

This is a half completed adventure that has the background and motivations included but is missing the maps and individual encounters. It would form the basis for 4-6 nights of gaming if fully fleshed out.

### **Introduction:**

This is a Wheel of Time adventure suitable for four to six 7th-9th level characters. It can accommodate characters of higher or lower level with some adjustment. It may also be tailored for fewer adventures.

To run this adventure the DM will need the Wheel of Time RPG sourcebook and information on the Dreadlord PrC presented on Call of the Horn website ([www.Mabinogin.com](http://www.Mabinogin.com)). This adventure is designed to take place during the Trolloc Wars era but can be modified for play in other eras as needed. Background information presented within the section of Call of the Horn titled The Shadow Made Flesh will be helpful if running this game in the suggested era. While helpful other sourcebooks are unnecessary.

### **Part I: The Lost?**

In 1000 A.B, the lands fell under a shadow. The Eyeless lord of Thar'kandar waged war against man with armies of shadow spawn, entire legions of darkfriends, and thousands of dreadlords. Yet, even though millions perished it was not enough to break the spirits of men. The Dreamwalker (Ishi) summoned his men and told them to find the ruins of the city of Terak Nisine. In the bowels below the city, Anginor had performed his experiments. Anginor had twisted science and the One Power under the earth to create Trollocs, Myrddraal, Drahkar, Darkhounds, and even Gholams. These minions and the rumors of even darker ones could finally break the will of the Aes Sedai.

Izikaus was once a scholar among the great city of Jennshain, but the knowledge he sought was too deep into the darkness and attracted the attention of others. Soon he was compelled to find information about the city of Terak Nisine. The breaking had moved all land marks; mountains had sunk beneath the seas and piers jutted out onto flat plains. The task of finding the lost city was seemingly impossible. Most of the books that held information from the age of legends were destroyed during the breaking and those few that remained had had been stored in the great libraries of the west, as the conflict known as the Trolloc Wars stretched out fewer and fewer of those remained. Eventually, he did discover that Terak Nisine was located due north of Tar Valon, an area that was destroyed by the earthquakes caused by Lew Therin.

Agents of the Dreamwalker were sent to search for clues of the cities location and have been making slow progress. The activity has alerted several of the northern lords that the Shadow seeks something in the area.

In the great fortress of Tora Harad, Legate Eliad Kerrik has summoned one of the northern lords to discover what he may about the activity. The commander of the fortress is his childhood friend and long time confidant Sir Mathias Markle. After presenting the information to his friend, the Legate was beaten into unconsciousness by Markle who believed that his allegiance to the Shadow had been discovered. Markle fled to an estate in southern Aramaelle, where he believed he would be safe. A sniffer from the ruined lands close to Aridhol called Whitman pursues Markle to the estate. The band of warriors that were sent with him have all fallen except for the leader of the patrol Rana Lodry. Unable to retrieve Markle and unwilling to let the darkfriend go, Rana has gone to the nearest population center seeking aid, leaving Whitman alone to watch the estate. Because of the sensitive relationship between Markle and Legate Kerrik, she is unwilling to use her authority to command troops. Thankfully, there are plenty of refugees and perhaps even some skilled men at arms within the city/fortress.

Rana will be given the names of the PCs or better yet, she already knows them. After making contact with the PCs, the whole group will travel several days to the country estate. Enroute, they will meet a patrol that is fleeing a large army of trollocs. The PC or Rana may surmise that they are headed to the estate to pick up Markle, after all, he is intimately aware of the northern defenses but they would be wrong. The Scholar Izikaus has discovered the location of the lost city of Terak Nisine and is waiting at the estate under the guard of a Fade and more than a score of trollocs. Markle met his fate at the hands of that Fade shortly after arriving and telling his tale. The Fade has sent out patrols looking for any who might have pursued Markle. Whitman has so far evaded notice and has even managed to

spot the Fade on one occasion. Whitman will also indicate that several riders were sent out two to three days past, one of them will not make his destination.

In the pack of the rider killed by Whitman was a letter written in code. Whitman is fluent in the trolloc language (not really written, but translated into writing) and can make out parts of it. He informs the party that the shadow forces intend to hold this area. If they want to get at Markle it will have to be soon and they will need to do the work up close.

After the party assaults the estate, they will find Izikaus and his notes that indicate he has found the city where Anginor performed his experiments.

At this point, the party can chose to seek out the city of Terak Nisine or they can flee from the army of trollocs that are headed their way.

### **Part 2: We've brought friends**

Part two of this adventure will deal with the party evading shadowspawn and getting themselves ready to explore Terak Nisine. The party will need to equip themselves somewhere, it is unlikely that they have the tools or equipment for a dungeon delve. Their options are Tora Brail, Tora Astra, or one of the cities or towns that remain intact.

During their journey, it will become obvious that the shadowspawn intend to stop them. They will be pursued and monitored by everything the shadow can muster. No matter which destination they pick eventually it will come under siege, this information is too important to the shadow for it to slip away. The party will have a battle within the safe haven as several Dreadlords Gate in shadowspawn and attempt to kill those who might know about Terak Nisine.

Assuming the party picks the Fortress of Tora Astra, the commander will recognize the need for the party to escape. He will try to convince them to sneak away and destroy anything useful to the forces of the shadow. Remaining within the city to help defend is obviously futile to anyone with a military background. The party will have little choice, remain and fall with the fortress or flee leaving men and women who befriended them to a terrible fate.

The party should make a daring escape and head to the location of Terak Nisine.

### **Part 3: Into the Deeps**

The primary point of unearthing Terak Nisine is to allow more freedom for the GM to introduce new shadow spawn, old artifacts, and to create a complex seek and destroy mission for the party while they are being hounded from behind.

The party will arrive and begin its descent. Once they have managed to access the unnatural cavern complex channelers will notice that an ancient ward protects area and allowed it to survive being buried. Dispelling this ward is the only way in, but also sets up a chain reaction that will eventually result in the flooding of the cavern. The ward was one developed by Anginor and is known by him alone. Within the area warded, biological matter is in stasis, no organic matter can enter. Many of the inhabitants will be freed when the wards go down, but some of the most deadly will remain in individual wards. The party must enter the complex, kill as many of the unique creatures that they can, and then attempt to escape.

Not long after the party begins exploring Anginor's lab complex, Dreadlords and others will arrive and attempt to stop them. The longer the party remains in the deeps the worse the opposition will become.