappears again. Though cracked and tilted, the stonework is almost completely intact–if only for this short span. Several sets of muddy tracks walk the length of the road.

This is actually a section of the city's great wall, fallen over on its side. (Heroes making an Intelligence check (DC 14) might recognize it as such.) With the Track feat, a Wilderness Lore check (DC 13) picks out the tracks of two human-sized figures and perhaps a dozen Trollocs. Wilderness Lore or Search checks (DC 9) can be used to follow the tracks from where they leave the wall.

The Waygate

A stone wall, some five paces long and three tall, emerges from the underbrush. It does not lean or bow, like so many of the other rubbled remains in this ruin, and appears undamaged. The stone is finely carved in a pattern of vines and leaves so delicate that if it were painted green it would disappear into the bracken around it.

At the center of the wall, the vines and brush have been cleared away.

This is the Jara'copan Waygate. Kryalyn and Llana discovered it in their searches, and had their Trollocs clear away the debris from before it, so that they can use it to leave Jara'copan once they have recovered the Artifice.

Heroes who have seen Waygates (including those who played in the adventure What Follows in Shadow, in *The Wheel of Time Roleplaying Game* rulebook) should probably have little trouble recognizing it, and some may know how to use it. Heroes who recognize the Waygate but don't know how to operate it may make Knowledge (arcana) checks (DC 22) to figure it out.

Numerous tracks around the Waygate exist. Wilderness Lore or Search checks (DC 9) can be used to follow the tracks from where they leave the wall.

A Broken Vault

The body of a Trolloc lies on the ground, unmoving. It does not appear to be injured. Behind it, some four paces back, a stone structure emerges from the earth. A dark opening leads to a chamber within.

The Trolloc is dead, victim of a mountain king, a very poisonous snake. He was sent into the dark vault by Kryalyn. He found nothing within, but was bitten by one of the many snakes that make the cavelike structure their home. Any heroes checking the Trolloc's nasty body can make a Search check (DC 10) to find the swollen snake bite on the Trolloc's leg. Heroes looking for tracks find a single set of muddy prints going into and out of the chamber. Numerous other

Snake Type

Roll	Type of Snake
1–6	Nonpoisonous
7	Blacklance
8	Mountain king
9	Red adder
0	Scarlet puffer

Illustration by Michael Dubisch

Trollocs!

tracks lead away from the area. Wilderness Lore or Search checks (DC 9) can be used to follow the tracks.

The dark vault is a single dingy chamber, 10 feet wide by 12 long, floored in mud and puddles of stagnant water. Any hero looking within sees dozens of snakes, slithering about or coiled up menacingly. Any hero foolish enough to enter the chamber is attacked by 1d4 snakes per round. Roll 1d10 on the table opposite for each successful snake bite, to see what type of snake made the attack. Snakes are covered in the Statistics section at the end of this chapter.

INTO THE UNDERCITY

Whether they follow the Trolloc tracks directly from the ambush site, or meander through the many sights of ancient Jara'copan, the heroes eventually stumble upon the entrance into the underground precincts. A large chunk of wall sticks up out of the soft ground, in which a dark, half-buried archway is exposed.

The foliage and bracken that once covered the entrance have been hacked away to reveal an arched opening. A set of sturdy stone steps descends into an underground chamber. Numerous muddy footprints descend into the darkness.

The stairs consist of twenty-two broad stone slabs that descend below ground level, ending in front of an ornate door. The door is made of heavy bronze and surrounded by an ornately carved arch. Beyond the door is a large, open chamber (Room 1 on the map). One obvious exit exists.

1. Entrance Chamber

Beyond the bronze door is a large chamber. The room is musty, and smells strongly of mildew and dirt. Much of the vaulted ceiling has collapsed, but beyond the heaps of rubble, at the far end of the room, is a dark opening.

The heroes will have to crawl through much of the room; there is only about 3 feet of space between the rubble and the ceiling above. Other than the dark passageway visible ahead, there are no other exits from the chamber. Any hero looking for signs of passage may make Search checks (DC 11); success finds the scuffmarks made by Kryalyn's Trollocs as they crawled through the rubble.

The heroes have entered the undercity!

ACT TWO: THE UNDERCITY

Act Two takes place beneath the surface of Jara'copan, in a series of underground chambers of long-forgotten use. Now they are all that remain of the once-great metropolis–hardly a fitting testament to its ancient glories.

The chambers outlined in this chapter are probably only a fraction of what lies beneath the ground at Jara'copan. Enterprising heroes might someday return to the ruin, seeking whatever other wonders might lie within. Unfortunately, their errand now does not allow for much extra exploring.

CONDITIONS IN THE UNDERCITY

Unless otherwise noted in the room description, none of the chambers of the undercity have any source of light. The heroes will not be able to explore them without a light source of some sort.

The caverns and chambers under Jara'copan are not well-ventilated, and most have not seen fresh air in hundreds of years. In most chambers, the extant air is sufficient to keep the heroes alive for as long as they are likely to be underground (a few spots where the air is poisonous are noted). But the atmosphere always has a damp, rotten scent.

The chambers of the undercity are quite damp, given their location within the swampy ground. Streams of water pour into many rooms, creating pools of varying sizes that are sometimes hazardous to movement and combat. In many of these noisy rooms, the almost constant dripping or running of water grants a +5 circumstance bonus on Move Silently checks.

Most of the underground chambers are partially collapsed or otherwise damaged. In many places, heroes will have to climb over uneven materials, or squeeze through twisting, claustrophobic spaces. Almost immediately, the heroes will be covered in filth and dirt, and may find their clothes and equipment damaged or torn. The DCs for Climb checks, Balance checks, Reflex saves, and similar rolls throughout this chapter assume the heroes are attired in a manner appropriate for such demanding terrain. Impose a –1 to –2 penalty on such checks if they are not.

Unless stated in the area descriptions, there are no doors between the chambers of the undercity. If the heroes have bright light sources, or make a lot of noise, they may be visible or audible from adjacent areas. Creatures in those areas should react accordingly.

THE UPPER CHAMBERS

The upper chambers consist of about nine locations in addition to the entrance chamber (See 1. Entrance Chamber, on page 129). These rooms are all within about 30 feet of the surface, and do not contain quite the dangers as those further down. Several of them include alternate paths to the surface. The descriptions are keyed to the map of the undercity.

Steps of Mystery

Illustration by Michael Dubisch

2. Corridor

A long corridor stretches into the darkness. The left-hand wall has buckled, leaving big, broken slabs of stone leaning in on the right-hand side to give the corridor a triangular cross-section. Cobwebs and roots dangle from the fractured ceiling and walls. You'll have to crouch to make your way through the narrow passage.

This passage runs some 40 feet. It was probably some 5 feet wide when built, but the collapse of the eastern wall has made it much narrower, and broad-shouldered characters will definitely have to stoop.

Any hero looking for signs of passage may make a Search check (DC 11). With a success, the hero finds clear scuff marks and tracks on the dirty, debris-strewn floor, indicating the passage of at least a half-dozen Trollocs.

Have the heroes make Spot checks (DC 14) as they make their way down the hallway. If successful, they spot an opening in the collapsed wall. A large crevice between two broken slabs of stone appears to lead to another narrow passageway (Area 4).

3. Falling Walls

Steps lead down into a large, square chamber with a high ceiling supported by columns in each corner. The floor of the chamber is invisible beneath a pool of black, scummy water. It's impossible to tell at a glance how deep the water is—it might be deeper than a man is tall, or it could be mere inches. In the center of the room a daislike platform of stone rises 3 feet out of the water. An arched opening leads from the far wall into a dark passageway.

Although the room is not collapsed, there are deep cracks and crevices among the masonry of the walls, columns, and ceiling. Muddy roots and spider webs trail from the ceiling like grasping tendrils.

A dull roar, perhaps the rushing of water, reaches you from somewhere further ahead.

Have the heroes make Spot checks (DC 12). Those succeeding see three snakes coiled upon the dais. As the heroes enter the room, the snakes uncoil and drop from the edge of the dais into the water. Any hero who beat the Spot DC by 5 or more may make a Knowledge (nature) check (DC 11) to identify the snakes as nonpoisonous varieties. The snakes swim to the far corners of the room, avoiding the heroes and attacking only if provoked.

The water is less than knee-deep. Beneath the water, the floor is covered in a slimy muck. Heroes attempting to move faster than one-half speed must make Balance checks (DC 9). With a failed check, the hero slips and falls to the floor with a mucky splash. Although the fall causes the hero no damage (beyond, perhaps, that to her pride), the impact on the unstable room risks a ceiling collapse. Roll 1d20. On a 9 or less, the column in the southwestern corner falls.

Great chunks of stone slide from the ancient column, landing with a splash in the water. For a second the column teeters, and then it falls outward. The stone of the ceiling above it falls with a crash, and then earth and rock thunder down in a deadly rain.

Heroes in the southern half of the chamber must make Reflex saves (DC 11) or suffer 3d6 points of damage from the falling debris. Any hero carrying a light source must make an additional Reflex save (DC 9) or drop it; flames dropped into the water are extinguished.

The collapse blocks the southern opening. Heroes hoping to progress by that route face several hours of digging.

4. A Tight Squeeze

A narrow opening leads to what looks like a partially collapsed passageway. Roots and cobwebs block the passage, undisturbed for centuries. Getting through the passageway will require quite a bit of squeezing and shimmying.

The passage runs for about ten paces. It is indeed a tight squeeze. Have any character attempting it make an Escape Artist check (DC 9; DC 13 for Ogier heroes, due to their size). Failure means that the hero is stuck, and cannot move forward or backward. However, the check can be retried after 5 rounds.

Crawling through the passageway requires the hero to push his way through dozens of spider webs, many occupied by spiders varying in size from miniscule to nearly the length of the hero's finger. Fortunately, they aren't poisonous and avoid contact with the hero (though some, inevitably, end up on the hero, skittering over exposed skin or entangling themselves in hair). A hero making a successful Knowledge (nature) check (DC 14) identifies the spiders as nonpoisonous.

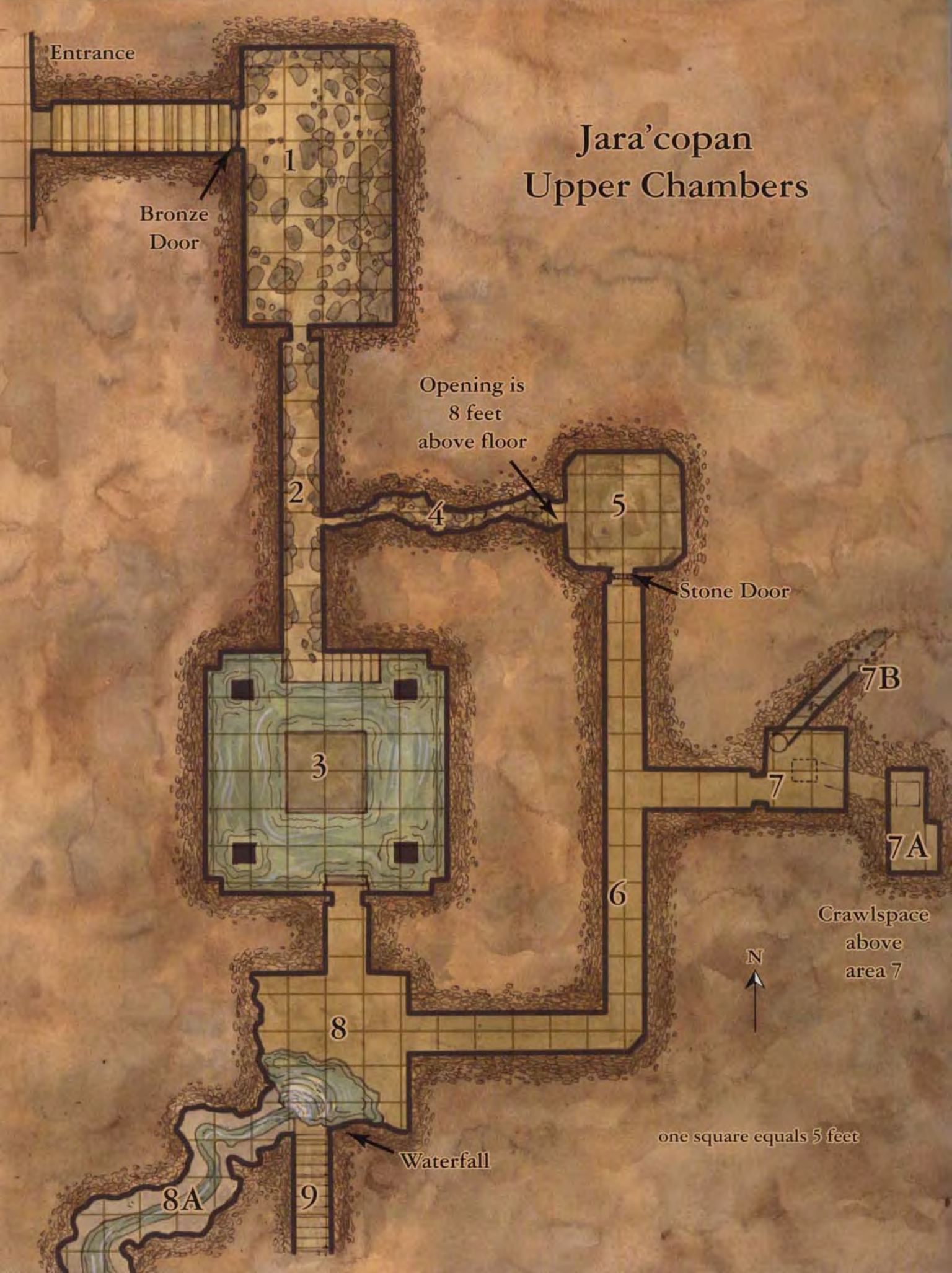
Toward the eastern end of the passageway the space opens up to an intact corridor. It connects with Area 5, opening into that chamber in an archway some 8 feet above floor level.

5. Bad Air

This chamber is small but high. Its floor is puddled in muddy water, and roots and cobwebs dangle from the fractured ceiling. White and gray lumps of some pulpy matter grow among the scattered chunks of fallen rock on the floor. The air has an especially stagnant smell.

An archway is set high in the western wall, its sill some 8 feet above the floor. A second archway in the southern wall is blocked by a slab of stone.

The white lumps are an unusual form of cave fungus. It is harmless.


Jara'copan
Upper Chambers
Entrance
Bronze
Door
1
2
3
4
5
6
7
7A
7B
8
8A
9
Opening is
8 feet
above floor
Stone Door
Crawlspace
above
area 7
N
Waterfall
one square equals 5 feet

The real danger in this room is the bad air. Little oxygen exists here, and heroes remaining in the room risk suffocation. Apply the suffocation rules to anyone in the lower half of the room (in the upper half of the room–at the western archway, for example–the air is fine) as though the character had started holding her breath when she entered the room. The character is not actually holding her breath, and there is no immediate indication that she is suffocating. However, on the third round any flame brought into the lower half of the room (a torch or lantern, for example) begins to diminish, its range of illumination dropping to half. On the sixth round the flame goes out.

The archway set high in the western wall leads to the passageway in Area 4. At one time a wooden staircase led down from this corridor, but it has long since decayed into nothingness. Climbing up to the archway is not too difficult (Climb check, DC 8).

The southern archway is blocked by a single slab of stone. This stone doorway had hinges and fixtures of bronze, but these have long since corroded into masses of encrusted oxides. The door can be forced aside with a Strength check (DC 18). It can also be broken down; it is AC 5, has a hardness of 5 and 10 hp.

6. Corridor

This narrow corridor has a vaulted ceiling and muddy floor. A few stones, fallen from the arched ceiling, litter the floor, but otherwise it is intact. A constant loud roar drifts in from the southern end.

Any hero looking for tracks at the southern end of the corridor may make a Search check (DC 14). If successful, the hero finds the tracks of two Trollocs running from 40 feet down the corridor from Area 15, then returning. No tracks can be found farther down the corridor. Kryalyn sent two Trollocs to investigate the corridor from Area 8, but they didn't get very far before the Aes Sedai discovered a more promising route in the staircase (Area 9) leading down into the lower chambers.

7. Grate Room

This small room is remarkably intact and dry. Judging from the dust and mildew on the floor and walls, it doesn't look like anyone's been in this chamber for millennia.

A large stone tube extends from the ceiling in the northwest corner of the room. The tube's bottom edge is about 5 feet above the floor. A large metal grate is located in the middle of the rather high ceiling. Other than these features, the only opening is the one by which you entered the room.

The tube is approximately 2 feet wide. It extends vertically up through the rough ceiling for 10 feet, and then appears to angle to the northeast. See Area 7B, below.

The grate, located in the 10-foot-high ceiling, is firmly wedged in place by a combination of age and rust. Visible above it is a small crawlspace only a few feet tall. The grate can be opened with a Strength check (DC 20). It can also be broken down; it is AC 7, has a hardness of 10 and 5 hp. See Area 7A.

7A. The Grate Room: Above the grate is a small crawlspace with less than 3 feet clearance. At the far end is a bundle of decayed rags containing a masterwork longsword. The blade of the sword is etched with the word "Fordelin," apparently the name of a previous owner.

7B. The Tube: The 2-foot-wide tube extends vertically up for 10 feet, and then angles to the northeast, at a slight incline. Climbing up to the corner requires a Climb check (DC 16). Once past the corner, the angle is so slight that no Climb check is necessary, although any Large size hero (Ogier in particular) must make an Escape Artist check (DC 22) to navigate the corner. Eventually, after about 100 paces, the tube opens into the mire, where its other end is twisted and covered with mud and sludge. The interior of the tube is dry along most of its length, but becomes increasingly damp, and the last 20 feet are choked with roots and mud. Heroes attempting to exit by this route will have to spend at least 10 minutes cutting and digging through the debris to reach the surface.

8. Water Room

The sound of water is almost deafening in this chamber, which looks more like a small cave than it does a room. Two of its walls are finished masonry, severely eroded by the passage of time, while the other two are natural rock. A torrent of water pours into the room through a rent in the ceiling, splashing into a pool in the corner.

The waterfall is about 5 feet wide. The pool into which it splashes is roughly 3 feet deep and about 8 feet across. Any hero looking for tracks, or simply making a Spot check (DC 12) finds numerous Trolloc and human tracks all around the edge of the pool. A successful Search check (DC 12) finds tracks leading through both the short, vaulted passageway to Area 11 (which may be blocked by a collapse; see Area 3), and to the corridor at Area 14.

Heroes examining the waterfall will need to enter the pool to do so. By approaching the waterfall, they can examine two areas of interest. The rent through which the water pours is actually big enough to be entered; it leads to Area 8A, below. Additionally, anyone looking closely at the waterfall sees that there is an opening behind it, leading to Area 9. Climbing through the waterfall is not difficult, but it drenches the hero and any materials not well-protected from moisture. (It also extinguishes any open flame.)

A large gap exists in the bottom of the pool, into which the water drains. It is too narrow for a human being to fit through.

Any hero in this room with no light source may make a Spot check (DC 12). With a success, he or she notices a

very faint glimmer of light from the rent in the ceiling through which the water pours.

8A. Sluice: A twisting, almost vertical cavernlike passage winds its way some 35 feet up to the surface of the earth, emerging under a mat of brush and weeds at the edge of a bog in the ruins. Water from the bog pours down the cavern in a torrent. It's possible to climb up through the cavern, keeping out of the rushing water for the most part, but the rocks are covered in moss and slime. Require a Climb check (DC 16) for the bulk of the climb, with an additional Climb check (DC 22) at the mouth of the cavern, where it is impossible to proceed without climbing into the torrent of water.

9. Staircase

A narrow passageway leads sharply downward. The walls seem to be hewn from rough stone; they may once have been finished masonry, but have long since been eroded and etched to the point that there's no sign they were ever worked by human hands. Water flows over the remnants of steps, worn almost smooth by the ages.

The staircase descends in an arrow-straight line for 40 feet. The steps are so worn that the floor is almost a ramp. The heroes must make Balance checks (DC 10) to move; success allows them to move at one half speed. Failure requires them to pause for a round to regain balance; failure by 5 or more causes the hero to fall.

Falling heroes tumble all the way to the bottom, and take 1d3 points of subdual damage for every 10 feet fallen. Any character on the staircase below the falling hero must make a Reflex save (DC 13) or fall as well.

The Middle Chambers

Beneath the upper chambers are a series of deeper rooms and caverns. Here the challenges the heroes face are somewhat more dangerous. As with the upper chambers, the entries here are keyed to the map.

10. Antechamber

This octagon-shaped room features four entrances. One leads up the worn staircase; the roar of water echoes down it. Opposite it, and to the east, vaulted passageways lead into darkness. The remaining opening is on the western side; its passage appears to dead end in a pile of rubble just a few paces in. The floor is covered in a layer of mud and puddles; there are obvious tracks in the mud.

The tracks run in and out of each of the entrances. Both human and Trolloc tracks are present.

The corridors leading from this room are vaulted and about 6 feet wide. Numerous cobwebs hang in both corridors, especially the southern one leading to Area 12.

11. Round Chamber

This room is round, about 15 feet across, and largely intact. Three vaulted passageways exit the chamber (in addition to the one by which you entered); all appear to be blocked by collapsed debris. The air here has a still, stagnant feel, and the sounds of your movement and conversation seem muted in the small, dark space.

Have the heroes make Listen checks (DC 12); with a success they hear the sound of water dripping. It seems to be coming from the southern passage, which is not completely blocked. A successful Search check (DC 11) of that area indicates that someone has worked at expanding the opening, and perhaps crawled through. Trolloc tracks are visible in the debris. The opening is big enough for a large person to wiggle through.

11A. Collapsed Passage

The tiny passage is choked with tumbledown stone and rubble, and far too small to walk through, even at a crouch–you'll have to crawl. Giant slabs of stone and earth press in from each side, while the uneven floor of broken rock bites at hands and knees. The passage snakes upward and down, and left to right, requiring some maneuvering to navigate around large tumbled slabs, and cutting off view of the chamber behind after just a few paces.

Kryalyn's Trollocs attempted to scout this passage, but it proved to narrow for them and they gave up. The passage proceeds for some ten paces, before angling downward toward the pit at location 11B. The rubble in this downward slope is somewhat loose. Have a hero crawling through it make a Reflex save (DC 17) as the stone gives way. If the hero fails, she tumbles with it into the pit, landing with a splash in the water below. The fall deals no damage.

11B. Water Pit: A hero falling from the passage above drops into the deep water of this pit. If she was relying on a torch or lantern for light, it is extinguished by the water. Don't read the description below; instead, describe only what the hero discovers by feeling around in the dark.

A 10-foot-wide round shaft descends from a partially collapsed ceiling to the inky surface of water some 20 feet below. Other than the narrow crawlway from the

round chamber, which enters the shaft via an arched, windowlike opening just below the ceiling, there does not appear to be any other entrance. A rusted iron ring is set into the ceiling stones a few feet from the passageway.

The water has a black, oily surface that seems to dampen the action of waves. Tendrils of some slimy material trail along the surface like tentacles.

The water is stagnant and unpleasant, but otherwise harmless. The slimy tendrils are strands of algae, and although they seem to impede movement, they are actually quite fragile and don't create a hazard. The water is extremely deep; the shaft runs some 70 feet down, and heroes in the pit must swim to keep their heads above water. Have heroes in the pit make Swim checks each round (DC 10; remember the –1 penalty for every 5 pounds of gear carried or worn).

A trapped hero can attempt to climb out of the pit, but the walls are fairly smooth and coated with slimy algae (Climb DC 29). In all likelihood, the hero will have to be rescued by her companions.

It's difficult to communicate between the pit and Area 11 (the round chamber, where other characters may be waiting); if the characters shout back and forth, require Listen checks (DC 9) to hear what they are saying. Obviously, an intermediary in the passage (Area 11A) can pass messages back and forth.

The heroes may be tempted to use the iron ring in the ceiling to aid in rescuing a trapped comrade. It can easily be reached from the lip of the collapsed passage, and seems to be an ideal point for securing a rescue rope. Unfortunately, it's less than stable (a hero making an Intelligence check (DC 13) can make this assessment). For each round that more than 100 pounds of weight are put on the ring, roll a d20. On a result of 8 or less, the block of stone in which the ring is embedded gives way, pulling out a portion of the ceiling. The stones tumble into the pit, dealing 2d6 points of damage to any hero in the water (Reflex save (DC 14) halves). If the rope is tied to the ring, it may be lost, dragged into the depths of the water.

12. GRAND HALL: This chamber is quite large–some 40 feet by 60 feet. Depending on their light source, the heroes might not be able to see the entire chamber upon entering it. If not, modify the description as necessary.

This huge rectangular chamber is at least twelve paces wide and half again that in length. Overhead, a high ceiling is shrouded in cobwebs and the darkness of ages. Some 20 feet below you, the broken and uneven floor is pooled in patches of stagnant black water. At your level, a ledge runs round the room, connecting your arched portal with three others like it: one farther along your wall, and two others set in the wall opposite.

Some vast shifting of the earth has rent giant crevices in the walls and left the ceiling and floor split and uneven. Many gaps exist between the large building stones–some big enough to put your fist in, others big enough, perhaps, to crawl through. The stones of the ceiling bulge dangerously at several points, as if on the verge of collapse. The ledge too is uneven, and partially collapsed along the western wall.

The ledge is 2 feet wide, and runs the entire circumference of the room 20 feet above the floor. Were it even and stable, it would be fairly easy to navigate, but like most of the room, its stones are jumbled and broken. Kryalyn, Llana, and their Trollocs attempted the western end of the room (a successful Search check, DC 15, finds their tracks), but in so doing, they collapsed a large section of the ledge there. Eventually, they used *harden air* to bridge the unstable area. That weave is no longer in effect; the heroes will probably have to go around the eastern end of the room.

The northwest door is walled over just inside the archway. Unfortunately, there is no way of telling that from the northeast door; the archway is visible, but the blockage is not.

The heroes can reach all the doorways via the ledge. Each successful Balance check (DC 9) allows a hero to move along the ledge a distance equal to half his speed. Failure forces the hero to pause a round before retrying. Failure by more 5 or more means that the hero begins to fall as the stones underfoot shift or break away. Allow a Reflex save (DC 14); if failed, the hero falls. Either way, the crumbled stone breaks away, increasing the Balance DC for any other hero passing that point to 12.

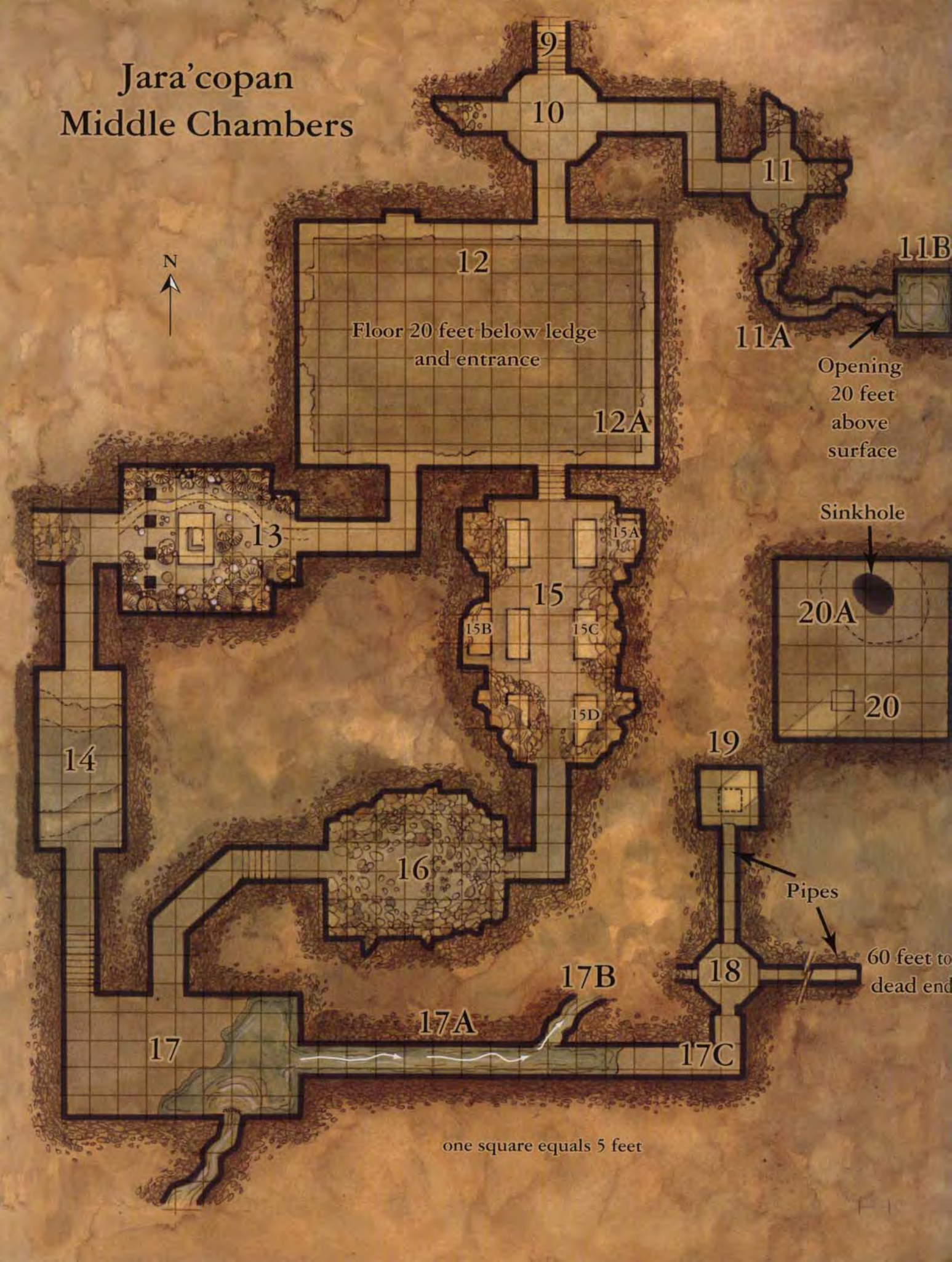
As the heroes make their way around the ledge, have them make a Spot check (DC 9). With a success, the heroes notice that many of the deep crevices and openings in the wall are choked with spider webs. Spiders of various sizes and descriptions, many nearly as big as the palm of ones' hand, lurk within. A successful Knowledge (nature) check (DC 15) identifies many of the species as harmless, but others as poisonous, including the dangerous scarlet lurker.

Fallen heroes suffer 2d6 points of damage. A hero in the lower portion of the room may attempt to climb out. The shifted and cracked stone of the wall makes climbing fairly easy (Climb check DC 14), but the ledge forms a difficult overhang (require a second Climb check against a DC of 19).

12A. SPIDERS! A particularly large and active group of spiders resides in the area marked 12A on the map.

Cobwebs are strewn across the ledge. Dozens of spiders lurk within, or skitter along the wall–some tiny, some as big as your hand.

A hero continuing on faces unpleasant contact with scores of spiders. Simply pushing through results in dozens of spiders swarming on the hero–skittering over exposed skin, entangling themselves in hair, and crawling under clothing. Until the hero can clear off the spiders, roll 1d20 each


Jara'copan
Middle Chambers
N
9
10
11
11B
12
Floor 20 feet below ledge
and entrance
11A
Opening
20 feet
above
surface
12A
13
15A
15
15B
15C
15D
Sinkhole
20A
20
14
19
16
Pipes
60 feet to
dead end
18
17B
17A
17
17C
one square equals 5 feet

round. On a 5 or less, the hero is bitten. See the Spider Bites sidebar.

Sweeping off the spiders takes a full action. If done while still on the ledge, it requires a Balance check just as if the hero was moving (see above). Failure means the hero cannot sweep off the spiders that round; failure by 5 or more risks falling.

A clever hero might clear the way with a torch or other item, such as a sword. Doing so does not get rid of all the spiders, but it does reduce the number that end up on the hero. Using a sword or similar items reduces the chance of being bitten to a 3 or less on the 1d20 roll. Using fire reduces it to a 1.

One hero passing through the spider-infested are clears the bulk of the cobwebs (just as if a sword or similar item had been used to clear it). For each additional hero, the chance of being bitten is only a 3 or less on the 1d20 roll.

13. Fungus Garden

The passage opens into a large chamber. Columns line the far wall, and in the center is some raised structure. But its function is hard to discern, for the room is filled with huge, fungous growths. A forest of giant bulbous stalks loom from fleshy, lichenlike masses, each stalk covered in glistening nodules. In the air hovers a faintly sweet odor.

A path has been beaten through the forest, leading past the raised structure and into the darkness of the columns. Wilted stalks, clearly hacked down recently, lay across the path. But the fungus has been regrowing, and the path is almost grown over.

The giant funguses are somewhat akin to sundew plants, which trap insects with droplets of sticky, honeylike goo on their stalks. Unfortunately for the heroes, these funguses are sticky enough to trap larger creatures–including humans. See the Deathclasp Fungus sidebar.

Kryalyn, Llana, and their Trollocs passed through this room several days before the heroes, cutting their way through the fungus once they realized their danger. The path, which winds through the middle of the room, is still visible, although the fungus have since grown back somewhat.

Heroes who blithely enter the room, heedless of the sticky stalks, will inevitably come in contact with the fungus even if they stay on the path. See the sidebar. Heroes who endeavor to avoid contact with the stalks may make Escape Artist checks. The DC varies according to their speed: DC 18 if moving their full speed; DC 8 if moving at half speed. (Off the path, where the stalks are much thicker, the DCs are 25 at full speed and 15 at half speed.) Require one check for every 30 feet moved. Any activity that involves movement–like cutting stalks to free trapped comrades–requires another Escape Artist check (DC 11) to avoid contact with other stalks.

Heroes examining the raised area from the path may make Spot checks (DC 12). With success, the heroes make out some sort of dais or raised platform in the center of the room, topped with what looks like a heavy throne carved from stone. Although the lower half of this throne is concealed by the pulpy flesh of the fungus growing over it, the upper half appears to be laced with inlaid gold and set with jewels. Removing the jewels and gold (assuming the heroes somehow reach it and clear away the fungus) takes 1d4 hours, and results in 200 gc worth of gold and 400 gc worth of gemstones.

SPIDER BITES

Many types of spiders live in the ruins of Jara'copan–some dangerous, many not. For our purposes, only the bite of the scarlet lurker is important. Whenever the text says a hero is bitten, it's referring to a scarlet lurker bite (many other spiders may sink their tiny fangs into the heroes, but since their bites cause no harm, they aren't worth mentioning).

A scarlet lurker bite requires no attack roll (in any instance in which the text says a hero is bitten, it's already assumed that the spider is touching the hero). The bite causes no damage in and of itself. The spider's poison, however, does take effect. The victim must make a Fortitude save (DC 11); failure means he takes 2d4hp. One minute later, regardless of whether she succeeded or failed at the first save, the victim makes a second save against the same DC. Failure causes the victim to take 2d4 points of temporary Strength damage.

Scarlet Lurker Poison

Type: Injury DC 11
Initial Damage: 2d4 hp
Secondary Damage: 2d4 Str
Price: n/a

14. Poison Gas

This large room has suffered badly from centuries of burial beneath the swampy ruins. The walls are deeply fractured, looking as if they might collapse if given a push. The ceiling sags deeply, almost enough to obscure the far end of the room. The floor, likewise, dips deeply in the center, dropping perhaps 10 feet. The bottom is a lake of fetid water, with trails of slimy black algae on the oily surface. A large, manlike form lies face down in the water. A faintly acrid smell hangs about the chamber.

From a dark opening near the far end of the room comes a dull roar, probably the rushing of water.

In the centuries since Jara'copan's fall, the shifting of the earth has distended this room and trapped swamp gas as it

leaked down from the mire above. The gas clings to the low area of the room. Anyone passing through the room must do so without breathing, or suffer the ill effects of the gas.

The floor of the room is extremely uneven and slimy. Crossing it requires Balance checks (DC 8). Each successful check allows a hero to move a distance equal to half his speed. Failure forces the hero to pause a round before retrying. Since a character can hold his breath for a number of rounds equal to twice his Con score (see Suffocation and Drowning in Chapter 11 of *The Wheel of Time Roleplaying Game*), most heroes who think to hold their breath should have little trouble doing so while crossing the room.

A hero who does not hold his breath suffers the effects of the swamp gas. The victim must make a Fortitude save (DC 16); failure means he takes 1 point of temporary Con damage. One minute later, regardless of whether the victim succeeded or failed at the first save, he makes a second save against the same DC. Failure causes the victim to take 2d6 points of temporary Con damage.

The body in the center of the room is that of a Trolloc overcome by the gas. Nothing of value or interest remains on the body.

15. Coffin Room

This large chamber with many deeply recessed alcoves has suffered great damage over the years, with great sections of the ceiling having collapsed. Throughout the room and within the alcoves, set on low daises, are large stone boxes, ornately carved. One nearby box has been broken open by collapsed debris. A sparkle of gold catches your torchlight.

This room originally contained 12 ornate stone sarcophagi. Three are completely exposed, four are partially engulfed in rubble, and five are totally buried. The broken stone box is one of the partially buried ones.

Each coffin contains the remains of a body. After a millennium in this moist environment, the bones are all but dust, mere shards and fragments that crumble under the touch. Nothing remains of the ornate robes and garments these noble bodies were interred in. What does remain, however, are the funerary riches buried with the bodies. Each sarcophagus contained a wealth of gold and jewels.

Kryalyn's Trollocs have already ransacked the three exposed coffins. A quick Search check (DC 8) of these boxes finds 3 loose gems worth 200 mk each, and a masterpiece dagger in a gold and silver sheath, worth 650 mk. Shining a light into the broken, half-buried box (Area 15A) reveals what appears to be far greater riches. Kryalyn did not allow her Trollocs to take the time to exhume these sarcophagi.

A successful Search check (DC 12) made while looking for tracks finds numerous Trolloc prints, as well as those of two humans. The tracks approach all the exposed coffins, and go in and out of the entrances at both ends of the chamber.

Greedy heroes may be tempted to clear the rubble from the half-exposed sarcophagi. Doing so has its rewards, but is also quite dangerous. The remaining ceiling in this chamber is extremely unstable, and any digging risks a cave-in. It takes 1 hour to clear each coffin sufficient to open its fractured lid and access the contents. Have the heroes make Intelligence checks (DC 12); with a success the heroes notice how the rubble is shifting as a result of their efforts, indicating that a

Deathclasp Fungus

Deathclasp fungus appears as a pulpy, lichenlike mass roughly 4 feet across and 2 feet high, firmly anchored to a solid surface (usually damp stone). 1d6 thick, rounded stalks sprout from the body of the fungus, reaching 4 to 6 feet in height. Each stalk is covered in nodulelike beads of sticky glue, which look much like honey and have a faintly sweet aroma. Deathclasp fungus grows only in moist areas of deep shade or total darkness.

Any creature that comes in contact with a deathclasp fungus stalk must make a Strength check opposed by the glue's Strength 12 (+1 Strength bonus). Failure indicates that the victim is stuck. The creature may retry the Strength check on the following round, but in the mean time, two things are working against it.

First, the glue contains a contact poison that saps the victim's Strength. The creature must make a Fortitude save (DC 12); failure means he takes 1d4 points of temporary Strength damage. One minute later, regardless of whether the victim succeeded or failed at the first save (or escaped the deathclasp fungus's grasp), the victim makes a second save against the same DC. Failure causes the victim to take 1 point of temporary Strength damage.

Second, when the fungus detects a victim in the grasp of one stalk, it swings additional stalks toward the target. Each round, one additional stalk sways toward the victim, who can only avoid contact with it by making a Reflex save (DC 12 plus the number of stalks currently grasping the victim). Each additional stalk grants a +2 bonus on the fungus's Strength checks against the struggling victim.

The fungus's stalks can be cut. They have a hardness of 2 and 10 hp. Despite their ability to sway toward a grasped victim, they are considered inanimate, immobile objects. The deathclasp fungus is not flammable.

Deathclasp Fungus Poison

Type: Contact DC 12
Initial Damage: 1d4 Str
Secondary Damage: 1 Str
Price: n/a

collapse might be coming. If they continue digging, roll 1d20. On a 12 or less, the ceiling collapses.

In the event of a collapse, each hero must make a Reflex save (DC 15) or take 3d6 points of damage from the falling rubble. Those who fail the save also become pinned, suffering 1d6 points of subdual damage per minute they remain trapped; any who fall unconscious must succeed at a Fortitude save (DC 15) or take 1d6 points of normal damage per minute until rescued. A pinned hero can attempt to escape with a Strength check (DC 25). Those who are not pinned can dig out their companions. Doing so takes 10 minutes, minus 1 minute per character digging.

A collapse blocks the center of the room, making it impossible to pass through. (A collapse also completely buries the half-buried sarcophagi.) The heroes can climb through the rubble to the closest end of the room, but cannot cross to the far end. This may mean that some members of the party are separated, if they were near opposite ends of the room when the ceiling fell.

Heroes successfully excavating one or more coffins before a collapse find a variety of riches.

15A. Coffin 1: This sarcophagus has fractured under the weight of earlier cave-ins, leaving a large crack in the side. Characters simply reaching inside may make Dexterity checks (DC 12). Each successful check removes one of the following: a heavy gold bracelet encrusted with gemstones (worth 500 mk); a large emerald (160 mk); or a gold circlet with several gemstones (worth 1,100 mk). Visible within is a masterwork suit of full mail (300 mk); though tarnished, it is still intact. It can only be removed by digging out and opening the sarcophagus.

15B. Coffin 2: The contents of this sarcophagus can only be removed by digging it out and opening its fractured lid. It contains 17 semiprecious stones (worth 25 mk each) and a ceremonial dagger inlaid with gold (550 mk).

15C. Coffin 3: The contents of this sarcophagus can only be removed by digging it out and opening its fractured lid. It contains a +2 Power-wrought longsword (worth 8,000 mk) and a silver and gold pendant studded with blue sapphires (worth 1,050 mk).

15D. Coffin 4: The contents of this sarcophagus can only be removed by digging it out and opening its fractured lid. It contains a silver comb set with polished coral (worth 550 mk), a gold woman's ring with a deep red ruby (350 mk), and 14 semiprecious stones (25 mk each).

16. Rubble Room

It's difficult to tell what function this large room might once have served. The majority of the room has collapsed into what must have been a recessed floor, leaving a gaping domelike ceiling of raw, broken stone above, and huge slabs of tumble-down rock filling the room beneath you. Another opening is just visible behind the piles of debris–you'll have to climb over heaps of giant stone to reach it.

There's a dull roar–probably the rushing of water–from somewhere beyond this room.

The floor of this room was originally 10 feet below the level of the heroes' entrance, but it has been filled in almost to the heroes' level with gigantic slabs of rock–many as big as 15 feet on a side. Climbing across these broken boulders does not at first appear to be too difficult. However, a danger awaits heroes scrambling across.

The center of the room is dominated by one particularly large slab of stone. This slab is balanced precariously, much like a seesaw. As a creature crosses the midpoint of the slab and onto its southern half, it tilts forward, the southern half dropping by several feet to reveal a dark opening among the rocks below. When weight is removed from the southern half, the rock tilts back, hiding the hole. A creature that falls into the hole when the slab is tilted becomes trapped within when it tilts back. This exact thing happened to one of Kryalyn's Trollocs, and the wounded creature, now half starved by several days' entrapment, still remains within.

Have any character that climbs across the rock make a Balance check (DC 12) as the rock begins to tilt. With a success, the hero keeps to his feet as the boulder shifts. If the check is failed, the hero must make a Reflex save (DC 14) or tumble into the hole. If there is no one else on the rock to hold it in its down position, it tilts back up, trapping the hero in the small space with the Trolloc.

To make matters worse, if the rock tilts back down again (perhaps due to other heroes trying to rescue the victim), there's a chance that the victim will be partially caught under its weight. Have the victim make a Reflex save (DC 11). Failure means that the hero is partially trapped under the descending slab, taking 1d6 points of damage. Success keeps the victim from becoming trapped. If the heroes find some way to slowly ease the rock down (perhaps using a lever, or slowly adding the weight of small stones to the southern half), the victim can avoid being crushed, making the Reflex save unnecessary.

The Trolloc must make the Reflex save just as any hero trapped in the space must (in fact, his existing wounds stem from his comrades' attempts to rescue him, before Kryalyn decided to move on without him). The Trolloc, starved and enraged, attacks any hero trapped with it.

Trolloc: hp 11 (current); see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The space is too small for the use of any weapon sized small or larger. The Trolloc attempts to grapple the hero, opting to do damage once the grapple is established. It fights until it or the hero is dead.

Development: If the Trolloc is alive when the hero is extricated, or if the heroes begin to leave the room with none

of them having fallen into the hole, the Trolloc begs for help. The heroes may or may not be willing to assist the Shadowspawn (especially if one was trapped in the hole with it), but if they rescue it, they can question it. A successful Intimidate check (DC 13) reveals the following: Two Black Ajah Aes Sedai, assisted by Graash, a Trolloc sergeant, gathered up a bunch ("two gang" is the best estimate the prisoner can come up with) of Trollocs in the wilderness, after the big battle. They are looking for something, but the Trolloc has no idea what. The Trolloc was left behind when he fell in the hole, that was "many night" ago.

The Trolloc attempts to escape at the earliest opportunity. If the heroes take the Trolloc with them, it turns on them at their first moment of vulnerability.

17. Underground Stream

If the sound of rushing water was loud before, it's deafening here. Nearly one-third of the room is submerged in a rapidly flowing torrent, and the air is damp with mist. The water flows from a gaping hole in the eastern wall of the room, where some shift in the ground above must have torn away the foundation. At the far side of the room, half submerged, is a dark opening, the keystones of its vaulted ceiling fractured but still intact. The water rushes out through this passageway.

Three exits lead from this room: one to Area 14, one to Area 16, and the half-submerged passage to Area 18. Have any hero looking for tracks make a Search check (DC 12); success finds numerous tracks all over the dry area of the room, leading in and out of both dry doorways and clustering near the edge of the water. Waves lapping have obscured all tracks at the water's actual edge, making it impossible to tell if any tracks lead directly into the water.

But that is in fact how Kryalyn and her company eventually went: through the water and into the half-submerged passage. Navigating this tunnel was a real challenge that nearly destroyed her party–and if the heroes aren't careful, it'll destroy them too.

17A. The Cataract

The water roars into the passage in an intense torrent, threatening to rip your feet out from beneath you and sweep you into the darkness. The echoing thunder of the water makes it all but impossible to hear anything.

The water is chest deep as it enters the tunnel. Have any hero wading the passageway make a Strength check opposed by the water's Strength 30 (+10 Strength modifier). On a success, the hero takes 1d3–1 subdual, but keeps to his feet and can continue to move at half speed (downstream) or quarter speed (upstream). With a failure, the hero takes 1d3 points of subdual damage and is swept from his feet to be carried 30 feet down the tunnel. On the next round, he may make a Swim check opposed by the water's Strength. If successful, he takes 1d3–1 points of subdual damage and regains his feet. If failed, he takes 1d3 points of subdual damage and is swept down the drain (see Area 17B).

Smart heroes will protect themselves with safety lines, tied off or held by those on shore or wading with them. If so, any hero failing his Strength check is still swept from his feet, but is not carried downstream. He must still make the Swim check to regain his feet and continue down the passage.

Remember that the water extinguishes any open flame that becomes immersed. Any hero swept off his feet by the water must make a Reflex save (DC 24) to keep from dousing any carried light source.

17B. The Drain: The water roars 40 feet down the tunnel and then out through a gap near the floor. Heroes keeping to their feet can circumvent this drain, and climb from the water where the tunnel angles up just past the drain. Any hero swept off his feet, however, is carried down the drain.

As the hero is pulled into the drain, he may make a Reflex save (DC 14) to grab the edge and keep from being sucked all the way in. If successful, he must then make a Strength check each round, opposed by the water's Strength 30 (+10 Strength modifier). If he succeeds in this check, he holds himself in the opening and keeps from being sucked down. He is, however, underwater, and risks drowning (see Suffocation and Drowning, in Chapter 11 of *The Wheel of Time Roleplaying Game*). If he beats the water by 5 or more, he pulls himself from the drain and to his feet. He can then exit the water on his next action.

Characters swept down the drain may not be lost. The water carries the hero for 10 rounds before depositing him in Area 22 (see page 141). The hero takes 1d3 points of subdual damage on each of these 10 rounds, and the normal rules for drowning also apply, since the hero is underwater the entire time.

17C. Tunnel: Beyond the drain, some 50 feet from the passage entrance, the corridor angles up out of the water. It goes another 20 feet and around a corner to Area 18. Anyone looking finds clear tracks of Trollocs in the muddy floor.

18. Wormhole

This small, eight-sided room is ankle-deep in cold, slimy water. Three stone pipes, each just less than a pace across, enter the room at chest level. From one, water drips down the wet rocks. Another is clearly blocked by a collapse, just a few paces within.

A successful Search check (DC 9) of the walls around the two remaining pipes finds scuffs and other markings indicating that someone climbed into or out of both of them.

The pipes are wide enough to crawl through in single file. The eastern pipe, from which the water drips, runs about 20 paces before ending in a collapse. The northern pipe leads, after a distance of about 20 feet, to Area 19.

19. AMBUSH: Two Trollocs wait in ambush here, left by Kryalyn on the off chance that someone might follow them. Unless the heroes have been exceptionally quiet approaching the room, exchanging no conversation in Area 18 and succeeding in Move Silently checks opposed by the Trollocs' Listen as they crawled through the pipe (don't call for the check unless the heroes state that they're trying to remain quiet), the Trollocs are aware of the heroes.

This tiny, low-ceilinged room is just 10 feet on a side. There's an opening, about one pace square, in the middle of the ceiling.

The Trollocs attack the first character to enter the room.

Trollocs (2): hp 16, 17; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs press up against the wall to either side of the pipe entrance; they can only be seen if the hero sticks her head into the room. If the hero climbs right into the room before looking, the Trollocs simply attack when she is out of the pipe. A cautious hero, however, might look carefully first, ducking her head back in when she sees the Trollocs. In that case, the Trollocs attempt to grab the hero and pull her out of the pipe. Doing so requires grapple checks to establish a hold. Once the hold is successful, the Trolloc and the hero make opposed Strength checks. (If both Trollocs managed to grab the hero, one opposes the hero while the second adds his cooperation bonus.) If the Trollocs win, the hero is dragged into the room.

The Trollocs fight until killed. They will not pursue any escaping heroes into the pipe.

20. LARGE CHAMBER

This large room is empty. Except for a few fallen blocks of stone, and a large depression in the floor at the northern end, it seems intact. There do not appear to be any exits other than the square opening in the floor at the southern end.

Heroes looking for tracks may make Search checks (DC 14) to find the numerous Trolloc tracks running between the square opening and the depression (actually, a sinkhole) at Area 20A.

Several large stone blocks are on the floor near the depression, apparently fallen from the ceiling above in times immemorial. As the heroes approach, they see that several ropes have been tied to one of the larger blocks. The ropes dangle down into the sinkhole, which the heroes clearly see as they approach the depression.

20A. SINKHOLE

An area some 20 feet across has sunk into the earth, to a depth of perhaps 10 feet. In the center is a large opening–a sinkhole that has eroded out from beneath the floor. The ropes dangle into the opening. From below comes the sound of rushing water.

The sinkhole drops some 40 feet to a natural cavern below (Area 22). Kryalyn and Llana cast a series of *harden air* weaves to create a set of platforms; using these and the ropes they got their entire party to the lower level. The weaves have long since expired, but the ropes remain.

The sinkhole widens considerably below its rim, providing no wall on which climbers may brace themselves. Descending the ropes requires a Climb check (DC 15). With multiple overhangs, the wall is considerably more difficult to climb (Climb check DC 25).

THE LOWER CHAMBERS

In these deepest reaches below Jara'copan, only a few chambers remain between the heroes and the Black Ajah sisters. As with the rooms above, the entries here are keyed to the map.

21. CAVERN

This large natural chamber is crossed by a wide stream, which enters and exits from low gaps in the walls. The water flows swiftly, but not in the frenzied rush of the river above. Other than the sinkhole looming above, only a single passageway is visible exiting the room.

The stream is wide and shallow, no more than knee deep at its center. Although the water moves quickly, it does not have enough speed or force to carry off characters. In fact, any hero washed down the drain in Area 17B ends up in the shallows here.

Characters looking for Trolloc tracks have no trouble finding them in the gravel of the streambed. They lead toward the short passage into Area 23.

22. BATS: This chamber is huge: some 100 feet across. Depending on their light source, the heroes might not be able to see the entire chamber upon entering it. If not, modify the description as necessary.

It's difficult to tell whether this large, cavelike room is natural or man-made; its walls and floors are uneven, and yet fallen columns and other bits of masonry litter the floor, and some patches of the walls bear the

Jara'copan
Lower Chambers
22
Opening to Area 22A
about 30 feet up
23
Pit 20 feet deep
22A
Up to surface
140 feet
21
24
Overhead
sinkhole
24A
N
25A
Pit about 6
feet deep
25
Up to surface
120 feet
one square equals 5 feet
25B

tell-tale pattern of human construction. The huge ceiling looms into darkness overhead, and the far wall is barely visible.

Although the stone of the walls is dark, the floor gleams, almost as if it's been painted white.

This room is empty, except for the bats.

The white material spattered all over the floor is bat guano. A character examining it may make a Knowledge (nature) check (DC 11) to identify it.

Three exits lead from this room. In addition to the passages to Areas 21 and 23, a third opening near the ceiling leads to Area 22A and then out of the underground complex. This opening is well-hidden and a good 30 feet above the ground, however, making it difficult to spot (Spot check, DC 17) even if the heroes' light source illuminates the wall that high. Heroes can reach the opening by climbing the rock structures against the eastern wall (Climb check, DC 12).

Hundreds of viper bats hang from the dark ceiling, 40 feet overhead. Initially they are all but impossible to see (Spot check, DC 22, if the heroes' light source extends that far) as their dark forms cluster motionless against the equally dark stone. The bats begin to stir on the second round after the heroes bring light into the chamber (allow a Spot check, DC 17, to see motion in the darkness). On the third round the bats swarm the heroes.

Viper bats (50): hp 1 (average).

Tactics: The bats descend on the heroes for 3 rounds, or until the heroes exit Area 23. They then break off their attack, flying up and out through Area 23A.

Development: Smart heroes may wonder if the bats have a way to the outside. A successful Knowledge (nature) check (DC 16) reveals that viper bats only roost in caves–they hunt out of doors. This fact may compel the heroes to investigate the chamber further once the bats have left.

22A. Cavern Exit: This winding cavern climbs to the surface, twisting and turning for about 140 feet to emerge some 400 feet to the southeast of the point at which the heroes entered and 1,000 feet from the Jara'copan Waygate (which lies to the west). Negotiating the cavern requires three Climb checks, two at DC 11 and one at DC 15.

23. The Pit

This room is roughly hewn from the surrounding rock, with numerous niches and alcoves. The familiar sound of water dripping echoes throughout the chamber. At the center is a large hole in the floor, about 15 feet across.

The hole in the floor is a shaft, which descends some 30 feet to a watery bottom. In itself, it is unremarkable. But Kryalyn's guards, lurking in the shadows, intend to use it as a weapon.

Three Trollocs wait in the recessed corners. Heroes reaching the middle part of the room may make Spot checks opposed by the Trollocs' Hide. When the heroes notice the Trollocs, or reach a point directly between the Trollocs and the pit, the Trollocs attack.

Trollocs (3): hp 15, 17, 20; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Tactics: The Trollocs charge the heroes, bellowing at the top of their lungs, and attempt to bull rush them into the pit. They then engage any heroes not in the pit, fighting to the death.

The Pit: Heroes who fall into the watery pit take 1d3 points of subdual damage; a successful Jump or Tumble check (DC 15) eliminates the damage. The water is 10 feet deep and is calm and uninhabited. Heroes in the pit must swim to keep their heads above water. Have heroes in the pit make Swim checks each round (DC 10; remember the –1 penalty for every 5 pounds of gear carried or worn).

A trapped hero can attempt to climb out of the pit, but the walls are coated with slimy algae (Climb DC 19). In all likelihood, the hero will have to be rescued by her companions.

Development: The shouts of the Trollocs bring 3 additional Trollocs from Area 24 within 1d4 rounds.

Trollocs (3): hp 14, 16, 21; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

If all the surviving heroes are knocked into the pit, Llana appears after a few moments. At first she seems perplexed, calling down questions to the heroes about who they are and how they have come to be in the depths of Jara'copan's undercity. Once she realizes their mission (and it doesn't take her long, regardless of the heroes' answers), her tone changes from consternation to arrogance. "You fools," she gloats. "What chance did you ever really have?" She would taunt further, but Kryalyn calls her from Area 24. "You're too late," Llana states before departing. "We have what we came for." She turns and leaves.

ACT THREE: CONFRONTATION

The heroes have managed to catch up with the Black Ajah, who are about to seize the *ter'angreal* called the Artifice of Brassion. The steps taken by the evil Aes Sedai to keep the party at bay have been unsuccessful. Now they intend to rectify that situation once and for all.

THE BATTLE

The battle against Kryalyn and Llana takes place in the final two rooms labeled on the map of Jara'copan's undercity. Afterward, the heroes have a number of options from which to choose, depending on the outcome of the battle.

24. Dark Forces: One of the many niches in Area 23 leads to a crevice, which opens up in a large, ornate chamber.

This room large room is well lit by a number of torches and lanterns. The ceiling is very high—at least 40 feet—and the walls are almost unnaturally clean. Everything is constructed from stone on a gargantuan scale, as if it were built for giants rather than ordinary humans. The walls are covered with all manner of symbols and sigils, and great bas relieves of huge battles. It's obviously been used as an encampment, with messy, nestlike beddings along one wall and a tent pitched along the opposite side.

Kryalyn and Llana are at the far end of the room, near a tall, arched opening. They have both embraced the One Power (any female channeler sees this with a successful Spot check (DC 6). They order Graash and his remaining Trollocs to attack the heroes. Llana stays where she is, attempting to *shield* any obvious channelers. (She automatically sees any female channeler who has embraced the True Source; if none are embraced she shields any character she recognizes as a channeler from a previous encounter, or, failing that, any character who looks like an initiate.)

Graash sent three Trollocs into Area 23 if he heard fighting there. If he didn't, those three additional Trollocs are present to aid him here. See Development under Area 23, above.

Trollocs (2): hp 16, 18; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Graash: hp 55.

Kryalyn Sedai: hp 44.

Llana Sedai: hp 31.

Tactics: Graash and his Trollocs attempt to form a defensive ring around the entrance to Area 25. Llana stands on the steps behind them. If she succeeds in shielding the first channeler, she ties off the *shield* weave. On her next round, she casts *ward against people* in a dome around the heroes, and ties it off. On her third action she casts *ward against the One Power* around herself, the weave conforming to the area of the staircase between Areas 24 and 25, and ties it off as well. This protects her and Area 25 from any weaves the heroes might cast.

Also on the third round, Kryalyn appears at the top of the stairs. "It's open," she shouts down to Llana. "I have the Artifice. Let's go!" If Llana is in trouble with the heroes, she casts *harden air* in the staircase between Llana and the heroes, tying it off as she does so. The next round, the two Black Ajah retreat up the stairs into Area 25. If the heroes are contained, they have any remaining Trollocs follow them; if not, they leave the Trollocs to block pursuit by the heroes.

If Llana is already down, or Kryalyn cannot easily rescue her coconspirator, she abandons her. Kryalyn flees up the stairs into Area 25, leaving Llana to her fate. Llana continues to fight, primarily casting *rend*, until downed.

Development: A few rounds after Kryalyn and Llana disappear, the ground shakes as Kryalyn casts *earthquake* to seal of the route of their escape. Heroes in Area 24 aren't directly

Chamber of Trollocs

Illustration by Sam Wood

affected by the weave's shocks–dust and chunks of rock fall from the ceiling, but the room does not collapse and there is no danger of taking damage.

If the battle has gone well for Kryalyn and Llana, the heroes are likely imprisoned within a tied off ward. It will take days for the weave to unravel. In the mean time, clever heroes will look for ways to circumvent it, perhaps by digging beneath its perimeter. The flagstones of the floor are tightly fitted together, but centuries of neglect have weakened the mortar. Using a dagger or similar sharp object to scrape at the mortar allows the heroes to make a hole small enough to squeeze through with a successful Escape Artist check (DC 30) in 10 minutes. Every additional 10 minutes spent at it reduces the DC by 5, until, after 70 minutes, the heroes can slip through with no check necessary. Using a larger tool, such as a pick or prybar (if the heroes have one, or can make one, perhaps with *tool of air*) cuts the time in half.

If Kryalyn cast *harden air* across the stairwell, the heroes will have to take similar steps to bypass it.

Heroes free of the ward can explore the chamber. Little exists here to be found, except within the Black sisters' tent (see Area 24A, below).

Captured Trollocs can be questioned (as can Llana, if the heroes managed to capture her) with a successful Intimidate check (DC 13). The Trollocs know little, except that the Black Ajah put them to work in Area 25, digging for something. They found it several days ago, and had since been excavating an exit (Area 25B). The Trollocs don't have any idea what purpose the item they dug up serves, but they can describe the Artifice (see the sidebar).

Llana obviously knows more, but is a harder nut to crack (Intimidate DC 20, or 22 if Llana succeeds in a Composure check against DC 15). An alternative method is to appeal to her arrogance, making a Bluff check opposed by Llana's Sense Motive. If convinced in this manner that the heroes are awed by the Black sisters' efforts, or have given up hope of catching Kryalyn, Llana begins to gloat. "The Artifice will reduce al'Thor to the mewling child that he is," Llana states smugly. "Kryalyn is on her way to Cairhien this very minute, to defang this 'Dragon'." Llana doesn't know exactly how the Artifice works, except that it's supposed to easily shield or gentle powerful male channelers. She also has no idea where Rand al'Thor actually is; they had received word that he was in Cairhien many weeks ago, and she and Kryalyn planned to use the Ways to get there. She cannot identify any other members of the Black Ajah, except for Xanthe and Murane (encountered in Chapter 3).

24A. TENT: The tent is protected by a tied off *ward against Shadowspawn*. Within are the majority of Kryalyn's and Llana's possessions, abandoned in their hasty retreat from the heroes. In addition to the sisters' personal belongings–a scant supply of clothes and toiletries, one small locked trunk (Open Lock DC 30, or hardness 2, 10 hit points to break it open) contains maps, notes, and other papers belonging to Kryalyn and Llana.

The first paper is a scribed quotation from a volume called *War of the Breaking*, by Marenthe Cellinar Makran. It speaks of a *ter'angreal* called the Artifice of Brassion, which was made by a group of Aes Sedai in the last days before the Breaking of the World. The second paper is a map of the ancient land of Manetheren, with four locations circled on it. At the bottom of the map is written "Jara'copan?"

The third paper contains another quotation, this one attributed to one Elan Morin Tedronai. It seems to be a part of a letter. A successful Knowledge (history or the Age of Legends) check (DC 35), or a gleeman's lore check result of 30, is needed to realize that the author's name was once used by Ishamael, one of the Forsaken. See the Letter Fragment sidebar on page 95.

The fourth paper is a hastily sketched map of the Jara'copan ruins. Smudged with mud and scrawled in a quick hand, it appears to have been drawn recently–probably when Kryalyn was exploring the ruins. Although not to scale, it does indicate the entrance of the undercity. Another point, some ways to the southwest, is marked with the work "Waygate."

Finally, there's a tiny scroll of tightly rolled paper of the sort that might be carried by a messenger pigeon. See the sidebar below.

25. THE ARTIFICE CHAMBER

This small, brightly lit room is even more baroquely appointed than the one you left, but it's marred by days of rugged construction work. Great slabs of stone have been lifted from the floor, revealing a chamber hewn into the rock below. Opposite, piles of stone and rubble nearly block an ornate archway, beyond which a staircase ascends into darkness.

The room is lit by two *light* weaves, each globe of bonfire-bright light set in a corner and tied off. The construction reflects Kryalyn's efforts first to disinter the Artifice from its resting place in the sub-chamber (Area 25A), and then to clear the collapsed staircase to the surface (Area 25B).

25A. SUBCHAMBER: This small chamber, just 5 feet on a side, lay sealed beneath the flagstones of Area 25. It contained a number of treasures, most of which remain. Kryalyn took the most important items, including, of course, the Artifice of Brassion. What remains includes a masterpiece breastplate of burnished steel with gold filigree inlay (worth 500 mk), a matching masterpiece battleaxe (620 mk), and a jeweled gold crown (4,500 mk).

MESSAGE

al'Thor in Cairhien. Many Aiel with him. Moves often, time here unknown.

–Kite

25B. STAIRCASE: Kryalyn's Trollocs had spent several days clearing the rubble from this ornate staircase leading 120 feet to the surface, and had completed their task just a few hours before the heroes' arrival. Having recovered the Artifice, the Black Ajah sisters were just preparing to break camp when the heroes attacked.

Upon reaching the top of the staircase, Kryalyn casts *earthquake* at 7th level, targeting the middle of the staircase. The weave collapses the roof of the staircase along almost its entire length, and any hero within is dealt 8d6 points of damage by falling debris (Reflex save, DC 15, halves) and will probably have to be dug out by her companions. Heroes in Area 25 or Area 24 are not directly affected by the earthquake, although they may be alarmed as debris and dust rain down from the ceiling for a round. Clearing the passage again will take several days at least.

Should the heroes manage to make it out of the staircase before it collapses, or dig their way through, they find themselves in Jara'copan about 500 feet from the point at which they entered the undercity, and 800 feet southeast of the Jara'copan Waygate.

PURSUIT

Assuming the heroes were not able to follow Kryalyn up the staircase, they have a number of options for getting out of the undercity. One is, of course, to go back out the way they came. Since that means facing some or all of the perils dealt with on the way in, it may be an unappealing choice. A second option is to excavate the staircase (that, in fact, is the route that Kryalyn and Llana chose). Unfortunately, it took Kryalyn's Trollocs several days to clear the blocked staircase, and the *earthquake* has created a much bigger blockage than the one they faced. Clever heroes may remember the bat cave, and seek out the exit there. Though that requires some difficult climbing (see Area 22A), it's by far the fastest way out of the undercity.

OUT OF THE DARKNESS . . . Regardless of how they make their way out, once clear of the undercity the heroes are faced with picking up the Black Ajah sisters' trail. A hero emerging from Area 22A may make an Intuit Direction or Wisdom check (DC 12) to find the staircase entrance in about 5 minutes. For heroes emerging from Area 1, the DC for the check is 17, and it takes about 10 minutes. These checks can be retried; each try takes 30 minutes.

Once at the staircase entrance, the heroes can pick up Kryalyn's tracks. A successful Search check (DC 8) locates the tracks; a successful Search or Wilderness Lore check (DC 10) allows the heroes to follow them to the Waygate.

Heroes guessing that Kryalyn is headed for the Waygate can look for it instead. If the heroes came upon the Waygate prior to entering the undercity (see The Waygate, page 128), they can make their way directly there; the walk takes

The Black Sisters' Prize

Illustration by Puddinhead

only a few moments. Heroes who don't know where the Waygate is must simply wander in search of it, taking 1d4 hours to find it.

. . . AND BACK INTO THE DEPTHS: Kryalyn's tracks (along with Llana's, if she also escaped) lead directly to the Waygate. She has departed into the Ways. With any luck, the heroes know that her destination is Cairhien, and they can follow her. It may not be the safest route to Cairhien, but it certainly is the fastest option likely to be available to the heroes.

Resolve the journey through the Ways using the rules in Chapter 13 of *The Wheel of Time Roleplaying Game*. When the heroes emerge in Cairhien, go to Chapter 6.

The heroes may insist on traveling to the city of Cairhien overland, believing that a journey through the Ways is too dangerous to consider. In that case, they cannot arrive in time to warn the Dragon Reborn of Kryalyn's plan, which likely means the end of their involvement in *Prophecies of the Dragon*. It's up to you whether Kryalyn succeeds in her plot (which would dramatically affect the course of the novels, after the Battle of Dumai's Wells), or she is stopped by some other event.

AFTERMATH

This chapter concludes when the heroes find the path through the Ways to the city of Cairhien. Although Kryalyn has escaped, the heroes have endured the dangers of Jara'copan and defeated many minions of the Dark Lord. They have also learned the nature of the Black Ajah's plan, so there's still a chance to defeat her and prevent the destruction of the Dragon Reborn. Although the situation remains dangerous, it is far from bleak. Hope remains, and with it, the chance to strike a major blow against the Shadow.

REWARDS

For completing this chapter, divide 20,000 experience points among the heroes who actively participated in at least the majority of the adventure. The heroes may have also recovered a number of valuable weapons and armor items, as well as some treasure.

STATISTICS

Following are the full statistics of all the important nonplayer characters and new creatures types that appear in this chapter.

Kryalyn Sedai: Domani Initiate 5/Aes Sedai 7; HD 5d4+5 plus 7d4+7; hp 44; Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 30 ft.; Atk +5/+0 melee (1d4–1/19–20, dagger) or +7 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +7, Ref +6, Will +13; SZ M; Rep 8; Str 9, Dex 12, Con 13, Int 18, Wis 19, Cha 14. Challenge Code: F.

Skills: Bluff +10, Composure +11, Concentration +16, Decipher Script +8, Diplomacy +10, Gather Information +6, Innuendo +9, Intimidate +20, Invert +12, Knowledge (the Age of Legends) +13, Knowledge (local–Arad Doman) +9, Listen +7, Ride +4, Search +6, Sense Motive +15, Spot +5, Weavesight +16.

Feats: Cosmopolitan, Extra Affinity (Air, Spirit, Water), Extra Talent (Cloud Dancing, Earth Singing, Illusion), Multiweave, Persuasive, Seductive, Sharp-Eyed, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Improved Resources: +4 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 75% in and around a city, 50% in a good-sized town or village, and 20% in the countryside.

Control: Kryalyn receives a +5 competence bonus on Concentration checks when attempting to overchannel within one of her Affinities.

Resolve: Kryalyn has an effective Wisdom score of 21 for purposes of calculating weaves per day and bonus weaves.

Affinities: Air, Fire, Spirit, Water.

Talents: Cloud Dancing, Earth Singing, Elementalism, Illusion.

Weaves Known (4/7/6/5/5/4/2): Cloud Dancing: *lightning, raise fog;* Earth Singing: *polish, riven earth;* Elementalism: *arms of air, blade of fire, create fire, current, dry, false wall, fireball, harden air, immolate, light, tool of air, wand of fire;* Illusion: *distant eye, eavesdrop, folded light, mirror of mists.*

Possessions: Gold Great Serpent ring, +1 *angreal*, pouch containing 8 mk and 3 gc.

Llana Sedai: Borderlander Wilder 4/Initiate 2/Aes Sedai 4; HD 4d6+2d4 plus 4d4; hp 31; Init +4 (+2 Dex, +2 Blooded); Defense 17 (+2 Dex); Spd 30 ft.; Atk +7 melee (1d4+2/19–20, dagger) or +7 ranged (1d4+2/19–20, dagger); SQ Aes Sedai presence, resources, slow aging, Weavesight; SV Fort +6, Ref +9, Will +15; SZ M; Rep 5; Str 14, Dex 14, Con 10, Int 17, Wis 18, Cha 8. Challenge Code: E.

Skills: Composure +8, Concentration +4, Decipher Script +13, Gather Information +9, Heal +8, Hide +8, Intimidate +6, Invert +4, Knowledge (Blight) +11, Knowledge (history) +7, Listen +16, Move Silently +14, Ride +6, Sense Motive +7, Spot +18, Weavesight +9.

Feats: Alertness, Blooded, Extra Affinity (Air, Water), Extra Talent (Conjunction, Healing), Iron Will, Multiweave, Remove Block, Stealthy, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Spirit, Water.

Talents: Conjunction, Healing, Warding.

Weaves Known (4/6/5/5/4/2): Conjunction: *false trail, sense Shadowspawn, trace;* Healing: *delve, heal, rend, renew, touch of death;* Warding: *barrier to sight, circle of silence, dream shielding, master ward, seal, shield, ward against channelers, ward against the One Power, ward against people, ward against Shadowspawn.*

Possessions: Gold Great Serpent ring, six doses ophthial syrup (inhaled, DC 15; initial damage 0, secondary damage unconsciousness), pouch containing 5 mk, 8 sp.

Trolloc Sergeant: Shadowspawn Warrior 3; HD 3d8+3 plus 3d8+3; hp 36 (average); Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 20 ft.; Atk +7/+2 melee (2d4+3/18–20, scythesword) or +6/+1 ranged (1d6/×3, shortbow); SQ Armor compatibility, light sensitivity, low-light vision, Myrddraal link, scent; SV Fort +7, Ref +4, Will +2; SZ L; Rep 0; Str 15, Dex 12, Con 13, Int 11, Wis 11, Cha 10. Challenge Code: C.

Skills: Climb +2, Hide +6, Listen +3, Move Silently +2, Search +2, Spot +7.

Feats: Alertness, Cleave, Dodge, Power Attack.

Possessions: Breastplate, scythesword.

Graash (Trolloc Leader): Shadowspawn Warrior 5; HD 3d8+6 plus 5d8+10; hp 55; Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 20 ft.; Atk +9/+4 melee (2d4+3/18–20, scythesword) or +8/+3 ranged (1d6/×3, shortbow); SQ Armor compatibility, light sensitivity, low-light vision, Myrddraal link, scent; SV Fort +9, Ref +4, Will +2; SZ L; Rep 1; Str 15, Dex 12, Con 14, Int 11, Wis 11, Cha 10. Challenge Code: D.

Skills: Climb +2, Hide +6, Listen +5, Move Silently +4, Search +2, Spot +7.

Feats: Alertness, Dodge, Power Attack, Weapon Focus (scythesword).

Possessions: Breastplate, scythesword, pouch containing 15 gems worth 60 mk each.

NEW CREATURES

Snake, Viper

Tiny Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative: +3 (Dex)
Speed: 15 ft., climb 15 ft., swim 15 ft.
Defense: 17 (+2 size, +3 Dex, +2 natural)
Attacks: bite +5 melee
Damage: bite poison
Face/Reach: 2 1/2 ft. by 2 1/2 ft. (coiled)/0 ft.
Special Qualities: Poison, scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8
Feats: Weapon Finesse (bite)

Illustration by Puddnhead

Stone of Mystery

Climate/Terrain: Temperate and warm land, aquatic, and underground
Organization: Solitary
Challenge Code: A
Advancement: –

Several varieties of venomous vipers are found in the westlands.

Blacklance: This black-scaled viper can be found almost anywhere in the westlands. It grows to about 7 feet in length.

Hooded Adder: This silver and black patterned snake is found only in the Drowned Lands. It grows to about 5 feet in length, and is characterized by a hoodlike flattening behind the head. Its venom is very dangerous, and it bites both in and out of the water.

Mountain King: This very poisonous snake is generally found in southern mountain regions. It grows to about 6 feet in length, with a red head and red-and-white striped body.

Red Adder: Although small (it only grows to 2 to 3 feet in length), this bright red snake is dangerous due to its severe poison and aggressive nature. It can be found throughout the westlands.

Scarlet Puffer: This snake grows to 5 feet in length and can be found throughout the southern westlands. It is red and white striped, like the mountain king, but has a white head. When threatened, it puffs up to make itself look bigger.

COMBAT: Most vipers are not aggressive, but when disturbed will often strike before retreating. Their bites do no real damage, but their poisons can be very dangerous. The effects of the poisons of different viper types are covered below.

Skills: Vipers receive a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance checks. They can use their Dexterity modifier (instead of Strength) for Climb checks.

Viper Poisons

Viper	Poison Type	Initial Damage	Secondary Damage
Blacklance	Injury DC 11	1d3 Dex	1d3 Dex
Hooded Adder	Injury DC 14	2d6 Str	2d6 Con
Mountain King	Injury DC 17	2d6 Con	2d6 Con
Red Adder	Injury DC 16	1 Con	2d6 Wis
Scarlet Puffer	Injury DC 12	1d6 Dex	2d4 Con

Viper Bat

Diminutive Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative: +2 (Dex)
Speed: 5 ft., fly 40 ft. (good)
Defense: 16 (+4 size, +2 Dex)
Attacks: slash +6 melee
Damage: 1
Face/Reach: 1 ft. by 1 ft./0 ft.
Special Qualities: Blindsight
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills: Listen +9, Move Silently +6, Spot +9
Feats: Flyby Attack, Weapon Finesse (slash)

Climate/Terrain: Temperate and warm land, and underground
Organization: Colony (10–50) or swarm (1–6)
Challenge Code: A
Advancement: –

The viper bat is a blood-drinking variety of the common flying mammal, distinguished by its red-tinted wings and long, thin tail. A nocturnal creature, the viper bat hunts in swarms of 1 to 5 individual animals, although up to 50 can be found in their colony roosts.

COMBAT A viper bat attacks using a sharp barb at the end of its tail. As it flutters past its prey, the bat lashes out with its tail, inflicting a small cut. Once each bat in a swarm has made an attack, the bats settle on to the body of the victim to lap up blood flowing from the wounds.

Blindsight: Viper bats can "see" by emitting high-frequency sounds, inaudible to most creatures, that allow them to locate objects and creatures within 120 feet. Viper bats see only 10 feet with their eyes.

Skills: Viper bats receive a +4 racial bonus on Spot and Listen checks when using their Blindsight.

CHAPTER
SIX

DUMAI'S WELLS

The heroes have traveled the length and breadth of the westlands in pursuit of Darkfriend Aes Sedai and their nefarious plot. Now the heroes are arriving in Cairhien, where the last stages of this evil scheme are coming to a head. In this chapter, events reach a climax as the evil Aes Sedai Kryalyn makes her move to kill Rand al'Thor, the Dragon Reborn. If the heroes can stop her, they can save Rand's life and stave off victory for the forces of the Dark.

ADVENTURE BACKGROUND

Cairhien's history has long been tied with that of the Aiel. For centuries, only Cairhienin merchants had the right to cross the Aiel Waste on the Silk Path, bringing prosperity to the metropolis. Unfortunately, King Laman's reckless felling of *Avendoraldera*–a tree sacred to the Aiel–led to the first Aiel War, the sacking of Cairhien, and the loss of the lucrative trade route.

The city has slowly recovered from this disaster over the past two decades, but with the rise of the Shadow it has been beset with new crises. The sudden death of King Galldrian created a political vacuum and upset the city's delicate balance of power. With the kingdom's crown up for grabs for the first time in a generation, Cairhien's powerful houses maneuvered for the prize. The resulting struggle overwhelmed the ability of *Daes Dae'mar* to channel aggression, and civil war engulfed the nation.

The civil war savaged Cairhien. The economy, already on the brink of depression, tumbled into the abyss, and famine claimed the lives and fortunes of tens of thousands. Rand al'Thor, having taken Tear, sent a Tairen army led by several High Lords to restore order and provide aid.

The fighting was interrupted just weeks ago when Aiel clan chief Couladin led 160,000 Shaido spears out of the Jangai Pass, burning a path straight to the city in what has become known as the Second Aiel War. The Cairhienin military was in no shape to repel the invaders, and the city found itself besieged. Couladin torched the Foregate and did considerable damage to the metropolis before the Lord Dragon arrived with reinforcements. He drove off the Shaido and put an end to Cairhienin and Tairen plotting by claiming the Sun Throne for himself–or whoever he chose to place upon it. He appointed Berelain sur Paendrag, the First of Mayene, as acting regent, and shifted his attention elsewhere.

Many of Cairhien's nobles greeted this change in fortunes without apparent reservation–especially those who were faring badly in the civil war–but several of the more powerful houses intend to restore their kingdom to independence, Lord Dragon or no. In recent months, Houses Damodred and Riatin have withdrawn their armies into the hills north of the city and are courting allies for an eventual military campaign. Others, such as House Saighan, present a docile face while plotting rebellion from within.

House Saighan has, in fact, been colluding with Tar Valon to gain control of the city and nation. Its leader, Lady Colavaere, knows full well that no restoration may take place with the Lord Dragon at large–only with the White Tower's assurances that he is being taken out of the equation does she feel safe enough to put her plan into motion. As the adventure opens, Rand al'Thor has been secretly kidnapped by a White Tower embassy, and is being bundled back to Tar Valon in a crate.

Meanwhile, in the many months since the heroes rescued Mazrim Taim from the clutches of the Black Ajah, the channeler has joined Rand al'Thor's forces. He has built up a base created by Rand in Andor, a sprawling farm turned into a school for male channelers called the Black Tower (in opposition to the White Tower of Tar Valon). *Asha'man*, as these male channelers are called, await a calling from the Dragon Reborn, to fight his battles against the Dark. Although Rand has ordered Taim to keep his *Asha'man* at bay, Taim has secretly sent an agent to Cairhien, to keep an eye on his leader.

ADVENTURE SYNOPSIS: Kryalyn, and perhaps Llana, escaped into the Ways with the Artifice, bound for Cairhien. Upon arriving in the city of the Rising Sun Kryalyn immediately sought out several local Tar Valon eyes-and-ears, and discovered that Rand was captured by the White Tower and is en route to Tar Valon. She contacted the Kite, the leader of a Darkfriend cell in Cairhien, and ordered "him" (unbeknownst to nearly everyone involved, the Kite is actually a woman) to kill the heroes when they arrive. Unfortunately, an Aes Sedai eyes-and-ears named Elspeth Mecandes saw the Artifice when talking with Kryalyn, and the Black sister ordered the Kite to kidnap and silence the girl.

The heroes emerge from the Waygate a day behind Kryalyn, and enter town on the eve of the Feast of Lights. The Kite sends a gang of Darkfriends to attack them while they sleep, and the resultant combat attracts the attention of the noble houses. The next morning, the heroes receive an invitation to a posh party at the Sun Palace.

Even as Kryalyn leaves town, the heroes gather various leads on her activities, and learn of both Rand's disappearance and the significance of Elspeth's disappearance. They also meet Liam, an undercover Asha'man agent dispatched by Taim to keep an eye on the Lord Dragon's back.

Elspeth's trail leads the heroes to the Royal Library, where they encounter a bubble of evil–and see Liam once again. Further clues lead to the Darkfriends' hideout, where

they face the Kite's minions and rescue Elspeth. The heroes learn that Kryalyn intends to use the Artifice to kill Rand on the road. It seems she has an insurmountable lead on the heroes–but the heroes have an Asha'man on their side. Liam knows how to Travel. What's more, he can help the heroes enlist the aid of Mazrim Taim and the Black Tower.

Unfortunately, Liam picks this moment to go mad, and instead of gating everyone to the Black Tower, he transports them to an isolated stretch of forest and attacks. Once the heroes deal with him, they are faced with an overland journey to the Black Tower to convince Taim of the danger Rand is in.

They, together with the Asha'man, Travel to Dumai's Wells, where an immense battle is underway with Rand as the prize! While Taim and his men clash with the Shaido Aiel, the heroes face off against Kryalyn, who has decided that the battle is her last remaining chance to destroy Rand before the Shaido steal him away.

ACT ONE: CAIRHIENIN INTRIGUES

As the endless summer stretches into an unnaturally hot fall, the heroes return to civilization. In the bustling trade city of Cairhien, amid the swirling eddies of *Daes Dae'mar* and Darkfriend plots, they must track Kryalyn and learn of her fiendish plans.

THE SCHOOL OF CAIRHIEN

This encounter assumes the heroes arrive in Cairhien via the Waygate within the grounds of Lord Barthanes' estate, now the site of a school of inventors established by Rand al'Thor. If the heroes traveled overland or by river for some reason, proceed to Into Cairhien, on page 153.

The Waygate Glade

The warm golden light of a late afternoon washes over you as you step out of the Waygate–a welcome respite from the oppressive darkness and dangers of the Ways. Immediately before the gate is a pale marble garden bench, but there's no garden to go with it–the grounds immediately surrounding the Waygate are overgrown and choked with dry and brittle weeds. Enclosing the glade is a 10-foot-high gray stone wall, each side running perhaps 75 feet. An iron gate exists at the midpoint of the west wall.

The glade is deserted and the heroes may move about it freely without being observed. The Waygate is its only remarkable feature.

Clambering over the wall is the simplest means of leaving the glade (Climb check DC 25), but is probably not the most practical means of getting horses and pack animals out. The iron gate is padlocked from the outside (Open Lock check, DC 30, to open).

The Manor Grounds

Beyond the Waygate enclosure are the grounds of a large, well-kept estate. Brick walkways pass between square gardens featuring neat regiments of flowers and vines, and to the south the steepled roof of a large manor peeps through tall trees 100 feet or so away. Another wall, this one 15 feet tall, encloses as much of the manor as you can see, perhaps 200 feet from where you are on all sides.

The wall surrounds the entire estate–the only opening is the main gate, out of sight on the other side of the manor.

Walking through the gardens, the heroes encounter three increasingly odd scenes.

You are not alone in the garden. An intense young man pushes a large clattering wooden box on wheels over the path ahead of you, sending a cloud of grain billowing out a tube on one side into the bushes. A few dozen paces beyond him, a stocky, balding man mutters over what appears to be a sundial overgrown with lens and brass fittings, focusing a spot of bright sunlight onto a board. Farther from the house is a system of pulleys and gears strung between two trees. A slight woman, dressed in men's clothing, is strung upside down between the trees, straining to manipulate their branches and grunting something to herself about "dynamic tension."

None of these eccentric people pay the heroes any mind, and if forced to acknowledge them, do little more than look annoyed or blink fearfully until they go away. If pressed, one finally snaps at them to "go bother Idrien, burn you, I'm busy!"

Barthanes' Manor: As the heroes move south through the gardens, they approach the manor. Several outbuildings surround the manor: a stable and a cluster of maintenance sheds.

The manor is an imposing white structure with sharply angled towers, severe balconies and tall windows high off the ground. The gravel driveway at the front gives way to broad whitestone stairs that sweep up to the main entrance. The drive loops in an oval from the manor steps to the estate gates, forming a courtyard. The gate stands wide open. Not a soul is in sight.

Illustration by Adi Granov

Barthanes' Manor

Before the heroes can consider their options, the windows of the estate shake as a thundering explosion echoes through the courtyard. The explosion startles any mounts they may be riding. A Ride check (DC 5) is required to stay in the saddle; failure means an undignified trip to the pavement.

> The doors and windows of the manor are thrown open with a clatter, and thick white smoke roils out over the courtyard. Figures stagger coughing from the main entrance. Seconds later, a gleaming sphere of riveted brass some 3 feet in diameter hurls through the open door and bounces down the stairs with a terrific hollow gonging, heading right for you. Everyone around dives for cover.

As the sphere hits the bottom stair near the heroes it explodes, sending superheated steam in all directions. Have the heroes make Reflex saves (DC 12). Those failing take 2d4 points of damage from the steam blast (success negates the damage). Mounts caught in the blast go berserk; only a Ride check (DC 25) allows riders to stay in the saddle.

The smoke–which is actually steam–quickly dissipates, and the manor inhabitants rush to the aid of injured heroes, offering ointments and bandages along with liberal doses of whisky. A short distance away, a stocky middle-aged woman shouts to a balding man about safety factors, sealant thresholds and pressure tolerances. The brass sphere, it transpires, is the main component of some strange experimental device . . . or used to be, anyway.

WHERE'S LLANA?

In the final scene of Chapter 5, the heroes had an opportunity to capture or kill Llana Sedai, Kryalyn's partner in her evil scheme. The narrative of this chapter is written as if Kryalyn is acting alone, but Llana's absence or presence doesn't really make much of a difference except in the very last scene. If Llana escaped with Kryalyn at the end of Chapter 5, assume that she remains with Kryalyn throughout the events of this chapter. Then, at the climax–the only scene where Llana's presence is important–you can choose to omit the wilder NPC Sharlotta if you think that Llana's presence makes the encounter too dangerous for your heroes.

When she's through with the balding man, the woman wheels on the heroes and curtly demands to know who they are and why they're trespassing on private property. This is Idrien Tarsin, the mistress of the School of Cairhien. Idrien's a blunt, no-nonsense woman with little patience for fool stories, but at the moment she's more interested in getting the intruders off the estate and restoring order to her school than picking a fight, so she'll take just about any explanation at face value as long as the heroes leave quietly.

If the heroes ask about Kryalyn or the Lord Dragon, Idrien puts her hands on her hips. "I'll tell you the same thing I told that Domani woman yesterday. The city is that way," she says, pointing toward the gate, "and so is the Lord Dragon, last I heard." If the heroes make a successful Diplomacy check (DC 16), she adds that a Domani Aes Sedai, answering to Kryalyn's description, appeared on the school grounds the morning before, asking for the whereabouts of the Lord Dragon. She also suggests they direct their questions to the mobs in town for the Feast of Lights, due to begin on the morrow.

INTO CAIRHIEN

The school lies outside town, under a mile from the city walls. It stands alone, flanked by a cluster of grand, ancient trees—all that remain of a once-proud Ogier grove. Half a mile away, the manor's rutted clay road feeds into the main paved road approaching the Jangai Gate of Cairhien.

The Jangai Gate

The walled city of Cairhien is surrounded by a desolate wasteland of ash and charred beams, as if a vast outskirt of the city met some great cataclysm. The gray angular city walls, cutting through the surrounding hills like a knife, rise high into the air, and tall square towers stand at each corner. Within the city, immense jagged-tipped towers rear up hundreds of feet into the sky, enmeshed in scaffolding—the famous Topless Towers of Cairhien.

Banners deck every tower in the city, many bearing the Rising Sun and others the sigils of individual Houses. Atop several towers copies of the Dragon Banner flutter, a particularly large one at the peak of the tallest Topless Tower.

Beyond the city, grain barges and ships rest on the sparkling surface of the River Alguenya, while the blackened shells of burnt granaries and warehouses dot its far banks.

A trail of wagons and travelers snake along the road toward the nearest opening in the city wall—a fortified gatehouse with three massive gates set in the midpoint of the east wall.

This is the Jangai Gate. A squad of city guards, clad in breastplates and somber tabards bearing the Rising Sun of Cairhien, take the name and occupation of every person seeking to enter the city. Clerks take notes in large ledgers. The lists of foreigners entering and leaving the city are circulated among the guard houses of each gate at sunrise and sunset. News of the heroes' entry into the city is noted and logged, and passed on to whatever Houses the guards report to. Through her Darkfriend contacts (in this case primarily the Darkfriend grocer Mipps), Kryalyn learns of the heroes' arrival within hours, and plans accordingly.

The guards politely request noncitizens to return to an office in the gatehouse within 24 hours to report the name of the inn where they are staying. Nothing happens to the heroes if they fail to do so, however, thanks to the chaos of the Feast of Lights.

SCENARIO TIMELINE

This adventure is set against a specific timeframe described in *The Wheel of Time* saga, with events already in motion. The heroes' actions may alter the exact timing of some of these events, while others will occur regardless of the heroes' activities. This summary serves as a guide to the activities of the major NPCs. "Arrival" refers to the day the heroes arrive in Cairhien.

Arrival –4 days (Danu 23): The White Tower embassy, having kidnapped Rand al'Thor, leaves Cairhien.

Arrival –1 day (Danu 26): Kryalyn arrives in Cairhien. She questions several of the White Tower's eyes-and-ears, attempting to acquaint herself with the situation in the city. She also contacts the Kite, leader of a band of Darkfriends in the city.

Arrival (Danu 27): Kryalyn departs Cairhien, on the trail of the White Tower embassy. She leaves orders for the Kite to kidnap Elspeth, and to kill the heroes if they should show up in Cairhien. Meanwhile, Lady Colavaere courts lesser houses for support in her bid to take over Cairhien in Rand al'Thor's absence.

Arrival +1 (Danu 28): The Feast of Lights begins. The heroes receive invitations to the Shriver's Ball.

Arrival +2 (Taisham 1): The Feast of Lights continues, culminating in the Shriver's Ball. Lord Perrin and the rest of the Lord Dragon's army secretly depart town at dawn.

Arrival +3 (Taisham 2): A bubble of evil erupts at the Great Library.

Arrival +12 (Taisham 11): The Battle of Dumai's Wells.

Quest for Lodgings

Cairhien's broad, arrow-straight avenues are choked with travelers in town for the Feast of Lights. Merchants, Hunters for the Horn and adventurers of all stripes press eagerly through the throng, as do porters bearing ornate and curtained sedan chairs, some with small pennants decorated with house sigils.

The crowd is festive, but not all is well in the city of the rising sun. Most of the buildings in sight bear the scars of recent warfare, and many of the folk bustling by have the hollow-cheeked look of refugees. Even the Topless Towers–caught in the last light of the setting sun–teem with the homeless, perched among tents and lean-tos in the scaffolding like giant birds.

While the heroes may wish to get about the business of tracking Kryalyn, night is fast approaching and the need for an inn soon asserts itself. Unfortunately, the inns are overflowing with refugees and festival celebrants. Finding room for the party isn't easy–and the prices are soaring. Ultimately, a Gather Information check (DC 15) points the heroes in the direction of the Slothful Tom. Other inns in town have rooms available, but none cheaper than the Tom; the heroes can alternately bed down with the refugees in one of the Topless Towers or camp without the city walls.

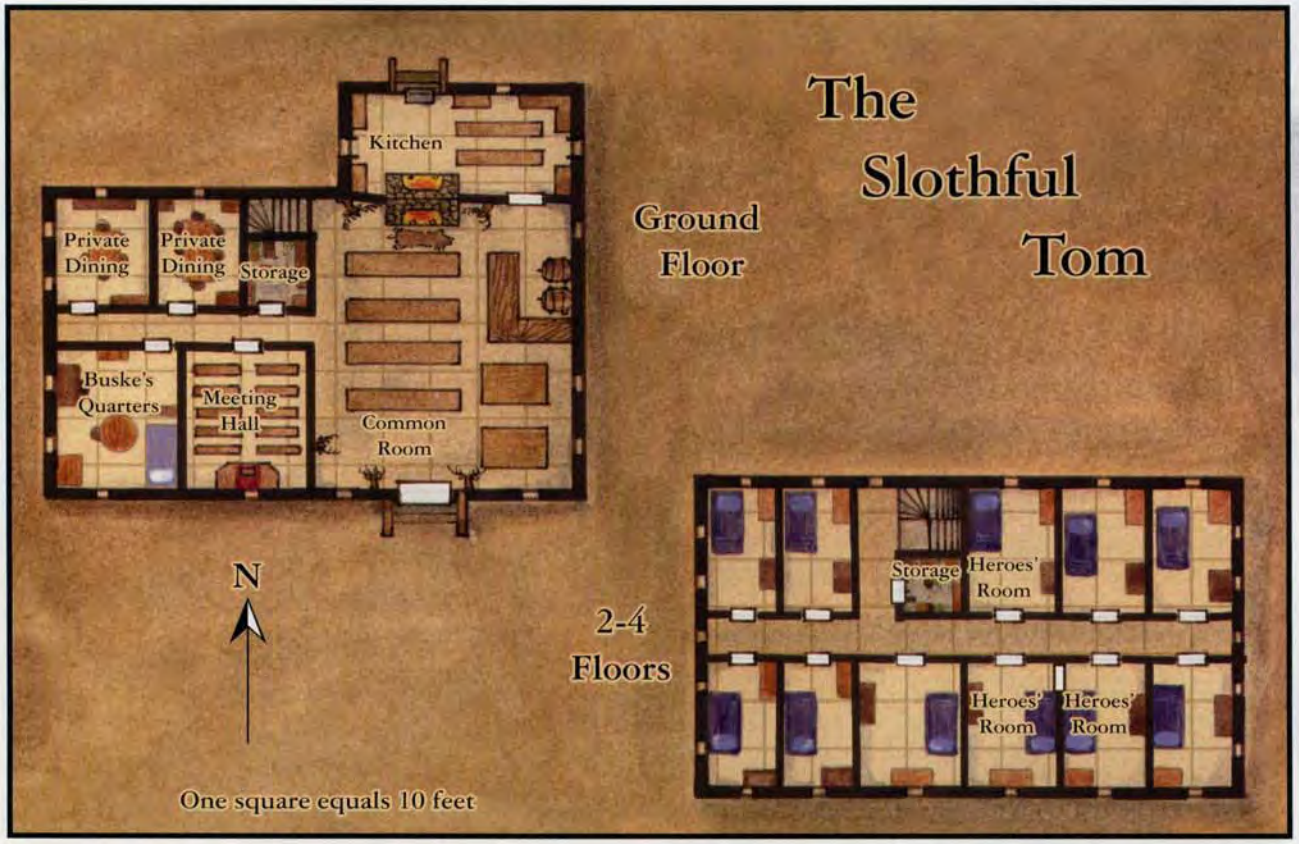
The Slothful Tom is a sturdy, four-story inn, and its proprietor is Buske, a tubby little man with two green stripes along his dark tunic. Buske offers rooms and refreshment when the heroes enter, ordering a stable boy to attend to any mounts. He nods and bows and dry washes his hands, eager to offer what he calls "the final three rooms in the city." He certainly believes it to judge from his prices: 8 mk for moderate rooms.

The common room of the Slothful Tom is orderly, its sturdy trestles and high-backed chairs arrayed in neat rows. Above the fireplace lurks a balding stuffed beast that might have been a calico tomcat in a previous life. At table the heroes are waited on by Jazel, a chubby, sour girl who speaks as little as possible. The denizens of the common room do not cease their quiet conversations as the heroes dine, but anyone making a Sense Motive check (DC 20) gets the distinct feeling their group is being carefully watched from behind mugs.

The rooms offered are on the third floor, small but clean, with sturdy, heavy furniture. Two of the rooms share an adjoining door, while the third is across the hall. If the heroes request it, there is a private dining room available. For a little extra, Buske offers to send large copper tubs and hot water to the rooms if the heroes wish to bathe. All said, it's an expensive but satisfying base of operations–at least until the heroes bed down for the night.

Cairhien and its Topless Towers

Illustration by Richard Sardinha



THE BATTLE OF THE SLOTHFUL TOM: Kryalyn has discovered where the heroes are staying thanks to the Kite's spy network, and while she sets off after the Tower embassy along the Tar Valon road, she orders the Kite to take care of the heroes. The Kite dispatches some Darkfriend operatives, who move in late at night after the heroes' lamps have been extinguished. The following melee assumes the heroes are staying in the Slothful Tom; the raiders use similar tactics in other settings.

Two hours past midnight, the Darkfriend raiders slip into a downstairs window and make their way up the stairs to the third floor. Have any hero on watch make a Concentration check (DC 15), with a +4 bonus if he or she has the Endurance feat. Failure indicates that the hero has dozed off. As the Darkfriends approach, have the heroes make Listen checks opposed by the Darkfriends' Move Silently. Dozing characters suffer a –5 penalty, while sleeping characters "take 0"; that is, they use only their skill modifier and do not get to add the result of a 1d20 roll.

Raiders (4): hp 10, 11, 13, 14.

Tactics: These men—veterans of the civil war and years of house infighting—are experts at fighting in the dark. The raiders attempt bring down heroes standing watch in the hallway with a flurry of crossbow shots, moving quickly to eliminate all light sources before the other heroes respond, then waylaying all who dash into the hall.

If there are no guards, two raiders cover the hallway with their crossbows, while the others enter one of the heroes' rooms and attempt to kill them in their sleep one by one using their daggers. This requires a second Move Silently check, opposed in the same manner as that described above. When stealth fails, the raiders extinguish any

CAIRHIEN OVERVIEW

Cairhien's ancient name is *Al'cair'rahienallen*, which means Hill of the Golden Dawn. This name, though forgotten by all but scholars and the Ogier, first gave rise to the sun imagery on Cairhien's banners and crests. It is a center of trade, even after losing its lucrative route across the Waste, and all manner of folk flock here by land and river.

Traditionally, Cairhien is ruled by a king or queen sitting on the Sun Throne, but the death of King Galldrian a year or so ago gave rise to civil wars that subsided only when the Lord Dragon claimed the throne to do with as he sees fit. While Rand al'Thor is Cairhien's ultimate authority, he leaves day-to-day affairs to acting regent Berelain sur Paendrag, the First of Mayene (closely supervised by Rhuarc of the Taardad Aiel).

CAIRHIEN KEY

The city of Cairhien is divided into a number of quarters that, while not clearly demarcated from one another, are characterized by certain pursuits and social classes.

The Academic Quarter: Cairhien is known as a city of learning and years of trade have kept new ideas alive. This area is home to many bookstores, sages and schools.

Artisan's Quarter: Cairhien's industries are within its walls, but some, such as tanneries and horse markets, do not make good neighbors. All such industries are found in this quarter, along with less desirable lodgings.

Royal Quarter: The city's nobles live in the neighborhoods closest to the Sun Palace. many manors, gardens and estates are in this area.

Financial Quarter: These neighborhoods are devoted to the upper middle class.

Grain Quarter: Many mills, silos and bakeries are located close to the river where the grain barges dock.

Trade Quarter: Hundreds of warehouses and markets support the city's main business: trade.

Docks: This is the only intact area outside the walls, now that the Foregate has been destroyed. The dock areas, located on both sides of the river, support the many river barges and ships bringing cargo to the city.

1. Royal Library

One of the wonders of the world, Cairhien's Royal Library is the city's greatest treasure. It was one of the few structures spared devastation in both Aiel wars.

2. Alsa'daar Tower

Known more commonly as the Moon Tower, this 250-foot structure is one of Cairhien's many famed "topless towers."

3. Sun Palace

At the center of the city and of Cairhien politics, this imposing structure is both austere and elegant. It can be seen from throughout the city.

4. The Slothful Tom

This sturdy, four-story inn is one of the last few in town with rooms available. Of moderate quality, room prices are currently running a good five times normal rates.

5. Jangai Gate

Like all Cairhien's city gates, this structure is a small fortress.

6. School of Cairhien

A number of eccentrics study their odd forms of invention in this converted manor house.

7. Foregate Ruins

Destroyed in the recent assault by the Shaido Aiel, this area is a desolate wasteland of burned-out buildings and debris.

source of light they can and fight it out. During the combat, the other guests keep to their rooms, although poor Buske scuttles upstairs clutching a poker and a candle after the fighting is done.

These fanatics fight to the death. If capture is inevitable, they attempt suicide, knowing their boss won't tolerate failure. One sobs, "there's no hiding from the Kite," as he plunges his dagger into his chest.

Development: If successfully interrogated (Intimidate check, DC 18), surviving raiders confess that they are Foregater Darkfriends dispatched to kill the heroes (they don't know why). They work for the Kite, of whom they are deathly afraid. They don't see the Kite very often, though, and know him only as a sinister man in a black hooded cloak. More often, they meet with the Kite's second in command, a regal man known to them as Marris. None of the raiders have heard of or seen Kryalyn.

The Darkfriends received their instructions to kill the heroes through a grocer named Mipps who maintains a fruit stand just inside the Jangai Gate.

City guards arrive to take statements and haul away any prisoners, and Buske smoothes things over as quickly as possible.

THE FEAST OF LIGHTS

The following morning dawns to the boisterous sounds of the Feast of Lights, as the loudest and most raucous holiday of the year gets underway. Heroes unfamiliar with Cairhienin abandon during this festival may be surprised when they first enter or look into the street.

> The street before the inn is filled with revelers of all stripes. Men young and old prance about playing flutes and fiddles, elegant noblewomen with only flimsy cloaks to cover their bare breasts swirl around in dance with cobblers and bakers, and everywhere enterprising hawkers ply the crowds with food, drink and good cheer. People hang from every balcony, some pouring wine down on the celebrants below, or showering them with confetti.

It's the Feast of Lights, the two-day festival that heralds the end of the old year and the beginning of the new. In Cairhien,

citizens mark it by casting aside their somber reserve for two days of celebration–societal constraints are stripped away, and nobles and commoners mingle in the streets in one vast citywide dance. Music fills the air, and folk hug and kiss one another with wild abandon. It is a merry, exhausting time for those inclined to party–and a near-impossible time to launch an investigation.

THE INVITATION: The partylike atmosphere has infected the inn's common room, as the heroes discover when they go downstairs. Jazel swirls around the room as she serves customers, and with a giggle tries to plant a wet kiss on the lips of the male character with the highest Charisma.

Buske bustles in with a silver platter bearing a number of envelopes–one of which he presents to the heroes. Their arrival in town did not go unnoticed–especially after the show they put on during the night. Make a Reputation check for each hero, giving any Ogier in the party a +5 bonus. The letter is addressed to the hero with the highest result.

The envelope bears the seal of House Annallin (a successful Knowledge [nobility and royalty] check [DC 18] identifies it). The letter is written on fine cream parchment, with a delicate but shaky feminine script, and proves to be an invitation from a Lady Gulaeve Annallin to the Shriver's Ball at the Sun Palace on the following evening. The heroes' companions are also invited, although they are not named.

The Feast of Lights

Illustration by Sam Wood

Battle of the Inn

Illustration by Richard Sardinha

If the heroes ask Buske or anyone else about the Shriver's Ball, they learn that it is a Sun Palace salon party held each year during the Feast of Lights. Buske doesn't think much of it–only spoilsports and prudes generally attend, he's heard. But invitations are rare, and he confesses it strikes him as most curious–perhaps something is afoot. Thereafter he treats the heroes with greater deference.

INTO THE CITY: The heroes will likely spend some time poking around the city in search of leads, either about Mipps and Kryalyn, Rand al'Thor, or Lady Gulaeve. Read the following as the heroes step out onto the street.

> The noise and music is even louder on the street, and the press of the crowd makes movement difficult. Dance-lines, revelers carrying large puppets on poles, and short parades put on by various guilds frequently bring the street traffic to a halt, and hands constantly pluck at your clothes in an apparent invitation to join in on the festivities.

MIPPS'S FRUIT STAND: The compact fruit stand of the Darkfriend Mipps is a long-time fixture in the small tangle of shops just inside the Jangai Gate–anyone in the area can direct the heroes to his establishment.

> The area around the Jangai Gate is as crowded as ever, as festival revelers mingle with travelers arriving in the city. An open air shop stands like a colorful garden amid its drab neighbors, its tables and baskets overflowing with red, green and orange fruits. Behind the counter, a wiry old man laughs with a customer picking out some plums.

This is the grocer Mipps. To all outward appearances, Mipps is a cheerful if mildly retarded fellow, well liked by the guards and residents who call the neighborhood home. In reality he is a wily Darkfriend who keeps an eye on the Jungai Gate for the Kite.

Mipps has been given detailed descriptions of the heroes, so watching characters must make Hide or Disguise checks (whichever is appropriate) opposed by Mipps's Spot to escape the grocer's notice. If Mipps recognizes the heroes he makes no sign. But he has a bottle of poison resin under his counter, and he smears it on his dagger. Heroes watching as he does so may make Spot checks opposed by Mipps's Pick Pocket; with a success they see that he is doing something suspicious, but they can only tell exactly what it is by beating Mipp's result by 5 or more.

If the heroes ignore Mipps, he sends another group of Darkfriend ruffians after them in two days. See Another Attack, on page 169.

NOBLE HOUSES OF CAIRHIEN

Cairhien is home to dozens of noble houses, both great and small. Here are a few active ones.

House Annallin: A minor house, which relies on trade, rather than the more common land holdings, to maintain its standing.

House Damodred: A major house that long held the throne until its last king started the first Aiel war 20 years ago. Most of its leaders have taken to the hills with their Riatan allies.

House Dhulaine: A traditionally independent house that has of late fallen into the orbit of House Saighan.

House Mecandes: A once-great house that had its back broken when it lost its lucrative trade routes across the Waste in the first Aiel War.

House Riatin: A powerful house, and that of Cairhien's most recent king, Galldrian. In the aftermath of the civil wars it has moved into the hills with its former Damodred rivals.

House Taborwin: Among the houses that support the Lord Dragon, Taborwin is second only to House Saighan in stature and power. Unlike Saighan, House Taborwin is not plotting treason against Rand al'Thor.

House Saighan: The most powerful house with its power base intact in Cairhien. Its leaders pledged fealty to the Lord Dragon, but scheme to seize the Sun Throne no matter what he decides.

Mipps has orders to maintain a watch on the Jangai Gate to see if the heroes leave by that route, and won't leave his stall for several days. He maintains his station behind the counter until sunset, then retires to his one-room apartment behind the stall to rest and write reports.

Confronting Mipps: Mipps feigns incomprehension if the heroes confront him, completely denying any allegation of involvement in the attack on the heroes. If threatened or bullied, he calls piteously for help. It won't take long for angry gate guards to come to protect "poor old Mipps" from the mean bullies.

Mipps: hp 10.

City Guard (3): hp 10, 12, 12.

Tactics: The guards call out to the gatehouse once fighting begins. In 2d4 rounds, 6 additional guards arrive. The guards fight to the death. In the mean time, Mipps disappears into his apartment, out the back door, and through the alleyway into the busy streets. He has no destination in mind other than escape. Each round he makes a Bluff check, opposed by the heroes' Sense Motive. If the Bluff succeeds, he follows with a Hide check, opposed by the heroes' Spot (the heroes suffer a –1 penalty for each 10 feet of distance). If this succeeds, Mipps gets away. If pursued by only a single hero and unable to get away after three tries, Mipps ducks into an alleyway and attempts to stab the hero with his poisoned dagger. Once he's scored a single hit, he flees again, counting on the poison to do its work.

Development: See Questioning Mipps, below.

Coming Back Later: The heroes may wish to approach Mipps later, perhaps that evening when he's not out in the street. Mipps's tiny apartment is neat and simply appointed. A back door opens onto a narrow ally leading to a busy street. Not much exists here to link Mipps with his Darkfriend cell; aside from the bottle of poison resin, there is only a ledger filled with cryptic notes pertaining to people passing through the Jangai Gates. A Decipher Script check (DC 20) reveals an entry noting the passage of the characters through the gates and the inn in which they are staying. A Search check (DC 15) uncovers a clay pot containing 23 marks under a loose board.

Mipps: hp 10.

Tactics: Mipps fights if cornered, but flees if given a chance, preferring to flee into the crowd before his stall, but heading for the ally behind his apartment if his front door is blocked. He has no destination in mind other than escape. Each round he makes a Bluff check, opposed by the heroes' Sense Motive. If the Bluff succeeds, he follows with a Hide check, opposed by the heroes' Spot (the heroes suffer a –1 penalty for each 10 feet of distance). If this succeeds, Mipps gets away. If pursued by only a single hero and unable to get away after three tries, Mipps ducks into an alleyway and attempts to stab the hero with his poisoned dagger. Once he's scored a single hit, he flees again, counting on the poison to do its work.

Development: See Questioning Mipps, below.

Questioning Mipps: If caught, Mipps defies all attempts to interrogate him unless the heroes threaten him

MIPPS'S POISON

Mipps uses a poison distilled from taronel root and other dangerous herbs. This poison, or types very much like it, can be created by any skilled herbalist (though most don't deal in such disreputable trade).

Taronel Root Extract

Type: Injury DC 14
Initial Damage: 2d6 hp
Secondary Damage: 1d4 Con
Price: 300 mk

physically and look prepared to follow through. If such threats are made and matched with a successful Intimidate check (DC 22), he breaks down. According to Mipps, the Kite has spent hours over the last day or so in the company of a strident Domani woman named Jallus. He didn't witness this, but heard it from the Kite's lieutenant Marris, who drops by the market every few days to accept Mipps's reports. Mipps doesn't know the true identities of the Kite or Marris, nor where they might be found, though he suspects one or both of them are nobles. He says they just kidnapped someone with ties to the White Tower, but he doesn't know who or why. Mipps knows nothing of the Topless Tower hideout used by the Kite (covered in The Moon Tower, on page 169).

Other Rumors: The heroes might want to do a little checking up on Rand al'Thor or Lady Gulaeve while they're about town. Because they're seeking Court gossip, likely sources are those with ties with the Sun Palace, such as guards, nobles, butlers and servants. A major holiday isn't the best time to "sweep the streets," but the good news is that the city is filled with a cross-section of the community, including nobles who are ordinarily difficult to reach. Of course, no one really wants to answer dull questions about people and places during the Feast of Lights, and heroes are regarded almost universally as wet blankets for even trying to "do business."

Heroes seeking information can learn the following through Gather Information checks (DC 15), eavesdropping on other people's conversations, or through roleplaying. Offer one bit of information per check or encounter.

- Lady Gulaeve is an Illianer noble who married into House Annallin to cement a trade alliance. Her husband died during the first Aiel War, but she's still pretty active in house affairs for a foreigner. She took sick recently, and has been retired to some small manor with a single servant to attend her.
- The Lord Dragon threw a group of Aes Sedai out of the Sun Palace recently. They had been in town for weeks, waiting to see him about something. They left town in a huff only a few days ago with a bunch of green-cloaked soldiers.
- The Lord Dragon is off on one of his secret missions, and those cute Aiel bodyguards of his are hopping mad he slipped out without them.
- Some of the noble houses are plotting to overthrow the Lord Dragon's puppet ruler. They have the backing of a huge Tairen army, currently just over the border.

Whatever information the heroes don't pick up now can be doled out to them during the Shriver's Ball, if you like, or when they fan out again to search for Elspeth's abductors (see On the Trail of Elspeth, page 169).

ALTERNATIVE APPROACHES

The trip to the Sun Palace is a chance for heroes to get a taste of Cairhien intrigue and pick up some leads that draw them further into the adventure. Some players, however, may interpret the invitation as a chance to mount a commando raid on the Palace in an effort to find the Dragon Reborn or Kryalyn. Such an approach isn't likely to meet with success, and heroes who investigate the option before jumping into it feet first should easily come to that conclusion. The Palace guards have had centuries of experience in foiling such escapades, and they don't hold a candle to the hundreds of wound-up Maidens of the Spear silently roaming the Palace corridors like skittish cats. If the players insist on sneaking into other areas of the Palace, let them have the run of an empty wing or so, then hit them with a hallway filled with dicing Aiel. Or place Colavaere and a handful of plotting nobles squarely in their path, who make pointed remarks at how lost the heroes look as they escort them back to the party.

THE SHRIVER'S BALL

The Shriver's Ball is typically a sparsely attended social event for petty plotters and nobles who abstain from the Feast of Lights debauchery. This year, however, the ball is heavily attended by those who are scheming with Lady Colavaere to take over the kingdom in the Lord Dragon's absence. The salons of the west wing, where the party is taking place, are teaming with nobles of lesser Houses working out their positions in the impending administration. Other attendees are invited for their entertainment value, including famed poets, Hunters for the Horn–and the heroes, of course. During the ball normal proprieties of rank and station are observed in spite of the Feast of Lights, though a certain level of familiarity on the part of servants is tolerated.

Most of the palace encounters are event- rather than location-based. Refer to the Palace Key information below for a description of the various palace salons as the heroes move from room to room, but bring the various NPCs onto the stage when you feel the heroes are ready for a change. You can vary the rhythm and tone of the party by alternating between the serious encounters and the more frivolous ones.

Into the Sun Palace

As the sun sets on the oppressively hot eve of Taisham 1st, carriages begin lining up before the gates of the Sun Palace, waiting to be admitted to the first party of the new year. The Palace, home to Cairhien's kings for

centuries, stands at the exact center of the city, on its highest hill. The Way of the Crown, the street approaching the Sun Palace, transitions into a long broad ramp leading to tall bronze gates.

A squad of palace guards man the main entrance, examining the heroes' invitations and faces briefly before waving them in with a bow. They wear dark breastplates with the Rising Sun etched in gold, and hold halberds at the ready. These guards are representative of most of the guards the heroes might encounter in the palace.

Palace Guards (6): hp 15, 20, 21, 21, 22, 29.

Beyond the gates and the high Palace walls lies a huge flagstone courtyard overlooked by stone balconies. The Palace itself is a massive dark square structure with stepped towers placed in concentric squares of increasing height. Atop the highest tower flutters the Dragon Banner.

The west wing of the Palace is all abuzz. Music drifts faintly from windows ablaze with light, and scores of finely dressed lords and ladies stroll from a line of carriages to the entrance.

Dark-garbed servants step forward to greet you with worked golden bowls of water and white linen cloths. A well-coifed majordomo accepts your invitations and ushers you down a long hall of dark wood paneling, brilliantly lit by numerous gilded stand-lamps. He directs you through an imposing double door at the end of the hall, and as you enter a large salon filled with more lords and ladies, he raps loudly on the floor with his staff and announces your names to the assembled multitudes. Several hundred eyes regard you curiously, weighing your importance, and perhaps, your usefulness.

The heroes have been brought to the formal reception room for their presentation to the Court. From here they are free to range out and tour the other salons in the West Wing. The heroes' servants–if any–are dismissed to the servant's station at this point.

The Heroes at the Ball: The heroes are a rather remarkable assembly of people, and they have been involved in at least one public combat with assassins and who knows what else. Many nobles would love to learn why they're in Cairhien and how they fit into the local political hierarchy–including Colavaere Saighan. The heroes will soon find themselves answering as many questions as they ask!

The heroes may be surprised to know that many of their activities are common knowledge here–even those undertaken under a veil of secrecy. A couple of questions they might face:

- Why did they go see Idrien Tarsin at the Lord Dragon's pet academy?
- What ties do they have with House Annallin?
- Do they normally traffic with fruit dealers?

Heroes with a specific affiliation may face other questions. Whitecloaks, Ogier, and Sea Folk in particular get a lot of attention, as do Aes Sedai, nobles and heroes with Reputation scores higher than 6.

The response heroes get to their answers depends largely on what those answers are, and who the heroes are affiliated with. Obviously, an *algai'd'siswai* will offend a roomful of Cairhienin nobles a lot faster than an Ogier.

The Party

Lords and ladies stand in small clusters, chatting and sipping wine. All wear somber attire, with only bright rank stripes to relieve the grimness. Women wear their hair piled high in elaborate towers of curls, with dark wide skirts. The men favor dark velvet hats, some shaped like bells, others flat.

Gleemen stroll from room to room performing, some singing merry ditties and others orating in High Chant. Chamber orchestras and single musicians provide soothing background music on lutes, harps, fiddles, and a variety of horns and drums. Tumblers and jugglers offer more athletic diversions.

A specific protocol for deportment in a Cairhienin gathering of nobles exists. Nobles cluster in small groups of twos, threes and fours, with sufficient space between groups to prevent one overhearing the conversation of the next. When a person is ready to be approached, he or she splits off from a group and stands apart. Heroes with a prior grounding in Cairhien politics (such as nobles) will already

THE STRIPES OF RANK

The austerity of the Cairhienin noble's dress code is broken only by narrow, horizontal bands of bright colors across the chest and body. The selection of colors reflects the House of which the noble is a member, while number of color slashes reflects his or her rank. Lower-ranked nobles have only a few slashes of color, while those at the tops of powerful houses might be adorned from collar to hem.

This fact, of course, is common sense to anyone of Cairhienin descent. Heroes unfamiliar with Cairhienin custom need only succeed at an Intelligence check (DC 7) to figure this system out–the correlation between the number of stripes and the wearer's bearing, deference (or arrogance) toward others, jewelry, and other signs of station is fairly easy to note.

The Palace Party

know the ins and outs of ball politics. Others pick up on it with a successful Sense Motive check (DC 15) or Diplomacy check (DC 10). Those flouting this convention are looked down upon by nobles around them.

The Man Eater

A petite blonde woman in a dark green gown with a half dozen stripes fixes her eyes on you from across the room. Immediately, she begins to move in your direction, her eyes never leaving you. "Darling," she croons as she takes your arm, "you simply *must* tell me all about your fantastic adventures! Have you tried this delicious melon punch?"

A beautiful young widow who lost her husband in the civil wars, Kerris Osiellin swoops through the crowds like a hawk, on the lookout for new boy toys–like one of the male heroes. She corners at least one during the evening, asking lots of questions centering on manly strength and combat, making loud admiring noises at any answer. Beyond this, all she wants to talk about is how the beastly weather ruined her fall garden and how hot it is. This is soon followed by a casual suggestion for a trip down to the pool gardens to "cool off."

A Diplomacy check (DC 15) allows her victims to smoothly turn talk toward less seductive topics (heroes with the Seductive Feat succeed automatically; those flubbing

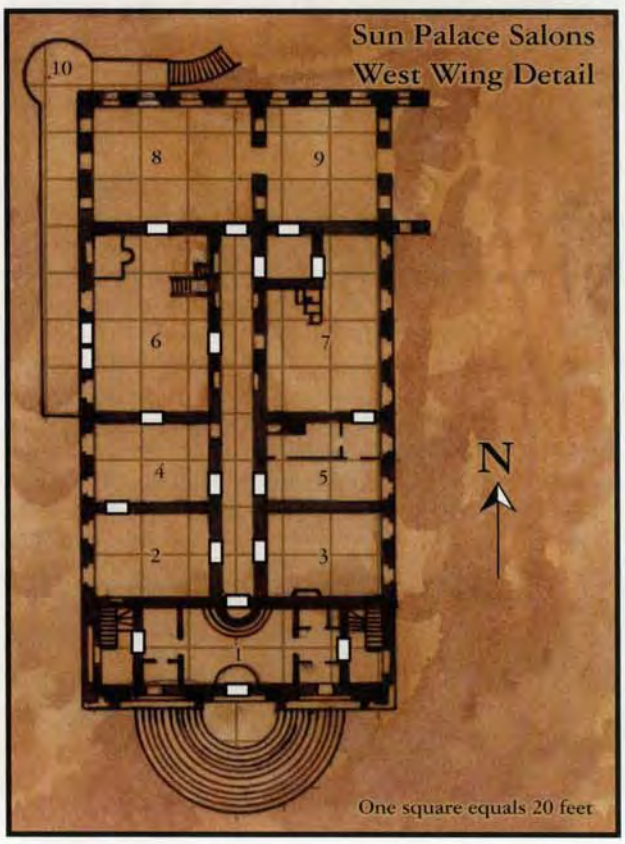


Illustration by Adam Rex

their rolls have a slightly drunk and angry woman on their hands). She breathlessly chatters about the latest news from Aringill that a man named Taim–that False Dragon fellow, you know–has set up a so-called Black Tower on a farm somewhere near Caemlyn, and dozens of half-mad male channelers are flocking there to train. It all sounds rather horrifying to Lady Kerris, but if the Lord Dragon is for it, it must be worthwhile.

Lady Gulaeve

A tiny birdlike elderly woman beckons you over. Her body is wasted away, and as you approach she coughs into a lace handkerchief. But her bearing is purposeful and erect. A large pale man hovering behind her chair offers her a sip from a cordial.

Lady Gulaeve Annallin is no longer a well woman, but retains her interest in the arts, channelers, and lore–which is the reason she invited the heroes to the party, once Lady Colavaere brought them to her attention. As her manservant Bafael looks on, she asks if they are enjoying themselves and invites them to talk all about their encounters with the strange and wonderful. However, it soon becomes clear that she is more than a little addled, and on several occasions addresses the heroes by other names, apparently under the impression that they are grandchildren or long-dead trade partners from Illian.

Lady Gulaeve's illness may well be natural–but at your option, it may be the result of poison administered by Bafael, who is being paid by another house to rid it of a powerful rival trader. A channeler casting *delve* at 2nd level can detect the presence of poison. Righting this black deed would earn the heroes a steadfast ally in House Annallin, and an enemy in the rival house, but these reactions won't come into full effect until after Lady Gulaeve recovers fully–probably well after this adventure is at an end.

Kite at Play

The majordomo strikes the floor several times, and announces the arrival of Lord Barris and Lady Holleen of House Mecandes. Lord Barris is a short but distinguished

PALACE KEY

1. Entrance and Vestibule

This entrance to the Palace leads from the central square into the west wing. The imposing marble vestibule is dominated by a large crystal chandelier. Flanking the vestibule are a servants' station and cloak room, each adjoined by a staircase leading to the residential quarters of lesser nobles on the second floor.

2. Chavere Room

This is the inner sanctum for the ladies of the court who wish to retire from male company. A small chamber orchestra plays in a corner as women smile daggers at one another.

3. Music Room

Several stringed and wind instruments stand silently by their stands in this nearly empty room. Few Cairhien nobles play instruments, so this room is used mainly for quiet conversations among those who wish to avoid the scrutiny of others.

4. Pantomine Room

A chamber is dedicated to the dance and theater. Gleemen and poets find their most receptive audiences here.

5. Lounge

This lounge adjoins two large chambers where guests can refresh and relieve themselves.

6. Shatza Room

This ballroom features large windows, chandeliers and ornate tile floors. A small orchestra plays reels and jigs while lords and ladies wheel about on the dance floor.

7. Trophy Room

Weapons of defeated lords, battle maps, flags and suits of armor hang from the walls and stand in corners of this large room. Military men mutter darkly about the Aiel and Tairens.

8. Formal Reception Room

This stuffy and overcrowded ochre room is dominated by imposing royal portraits on the walls. Guests are announced here, and the chamber is packed with lords and ladies.

9. Small Library

This minor palace library (minor only by the standards of the world's great palaces) is devoted to atlases, history books and biographies. The east wall opens onto a marbled hallway leading to other areas of the Sun Palace. A pair of guards turns back wanderers.

10. Balcony

This stone balcony has stairs leading to the pool gardens. Couples steal silently up and down the stairs continuously to plot, seduce, or both.

gentleman in his mid-50s, while his wife is a statuesque blonde in her mid-40s, dressed in a dark green gown. Both have a dozen stripes running down their chests, making them mid-level nobles. They part almost immediately, Lord Barris angling for a cluster of nobles waving him over, Lady Holleen drifting to a refreshment table alone.

Lord Barris strolls off to plot with various political factions and coldly rebuffs the heroes if they attempt to engage him. Lady Holleen, on the other hand, is perfectly willing to be drawn into conversation.

Lady Holleen is the Kite, the ruthless leader of Cairhien's largest remaining Darkfriend cell. This evening she amuses herself by charming the heroes she intends to kill. She regales them with witty stories, such as the tale of mad old potter Lungrin, who lost his cow, his workshop and his children when he ignored his wife's advice and freed the odd little gnome trapped in his neighbor's well. Very attentive heroes (those beating Lady Holleen in an opposed Innuendo check) detect a curious pattern in her tales–the hilarious but cruel plot twists always come at the expense of overly inquisitive fools who poke into business that doesn't concern them.

Lord Barris and Lady Holleen are the parents of the vanished Elspeth Mecandes. Neither acknowledge any trouble with a missing daughter–it's a House secret at this point.

Belowstairs Gossip: This encounter with a House Mecandes maid named Fellsy takes place in the servant's station adjacent to the main entrance of the Sun Palace west wing. If any of the heroes attend the party as servants, they spend most of the party in this area listening to the valets, footmen and attendants grouse about missing all the festival fun in town. They can pick up any number of rumors (such as any news not yet discovered in other party encounters), but the juicy news of Elspeth Mecandes' disappearance is the real lead to be found here.

A tipsy maid totters over to you with tears running down her cheeks. "Poor Lady Elspeth," she blubbers, "snatched away in the flower of her youth–cared for her when she was a baby, I did." She begins wailing.

Several other House Mecandes servants bustle up to comfort her (and to shut her up), but with a Diplomacy check (DC 18), the heroes can rebuff them and pry Fellsy away to question her further. Fellsy reveals that Lady Elspeth, the young daughter of Lady Holleen and Lord Barris, disappeared from the Royal Library on Danu 27th (two days ago, the day the heroes arrived in Cairhien). Elspeth is well-liked with no known enemies, Fellsy relates. The maid sadly muses that those horrible Aiel must have abducted her. Elspeth's disappearance is top secret, Fellsy whispers, already sorry she spoke–none of the House Mecandes nobles have let news of her disappearance out of the house yet, and the family is reportedly sending for a thief-taker.

If no heroes come to the balls as servants, this encounter takes place at some other point, perhaps when a character steps into a quiet area, or during the Uproar (see below).

RUNNING THE PARTY

All sorts of petty intrigues swirl around the Shriver's Ball–and feel free to add some of your own to the mix–but there are four important things the heroes should accomplish.

- **Learn that Lady Elspeth Mecandes disappeared at the Royal Library.**
- **Learn that the Black Tower has been established and that Taim is running it.**
- **Meet Liam Tiglar.**
- **Meet Lady Holleen.**

The rest of the encounters are roleplaying opportunities and window-dressing intended to evoke the sense of *Daes Dae'mar* in full flower; if it all begins to overwhelm the players or misdirect them into unimportant side channels, tone it down and narrow the focus to the important encounters.

The Black Tower Agent

A handsome young midlander clad in black leggings and a green coat stands uncertainly at the edge of the crowd, sipping nervously at a cup of wine. Every now and then a young woman steps up to chat with him, but soon moves off with a worried frown.

Liam Tiglar introduces himself as a Hunter for the Horn who has been in town for a month or two, but he's actually an Asha'man agent of the Black Tower. Taim sent him to Cairhien to keep an eye on the Lord Dragon's back–without telling al'Thor. At the party, Liam waxes enthusiastically about finding the Horn of Valere and riding in triumph back to his da in Andor. While a personable man, Liam's manner is a bit disconcerting– he's given to odd twitchings of the eye and occasional soft giggling at nothing in particular. In fact, Liam is slowly losing his grip on sanity, something that will prove an impediment to the heroes later on. For the moment, he is mostly lucid and sane, if odd.

Liam is growing increasingly concerned at the Lord Dragon's disappearance, and intends to infiltrate al'Thor's quarters this evening to check for old weaves that might suggest the Lord Dragon Traveled out of the palace under his free will. Later in the party he slips away into one of

the water closets and Travels to Rand's quarters, resulting in the Uproar (below).While at the party, he also learns of Elspeth's disappearance, and resolves to look into the matter since it dovetails with his investigations into a Darkfriends cult.

The Boyfriend

A young man approaches you. He's clad in a deep blue coat and breeches and knee-high leather boots, with only four silver stripes each, and appears to be a military officer, despite a rather foppish manner. He looks nervous and upset.

Lord Larrald Delovinde is a young rake who has been courting Elspeth Mecandes for more than a year. He saw the heroes at the ball and has heard of their exploits. He's heartsick at his beloved's disappearance and hopes they can help find her. Although Larrald comes off as foppish, he is actually quite brave in battle.

If the heroes express an interest in his plight, Larrald tells them Elspeth isn't known to have any enemies, and nothing unusual has occurred until very recently. The day she vanished, she seemed very preoccupied, and said she had had the strangest meeting with an Aes Sedai seeking news of the Lord Dragon. If asked, Larrald mentions almost offhandedly that Elspeth sometimes entertains visiting Aes Sedai because her Aunt Cabriana is an Aes Sedai at the White Tower. He doesn't know much more, except that Elspeth canceled an outing with him because she had to look into something at the Royal Library. That's the last anyone heard of her.

Lord Larrald is grateful if the heroes agree to look into the matter, and assures them he owes them a big favor if they succeed in finding his lost love. He urges them to be circumspect.

Lady Colavaere

A handsome brown-haired woman in her middle years breaks away from a group of nobles and walks toward you with a small smile. The stripes on her gown running past her knees alone tell you she is a high ranking noble, but at this point there isn't anyone at the ball who doesn't know Lady Colavaere Saighan on sight. She steps lightly up to you. "Enjoying the ball?"

Having bundled the troublesome Rand al'Thor off to Tar Valon, Colavaere is now poised to seize power in Cairhien and have herself crowned. Here at the party she is in the process of assembling a coalition of houses to support her, and spends much of her time passing from one faction to another.

Colavaere is at a delicate point in her power play, and she's having trouble assigning the heroes a place in her web of enemies and allies. She convinced Lady Gulaeve to invite them to the ball so she could take their measure. She gently probes for information, beginning with why the heroes are in town. Sea Folk heroes especially interest her; she wants to know why one of their ships–the *White Spray*–has been anchored in the river for several weeks without contacting anyone.

If the heroes ask Colavaere to provide an introduction to al'Thor, she says with a tinkling laugh that she would love to, but she's rather busy at the moment. Her small attendant Maire appears at her shoulder and whispers something in her ear. Colavaere departs the party not long after.

The Uproar: As the heroes get ready to call it a night and head for their beds, a commotion catches their attention when they get to the front door.

It's late, and guests are beginning to straggle off. Suddenly, there's a great commotion in the courtyard. Veiled Aielmen fan out into the grounds, while others halt the exodus of coaches heading toward the gates. For a moment there's confusion and worried chatter among the exiting guests.

No one seems to know what is going on, but eventually word is passed back to the waiting crowd that an interloper was spotted in the Lord Dragon's chambers, and his Aiel are attempting to find this person. The only evidence seems to be that the man was clad in a green coat and dark pants.

After a while, things calm down and everyone is allowed to leave.

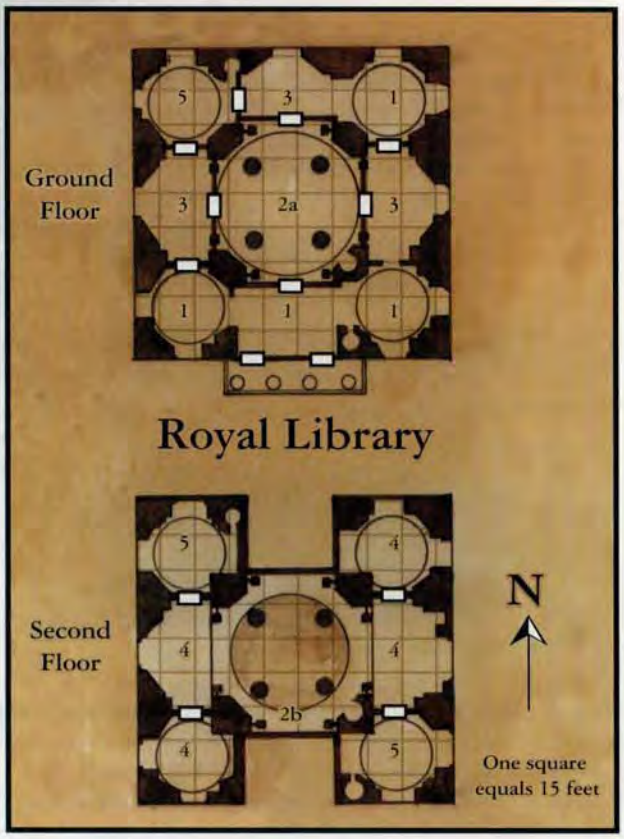
Upon Traveling to al'Thor's quarters, Liam found no signs of weaving and Traveled to another locale in town–but not before being spotted by a *gai'shain*. Alas, he overchanneled to make his second gate, and is thus one step closer to permanent madness.

THE HORROR IN THE LIBRARY

The productivity of Cairhien's citizens during the Feast of Lights is understandably low, but it isn't much better on the day after, ostensibly a work day. Many of the people the heroes encounter are still recovering from the festival. The streets are littered with debris, which is slowly being gathered in by hired workers and proprietors cleaning the areas before their shops.

The heroes likely have a few leads at this point suggesting that a Tower-affiliated noble named Elspeth Mecandes spoke to Kryalyn and thereafter disappeared–her last known location being Cairhien's Royal Library. That, then, should be their next stop.

If the heroes don't come to this conclusion on their own, Larrald seeks them out, visiting their inn just after breakfast time. He plies them again with his story, offering up to 200 gc if they can locate and return her. Thorough heroes may wish to launch a full-scale investigation involving stakeouts of the Mecandes villa and the questioning of



friends, servants and dressmakers. Lord Larrald does his best to discourage this tack; it borders on harassment in the eyes of ordinary nobles, let along those steeped in the art of *Daes Dae'mar*. Should the heroes embark on such an investigation, give them an encounter with a close-mouthed footman, then send a dozen or so Mecandes goons in to "discourage" their interest (use the Palace Guard statistics). Another encounter with an angry Lord Larrald insisting they direct their search toward the Library should put things back on track. Or you can introduce Liam early.

THE ROYAL LIBRARY OF CAIRHIEN: Cairhien's Topless Towers are perhaps the city's most imposing feature, but the Royal Library is its greatest treasure. One of the wonders of the world, it is the repository of thousands of years of knowledge and many of the surviving documents from the Age of Legends. So universally precious a resource is it that it is the only structure the Aiel spared in their devastating assaults on the city during the Aiel War.

The Royal Library of Cairhien is an imposing monument to learning, a stately angular building of white marble rising some 90 feet into the sky. Gleaming stairs sweep up to a broad platform supported by vast pillars and to two large brass-plated doors. Tall windows gleam with thick leaded glass panes in different colors, and the roof is capped with four large domes on each corner and a tremendous dome at the center. Dozens of scholars pass up and down the stairs leading to the entrances, or sit in small groups on the stairs debating.

The Library is a roughly square building with each side measuring approximately 150 feet. It is only two stories tall–not including a crumbing basement and two sizable attics containing offices–but they are cathedral in scale; the vaulted ceilings on both floors are 30 to 40 feet high.

INTERVIEW WITH A LIBRARIAN: Elspeth Mecandes has never been a library regular, but she is a noble, and the library staffers, who play at the Great Game like most other Cairhienin, didn't fail to notice her. If the heroes ask a librarian if anyone interacted with Elspeth on the day she disappeared, they are directed to Jareu–the librarian who assisted her–in the dome hall (Area 2A).

The dome hall is an immense and imposing chamber. Four huge pillars rise up to support a tremendous dome 60 feet overhead and a full 50 feet in diameter at its base. A painted mural on the inner surface features the Breaking of the World, with depictions of Lews Therin and other heroes and villains of the Age of Legends as cities fall and stars and moons swirl around them. A gallery overlooks the main floor, and ahead of you stand a number of kiosks staffed by librarians. One of these must be Jareu.

Jareu proves to be a middle-aged beanstalk of a man with a hook nose and a long dropping mustache. He's protective of his clients' privacy, and requires assurances the heroes are acting in Elspeth's interests before sharing what he knows (the truth, or a successful Bluff check [DC 14], does the trick). Once satisfied, Jareu fills them in.

With a glance at a pair of elderly scholars nearby, Jareu quietly begins his account. "Lady Elspeth came in early on the 27th, I think it was. I never met her before, but I recognized her because she looks just like her Aunt Cabriana–she's Aes Sedai, see, who practically lives here when she's in town." He pauses and runs a lanky hand through his hair. "Anyway, Lady Elspeth asked for references on locks and shackles. It seemed a strange interest to me. Of course I dug up a copy of Shallot's *The Locksmith's Art* –if it's something about a lock, it's in there–and that's when the message arrived for her."

At this point, have the heroes make Spot checks (DC 15). With a success, they realize a man is intently watching them from the railing of the dome gallery above. He's holding a

small black book in his hands. Those who spoke with Liam Tiglar at the Shriver's Ball recognize him, while those who didn't only get the feeling he looks familiar. But before anyone can react, the library comes under a strange attack.

The Bubble of Evil

An odd and surreal sense of foreboding suddenly creeps over you, as if the threads of the Weave itself are trembling. The light shining through the stained glass windows takes on a disturbingly alien tint, and the mundane sounds around you seem somehow almost . . . thicker.

Every now and then, evil bubbles well up from the Dark One and drift along the Pattern. These malignant time bombs fray the Weave and finally erupt, allowing the impossible and the horrific to briefly thrive in the world. One such bubble of evil is in the process of erupting in the Royal Library. Have the heroes make Spot checks (DC 20); with a success they notice a horror taking shape above their heads and can react immediately. Those who fail are surprised by the creatures' attacks.

The murals on the dome ceiling blister and quickly distend downward into spheres 3 or 4 feet in diameter. These fleshy globes tear from the ceiling to land on the tiled floor all around you with wet plops.

The fleshy orbs stir, and six long legs sprout from each veined body. As they rise up on their spindly legs like loathsome spiders, a slimy sphincter opens on each creature, revealing a glassy multipupiled eye that turns to regard you balefully. Large beaks the color of bone snap beneath bulbous torsos as the creatures scuttle toward you, raising their two forelegs threateningly; at the tip of each is a wicked talon.

Everyone who sees these walking eyes must make a Will save (DC 15) or be paralyzed for 1d4 rounds. Assume 2d6 of the 30 library patrons present fall victim to the eyes' fear attack—the others stampede toward the exit. Jareu is among those paralyzed.

Walking Eyes (6): hp 15, 18, 19, 24, 29, 31.

Tactics: The walking eyes attack any nonparalyzed target that doesn't flee, pausing to gnaw on paralyzed victims once all nonparalyzed targets are dead or gone. They fight to the death.

Development: The heroes have their hands full both beating back the eyes and protecting the paralyzed people around them. Fortunately, Liam vaults down the stairs from the gallery and joins the fray, using *arms of air* and *false wall* as well as his sword to beat back the horrors. He laughs as he strikes out at the creatures around him.

After the fight, the library is a bedlam, with books spilled on the floor and people screaming and moaning everywhere. Liam reintroduces himself (still poking at the melting remains of an eye and giggling to himself that the "ayes have it."). Knowing the heroes have seen him channel, Liam confesses that he is a representative of the Black Tower in town on Taim's orders to look after the Lord Dragon's interests, and admits if asked that it was he who raided al'Thor's quarters at the Shriver's Ball. He's reluctant to say more, and demands to know who the heroes are working for. He'll be satisfied with almost any answer (unless the heroes claim to work for the Aes Sedai). If the heroes succeed in a Diplomacy check (DC 14), he says that he knows the Lord Dragon was kidnapped, and suspects a cell of Darkfriends of doing the deed because they recently kidnapped Lady Elspeth. As the heroes have, he traced her to the Royal Library.

GM's Note: It will eventually become necessary for the heroes to team up with Liam; his ability to Travel is their only hope of reaching Taim in time to help al'Thor or stop Kryalyn. The fight in the Library is a good time to bring him

Library Key

1. Public Reading Rooms

These areas are dominated by wooden tables and high-backed chairs where all patrons may read and study. Shelves contain common reference works such as atlases and nobility lists.

2. Dome Hall, Lower (A) and Upper (B)

The lower hall contains kiosks where library staffers are available for hire—common patrons (everyone except notable scholars, Aes Sedai, and nobles) must pay a research fee to hire a librarian to guide and supervise them. The upper Dome Hall is a gallery overlooking the lower hall, and features reading worktables and carrels.

3. Open Stacks

These rooms are crammed with bookshelves. Commonplace books on a wide variety of subjects are filed here.

4. Restricted Stacks

Precious and unique volumes—including texts from the Age of Legends—are off-limits except to reputable scholars, and are stored in these locked rooms.

5. Private Reading Rooms

These restricted reading rooms cater to exclusive clientele, such as nobles and Aes Sedai.

Illustration by Michael Dubisch

The Great Library

on board as an ally if the heroes seem receptive (if not, there is another opportunity after the heroes take the Moon Tower). If they join forces, he willingly accompanies them on their investigation. If not, he soon leaves the Library. Any attempt to follow him fails; a paranoid sort, he soon steps into a deserted courtyard and Travels away whether he thinks he's being followed or not.

Back to Jareu: Eventually, the heroes may return to questioning Jareu, who has taken refuge in an upper bookshelf if the heroes didn't come to his aid. Read the following as they resume the conversation.

> Jareu, pale and sweating, looks much worse for his brush with horror, but gamely picks up his tale where he left off. "As I was saying, a while after Elspeth started in on her book, I saw a bearded fellow in a black cloak walk over to her. He handed her a note, and when she read it she seemed kind of shocked and relieved at the same time, if you know what I mean."
>
> Jareu takes a healthy swig from a pocket flask. "Anyway, the man left and a little while later, so did she. Problem was, she took Shallot with her, and I had to run out into the street to get it back. I just barely caught up as she was climbing into a sedan chair painted in the most garish shade of blue."

Jareu didn't take much notice of anything except recovering the book, but has vague recollections about the sedan chair. It was blue ("a hideous shade," Jareu insists) and featured some sort of sigil–a hawk or falcon (actually, a kite). It was carried by four muscular men. Jareau doesn't mention it, but remembers if asked that the bearded man had no rank stripes on his clothing.

Blue sedan chairs are unheard of in Cairhien, even after the Foregaters moved in–earth tones such as hunter green or brown are the only acceptable colors for sedan chairs in this regimented society. Heroes native to Cairhien or making a Knowledge (local) check (DC 15) readily grasp this; otherwise a bystander such as Jareu or Liam mentions it.

Jareu is willing to let the heroes examine Shallot's book if they ask, but of course he can't find it on its proper shelf because Liam has it. If the heroes have made common cause with Liam and he is party to the conversation, he volunteers the book. If not, he says nothing unless they confront him about it, in which case he surrenders it reluctantly. Shallot's *The Locksmith's Art* is a small, profusely illustrated volume devoted to the design and theory of quality lockmaking.

Nothing resembling the Artifice of Brassion is to be found among its many engravings, in case anyone wants to look–but the fact that Elspeth was asking about locks may strike the heroes as curious if they know anything about the Artifice.

Caught between two pages is the note Elspeth received. It's written in the Old Tongue in a scratchy, angular hand (see

CABRIANA'S LETTER

You are in danger. After waiting a moment, walk outside, where the man who gave you this note will be waiting. Do as he says and he will bring you to me.

Yours in the Light,
–Aunt Cabriana

the sidebar). Lady Holleen wrote the letter to lure her daughter into the waiting sedan chair, and had it delivered by a Darkfriend flunky. She forged the signature of her sister, Elspeth's aunt Cabriana.

On the Trail of Elspeth: Fanning out through town asking after a unique blue sedan chair with a hawklike sigil takes 1d4+2 hours, but does yield results. Three successful Gather Information checks (DC 15) are necessary to trace the movements of the sedan chair to the Alsa'daar Tower.

Roll One: A bookbinder not far from the Royal Library remembers seeing a garish blue chair pass his shop on Danu 27th. He recalls it because it seemed to be rocking violently, and he joked to an apprentice that he didn't think you could get a lover into one of those things. His directions lead the heroes into the Financial Quarter.

Roll Two: A Domani merchant in the Financial Quarter remembers the sedan chair because she thought it was cute and wanted one just like it–along with the four strong, sweating men carrying it. She was sitting in a café at the time, and says the sedan chair was headed north, into the Artisan's Quarter.

Roll Three: Young Alfie is a little Foregate urchin lounging in a tent market in the shadow of the Moon Tower. For a roast chicken or two, he tells the heroes he saw some guys carry a blue curtained sedan chair up the ramp inside the tower "all the way past the gate" on the 27th. Alfie was sleeping on the ramp up near the locked gate when they came up, and barely had time to duck outside into the scaffolding and hide before they passed his position. He hid because "they didn't feel right." These were the Darkfriends carrying the unconscious Elspeth Mecandes to their penthouse lair.

Another Attack: If your group gets sidetracked or is disinclined to follow the sedan chair lead, or if they went to Mipps' stand but did not confront the Darkfriend fruit vendor, send another gang of Darkfriends their way. This encounter can be skipped if the heroes make good time in following Elspeth's trail from the Great Library.

Ruffians (3): hp 12, 15, 19.

Tactics: These men are snipers who soften the heroes up with their shortbows before closing for hand-to-hand combat. They fight until all have lost half their hit points, and then attempt to flee. Like Mipps, they make Bluff and Hide checks in their attempt to lose the heroes. Unlike Mipps, however, their flight isn't aimless–they head toward the Moon Tower.

Development: Captured ruffians can be questioned with a successful Intimidate check (DC 17). They admit to being involved in Elspeth's abduction, and tell the heroes that she is held at the Moon Tower. They can offer no other details, but one of them has a key to the iron gate in the Moon Tower.

THE MOON TOWER

A lofty structure, the Moon Tower rises 250 feet in the air. It's square in design, 50 feet across at the base and tapering to about 40 feet wide at the top (this taper is barely noticeable from the ground; the tower's walls look almost perfectly vertical). The interior space is 30 feet on a side the entire way up. At the tower's base, the walls are 10 feet thick, but they taper to about 5 feet thick at the top.

A 5-foot-wide ramp winds its way up the interior. Each circuit rises 20 feet over a length of 120 feet, giving the ramp a 1:6 slope–seemingly mild at first, but deceptively tiring as it is climbed. The ramp makes 12 and a half circuits (making the total climb some 1,500 feet, or a quarter mile) before reaching its terminus 15 feet below the ceiling. The ramp is blocked by an iron gate about three quarters of the way up.

At various points along the ramp's length, arched windows tall enough to walk though open to stunning views of Cairhien, the Sun Palace, the river, and the score or so similar towers dotted about the city. These archways also give access to the rickety scaffolding that shrouds the tower, thick near the bottom but thinning out as the tower rises. The lower levels of the scaffolding have become a home to hundreds of refugees.

Throughout the central well, large wooden beams span the open space seemingly at random. No floors exist here except at the very top of the tower. That ceiling has a large hole in it; the hole, along with the windows, admit a murky, shafted light into the tower's interior.

THE MOON TOWER

Alsa'daar–the Moon Tower in the Old Tongue–is one of the Topless Towers sundered during the First Aiel War, and the only one lacking a banner of some sort flying at its peak. It is also the base of operations for the Darkfriend cell aiding Kryalyn in her plots. High above the city, perched in the scaffolding and along accessways thought sealed off, they hatch their plots and conceal their terrible rites of worship.

The Tower Complex

The Moon Tower, constructed of gray stone by the Ogier long ago, looms some 250 feet into the sky. It is 50 feet square at its base–not counting its sweeping square-arched buttresses. Scaffolding sheathes its sides, thick around the lower 50 feet, but spotty above that, from which all sorts of refugees perch.

The interior of the tower is hollow except for a 5-foot-wide stone ramp that spirals up the angular inner walls at a gentle grade, rising 20 feet a circuit. The interior floors were burned away during the first Aiel War. Here and there, reinforcing crossbeams of dense wood span the width of the tower interior, criss-crossing one another in no particular pattern.

The Base of the Tower

The base of the tower is surrounded by a village of tents populated by peddlers. The area has a fairlike atmosphere, with crowds of people–from farmer refugees to homeless Foregaters–milling around to buy cheap beer, meat pies and basic supplies. A number of city guards loiter at the edges, but they don't seem to be keeping too close an eye on the inhabitant's activities. A 10-foot-wide opening on the west side leads to the tower's interior. Above, there's almost as much activity among the scaffolds as there is on the ground.

The ground floor of the tower is a 30-foot-square flagstoned chamber. Merchants hawk goods from thick carpets and small carts. To the left, just inside the door, the 5-foot-wide ramp begins its journey up the inner wall of the tower. A few people trudge slowly up the ramp carrying large bundles, refugees looking for a place to call home. A pair of city guards meander through peddler stalls, chatting with passersby and poking at chests and baskets. Like their brethren outside, they are bored and rather inattentive.

Heroes making a Spot check (DC 15) notice a boxy blue structure standing in a corner, draped with the wares of a peddler. This is the infamous blue sedan chair, abandoned here by the Darkfriends after smuggling Elspeth to the roof. If the heroes check it out, they find the hawklike sigil described by Jareu painted on its side. The peddler knows nothing of its origins, truthfully claiming that he found it here a few days ago.

Climbing the ramp takes the heroes through towertown, the refugee settlement in the scaffolds. Restoration work on the tower ceased a few years ago, and the scaffolding has since become home to a few hundred refugees flocking to the city to escape danger. Many of these refugees sit forlornly along the ramp or in the windows giving out to the scaffolding, where makeshift tents and blanket-shrouded enclosures serve as their homes. A few watch the heroes, but none impede them in any way.

The people of Towertown are friendly but guarded. Most are law-abiding and hardworking folk fallen on hard times, but all are aware they are now subject to the depredations of urban predators. If questioned, most can offer little information, but a few repeat stories similar to Alfie's (see On the Trail of Elspeth, page 169). A handful of coins in exchange for such information is greatly appreciated.

By the time the heroes reach the half-way point up the tower, they have left Towertown behind. No more refugees are between them and the top of the tower.

The Iron Gate: Three quarters of the way up the tower–three circuits from the top–the ramp is blocked.

A gate blocks the ramp. Its close-set iron bars rise 10 feet above the floor to end in spikes, while a row of spikes extends from the side of the gate some 3 feet out into the open shaft. Sixty feet above is the ceiling of the tower, or what's left of it–perhaps a quarter of it is missing.

The gate is more a safety feature to keep citizens off the unrepaired roof than a true security measure; it isn't difficult to circumvent. Heroes can pick its lock, climb around it (requiring a successful Climb check (DC 13) to get around the extended barrier), or throw a grappling hook on a rope up to the next level and bypass it entirely.

The gate's lock does have a little surprise–the Darkfriends replaced the city's lock with a nastier one of their own. Any hero attempting to pick the lock triggers a poison needle trap, unless she first successfully finds (Search, DC 22) and disables (Disable Device, DC 20) it. The needle shoots from the lock, making a ranged attack against the target with a +8 attack modifier. It is coated with taronel root extract (the same poison as that used by Mipps; see the sidebar on page 159).

Have the heroes make Listen checks (DC 30) just before attempting to circumvent the gate. With a success, the heroes hear a slight, muffled sound–perhaps a human voice–from the roof. It is repeated once or twice, and then ceases. The sound is Elspeth. She tries to cry out every so often, but is tightly gagged.

As the heroes deal with the gate they may come to the attention of (and be attacked by) the Darkfriends on the roof. See Darkfriend Tactics, below.

The Upper Tower: The final three circuits of the ramp are much like those before them, except that most of the windows are bricked shut. Only the last window, at the very top of the ramp (15 feet below the ceiling) is open. It leads to an isolated bit of scaffolding.

The scaffolding–5 feet wide throughout–consists of two levels. The first level runs from the entranceway 20 feet along the tower wall to a 10-foot-tall ladder leading up to the second level at the far end. Those on this level have full cover from the snipers above until they reach the ladder, thanks to the scaffolding above, and there are plenty of crossbars to catch hold of should a character become unbalanced.

N
Tower
Roof
Map
40
feet
D
C
B
D
C
B
A
N

FALLING OFF THE TOWER

A fair chance exists that at some point a hero or two will be making an involuntary swan dive from the tower, falling down either its central well or its outer walls. Fortunately, this is not automatically a death sentence, thanks to the structural features of the tower.

If a character falls down the tower well, he has a good chance of striking or grabbing hold of one of the many crossbeams on the way down. Roll 1d4×10. That's how many feet the hero falls before he has a chance to grab a crossbeam. With a successful Tumble or Dexterity check (DC 18), the hero succeeds in stopping his fall–but in so doing, he takes 1d6 points of damage for every 10 feet fallen. If he fails, he continues falling another 1d4×10 feet before getting another chance, and so on, until he catches himself or strikes the ground.

If the hero falls down the outside of the tower, the process is the same, except the DC for the Tumble or Dex check is 16 (the scaffolding affords more places to catch oneself).

The second level is open to attack from above, and has no handholds. The jagged walls of the tower rear up above this level; the wall is 10 feet tall at its lowest point from the upper scaffolding (the Darkfriends have pulled up their ladder)–the heroes will have to climb this last stretch or use the ladder from the first level of scaffolding.

The Tower Roof: The view from the roof of the Topless Tower is an impressive one; the entire city and surrounding countryside unfold before the heroes. The tower roof is an area fallen into ruin; uneven walls rear up at the edges of the roof. A large stone wall with a 10-foot break in it divides the roof into two areas. The area the heroes find themselves in has the look of an encampment. Crates, barrels, coils of rope and two ladders are stacked in the southwest corner. On the east side under a broad awning are several bedrolls, packs and a small oven. A large pigeon coop sits in the southeast corner.

The area beyond the wall is in worse shape than the Darkfriends' camp area. The floor in the northwest corner has completely collapsed; it was from here that the snipers were firing down into the tower interior (the remaining floor is completely stable).

A blonde woman is crouching in the northeast corner. Her fine clothes are soiled and torn, and she is bound and gagged. A short iron chain runs from a collar on her neck to an iron ring in the wall. Aside from a straw mat and chamber pot near the woman, and a few rotting apple cores tossed into corners by Darkfriends on guard duty, the area contains nothing of interest.

Lady Elspeth: hp 10.

DARKFRIEND TACTICS: The heroes must overcome the Darkfriends guarding their lair before they can rescue Elspeth. Only three Darkfriends are here, but they are formidable and intelligent opponents. They make maximum use of their tactical advantage, attacking the heroes as they approach the upper portion of the tower.

Tower Snipers (2): hp 27, 36.

Lord Colin Dhulaine: hp 42.

Stair Sniping: The tower snipers keep watch on the approach to their lair from the penthouse level of the tower, peering into the tower from the large gap in the roof at Area D on the map. From this position they can see several levels down the ramp, from the gate up to the final wall opening.

If an alarm has been raised by Darkfriends fleeing up the ramp, or if the heroes make no special effort to move or converse quietly while traversing the gate, the snipers are alert and hunkered down behind the stone blocks; a Spot check against DC 15 is required to detect them. If caught unawares, the snipers can been seen moving about with a Spot check (DC 10).

The snipers hold their fire until all or most of the heroes are beyond the gate. When they begin shooting, they target Aiel and others lacking heavy weapons and armor first, but shift to focus on anyone breaking out of the pack. They have one-half cover thanks to the stone blocks lining the opening (providing them a +4 Defense bonus), and take full advantage of their Point Blank Shot and Rapid Shot feats. As they fight, their master Lord Colin is behind them, encouraging them with his Inspire Confidence ability (he must make a Diplomacy check (DC 11) to succeed). He does this for 2 rounds–after the second round, the snipers gain a +2 competence bonus on attacks, skill checks, and Will saves for the next 20 minutes.

Because the ramp winds back over itself, the heroes are only in line of sight from the gap while moving along the west and south walls–while along the north and east walls, the heroes are protected by the circuit of the ramp above them. However, on the last, top-most circuit the heroes have no cover, and are in line of sight for the snipers the entire way.

Each sniper retreats when he loses half his hit points, or when the heroes reach the scaffolding. While one remains near the gap (in case the heroes attempt to gain access that way), the other goes to the south ledge (Area C) to await the heroes there.

Battle of the Scaffolds: All three Darkfriends move to Area C as the heroes step out onto the scaffolding. The two snipers resume firing from the south wall as soon as the heroes move out of cover at the ladder platform. The snipers and Lord Colin get one-quarter cover (+2 Defense) because they're fighting from what is on their side a low wall.

The heroes may have heard Lord Colin's exhortations as he cheered his men on, but now they get their first look at

Illustration by Richard Sardinha

Battle of the Tower

him. He is a strikingly handsome man of regal bearing, and by the quality of his armor and the tone of his voice obviously a nobleman. He begins to hurl large bricks down on the heroes as soon as they gain the second level of the scaffolding. Fifty bricks are stacked near the wall, and each does 1d8 points of damage. Heroes who take damage must make a Reflex save (DC 14) to remain stable. Those failing begin to fall and must made a Dexterity check (DC 15) to grab hold of a plank as they go over the side. Those failing this roll are on their way to the ground below (see the sidebar on page 172).

The Darkfriends attempt to knock back any ropes, grapple hooks, or ladders that come over the wall. To push back a ladder, the closest Darkfriend makes a Strength check opposed by any hero bracing the ladder (if no heroes attempt to brace the ladder, his DC is 6). The other Darkfriends help, using the standard cooperation rules; other heroes can help brace the ladder in the same manner. A hero falling from a ladder must make a Dexterity check (DC 18) to catch hold of the scaffolding; if the check is failed the hero falls from the tower. Others on the scaffolding can make a Dexterity check (DC 10) to catch a falling ladder before it goes over the edge.

Taking It to the Roof: The Darkfriends bull rush the first few heroes to gain the wall in an attempt to hurl them back. Once most of the heroes are over the wall and in position to begin a melee attack, the two bowmen fall back to the break in the wall leading into Area D to continue firing unmolested. Lord Colin attacks with his sword to keep the heroes from closing in on the snipers. All three fall back to Area D once Lord Colin loses half his hit points.

The Darkfriends make their last stand here, shifting to melee weapons and attempting to bull rush heroes into the opening left by the collapsed floor. All three Darkfriends fight to the death. At the last, Lord Colin works his way over to the woman and tries to kill her before dying.

If at any point heroes or Darkfriends fall, the guards from the tent village below race up the stairs, closely followed by a crowd of curious tower denizens. It takes them 50 rounds to get to the top, so they probably won't be a factor in the fight, but the heroes may well encounter them on the way back down.

INTERROGATING THE DARKFRIENDS: If captured, Lord Colin confesses nothing, saying only that Elspeth was kidnapped as part of a *Daes Dae'mar* plot. He laughs if anyone accuses him of being a Darkfriend or the Kite. Of the Darkfriends in Cairhien, only he knows that the Kite is a woman (and even he doesn't know her true identity as Lady Holleen)–but he won't betray even that fact unless the heroes succeed in an Intimidate check (DC 31).

A small bone tube the size of a little finger is in his belt pouch–markings on the tube's exterior indicate it is to be opened only by a high-ranking official. Inside is a short note written in a strange cipher, with an unbroken seal. This is a message from Sharlotta that arrived that morning by carrier pigeon–Lord Colin was to deliver it unread to the

COLIN'S NOTE

Previous message received. Have 23 Tr. Departing for rendezvous immediately.

Kite. It can be decoded with a successful Decipher Script check (DC 28).

The snipers aren't as strong as Lord Collin–a successful Intimidation check (DC 23) quickly breaks them down, and they fill in the following details. Jallus, a Domani woman, arrived on Danu 26th and took over their Darkfriend cell. Jallus ordered the Kite to stop the heroes at all costs. She also had them capture the girl who is presently in the corner, but they don't know why (or even who she is). They add that Jallus had a long fight with the Kite; she wanted the girl killed immediately, but the Kite argued against it. The Domani woman left town on the evening of the 27th, taking two Darkfriend warriors with her.

INTERVIEWING ELSPETH: The female prisoner is, of course, Elspeth Mecandes. She's a pretty woman with fair skin and blue eyes–quite unusual for a Cairhienin. She's had a rough few days, but her spirit is strong, and she recovers her poise as she talks.

"Jallus Sedai–at least that's who she said she was–came to see me on the 26th," Elspeth tells you. "She wanted to know all about the White Tower embassy–the Aes Sedai who had been here in the city for so many months. When I told her they had just left for Tar Valon, she flew into a rage. She was cursing and throwing her arms about. I was terrified–I thought she was going to explode, or turn me into a frog or something. I have never met an Aes Sedai who behaved in such a manner.

"The next day I was reading in the Royal Library, when a man came to get me. We went only a short distance before they took me into an alleyway and–and–and tied me up. I tried to struggle and scream, but they put a gag on my mouth and hit me until I fell unconscious. I woke up here, and have been here ever since."

If asked why Jallus came to her, she reluctantly admits that she has ties with the White Tower–her aunt is an Aes Sedai of the Blue Ajah. (She won't confess to being an eyes-and-ears for the Blue Ajah except to a Blue sister.) If questioned further about Jallus, she recalls one other detail. "In her ranting and raving, Jallus knocked over her leather pack, and a strange and a beautiful metallic contraption slid partly out. There were words in the old tongue, something about it being a key, but it wasn't like any key I have ever seen. Jallus grew even more angry when I asked about it, and stormed out after carefully repacking it."

Several times Elspeth heard conversations among the Darkfriends in the tower, some about her. She was very surprised that Lord Colin was her captor–he used to do tricks for her when she was little–but doesn't think he is the Kite, because he took orders from someone else answering to that name. She never saw this the other person, however. She heard Jallus talking with the other person once, and from what she heard, Jallus was setting out after the Tower embassy convoy to kill someone before it reached Tar Valon. Elspeth is very concerned for the safety of the sisters in that convoy, which is why she is sharing this information freely with the heroes. She has no idea that Rand has been snatched by her beloved White Tower, and refuses to believe it if told.

Elspeth expresses her deep gratitude for the heroes' rescue effort, and asks to be taken home. Once delivered, she promises that if the heroes ever need her aid, she will be happy to provide it. (Treat her promise as the noble ability Call in a Favor, except that it can only be used once, in Cairhien.)

LIAM AND THE KITE: As the heroes climb down the scaffolding to the tower ramp, a scuffle and shout emanate from inside the tower, followed by the clatter of a dropped lantern.

Spilled oil from a shattered lantern burns brightly in the doorway that leads into the tower. In its light you see a cloaked man with his hand stretched before him, directed at a bearded figure who writhes suspended in the air. You can hear faint giggling, and as the cloaked man cocks his head, you recognize Liam.

He turns to look up at you. "I caught a little mousie spying on you. Shall we see if mousies can fly?" With another giggle, he gestures and with a high-pitched scream, the struggling figure floats out into the middle of the tower shaft–dangling over 200 feet of empty air.

This is just Liam's stab at humor. After a moment, he approaches the heroes, setting his captive on his feet before them. Surviving Darkfriends recognize the prisoner as the Kite, though they don't betray this knowledge except by color draining from their faces (a successful Sense Motive check [DC 11] notes their reaction).

In appearance the Kite is slender but masculine. Lady Holleen has applied a trim false beard, padded her clothing and pitched her voice to create the appearance of an elegant young man. She attempts to brazen out the encounter without dropping her disguise, claiming to be a curious squatter who came up from below to investigate the noise of combat. Heroes (including Elspeth and Liam) have an opportunity to see through her getup with a Spot check (opposed by Lady Holleen's Disguise; she suffers a –2 penalty). Heroes who spoke briefly with Lady Holleen at the ball gain a +3 bonus, while Elspeth gains a +10 bonus to recognize her own mother.

If unmasked, Lady Holleen maintains her steely reserve and refuses to talk to the heroes, but does try to comfort her

daughter. Elspeth breaks down in tears and curls up in a rocking ball, screaming at her mother to stay away. Lady Holleen tells Elspeth that she never would have hurt her, that she was simply buying time after Jallus ordered her execution to think up a way to engineer her escape.

Lady Holleen may or may not be telling the truth. She uses the moment to divert the heroes' attention. If they release their grip on her, she throws herself over the edge of the tower and plummets to her death.

Lady Holleen, a.k.a. the Kite: hp 30.

ACT TWO: COUNTDOWN TO DESTRUCTION

Having steeped themselves in the urban atmosphere of Cairhien, the heroes once again find themselves headed for the wilderness. It's a race against time as they make their way to Taim's Black Tower before Kryalyn has a chance to get her hands on the Lord Dragon.

THE KILLING GLADE

The heroes, faced with the need to catch up with Kryalyn before she is able to use the Artifice to threaten Rand, have before them several options.

Liam suggests Traveling. He isn't willing to spend several days making blind jumps looking for the embassy along the road (he won't say so, but he's worried about his sanity and has no intention of pushing himself that hard). But he will take the group to the Black Tower in Andor, where Mazrim Taim and his Asha'man can make short work of the search–and, he imagines, provide some much needed support. The heroes may be surprised to learn that the man they saved from the Black Ajah in Saldaea now works for the Dragon Reborn, and actually trained Liam. Taim owes the heroes a favor, and it shouldn't take much to convince him to come to his master's rescue.

A more direct and immediate option is to follow in Kryalyn's footsteps along the Tar Valon Road. Unfortunately, as either Elspeth or Liam point out, she has at least four day's head start on them, and the Tower embassy is several days ahead of that. Kryalyn could easily reach the embassy before the heroes. Since the other Aes Sedai don't know that Kryalyn is Black Ajah, she should have little trouble joining the embassy and gaining access to Rand al'Thor, to kill him by whatever means are convenient.

The heroes have used the Ways and may consider doing it again, but a successful Knowledge (arcana) reveals that there is no known Waygate between Cairhien and Tar Valon.

THE BIG LEAP: Liam is raring to go right away (assuming the heroes agree to Travel with him to the Black Tower), but reluctantly agrees to wait a few hours if the heroes need time to recover from their last combat or otherwise pack and prepare. He doesn't let them out of his sight, however–particularly any female channelers.

When the heroes are finally ready and have gathered supplies, mounts and their wits, and are standing in some open area, read the following.

> As you gather around Liam, he motions you to silence, and for a long moment stands stock still with his eyes closed. With a sharp moan, Liam shudders. A bright mote of light appears in the air before you. It quickly stretches into a glowing line, and with a flash of light widens into a hole in space, revealing a forest glade on the other side. "Quickly," he shouts, "I can't hold it long! Through the Gate!

Sadly, as he filled himself with *saidin,* Liam was overwhelmed with madness and is now convinced the heroes are plotting to destroy the Black Tower as they brought down the Darkfriends in Cairhien. His gate opens not on the Black Tower farm, but to a glade he knows well; the tiny isolated clearing where he grew up in Andor. Once there, he intends to kill them.

LIAM'S ATTACK

> You are standing in a clearing that was once a tended field, now grown wild with neglect. At the edge of the clearing are the ruins of a rude shack. The air seems much cleaner and cooler than it did in Cairhien.
>
> Liam steps through the Gate behind you and it snaps shut with a wink. "This is where I grew up, good old Andor." He looks sadly at the shack. "I killed them, you know, when I knew what I was, before they could find out. They would have betrayed me to the Tower witches." He giggles suddenly and turns toward you with the light of utter madness dancing in his eyes. "Everyone betrays me in the end."

With that, Liam does his level best to kill the heroes with the One Power.

Liam Tiglar: hp 21.

Tactics: Liam is beyond strategic thought. He overchannels until he burns himself out or dies, hitting the heroes first with *riven earth*, then using *grenade* or *arms of air*. Bear in mind that he has already used one 3rd level slot to Travel (and possibly one used to float the Kite, if his attack occurs in the same day as the battle of the tower). Don't neglect his +1 *angreal* in calculating weaves.

Development: It is remotely possible Liam may survive the encounter, perhaps stilled or shielded. Kind-hearted heroes may decide to take him back to the Black Tower to see what might be done for him. This complicates their journey considerably; he is a constant burden, in turns singing loudly if able, and weeping. In the end it is a futile gesture, since Taim orders his lieutenant Peral Torval to quietly poison the man before they set out for Dumai's Wells.

WHAT IF THEY DON'T GO?

Liam's suggestion, that the heroes Travel with him to the Black Tower, seems the most expedient method of catching up with Kryalyn–but that doesn't mean the heroes will accept it. They may insist on following Kryalyn along the Tar Valon road, or finding some other method of intercepting the evil Aes Sedai. Fortunately, such a decision has no real impact on the story.

If the heroes don't go to the Black Tower, simply assume that they reach the Battle of Dumai's Wells just as things are heating up. Move on to Act Three, altering the text there as needed to account for the fact that Taim isn't with the heroes. In the mean time, Liam has gated back to the Black Tower and, before succumbing to his madness, informed Taim of Rand's kidnapping. The Asha'man arrive just as described in Act Three, only without the heroes.

ON THE ROAD

If the heroes made good time in locating Elspeth, and set out with Taim immediately after her rescue, they probably have nine days before the Battle of Dumai's Wells (which occurs on the 12th day after their arrival in Cairhien, or Taisham 11th). This section assumes that that's the case. If not, feel free to alter the amount of time the heroes are stuck wandering the woods–what's important is that they arrive at Black Tower on the 10th, the day before the battle.

THE HUNTER: An old hunter's trail begins near Liam's crude homestead and wanders north through the hills. Naturally, the heroes have no idea where in the world they are, so it's up to a local hunter to give them their bearings. Place the hunter's camp in their path no matter which way they decide to go.

> The forest thins slightly as the miles pass under your feet, and the day grows hotter. As you climb yet another hill in the unseasonable heat, you notice a faint tendril of bluish smoke climbing above the trees perhaps a mile distant.

This is the camp of a trapper named Gallain, a leathery old man with a big bristling beard. He actually lives 2 hours from the campsite, but is searching for his little grandson Keffy, who wandered away from home the previous day.

Gallain is cooking at the fire as the heroes approach, but if they don't make successful Move Silently checks (or aren't trying to be stealthy), he hears them and begins shouting "Keffy!" over and over while walking toward them. He's disappointed to see the heroes instead of his grandson, but nevertheless invites them to share his fire for a meal. The camp, consisting of a thatched lean-to and drying racks before a fire pit, is a permanent seasonal trapper camp.

Gallain tells the heroes that they are in Andor, perhaps a week's march south of Caemlyn, and that the trail they're on eventually leads to the Caemlyn-Aringill road. He professes not to have heard of the Black Tower if asked (this isn't true).

Heroes making a Wilderness Lore check (DC 10) know the season is all wrong for trapping in Andor; if asked his business in the woods, Gallain raises an eyebrow but answers readily enough. If the heroes offer to help him search for his boy, he gladly accepts. He knows the child wandered in this direction based on tracks he saw earlier. Keffy isn't far away, fortunately, and recently left the path, leaving a more obvious trail for pursuers to follow.

To conduct a search, allow all participating heroes to make three Search checks (DC 10) each. With a least one consecutive success in each grouping, they find the lad in 1d4+2 hours. Heroes with the Track Feat require two Wilderness Lore checks (DC 11), but find him in just 1d4 hours.

If the heroes reunite Gallain with his grandson, he pulls a parchment from a pouch and gives it to the heroes, making a small mark on it. It's a map of the region. He shyly tells them the mark is where the Black Tower is said to be–or so the peddlers he's met say. Happily, his map is entirely accurate.

THE BLACK TOWER

Gallain's map (or perhaps directions from passersby, once the heroes find their way to a civilized road) leads the heroes to the Black Tower. It takes nearly a week to get there, and some heroes may despair of reaching the Tower embassy before Kryalyn. But it would likely have taken them at least this long to catch up with Kryalyn on the Tar Valon road, and if Taim really can Travel the heroes to the embassy, they still have a chance to catch it before Rand al'Thor is killed.

THRESHOLD GUARDIAN: The heroes reach the Black Tower late in the day before the Battle of Dumai's Wells.

> A sprawling two-story farmhouse with a thatched roof stands at the center of a clearing, beside two even larger frame houses, freshly built by the look of the raw lumber. Across a dirt courtyard stands a large barn, also new, with corrals for horses, split rail pens for cows and a flock of black goats, and a neat row of chicken coops. Beyond the barn dozens of long white tents are lined in a neat row.

A number of women sit before the houses, sewing and watching over children playing in the yard. The absence of fields around the compound is the first indication that this is no ordinary farm. The group of black-coated men practicing sword forms not far away is another. It seems you have found the Black Tower.

As the heroes enter the clearing, a man breaks away from the group and swaggers toward them. This is Peral Torval, a sneering sharp-nosed Taraboner just short of his middle years. One of the head Asha'man, he is extremely belligerent and arrogant, certain that the heroes could have no business at all with Taim.

Getting around Torval requires a Diplomacy check (DC 20), with a –5 penalty if there are any obvious female channelers among the heroes, and another –5 penalty if the heroes have Liam bound or restrained in any way. With a successful roll the heroes convince him to fetch Taim. With a failure, Torval grins and fills himself with *saidin*. A dozen Dedicated run up as Torval insists the heroes depart at once. The heroes may make one more Diplomacy check at DC 25 to defuse the situation. Failing this, Torval motions, and several of the Dedicated cast ***hardened air***, locking the heroes in place.

Before things can get any more out of hand, Taim intervenes. "Torval! Enough!" he shouts as he strides into the knot of Dedicated.

A Meeting with Taim

Clad in a long black Asha'man coat with shimmering Dragons climbing the sleeves, Taim looks more confident than when you last saw him. "Didn't think I would ever see you lot again," he says, looking you over. "I don't have much time for idle talk these days, but if you bear urgent news for me, you have earned the right to deliver it in person as far as *I* am concerned." He stares pointedly at a glaring Torval.

After the heroes have a chance to respond, he invites them to a private meeting in the Black Tower.

On the way to the farmhouse, Taim guides you past a row of men gazing intently at a distant fence lined with small withered pumpkins. Abruptly, the pumpkins explode in clouds of orange pulp.

"Some say the Tar Valon witches have a finer tower," Taim says with grim satisfaction, "but my warriors are prepared for battle." He ushers you inside the farmhouse, and with a gesture invites you to seat yourself in mismatched chairs surrounding a central table. "My office," he says simply.

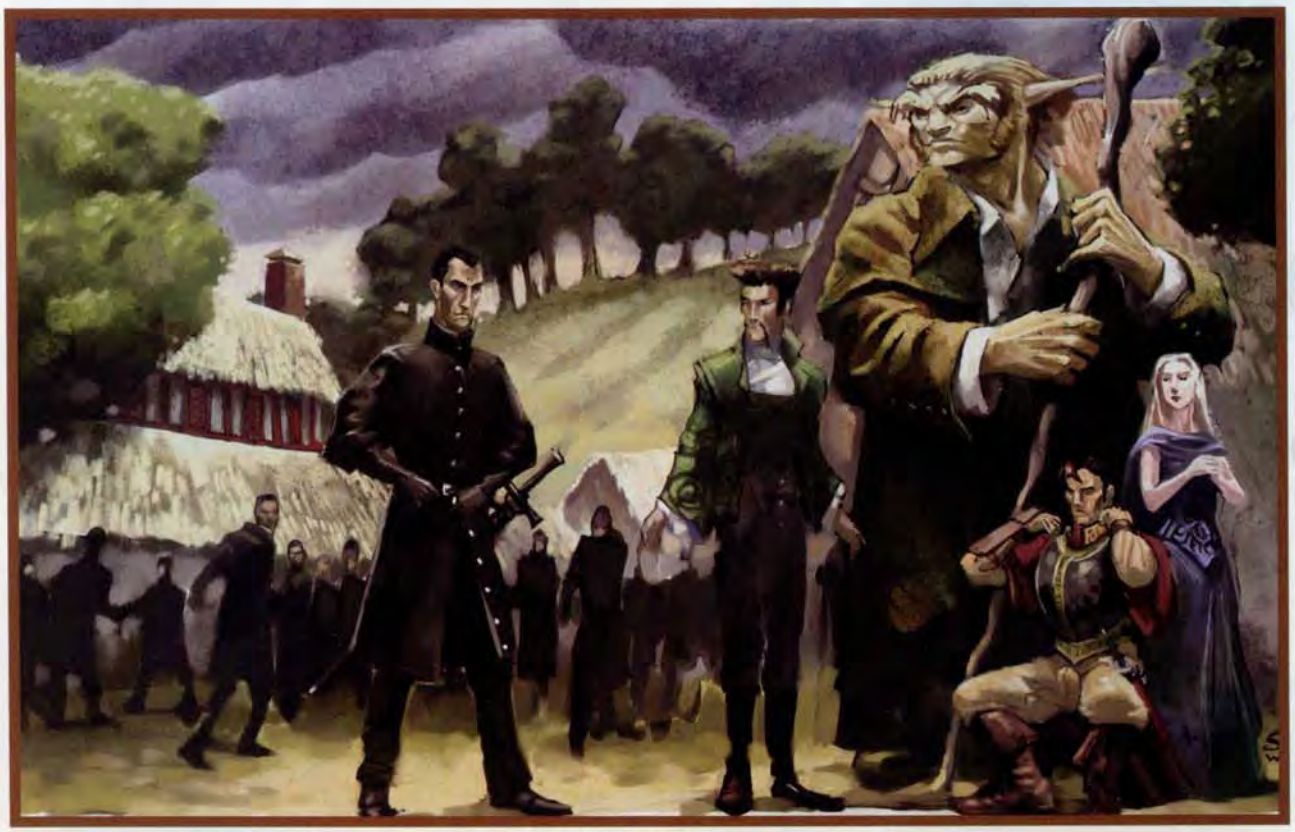


Illustration by Sam Wood

At the Black Tower

Taim demands that the heroes tell him what they came to say, as a hard-faced woman sets drinks before them. He sits impassively through the heroes' tale, though a look of sheer annoyance flickers past his features when or if the heroes describe their fight with Liam. The annoyance becomes a scowl when Kryalyn is mentioned.

Taim thanks them for returning the *angreal* Liam was carrying and holds his hand out expectantly. If the heroes don't hand it over, he asks again, stating bluntly that the *angreal* is the property of the Lord Dragon. (Heroes denying that they have the *angreal* may make Bluff checks opposed by Taim's Sense Motive.) If not satisfied, Taim calls in a dozen Dedicated. See Conflict with Taim, below.

After they finish, Taim sits there for a long moment, then gets up. Saying he'll be right back, he steps out into the courtyard, has a brief word with Torval, then opens a gateway and disappears. Torval begins shouting orders, summoning men to the courtyard.

Conflict with Taim: The denizens of the Black Tower are hardly a friendly bunch, and undiplomatic heroes may find their meetings with Taim a little rocky. Taim has several hundred Asha'man at his beck and call, and won't hesitate to use them to contain any heroes who give him trouble. Their most likely tactic is to use *arms of air* or *harden air* to immobilize heroes. Taim has some gratitude for the heroes' role in his escape from the Black Ajah, and won't harm the heroes if unnecessary. But should deadly force come into play, he has no compunction about having his Asha'man return fire.

Mustering for Battle: Half an hour later, Taim reappears in the same spot and signals to the heroes.

The sun is low in the sky when Taim returns. "I went to the Sun Palace," Taim says without preamble. "The Tower witches have taken the Lord Dragon and are high-tailing it back to Tar Valon." He grins nastily. "We'll find them, and when we do we'll pop more than

FACTIONS SCORECARD

Here's a list of the various factions participating in the battle of Dumai's Wells, which may prove helpful in painting a picture of the battle for your players. You can also use it to create additional scenes and encounters–especially if one or more of the heroes are countrymen or associates of one of the factions.

The Lord Dragon's Army

The army from Cairhien, which has pursued the White Tower embassy to rescue Rand al'Thor, totals roughly 7,000 fighting men and women from six different backgrounds, in addition to Taim and his Asha'man.

Aiel: 6,000 Aiel commanded by Rhuarc of the Taardad Aiel, wearing *cadin'sor* and armed with Aiel shortbows and shortspears. 5,000 of the Aiel are male *siswai'aman* wearing red headbands, and 1,000 are Maidens of the Spear wearing red armbands. Accompanying the Aiel are 94 channeling Wise Ones led by Sorilea.

Mayener Winged Guards: 200 mounted armsmen led by Havien Nurelle. The soldiers wear red breastplates and round helmets, and are armed with longswords and lances with red streamers. Their banners depict a red and gold serpentine beast on a white background, and the ancient Aes Sedai black-and-white disc on crimson.

House Taborwin Armsmen: 200 mounted armsmen led by Lord Dobraine of House Taborwin. The men are armed with longsword and lance and protected by plain breastplates and bell-like helmets. The officers wear Dobraine's *con*, a short flag affixed to the back bearing Dobraine's sigil: two white diamonds on a blue background.

Two Rivers Archers: 300 bowmen led by Lord Perrin Aybara. The men are garbed in padded armor or none at all, and carry daggers and longbows. Their banners feature the red wolfhound and red eagle of Manetheren.

Salidar Aes Sedai: 9 rebel sisters led by Bera Harkin, with 16 Warders.

Wolves: Over 1,000 fight all told. The majority are brown plains wolves, but some are the heavier and darker forest wolves.

Asha'man: 200 Dedicated and Asha'man led by Mazrim Taim. They wear long black cloaks and carry longswords.

The Tower Embassy

The White Tower embassy consists of the Aes Sedai and a contingent of armsmen from Tar Valon.

Tower Aes Sedai: 39 sisters with assorted Warders, Galina Sedai commanding.

Younglings: 581 mounted White Tower soldiers, led by Gawyn Trakand. The green-cloaked Younglings are armed with longswords and slender lances, and protected by breastplates. They fly Gawyn's banner, featuring a green boar on white.

Assorted Servants: Several dozen noncombatants who drive the wagons, cook meals and so on. They cower within the circle of wagons during the fight, or attempt to put out fires.

The Shaido Army

By far the largest army on the field, the Shaido Aiel outnumber both other factions combined.

Shaido Aiel: 40,000 Aiel warriors and Maidens led by Sevanna of the Jumai Shaido, supported by over 200 channeling Wise Ones. Shaido soldiers wear *cadin'sor* and carry Aiel shortbows and shortspears.

pumpkins." He strides toward the door, his hand on his sword. "You're welcome to tag along if you like," he calls over his shoulder. "But I advise you to steer clear of my men once we arrive."

A number of Asha'man gather around Taim and Torval. After a moment's consultation several of them open gateways and disappear. If asked about their mission, Taim or Torval explain that they're looking for the Lord Dragon and the Aes Sedai embassy that stole him. With any luck, they should be able to locate the embassy within a few hours.

It takes a bit longer than that, actually–well into the next day. The heroes are offered beds in one of the outbuildings, as throughout the farm the Asha'man prepare for battle. The heroes may take whatever steps they care to as well.

By midday the following day, two hundred Asha'man and Dedicated from nearly every nation assemble in the courtyard, looking very smart and regimental in their close-fitting high-collared black coats. As their leaders shout orders, wives and kids mill among them for final hugs.

Taim gathers the heroes together and assigns them to a robust man with a shock of white hair and a bulbous nose named Henre Haslin. Haslin tells them to run right through the gate and not stop as soon as it opens. He adds that they will be emerging some distance from the Lord Dragon's position in order to survey the field of battle before jumping into the midst of the Tower witches.

After his men have jostled into position, Taim shouts "Form gate!" and dozens of bright lines scribe the air and open into doorways leading to a brown grassy knoll. On the other side lies the imprisoned Lord Dragon–and a ruthless Black Ajah plotting doomsday.

ACT THREE: THE BATTLE OF DUMAI'S WELLS

The Asha'man's gates lead to Dumai's Wells, a small watering hole located on the grassy plains between Cairhien and Tar Valon along the Tar Valon Road. Here the Tower embassy, with Rand al'Thor held captive, faces the hordes of Shaido Aiel led by Sevanna–as well as the armies of the Lord Dragon. The allies of the Light are sorely pressed to hold off 40,000 Aiel and 200 channeling Wise Ones, so it is fortunate for them that the heroes have brought the Asha'man and their deadly talents into the fray.

While Taim and his men run to the side of the Lord Dragon, it falls to the heroes to find one Black Ajah in the chaos and heat of battle, and put a stop to her nefarious plans.

WHAT KRYALYN'S BEEN UP TO

After torturing Elspeth Mecandes and learning of Rand Al'Thor's abduction, Kryalyn prepared to follow after, determined to use the Artifice and kill Rand al'Thor before he could be corralled in Tar Valon. With Llana gone and unable to activate the Artifice on her own, she sent a message to Sharlotta–a Darkfriend wilder living on an outlying farm–with instructions to join her on the Tar Valon Road. Leaving orders with the Kite to attack the heroes in their inn, she set out in pursuit of the Tower embassy with a pair of Darkfriend soldiers.

They overtook Rhuarc's army the day before the battle, using the One Power to dodge Aiel rearguard patrols. A day before that, they met up with Sharlotta leading a small group of Trollocs.

The two channelers plan to activate the Artifice as soon as they see al'Thor, severing him at their earliest opportunity. Given the opportunity, Kryalyn further intends to hit Rand with a *lightning* as soon as she has used the Artifice.

Prior to the Shaido attack, Kryalyn was simply waiting for an opportunity to see Rand. Knowing that the odds on that drop if the Shaido lay hands on him, Kryalyn and Sharlotta have holed up in a shallow gully not far from the battle, looking for their chance. As Rand extricates himself from the box in which the White Tower embassy have imprisoned him, she is about to have her chance.

ARRIVAL

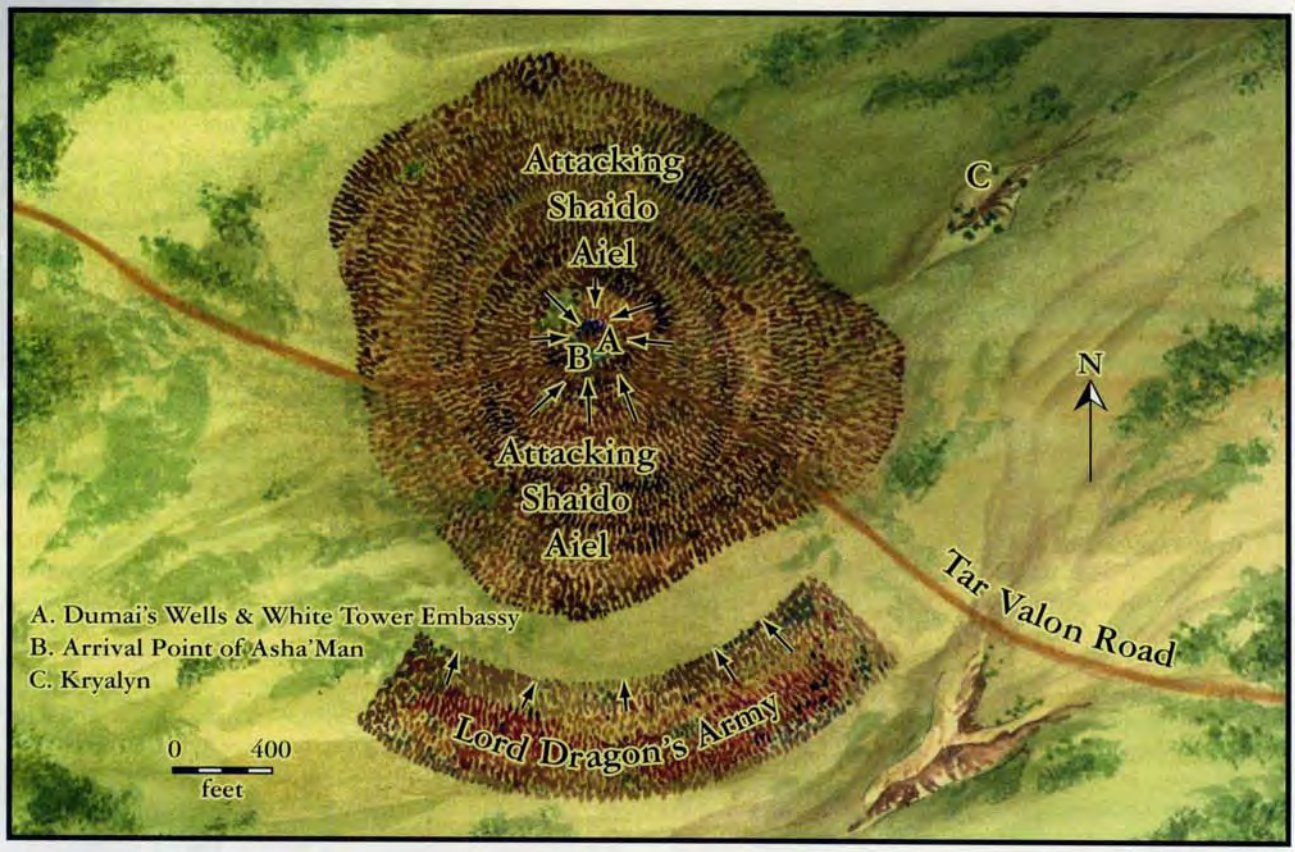
The gates open up in a tight cluster and the Asha'man–and the heroes if they don't want to be trampled–pour out of them and into a shallow bowl of dry grass. An intense dry heat hits the heroes like a wall–as hot as it was at the Black Tower farm, it is far hotter here on the treeless plains. In the distance, the cries of battle and faint explosions can be heard to the south.

Taim and a group of Asha'man leaders trot up the southern slope of the shallow depression and drop to the grass, cautiously peering over its rim. No one tries to stop the heroes if they wish to do the same.

THE BATTLE RAGES: As the heroes reach the edge of the gully, they get their first look at the battle.

An endless vista of gently rolling terrain greets your eyes, a sprawling plain of tinder-dry brown grass broken only by an occasional hillock or small cluster of trees–and by a mighty battle taking place around a large hill about a half mile to the west.

Tens of thousands of black-veiled Aiel surround a ring of covered wagons, horses and men near several stone wells and a clump of leafless trees atop the hill. Several of the wagons are aflame, and dozens of



mounted Aes Sedai send immense balls of fire arcing into enemy lines as their Warders keep the Aiel at bay. Women in long skirts move among the Aiel returning fireball for fireball, and lightning licks down on friend and foe alike from a cloudless sky.

To the southwest, a third army races toward the Aiel, banners proclaiming the Lord Dragon fluttering over their ranks. On the left and right flanks of this force come red-armored cavalry and archers, while at the center Cairhienin lancers and thousands of Aiel form an immense wedge driving directly toward the ring of wagons. This wedge crosses the Tar Valon Road and plows into the rear echelons of the Aiel.

Female channelers making a Weavesight check (DC 10) see hundreds of weaves surging across the battlefield–over 200 women among the Aiel are bathed in the glow of *saidar,* as well as dozens of Aes Sedai on the hill and in the approaching Dragon army. The heroes are too far away to see what sorts of weaves are being cast, but nearly all of them are violent in nature.

The Asha'man leaders on the rim conduct a hurried conference in which various strategies are discussed. Suggestions by the heroes are tolerated and weighed but not especially appreciated. After a moment, Taim begins deploying his men, sending them in groups of eight or ten via gateway, straight into the heart of the battle.

SEARCHING FOR KRYALYN

No immediate sign of Kryalyn can be found in the enormous and chaotic battlefield, but heroes making a Spot check (DC 15) as they survey the scene get a clue to her location.

To the north, beyond the battle, there is only gently rolling hills of sunburnt grass, but to the northwest there is a cluster of trees perhaps a half mile away. Three large humanoid figures stand among the trees. They seem to be watching the battle.

If any of the heroes made their Spot check by 5 or more, they can make out horns on some of the figures. These are some of Kryalyn's Trollocs–she and her coterie are hiding in a gully just beyond the trees, watching the battle and preparing to move against the Lord Dragon.

The heroes may or may not respond to this sight, but the next event should catch their attention.

THE WOLVES: Regardless of whether the heroes spotted the Trollocs at Kryalyn's gully, they can't help but notice the next event.

The wind is shifting, sending the black smoke rising from the burning wagons drifting south. Immediately, a great howling goes up among the wolves closest to you, and several dozen leap out of the battle and begin to race toward the north in great bounds. They seem to be making for the cluster of trees to the northwest. Not slowing for an instant, they run past the trees and seemingly vanish into the earth, their cries growing fainter and yet more fierce.

It isn't a good idea to bring Trollocs to a battle when there are wolves involved–especially if you hope to escape notice. With the shifting of the wind, several packs have caught the scent of Trolloc and split off from the main battle to run it down. Even as the heroes approach Kryalyn's gully, the wolves are savaging its occupants.

THE BATTLEFIELD: It takes several minutes to reach the gully at an all-out run. Several obstacles stand between the heroes and their goal, however.

Shaido Skirmishers

As you lope across the plain, three young Aiel Maidens erupt from the tall grass several hundred feet away and race directly for you, clutching spear and shortbow.

These battle-hungry but green Shaido Maidens have, to their great chagrin, been ordered to roam the eastern flanks of the battle on the lookout for additional enemy reinforcements. They find the heroes instead, and regardless of the opposition they face, decide to dance the spears.

Shaido Maidens (3): hp 15, 16, 19.

Tactics: The Maidens surrender only if reduced to less than 5 hit points. Defeated Shaido lay down their spears and begin to strip off their clothes, ready to present themselves as *gai'shain*. Heroes unfamiliar with Aiel custom may find this disconcerting. If the heroes do not take the defeated Maidens into custody, they remain where they are, ready to accept their duty in the hands of whatever victor claims them.

Younglings

Four horsemen ride along the road that stands between you and the copse. One of them spots you, and the groups turns, galloping at you with swords swinging overhead.

A group of Younglings, separated from the main body early in the battle, is looking for an advantageous flank from which to attack the Shaido. Seeing the heroes, they move to attack.

Younglings (4): hp 28, 30, 32, 34.

Tactics: The Younglings charge on their first round, then hack at the heroes from their horses (giving them the +1 bonus on their attacks for higher ground). Remember that with the Mounted Combat feat, they can make Ride checks

Dumai's Wells

Illustration by Puddinhead

to negate some hits against their mounts. The Younglings attack until defeated.

THE BATTLE OF DESTINY

As you near the gully, the sound of howls and the frightened squeals of Trollocs reach your ears. Suddenly, a bright flickering light plays briefly on the trees around the lip of the gully as unseen wolves scream in pain.

Down in the gully, Kryalyn and her minions are dealing with the wolves, unaware that the heroes are approaching. The battle is short if brutal, and the fighting is done by the time the heroes arrive. However, the Darkfriends are still distracted by the melee, and the heroes have a good chance to approach undetected. If the heroes simply charge in to the gully, the Trollocs are ready for them. Heroes attempting a more stealthy approach can make Hide checks opposed by the Trollocs' Spot, using low terrain to keep out of sight of Trollocs near the edge of the gully.

A bloody scene greets your eyes. Within the shallow depression the ground is littered with the carcasses of wolves–dozens of them, some hacked to pieces and others burnt. The savaged bodies of at least 20 Trollocs lie among them.

Standing amidst the carnage are the survivors, all panting with exertion: A half dozen Trollocs, two men, and two women, all looking much the worse for wear. Three sleek horses and a shaggy pony tethered to a tree some distance away tremble and roll their eyes at the scent of death; packs and camping gear are piled near the mounts.

One of the women–Kryalyn–stirs herself and gestures sharply to the other. "Fool girl, there's no time for dawdling," she snaps. "Get the Artifice. Our moment is now."

The women climb the southwest corner of the gully, hauling the Artifice between them. If they spot the heroes, Kryalyn calls for the Trollocs, filling herself with *saidar*.

Kryalyn: hp 44.

Sharlotta: hp 9.

Darkfriend Warriors (2): hp 7 (current), 8 (current).

Trollocs (6): hp 5 (current), 9 (current), 12 (current), 14, 15, 17; see Chapter 11 of *The Wheel of Time Roleplaying Game*.

Kryalyn has already expended three of her 3rd-level weave slots fighting the wolves.

Tactics: As soon as she or her minions detect the heroes, Kryalyn orders them to attack. She counts on her minions to keep the heroes out of her hair while she channels; they fan out to block any heroes attempting to get at her. Kryalyn

casts *riven earth*, *lightning*, and *fireball* against the heroes as they close. Once they are locked in melee with her minions, she uses *immolate* against the most potent physical threats.

Her minions fight to the death, but Kryalyn attempts to flee with the Artifice if the battle goes hopelessly against her.

AFTERMATH

As the heroes fought Kryalyn, the battle around Dumai's Wells reached its final stages. Rand al'Thor, *shielded* and imprisoned within a wooden chest, overcame his captors and began attacking the Aes Sedai of the Tar Valon embassy from within their encampment. Taim and his Asha'man also reached the camp, and have begun to take control of it. As the heroes conclude their fight with Kryalyn, Taim's Asha'man are erecting a giant master ward around Dumai's Wells.

Something remarkable is occurring at Dumai's Wells. The strikes of lightning hurled by the Shaido Wise Ones into the circle of wagons have begun to rebound some distance away. The black smoke billowing from the fires is gathering in a dense cloud over the campsite, gradually resolving into a distinctly bell-shaped form–as if restrained by some invisible barrier. Only at the upper point of the invisible sphere does a pillar of smoke escape.

On the ground, rows of Asha'man, tiny at this distance, stand in a ring around the camp, facing outward. Trapped outside the barrier, Mayeners and Cairhienin are being cut down by the press of Shaido attempting to find some break in the invisible wall.

Not long after the Asha'man bubble forms over the campsite, Taim, at Rand's command, releases his channelers on the Shaido.

The crimson banner of the Lord Dragon rises above the fray, bobbing higher and higher on invisible threads of the One Power. At the same time, the Shaido pressing against the invisible barrier sprawl forward as resistance to their progress abruptly disappears. They rise to their feet, only to met a different and more horrible form of resistance–ranks of grim Asha'man step forward, and under their terrible gaze, entire masses of Shaido simply explode. Even as the front ranks turn to retreat, bloody scythes of *saidin* raze them to the ground. Then, in a great ring around the camp and rippling outward, the earth itself begins to erupt beneath their feet.

This is the beginning of the end of the Battle of Dumai's Wells. The champions of Light rally and over the next half hour to drive off the surviving Shaido Aiel. The Battle of Dumai's Wells is over, and Rand al'Thor has survived it–thanks to the heroes.

AFTERWORD: HIGH CHASALINE

The aftermath of the battle is a horrible spectacle, with thousands of ruptured bodies sprawled over the grass, now little more than carrion for the thousands of ravens who swoop in to feast on the remains.

THE ARTIFICE OF BRASSION

Activation: Weave sacrifice; level varies
Affinities: Spirit
Size: Large
Weight: 20 lb.
Occurrence: Unique

This unusual *ter'angreal* looks something like a large, intricate weather vane mounted on a marble base. Its arms and pointers are made of a variety brass- and bronze-like of metals. Several gems and jewels, many of them quite large and seemingly valuable, are set into the armatures. Around the base are inscribed words in the Old Tongue, which translate to: "Power unchecked reaps naught but sorrow; I am the key that unshackles."

The Artifice shields or severs a target male channeler. Activating it requires the wielder to sacrifice a 6th-level weave slot if attempting to shield the target, or a 9th-level weave slot if attempting to sever him. The range of the effect is unlimited, but the wielder must be able to see the target. The target may make a Will save against a DC of 20 (to shield) or 25 (to sever); success prevents the shielding or severing, but deals 2d6 points of subdual damage (to shield) or 2d6 points of damage (to sever) to the target.

The Artifice was created by a group of female and male Aes Sedai during the early years of the Breaking, to aid in shielding or severing powerful but insane male channelers. In particular, it allows a single powerful female Aes Sedai to do what normally requires numerous channelers in a link, a powerful *angreal*, dangerous overchanneling, or a combination of all three. (Today's Aes Sedai are not as powerful as those of the Age of Legends and the time of the Breaking; these less powerful channelers must rely on overchanneling, linking, or *angreal* just to activate the Artifice.) After the breaking, its inscription was frequently misinterpreted as "Great power brings sorrow upon my enemies; I am the tool that breaks them." This misreading caused some to believe that the Artifice was a powerful weapon of war, and many great kings of ancient times secretly worked, unsuccessfully of course, to unlock this function.

Most of the wagons around Dumai's Wells have burned, canvas scorched away from iron hoops. A Dragon banner flutters atop a makeshift pole fashioned from a stripped tree trunk in their midst. The hill is crawling with Asha'man, who have corralled the Aes Sedai and are watching them with eager eyes. Not far away, Cairhienin and Mayeners guard their Warders. The soldiers fighting for the Lord Dragon are resting some distance from the battle. Al'Thor's Aiel keep themselves apart from everyone else, along with 200 naked Shaido prisoners who they took as *gai'shain*.

You can conclude the adventure in a number of ways. The heroes' best bet is probably to creep silently away, with whatever booty, political favors and renown they have managed to amass–the Lord Dragon and his companions are understandably suspicious of strangers at the moment, especially female channelers.

The heroes may be able to link up with Taim again, or with Perrin or Loial, whom they met at Emond's Field. If they play their cards right, and if you choose to orchestrate events to allow the opportunity, they might even meet Rand al'Thor himself.

What the heroes do with the Artifice can be ticklish. If they keep it, perhaps with the idea of guarding it, you may make it the focus of a future adventure, as other powerful personalities become aware of its existence. They may wish to turn it over to a particular faction, such as the Aes Sedai or the Aiel Wise Ones, which either earns them a powerful favor–or marks them for death, depending on the nature of the faction they give it to. They might choose to drop it in the sea, or hurl it into the void of the Ways. Or, of course, they could choose simply to keep it, perhaps to use it themselves in the future. That's their choice, of course, but keeping such a powerful artifact will undoubtedly bring them to the attention of powerful enemies–not least Rand and his Asha'man, who might justifiably fear the Artifice and what the heroes can do with it.

REWARDS

For completing this chapter, divide 24,000 experience points among the heroes who actively participated in at least the majority of the adventure.

STATISTICS

Following are the full statistics of all the important nonplayer characters that appear in this chapter. They are separated into three sections according to the section of the adventure in which they are likely to be encountered: Cairhien, the Black Tower and environs, and Dumai's Wells. Also included are the stats for the walking eye.

CAIRHIEN **City Guard:** Cairhienin Armsman 1; HD 1d10+2; hp 12 (average); Init +1 (+1 Dex); Defense 17 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d10/×3, poleaxe, 1d4/19–20, dagger); SV Fort +4, Ref +1, Will +1; SZ M; Rep 0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10. Challenge Code: A.

Skills: Climb +3, Diplomacy +2, Intimidate +3, Jump +2, Listen +4, Search +5, Sense Motive +4, Spot +4.

Feats: Alertness, Cosmopolitan, Sharp-Eyed, Weapon Focus (poleaxe).

Possessions: Poleaxe, dagger, breastplate, manacles, whistle.

Lady Elspeth: Cairhienin Noble 3; HD 3d8–3; hp 10; Init +3 (+3 Dex); Defense 13 (+3 Dex); Spd 30 ft.; Atk +1 melee (carries no weapon); SQ: Inspire confidence +1; SV Fort +1, Ref +7, Will +4; SZ M; Rep 4; Str 8, Dex 16, Con 11, Int 12, Wis 10, Cha 14. Challenge Code: B.

Skills: Bluff +6, Diplomacy +7, Gather Information +4, Innuendo +6, Intimidate +5, Knowledge (Aes Sedai codes) +4, Listen +3, Perform +3, Ride +4, Search +6, Sense Motive +8, Speak Language +1.

Feats: Cosmopolitan (Gather Information), Lightning Reflexes, Persuasiveness, Sharp-Eyed.

Possessions: None currently.

Lady Holleen, a.k.a. the Kite: Cairhienin Noble 7/Wanderer 2; HD 7d8–7 plus 2d6–2; hp 30; Init +3 (+3 Dex); Defense 13 (+3 Dex); Spd 30 ft.; Atk +8 melee (1d4/19–20, dagger) or +10 ranged (1d4/19–20, dagger); SQ: Inspire confidence +2, command +5, Evasion; SV Fort +2, Ref +10, Will +7; SZ M; Rep 6; Str 9, Dex 16, Con 11, Int 14, Wis 11, Cha 17. Challenge Code: E.

Skills: Bluff +8, Concentration +3, Diplomacy +7, Disguise +12, Forgery +8, Gather Information +9, Hide +8, Innuendo +10, Intimidate +8, Knowledge (arcana) +3, Listen +7, Perform +11, Pick Pocket +9, Sense Motive +7, Speak Languages (Old Tongue) +3, Spot +7.

Feats: Alertness, Cosmopolitan, Dodge, Fame, Iron Will, Mimic, The Dark One's Own Luck.

Possessions: Masterwork throwing dagger, hollow ring containing poison pill.

Liam Tiglar: Borderlander Initiate 5/Asha'man 1; HD 5d4 plus 1d6; hp 21; Init +0; Defense 10; Spd 30 ft.; Atk +5 melee (1d8/19–20, longsword, 1d4/19–20, dagger); SV Fort +4, Ref +1, Will +9; Madness 59; SZ M; Rep 4; Str 12, Dex 11, Con 10, Int 17, Wis 14, Cha 12. Challenge Code: D.

Skills: Composure +7, Concentration +8, Control +4, Escape Artist +3, Gather Information +8, Hide +5, Intimidate +6, Knowledge (nature) +7, Listen +6, Move Silently +6, Open Lock +4, Spot +8, Weavesight +8.

Feats: Combat Casting, Extra Affinity, Extra Talent ×2, Iron Will, Multiweave, Stealthy, Tie Off Weave, Track, Weapon Focus (longsword).

Affinities: Earth, Spirit.

Talents: Earth Singing, Elementalism, Traveling.

Weaves Known (4/5/5/3): Cloud Dancing: *foretell weather, warmth*; Conjunction: *sense shadowspawn*; Earth Singing: *earth delving, grenade, polish, riven earth*; Elementalism: *arms of air, false wall*; Traveling: *create gateway, hold gateway*.

Possessions: Masterwork longsword, dagger, +1 male *angreal* figurine of a laughing fox, pouch of 5 stones (for use with *grenade*), thieves' tools.

Lord Colin Dhulaine (a.k.a. Marris): Cairhienin Noble 6; HD 6d8+2; hp 42; Init +1 (+1 Dex); Defense 18 (+1 Dex); Spd 30 ft.; Atk +6 melee (1d8/19–20, longsword, 1d4/19–20, dagger) or +5 ranged (1d6/×3, shortbow); SQ: Inspire confidence +2, command +2; SV Fort +2, Ref +3, Will +5; SZ M; Rep 6; Str 14, Dex 13, Con 11, Int 13, Wis 15, Cha 17. Challenge Code: D.

Skills: Appraise +7, Bluff +7, Diplomacy +10, Innuendo +8, Intimidate +6, Knowledge (nobility and royalty) +4, Listen +5, Ride +8, Sense Motive +7, Wilderness Lore +8.

Feats: Combat Expertise, Dodge, Mobility, Smooth Talk, Spring Attack.

Possessions: Masterwork breastplate, small steel shield, longsword, dagger, shortbow, 10 arrows, tower gate key.

Mipps: Cairhienin Wanderer 2; HD 2d6+4; hp 10; Init +6 (+2 Dex, +4 Improved Initiative); Defense 12 (+2 Dex); Spd 30 ft.; Atk +4 melee (1d4/19–20*, dagger); SV Fort +0, Ref +5, Will +1; SZ M; Rep 1; Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 12. Challenge Code: B.

Skills: Balance +6, Bluff +6, Climb +5, Disable Device +5, Escape Artist +5, Gather Information +6, Hide +6, Innuendo +4, Intimidate +5, Jump +4, Listen +5, Move Silently +7, Open Lock +6, Pick Pocket +6, Profession (grocer) +6, Spot +6, Tumble +6.

Feats: Improved Initiative, Run, Street Smart, The Dark One's Own Luck, Weapon Focus (dagger)

Possessions: Masterwork dagger, vial of contact poison (0/1d6 SZ M; Rep 1; Str; Fort save resists, DC 16; sufficient resin remains to coat a dagger three more times or a sword once), 23 marks.

* plus possible poison damage.

Palace Guard: Cairhienin Armsman 3; HD 3d10+6; hp 17 (average); Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 30 ft.; Atk +3 melee (1d10/×3, poleaxe, 1d4/19–20, dagger); SV Fort +5, Ref +2, Will +1; SZ M; Rep 1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10. Challenge Code: B.

Skills: Climb +3, Diplomacy +4, Intimidate +5, Jump +2, Listen +5, Sense Motive +4, Search +5, Spot +4.

Feats: Alertness, Combat Reflexes, Cosmopolitan, Sharp-Eyed, Weapon Focus (poleaxe).

Possessions: Poleaxe, dagger, breastplate, manacles, whistle.

Raider: Cairhienin Wanderer 2; HD 2d6+4; hp 10 (average); Init +6 (+2 Dex, +4 Improved Initiative); Defense 14 (+2 Dex); Spd 30 ft.; Atk +3 melee (1d4/19–20, dagger) or +3 ranged (1d8/19–20, light crossbow); SV Fort +0, Ref +5, Will +1; SZ M; Rep 1; Str 12, Dex 15, Con 10, Int 14, Wis 13, Cha 8. Challenge Code: B.

Skills: Balance +6, Bluff +4, Climb +5, Disable Device +7, Escape Artist +6, Forgery +4, Gather Information +5, Hide +6, Innuendo +4, Intimidate +3, Jump +5, Listen +5, Move Silently +7, Open Lock +7, Search +6, Spot +5, Tumble +7.

Feats: Blind-Fight, Improved Initiative, Street Smart, The Dark One's Own Luck, Weapon Focus (dagger)

Possessions: Dagger, light crossbow, 10 bolts, leather armor, 50 feet of rope, thieves' kit.

Ruffian: Cairhienin Armsman 2; HD 2d10+4; hp 19 (average); Init +3 (+3 Dex); Defense 15 (+3 Dex); Spd 30 ft.; Atk +4 melee (1d8/19–20, longsword) or +6 ranged (1d6/×3, shortbow); SV Fort +3, Ref +0, Will +0; SZ M; Rep 1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 14. Challenge Code: B.

Skills: Climb +3, Hide +6, Intimidate +5, Jump +5, Move Silently +8, Sense Motive +4.

Feats: Cosmopolitan (Move Silently), Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Longsword, shortbow, 20 arrows, leather armor, tower gate key.

Tower Sniper: Cairhienin Wanderer 4/Armsman 1; HD 4d6+4+1d10+1; hp 26 (average); Init +3 (+3 Dex); Defense 13 (+3 Dex); Spd 30 ft.; Atk +6 melee (1d4/19–20, dagger) or +7 ranged (1d6+2/×3, composite shortbow); SV Fort +3, Ref +4, Will +1; SZ M; Rep 1; Str 15, Dex 17, Con 12, Int 11, Wis 10, Cha 11. Challenge Code: C.

Skills: Balance +8, Bluff+4, Concentration +4, Climb +10, Gather Information +4, Hide +10, Intimidate +6, Jump +5, Listen +5, Move Silently +10, Search +7, Sense Motive +2, Spot +7, Tumble +7.

Feats: Dodge, Mobility, Point Blank Shot, Rapid Shot, Street Smart

Possessions: Mighty composite shortbow (+2 on damage rolls), 20 arrows, tower gate key.

The Black Tower and Environs:

Asha'man Dedicated: Midlander Initiate 4; HD 4d4; hp 11 (average); Init +0; Defense 13; Spd 30 ft.; Atk +3 melee (1d8/19–20, longsword); SQ Slow aging, Weavesight; SV Fort +4, Ref +2, Will +7; SZ M; Rep 2; Str 12, Dex 11, Con 10, Int 14, Wis 16, Cha 9. Challenge Code: D.

Skills: Composure +10, Concentration +10, Decipher Script +9, Intimidate +8, Knowledge (arcana) +9, Weavesight +10.

Feats: Bullheaded, Extra Affinity (×2), Extra Talent, Martial Weapon Proficiency (longsword), Tie Off Weave.

Affinities: Earth, Fire, Spirit.

Talents: Elementalism.

Weaves Known (6/5/3): Earth Singing: *grenade*; Elementalism: *arms of air, blade of fire, create fire, false wall, fiery sword, fireball, harden air, light, wand of fire.*

Possessions: Longsword, Asha'man Dedicated pin.

Mazrim Taim: Borderlander Wilder 11/Asha'man 3; HD 11d6+11 plus 3d6+3; hp 61; Init +2 (Blooded); Defense 18; Spd 30 ft.; Atk +6 melee (1d8/19–20, longsword); SQ Asha'man combat casting (+5 bonus on Concentration checks while casting or maintaining in combat), Asha'man presence, offensive control (+5 bonus on Concentration checks while casting offensive weaves), slow aging; SV Fort +7, Ref +8, Will +11; Madness 38; SZ M; Rep 16; Str 10, Dex 11, Con 13, Int 14, Wis 16, Cha 18. Challenge Code: F.

Skills: Composure +8, Concentration +17, Diplomacy +9, Gather Information +9, Heal +8, Intimidate +15, Invert +7, Knowledge (arcana) +7, Knowledge (geography) +5,

Knowledge (nobility and royalty) +4, Listen +7, Search +8, Sense Motive +13, Spot +9, Weavesight +12.

Feats: Blooded, Eliminate Block, Extra Affinity (×2), Extra Talent (×3), Martial Weapon Proficiency (longsword), Multiweave, Iron Will, Tie Off Weave.

Affinities: Earth, Fire, Spirit.

Talents: Earth Singing, Elementalism, Traveling, Warding.

Weaves Known (6/5/4/4/3/3/2/1): Earth Singing: *grenade, riven earth*; Elementalism: *arms of air, blade of fire, create fire, current, false wall, fiery sword, fireball, harden air, immolate, light*; Healing: *delve, heal, renew*; Traveling: *create gateway, hold gateway*; Warding: *barrier to sight, circle of silence, master ward, shield, ward against people, ward against the One Power, ward against Shadowspawn.*

Possessions: Longsword, Asha'man pin.

DUMAI'S WELLS: Darkfriend Warrior: Cairhienin Armsman 2; HD 2d10+2; hp 20 (average); Init +3 (+3 Dex); Defense 15 (+3 Dex); Spd 30 ft.; Atk +4 melee (1d8/19–20, longsword) or +6 ranged (1d8/×3, longbow); SV Fort +3, Ref +0, Will +0; SZ M; Rep 1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 14. Challenge Code: B.

Skills: Climb +3, Hide +6, Intimidate +5, Jump +5, Move Silently +8, Sense Motive +4.

Feats: Cosmopolitan (Move Silently), Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Longsword, longbow, 20 arrows, leather armor, travel gear, horse.

Kryalyn Sedai: Domani Initiate 5/Aes Sedai 7; HD 5d4+5 plus 7d4+7; hp 44; Init +1 (+1 Dex); Defense 16 (+1 Dex); Spd 30 ft.; Atk +5/+0 melee (1d4–1/19–20, dagger), +7 ranged (1d4–1/19–20, dagger); SQ Aes Sedai presence, resources, slow aging; SV Fort +7, Ref +6, Will +13; SZ M; Rep 8; Str 9, Dex 12, Con 13, Int 18, Wis 19, Cha 14. Challenge Code: F.

Skills: Bluff +10, Composure +11, Concentration +16, Decipher Script +8, Diplomacy +10, Gather Information +6, Innuendo +9, Intimidate +20, Invert +12, Knowledge (the Age of Legends) +13, Knowledge (local–Arad Doman) +9, Listen +7, Ride +4, Search +6, Sense Motive +15, Spot +5, Weavesight +16.

Feats: Cosmopolitan, Extra Affinity (Air, Spirit, Water), Extra Talent (Cloud Dancing, Earth Singing, Illusion), Multiweave, Persuasive, Seductive, Sharp-Eyed, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Improved Resources: +4 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 75% in and around a city, 50% in a good-sized town or village, and 20% in the countryside.

Control: Kryalyn receives a +5 competence bonus on Concentration checks when attempting to overchannel within one of her Affinities.

Resolve: Kryalyn has an effective Wisdom score of 21 for purposes of calculating weaves per day and bonus weaves.

Affinities: Air, Fire, Spirit, Water.

Talents: Cloud Dancing, Earth Singing, Elementalism, Illusion.

Weaves Known (4/7/6/5/5/4/2): Cloud Dancing: *lightning, raise fog;* Earth Singing: *polish, riven earth;* Elementalism: *arms of air, blade of fire, create fire, current, dry, false wall, fireball, harden air, immolate, light, tool of air, wand of fire;* Illusion: *distant eye, eavesdrop, folded light, mirror of mists.*

Possessions: Gold Great Serpent ring, +1 *angreal*, pouch containing 8 mk and 3 gc.

Llana Sedai: Borderlander Wilder 4/Initiate 2/Aes Sedai 4; HD 4d6 plus 2d4 plus 4d4; hp 31; Init +4 (+2 Dex, +2 Blooded); Defense 17 (+2 Dex); Spd 30 ft.; Atk +7 melee (1d4+2/19–20, dagger) or +7 ranged (1d4+2/19–20, dagger); SQ Aes Sedai presence, resources, slow aging, Weavesight; SV Fort +6, Ref +9, Will +15; SZ M; Rep 5; Str 14, Dex 14, Con 10, Int 17, Wis 18, Cha 8. Challenge Code: E.

Skills: Composure +8, Concentration +4, Decipher Script +13, Gather Information +9, Heal +8, Hide +8, Intimidate +6, Invert +4, Knowledge (Blight) +11, Knowledge (history) +7, Listen +16, Move Silently +14, Ride +6, Sense Motive +7, Spot +18, Weavesight +9.

Feats: Alertness, Blooded, Extra Affinity (Air, Water), Extra Talent (Conjunction, Healing), Iron Will, Multiweave, Remove Block, Stealthy, Tie Off Weave.

Aes Sedai Presence: +4 competence bonus on Intimidation checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included in the numbers above). The Aes Sedai can requisition resources as necessary; at the GM's discretion. The base chance of obtaining the desired resources is 50% in and around a city, 25% in a good-sized town or village, and 10% in the countryside.

Affinities: Air, Spirit, Water.

Talents: Conjunction, Healing, Warding.

Weaves Known (4/6/5/5/4/2): Conjunction: *false trail, sense Shadowspawn, trace;* Healing: *delve, heal, rend, renew, touch of death;* Warding: *barrier to sight, circle of silence, dream shielding, master ward, seal, shield, ward against channelers, ward against the One Power, ward against people, ward against Shadowspawn.*

Possessions: Gold Great Serpent ring, six doses ophthial syrup (inhaled, DC 15; initial damage 0, secondary damage unconsciousness), pouch containing 5 mk, 8 sp.

Shaido Maiden: Aiel *Algai'd'siswai* 2; HD 2d12+4; hp 22 (average); Init +7 (+1 Dex, +2 Dance the Spears, +4 Improved Initiative); Defense 11 (+1 Dex); Spd 40 ft.; Atk +4 melee (1d6/×3, Aiel shortspear) or +3 ranged (1d6/×3, Aiel shortspear); SV Fort +0, Ref +4, Will +0; SZ M; Rep 2; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 12. Challenge Code: B.

Skills: Balance +4, Climb +6, Hide +4, Intimidate +4, Jump +4, Listen +4, Move Silently +3, Spot +4; Wilderness Lore +3.

Feats: Blooded, Combat Reflexes, Improved Initiative.

Possessions: Aiel shortspear.

Sharlotta: Midlander Wilder 2; HD 2d6; hp 9; Init +1 (+1 Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +0 melee (1d4/19–20, dagger); SV Fort +4, Ref +4, Will +5; SZ M; Rep 0; Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 16. Challenge Code: B.

Skills: Appraise +3, Concentration +6, Craft (weaving) +3, Heal +7, Intimidate +5, Knowledge (nature) +4, Ride +5, Weavesight +2, Wilderness Lore +8.

Feats: Combat Casting, Extra Talent, Lightning Reflexes, Luck of Heroes.

Affinities: Air.

Talents: Elementalism, Healing.

Weaves known (3/3/3): Elementalism: *arms of air, fireball, harden air, light*; Conjunction: *false trail*; Healing: *heal, renew.*

Possessions: Dagger, travel gear, pony.

Youngling: Midlander Armsman 4; HD 4d10+8; hp 34 (average); Init +1 (+1 Dex); Defense 19 (+1 Dex); Spd 20 ft.; Atk +7 melee (1d8+4/19–20, longsword) or +6 melee (1d6+2/×3, light lance); SQ Armor compatibility, weapon specialization (longsword); SV Fort +7, Ref +4, Will +3; SZ M; Rep 1; Str 15, Dex 12, Con 14, Int 11, Wis 13, Cha 12. Challenge Code: C.

Skills: Climb +5, Handle Animal +4, Intimidate +6, Jump +6, Knowledge (nobility and royalty) +3, Ride +8.

Feats: Dodge, Luck of Heroes, Mounted Combat, Ride-By Attack, Weapon Focus (longsword).

Possessions: Longsword, breastplate, light lance.

NEW CREATURE

Walking Eye

Medium-Size Shadowspawn
Hit Dice: 4d8+8 (24 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft., climb 20 ft.
Defense: 15 (+3 Dex, +2 natural)
Attacks: 2 rakes +6 melee, bite +1 melee
Damage: Rake 1d6+2, bite 1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Fearsome aspect
Special Qualities: Damage reduction 5/+1, regeneration 5
Saves: Fort +3, Ref +3, Will +1
Abilities: Str 15, Dex 16, Con 14, Int 10, Wis 13, Cha 10
Skills: Climb +4, Jump +3, Spot +3
Feats: Improved Initiative

Climate/Terrain: Any land
Organization: Solitary or group (2–11)
Challenge Code: D
Advancement: –

The walking eye is a creature born of nightmare, a bubble of evil rising slowly from the Dark Lord's prison through the Weave before bursting into horrible living form. Isolated tales of these horrors are scattered throughout the land, so it is likely that more than one bubble of evil has taken this form.

In appearance the walking eye is just that: a large fleshy sphere bulging with purple veins, with a huge lidless goat's eye the size of a shield centered at the front. The creature walks on six long spiderlike legs; single razor-sharp daggerlike talons tip its two forelimbs. At the center of its underbody snaps a squidlike beak. Its spherical body is some 3 to 4 feet in diameter.

Walking eyes do not leave the locale they appear in, though they are not continuously on the attack. If left alone, they find some place to hide, ranging out to feed on fear and corpses from time to time. Slain walking eyes dissolve into bubbling mounds of noisome slime.

Combat: The walking eye is extremely agile and relies on its fear attack and lighting reflexes to defeat opponents. It attacks by lashing out at opponents with its talons, using its bite attack only against paralyzed prey. It retreats if reduced to less than half of its hit points, climbing above the fray if possible.

Fearsome Aspect: At the mere sight of a walking eye, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, the viewer cannot be affected again by a walking eye's fear ability for one day.

Regeneration: Damage dealt to a walking eye is treated as subdual damage (except for fire damage, which affects it normally), and the walking eye automatically heals 5 points of subdual damage per round. The creature can only be killed by chopping it into bits once it has been rendered unconscious (a full-round action), or by being dealt enough fire damage to kill it.

If a walking eye loses a leg or other body part, the part grows back in 3d6 minutes.

Attack forms that don't deal hit point damage (such as poison or *balefire*) ignore regeneration. Regeneration does not restore hit points lost to environmental effects such as starvation.

APPENDIX

This section contains some new rules relating to issues that come up in *Prophecies of the Dragon*, as well as clarification and expansion of a few rules from *The Wheel of Time Roleplaying Game*.

MULTICLASSED CHANNELERS

In *The Wheel of Time* novels, channelers can, and often do, develop their abilities as initiates after months or years of experience as wilders. A few initiates also develop some of the insights and abilities of wilders, when they're open minded enough to do so. In *The Wheel of Time Roleplaying Game*, this is represented by multiclassing, gaining levels in both initiate and wilder. The rules in this section clarify the process for adding levels in a new channeling class.

A hero is never required to multiclass. A wilder who goes to Tar Valon can continue to advance as a wilder if she wants. It's perfectly possible for a powerful Aes Sedai to have levels only in wilder, with no initiate levels. (She would have to have one level in the Aes Sedai prestige class in order to be a full-fledged Aes Sedai. However, after gaining one level in Aes Sedai, she could go back to advancing her levels in wilder if she chooses.)

WEAVES: Regardless of whether he started as an initiate or as a wilder, any channeler who multiclasses between initiate and wilder casts weaves as an initiate, using Table 3–5: Initiate Weaves for determining his number of weaves per day. The character's level, for determining the number of weaves, is equal to his total channeling level (in other words, the total of his levels in initiate and wilder).

In a few cases, a character who multiclasses will actually lose some channeling ability. For example, a 3rd-level wilder can cast 1 3rd-level weave per day. If she adds a level in initiate (and thus gets the weaves per day of a 4th-level initiate), she looses the ability to cast 3rd-level weaves. Unfortunately, setbacks such as these are part of the cost of learning a new class.

Bonus Weaves: Characters with levels in both wilder and initiate gain bonus weaves from Intelligence, Wisdom, *and* Charisma.

OTHER CLASS ABILITIES: A channeler who multiclasses from wilder to initiate (or vice-versa) gains all the special abilities and restrictions of the new class, including a second affinity and talent.

In general, where the two classes give different levels of ability at the same task, the hero benefits from the better of the two. So, where the two classes call for different stats, the hero can use whichever is most advantageous. The hero gains the wilder's overchanneling bonus, ability to cast cross-Talent weaves at 1st and 2nd levels, and the ability to "figure out" weaves on her own, and also gains the initiate's Weavesight bonus.

On the flip side, the hero also suffers from the restrictions imposed by the new class. For example, a wilder taking a level in initiate must become a member of one of the four initiate traditions–that means gaining a mentor and becoming subject to that tradition's rule.

WILDERS MULTICLASSING INTO INITIATES: A wilder who multiclasses into initiate does not automatically loose her block. The Eliminate Block feat is still required to get rid of it.

A wilder taking a level in initiate must become a member of one of the four initiate traditions. That means gaining a mentor and becoming subject to that tradition's rule. The initiate's tradition is a lifelong association–once a hero becomes a member of a tradition, he is saddled with the associated obligations and responsibilities for his entire life.

INITIATES MULTICLASSING INTO WILDERS: It is possible for an initiate to gain levels in wilder. While this is highly unlikely for an initiate studying with her mentors at the White Tower or among the Wise Ones, it might happen when a character spends a great deal of time away from her tradition, or among powerful wilders. (It's by no means necessary, however–an initiate can always advance in the initiate class, even if she has been out of contact with her mentor or others of her tradition for a long time.)

An initiate cannot gain the block prescribed by the wilder class. Thus, the Eliminate Block feat is a prerequisite of sorts; the initiate must take the Eliminate Block feat before or simultaneous to gaining a level in wilder. Female channelers cannot take the Eliminate Block feat until 3rd level, so it's impossible for an initiate to add a level of wilder until at least 3rd level.

Initiates taking levels in wilder are not absolved of the bonds to their traditions. An initiate of the Windfinder tradition is still considered a Windfinder, even when she takes a level in wilder. Her tradition and mentor can still make the same demands upon her that they might if she continued to advance as an initiate.

MULTIPLE PRESTIGE CLASS: Though it's unlikely, it's technically possible to gain levels in more than one channeling prestige class. This might occur if a character were to switch traditions–an Aes Sedai becoming a Wise One, for example. The channeler would have to be accepted into her new tradition, and her defection might draw the wrath of her

old tradition. (Or it might simply be ignored; Tar Valon might simply refuse to relinquish control over a defecting Aes Sedai, for example, leaving the hero with obligations to both traditions.)

MEASURING THE POWER

Channelers have an instinctive ability to assess the strength of the One Power in others of the same gender.

As a full-round action, a channeler may make a Weavesight check to assess the degree of channeling talent in another. This degree of talent is measured as the sum of the subject's Intelligence bonus, Wisdom bonus, Charisma bonus, and levels in channeling class. Three general comparisons exist: whether the talent exists at all; a general sense of power relative to the viewer; and a precise sense of power relative to the viewer.

DC	Task
15	Identify the ability to channel.
20	Determine the general degree of talent.
25	Determine the precise degree of talent.

A check result of 15 or more tells the viewer whether the subject has one or more levels of initiate or wilder. It does not reveal how many levels the subject has, or in which class.

A check result of 20 or more gives one of three results: the subject is significantly less powerful than the viewer, significantly more powerful than the viewer, or about the same as the viewer. For both the viewer and the subject, add the Intelligence, Wisdom, Charisma bonuses to their levels in channeling classes. If the subject's total is 4 or more lower than the viewer's, the viewer gets a sense that the subject is "weaker" than she is. If the subject's total is within 3 of the viewer's, the viewer gets a sense that the subject's degree of talent is "about the same" as the viewer. If the subject's total is 4 or more higher than the viewer's, the viewer gets a sense that the subject is "stronger" than she is. The viewer does not learn the exact total.

A check result of 25 or more tells the viewer precisely how strong or weak the subject is compared to the viewer. The viewer learns the exact difference between herself and the subject in the total of their Intelligence, Wisdom, Charisma bonuses plus levels in channeling classes. It does not tell the subject how many channeling levels the subject has, what class they are in, or what her precise ability bonuses are–it only reveals the total.

Channelers cannot attempt to identify the ability or degree of talent in others of the opposite gender.

COUNTERING WEAVES

It is possible to counter a weave being cast by another channeler. To counter a weave, you must select an opponent as your target. You do this by choosing the ready action (see Special Initiative Actions in Chapter 8 of *The Wheel of Time Roleplaying Game*). In doing so, you elect to wait to complete your action until your opponent tries to cast a weave. (You may still move your speed, since ready is an attack action.)

If the target of your countering effort tries to cast a weave, make a Weavesight check. This check is a free action, and all the normal guidelines for the use of Weavesight apply.

If you know the weave and successfully identify it, you can attempt to counter it. (If you did not previously know the weave, but rolled well enough on the Weavesight check to learn it, you now know the weave and can attempt to counter it.) If you do not know the weave, or were unable to identify it, you cannot counter it.

To complete the counter, you then cast the same weave at the same casting level or higher. (For example, if you are countering a *fireball* weave cast at 4th level, you must cast *fireball* at 4th level or higher.) If the target is within range, both weaves automatically negate each other with no other results. If you do not meet all the necessary requirements to counter the weave, your opponent's weave is cast as normal, and nothing happens as a result of your casting. The weave slot used to cast the countering weave is wasted.

HERBALISM

The Wheel of Time rulebook mentions several items made by healers, Wisdoms, and herbalists, but doesn't provide rules on how to make them. A few items also made by these types of craftspeople are also referred to in this book.

Making balms, antitoxins, and poisons requires the Craft (herbalism) skill. This variant of the Craft skill cannot be used untrained; only characters with actual ranks in Craft (herbalism) can attempt to make these items. A healer's kit constitutes the appropriate artisan's tools for use of Craft (herbalism).

Use the rules as outlined under the Craft skill, in Chapter 4 of *The Wheel of Time Roleplaying Game*. The DCs for making items vary depending on the item in question.

Item	DC
Acid	15
Antitoxin	25
Healer's Balm	20
Poison	15

NEW WEAVES

The following additional weaves expand upon those included in *The Wheel of Time Roleplaying Game*.

HEALING

Restore [Earth, Spirit, Water] (Common)

Level: 2–6
Casting Time: See text
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Weave Resistance: Yes

You lay your hands upon a living creature to convert temporary ability damage to subdual damage. Each casting of this weave affects damage to only one ability, which you specify. Each point of ability damage converts to 5 points of subdual damage. The damage thus converted heals at the normal rate for subdual damage. The amount of ability damage converted depends upon the casting level, however, the maximum, regardless of the casting level of the weave, is equal to the target's current hit points divided by 5 (minimum 1).

This weave cannot be used to heal regular damage or subdual damage. It does not restore permanent ability drain.

Casting Level	Casting Time	Recovered Ability Damage
2	1 action	1 point
3	full action	1d4 points
4	1 minute	2d4 points
5	10 minutes	3d4 points
6	20 minutes	4d4 points

Cleanse [Spirit, Water] (Common)

Level: 3
Casting Time: See text
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Weave Resistance: Yes

By touching the target, you help the creature's body cleanse itself of disease or poison.

Poison: The target may immediately make a Fortitude saving throw against the poison's DC. If the target succeeds, the poison is cleansed and has no further effect. If he fails the save, the poison continues to run its course as normal. The target does not take any additional damage for failing the save.

Disease: Recovering from a disease normally requires two successful Fortitude saving throws on two days in a row. The target of this weave may immediately make a Fortitude saving throw against the disease's DC. If he succeeds, he only needs to succeed in a single saving throw to end the disease (instead of two in a row). If this weave is cast a second time, and the target succeeds at both saving throws, the disease ends. If he fails the save, the disease continues to run its course as normal. The target does not take any additional damage for failing the save.

This weave can only be cast once per target per day. It affects a single disease or poison each time it is cast. It does not reverse effects of disease or poison (such as ability damage) that have already occurred.

+1 Casting Level: The target gains a +5 circumstance bonus on his Fortitude save. You may stack this bonus by further increasing the casting level (for example, +3 casting levels grants the target a +15 circumstance bonus on the save).

Warding

Ward against Channelers [Fire, Spirit] (Common)

Level: 1–10
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Target: See text
Duration: Concentration
Saving Throw: None
Weave Resistance: No

You create a dome-shaped weave around an area, through which channelers of the same gender as you cannot pass. Channelers outside the dome cannot enter it; channelers inside (including the caster) cannot exit it. Physical objects, creatures, channelers of the opposite gender, and people of your gender who cannot channel can pass through the boundaries of the dome without affecting the weave.

This weave typically appears as a dome, but its shape can be altered to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

Casting Level	Area
1	5-ft.-radius circle
2	10-ft.-radius circle or small room
3	25-ft.-radius circle or large room
4	50-ft.-radius circle or moderate-sized building
5	150-ft.-radius circle or large building
6	300-ft.-radius circle or very large building
7	750-ft.-radius circle
8	1,500-ft.-radius circle
9	1-mile circle
10	5-mile circle

NEW BACKGROUND: SEANCHAN

The Seanchan background functions exactly like any of the other regional backgrounds covered in Chapter 2 of *The Wheel of Time Roleplaying Game*. It provides a bonus feat from a list of several options, several class skills and 4 ranks in one of them, a home language, bonus language choices, and equipment choices.

Seanchan: Stern, mysterious, and deadly dangerous, the Seanchan come from a distant land thousands of leagues beyond the western ocean. It's a land hardly imagined by the people of the westlands: A land where exotic animals–and female channelers–are put on leashes to serve the Empire; a land of dangerous political intrigue and baroque

Seanchan Background

Background Feats	Background Skills	Home Language	Bonus Language Choices	Equipment
Artist	Bluff	Common (Seanchan)	Common (Arad Doman)	Spear, Seanchan; brigandine shirt
Blooded	Handle Animal		Common (Tarabon)	Crossbow, light; scimitar, Seanchan
Bullheaded	Intimidate		Old Tongue	Noble's outfit; jewelry (20 mk)
Disciplined	Knowledge (Age of Legends)			
Handler				
Militia				

etiquette; a land where the nobility rules with an unquestioned iron fist.

Personality: The Seanchan are known in the westlands as fierce and dangerous warriors, merciless invaders who ride terrifying, exotic beasts and rain down lightning with their enslaved channelers. What most westlanders saw was the most vicious side of the Seanchan, an invading army bent on subjugating all they encountered. Individual Seanchan run the gamut of personalities, of course, and lead lives that seem just as normal to them as those of the westlands seem to a midlander or Ebou Dari. Nevertheless, Seanchan society is highly structured, with a strict ladder of social classes each subservient to those above. Everyone has a place to serve, and everyone should stay in his or her place. To a Seanchan, the loose strictures that bind most westland nations, in which almost anyone can travel, move, or change jobs freely, is akin to anarchy.

That's not to say that Seanchan never attempt to change their status. To the contrary, scheming, conniving, and double-crossing are a way of life among the Seanchan, who seek always to elevate themselves further above the *da'covale* ("those who are property") and closer to the Blood, the most honored of the nobility.

Physical Description: Seanchan vary as much in build and coloration as the people of the westlands. Dark hair is common, but so are lighter shades, and blue eyes are as frequently seen as brown, or green. Seanchan of all ranks take great pride in their dress and hygiene. The quality of Seanchan dress is directly related to social status, with higher classes dressing in colorful, heavily embroidered silk tunics and robes.

Appearances and etiquette are extremely important to the Seanchan, and demonstrations of rank are essential. The Blood (the highest of the nobility) shave portions of their heads, in an elaborate and exacting code of seniority. Commoners, on the other hand, never shave their heads, and those who go bald wear wigs to avoid any appearance of inappropriate ambition. Long lacquered fingernails are another sign of rank, and the more lacquered nails, the higher the status.

Relations: Native to a continent many thousands of miles overseas, the Seanchan are known to westlanders (when they're known at all) as cruel invaders, bent on subjugating all they encounter. This is largely true–the Seanchan see westlanders as faithless usurpers who are rightfully subject to the rule of their Empress. This stems from their history: Seanchan was, nearly 1,000 years ago, conquered by Artur Paendrag's son Luthair, from whom the royal line still descends. Seanchan nobility believe that this makes them rightful rulers over the whole of the westlands, which were once Artur's realm.

Oddly, though the Seanchan have brought strife and warfare in their attacks on the westlands, their arrogance toward westlanders does not extend to actual hatred. As the Seanchan armies occupy westland cities and villages, they require of the inhabitants oaths of fealty (see The Oaths, on page 49). Those that swear the oaths are treated quite reasonably, for the most part.

Lands: The Seanchan empire extends over an entire continent. Though broken through with several inland seas, the Seanchan lands nevertheless cover a huge expanse–larger even than the westlands–and a wide range of climates and terrain. The capital is Seandar, but nearly a dozen other major cities dot the Empire, along with countless towns and villages of all sizes.

Languages: The Seanchan speak their own dialect of Common, which seems heavily accented and slurred to most westlanders. Their speech is laced with terms from the Old Tongue.

Adventures: Seanchan in the westlands invariably arrived with one of the invasion fleets. That doesn't necessarily make them soldiers, however. In addition to the armies, the Seanchan forces included sailors, nobility, servants, animal handlers, craftsmen and support personnel of every description. A Seanchan character of any description might have been left behind after a military defeat, or have found reason to desert the Seanchan force. Either way, one thing's for sure: any Seanchan in the westlands–any Seanchan who joined the invasion fleet–has already proven to have the skills and spirit of an adventurer.

NEW BACKGROUND FEAT

The following new background feat compliments the Seanchan background, above.

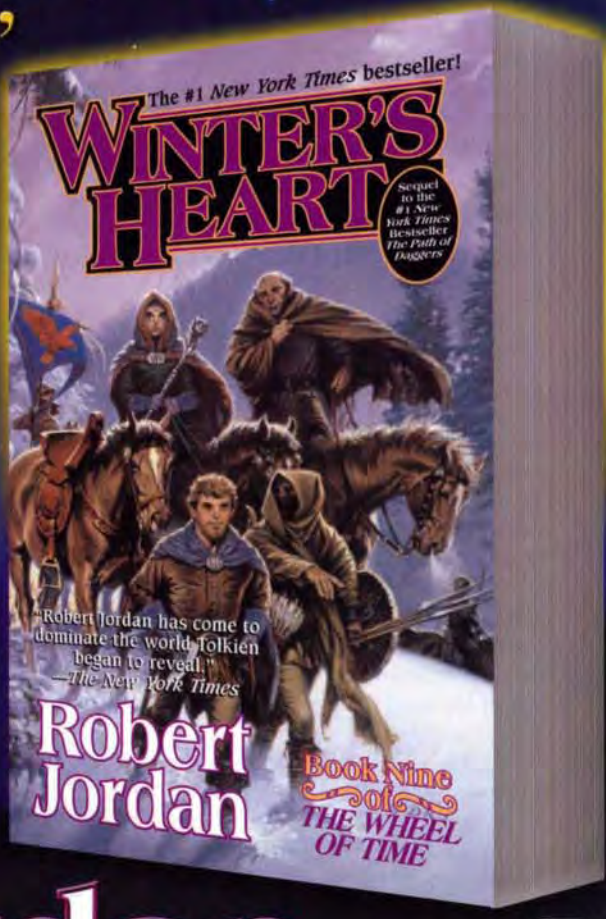
HANDLER: You have been trained from an early age to handle a particular type of creature.

Background: Seanchan.

Benefit: Animal Empathy is a class skill for you. In addition, pick a domestic animal (for the Seanchan, this is often an exotic creature). You gain a +2 competence bonus on all Animal Empathy, Handle Animal, and Ride checks when dealing with that kind of animal.

"Jordan has come to dominate the world Tolkien began to reveal."
—*The New York Times*

WINTER'S HEART



The #1 *USA Today*, *Wall Street Journal*, and *New York Times* bestseller

Robert Jordan

Visit us on the web at www.tor.com

TOR

Discover the Wheel of Time series—available now from Tor Books.

Book One
THE EYE OF THE WORLD

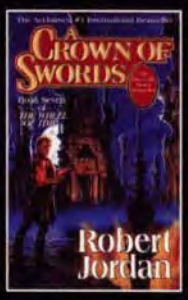
Book Two
THE GREAT HUNT

Book Three
THE DRAGON REBORN

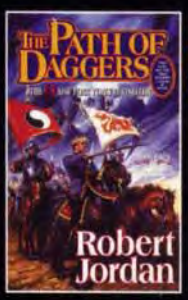
Book Four
THE SHADOW RISING

Book Five
THE FIRES OF HEAVEN

Book Six
LORD OF CHAOS



Book Seven
A CROWN OF SWORDS



Book Eight
THE PATH OF DAGGERS

Prophecies of the Dragon

Aaron Acevedo, Evan Jamieson, Michelle Lyons,
James Maliszewski, Charles Ryan, Paul Sudlow

The Shadow Looms Ever Nearer

The events leading up to Tarmon Gai'don have long been foretold. Treacherous Darkfriends conspire to permanently sever the Dragon Reborn's link to the One Power. Brave, new heroes must emerge from the Great Pattern and discover those insidious plans to give the forces of Light a chance to prevail over the Dark One.

Prophecies of the Dragon **is a stand-alone adventure of epic scope for** ***The Wheel of Time*™ *Roleplaying Game.*** **Designed to serve as the foundation of an ongoing campaign, it weaves the players into the storyline of Robert Jordan's** ***Wheel of Time*** **series.**

To use this accessory, a Gamemaster also needs ***The Wheel of Time Roleplaying Game.***

d20 system

www.wizards.com/wheeloftime

ISBN: 0-7869-2664-3

52995

EAN

9 780786 926640

US $29.95 CAN $41.95

Made in the U.S.A. 882930000

Another ChasMK1 Scan