

TRAIL OF A FELON

Part Two of

Yearning for Youth

A campaign series for the Wheel of Time Role-playing Game

by Attorney John

I. Introduction & Adventure Background

This adventure starts at the point where Part One, Kidnapping a Beauty, ended, hopefully without the characters being mauled too badly by the Trollocs led by the Myrddraal, Dryshann, inside the Waygate. Preferably, the PCs will have learned that the path inside the Waygate is blocked with what is an almost impenetrable force, at least for them at this moment. Perhaps in a few levels, things will be different.

A list of assumptions:

1. Jutar, the messenger from Alcair Dal, is still alive and is with the party, though his presence or absence is not truly necessary to this adventure as it might have been to the last.
2. Boreyn, the initial kidnapper, is unaware of the PCs presence trailing him at the outset of this adventure. If the PCs made their presence felt and known at the end of Part One, then treat Boreyn as having knowledge of them even as he enters the city, and increase his paranoia level appropriately. It will not change his actions regarding Rhodeane, but it will make finding word about him much more difficult, as he will be taking full advantage of his disguise and bluff skills.
3. Rhodeane, as a visiting noble, albeit a lesser one, is of a rank in Tear to match some of the higher-ups of Agelmar's court, though a court in Shienar is a bit more no nonsense than anywhere else in the world. Should you prefer, you can have Rhodeane staying at a nicer establishment in Faldara, though this will make locating one of the connections between Boreyn and Rhodeane slightly more difficult for the PCs.
4. Lady Erise manages to escape the Warder, Davar, while they are on their second night in the ways. Don't ask me how she managed it, she just got lucky. Fool girl she might be, she is Shienaran, and brave, and took off down the ways, using the darkness to hide the torch she stole, running for her life. She manages to find an exit from the Ways, but it deposited her out in who knows where, and when Davar finally tracked her down and rounded her up, he had lost the memorized path he was going to follow in the Ways. So, they will be moving overland towards the Tower.

As for the characters, the PCs, I'm writing this to handle a party of four, moderately combat capable folk of 4th level. Take note of the encounters, and modify them according to the relative strength of your group. There are fights in this that the PCs are definitely supposed to win handily, some where it's a real challenge, and perhaps one or two where you might urge caution as being the better part of valor. As for character hooks, if you are running this as a continuation of Part One, then the same ones used there suffice, plus the additional one, a little thing of unfinished business. Lady Erise is still a captive, after all, and no one knows where she is, though the PCs probably know how she's getting to wherever it is that she's bound, no pun intended.

II. Story Summary

The characters just got done wiping out a group of ten Trollocs outside the Waygate, probably stepped through it, and got their butts handed to them by Dryshann and his band of ten more. Do whatever you have to do to make sure that nobody gets himself or herself dead in the short, brutal fight that will result if the PCs think they can push past the Trollocs inside the ways. What you want is a bruised and bloody group, pissed off at you because of what you threw at them, and wanting revenge on somebody. Sooner or later they will remember that Boreyn rode off in that direction over there. Maybe they should follow him?

Trailing Boreyn is no difficult feat for any woodsman worthy of the name, and Boreyn can be trailed to a point northwest of Faldara, perhaps about three miles from the city's walls. He leaves the Trollocs to their fun, and heads inside the city to meet with the one who originally gave him his orders. That superior is Rhodeane, a visiting Tairen Lord, though not highly placed inside the Tairen command structure. Rhodeane is visiting the Borderlands, to "get a feel for what you face here," that he can take back to Tear with him. Actually, he is here on the Shadow's business, and will only use tales of the Borderlands to impress the skirts off of serving girls. He is a bit of a dandified-looking fellow, perhaps too good looking for his own good, but his blades are sharp, as more than one bar brawler has found to his detriment, sometimes fatally.

Boreyn will enter Faldara in disguise, but it will be the same appearance that he had the last time the PCs saw him, so it is a thread of a clue to the man's whereabouts. But Boreyn is nothing if

not cautious, you could almost call it paranoia, and he changes himself once again on gaining lodging inside the city, see below for the mechanics on how he pulls off the switch of identities. He still has his stolen Gleeman's cloak, and he will put this to good effect now inside Faldara, though he will be, as always, in disguise.

Boreyn is here to meet with Rhodeane, and report a successful end to the task placed before him, and recover his reward. Rhodeane doesn't know the face that Boreyn will be using to move about the city, so when they meet, in a tavern (where else?), Boreyn will have his face made up the way that Rhodeane remembers it, and so do the PCs. Coming up on Rhodeane by surprise is a good way to get yourself stuck through the gizzard with good steel, and Boreyn will not take the chance that his superior might not recognize him on sight. Until meeting time, however, Boreyn will be as difficult to find as a ghost in the noonday sun, simply because that identity has disappeared.

Presumably, the PCs will return to Faldara eventually, and should report to Lord Agelmar the status of their mission. Agelmar is wise, and will not berate them for failure, but will ask them what they intend to do, offering wise counsel, and perhaps guiding decisions towards finding this man in Faldara, this Boreyn, and learning with whom it is that he consorts? The driving force behind this adventure is the location of either Boreyn or Rhodeane, in order that the orders to kidnap Lady Erise may be discovered, even if neither knows from whom they ultimately come. The opportunity to catch the pair together at the tavern is an excellent opportunity for a fight scene, a complete brawl with everyone fighting everyone else, and hopefully Boreyn slipping away once again, but Rhodeane never runs from a good scrap, because he doesn't lose often.

This chapter rounds up with Boreyn getting away again, Rhodeane probably dead, or maybe captured, though that is unlikely. The PCs recover little from a live Rhodeane in any case, because even if he is alive when he is taken, he won't be for long. Dryshann will see, again no pun intended, to that.

But, Rhodeane does have some papers that he has kept, notes rather foolishly kept in order to keep matters straight, as he is a meticulous planner, with an abiding fear of forgetting something. Forgetting a superior's orders is not the healthiest of actions a subordinate of the Shadow can take.

From the notes, the PCs will learn that Boreyn was to meet one Rolv at the Waygate with the Lady Erise, just as events did unfold. They will also learn that The Lady's final destination is an Island of some kind, though it is only referred to in passing, and that the name of the person who gave Rhodeane his own orders was a woman, as his notes referred to "She said" and "her orders" as he related what he was to arrange.

Boreyn's escape is rather dramatic, drawing eyes all across Faldara, and the trail to follow him will be rather simple to acquire, and begin to follow.... into Part Three.

III. Prelude – Returning to Faldara

Either the PCs have been thrown back out of the Ways by the fierce onslaught of Dryshann the Myrddraal's band of ten Trollocs, or they thought better of pursuing blindly into the Ways. In one case they are a bit more battered than in the other, but they are still standing outside the Waygate, nonetheless.

Where they were should probably be the remains of a fight with the ten Trollocs led by the Elite, Irgluk, if the PCs rode forward to challenge them when it became clear that Erise was being taken away, or the PCs waited and watched while the Trollocs stood around, guarding the outside of the Waygate. Once again, either way, a full day will pass before Dryshann opens the Waygate from the inside and leads his squad out once more, which is more than enough time for Davar to be about two-thirds of the way to the Tar Valon exit.

It depends on how long they wait, but eventually the group should decide to follow Boreyn and his group, in order to follow the only real lead they have. If the PCs go inside the Ways after the Myrddraal leaves, they will find the tracks leading away hopelessly trampled and muddled with all the walking Trollocs about. A Wilderness Lore check (DC-30) must be made at the initial point inside the ways to pick up the correct trail, and additional DC-30 checks must be made at each of the next 5 guideposts to follow Davar's path to the point where he has to chase Erise out of the Ways. Try to impress them that it's too difficult, and you can always use Machin Shin, the Black Wind, if you feel you need to press the matter home. Turn them towards Boreyn's trail, if you have to twist their noses and kick them in the arse to get them moving. That's where the adventure is, not in the Ways. Put it this way. At the end of the trail, which will end in Tar Valon, there are at least thirteen Black sisters, a few Darkfriend Warders like Davar, and more than a handful of Myrddraal, something like thirteen, to take on. If your group wants to face that already, say OK, and immediately start having them draw up new characters, because the ones they have are going to be dead pretty soon.

Locating the track of Boreyn is not difficult, a simple Wilderness Lore or Search check (DC 13) will locate the tracks of so many Trollocs, and the party can sweep the direction that they saw the group leave to get multiple chances. Following the group is not difficult, drop the check difficulty to a consistent level (say DC-12) for each mile traveled in a semicircular route around the north of Faldara, until the Trolloc band strikes out directly west. Boreyn will split off from the group at that point about 3 miles northwest of the City, and it is only moderately difficult (DC-16) to notice where he did so. If the PCs miss it, have one of them notice the missing hoof prints at some point down the trail of the Trollocs, and they can double back and forth until they find Boreyn's trail. Remember, Boreyn isn't a country boy, and he leaves a mark of his passage a mile wide. Well, almost. In the nice turf around Faldara, he's especially easy to follow, even people without the Track feat can manage it (Wilderness Lore or Search DC-7) to follow him right up to a point in the western road, where that road runs up to the west wall of Faldara itself. Obviously, Boreyn reentered the city, and a good tracking check (DC-14) will confirm this.

Boreyn cut a memorable figure, and a discussion with the gate guards by any party member is likely to produce information relating to the man. Use either Gather information, or Diplomacy, or simply role-play out the exchange, depending on the play style of your group. Role play is the easiest way to get the info, but a Diplomacy check that exceeds 13, if the character is a Borderlander (and a 16 if not), will allow the guard to remember seeing Boreyn enter, just as the guard was coming on duty. A Gather Information check of 2 higher is required, since that's no fun to play out. The guard saw him enter, whistling a merry tune, and did not see where he went once inside the walls, though he might have thought him to proceed off "thataways." Thataways is off towards the district of town where the smaller inns and lodging houses are.

Boreyn will stay with his current disguise, green cloak, gray streaks in light brown hair, etc., until he can rent a room in the cheapest dive he can find. Once there, he will secure himself in his room, and transform himself (Disguise check of 31 for purposes of Spot checks against him) into Shawnin, the Gleeman. He has a complete identity dreamed up for Shawnin, down to interesting mannerisms (he bobs up and down on his toes while reciting or playing), accents of speech (Tairen, instead of the Cairheinin that he had been using earlier to put Davar at ease), and the stolen Gleeman's cloak (which he doesn't put on until he is once again outside, and clear of all eyes to see him do so). Boreyn-Shawnin will sneak out the back of the cheap flophouse, don the Gleeman's cloak unseen, then quickly make his way to another, far finer inn, and rent another room, this time for more than a single night.

As was stated previously, Boreyn is slightly paranoid, and if he knows that the PCs are on his tail already, he will still do this, but will take extreme care to not leave much of a lasting impression on anyone he passes while still in his persona that he used in Alcair Dal, using his Bluff skill to muddy the waters of his own mannerisms, way of walking and speaking, etc. (Treat this as a -4 to the rolls at the gate and so forth). Review the rules on Disguise, and take particular notice of the fact that a character does not automatically gain a Spot check to notice a disguise, but needs a reason for suspicion to be necessary. Boreyn is really good at this, note his skill rating, and knows how to avoid giving such indicators. In other words, make the PCs work for every scrap of information that they gain regarding Boreyn, and if you can at all help it, keep the connection between Boreyn and Shawnin distinct. If Boreyn plays it out right, he'll be able to keep the identity for later use, even in front of the PCs, and wouldn't that be a hoot? Boreyn will be long gone from the first flophouse before the PCs reach Faldara, even if they sprint after him after the fight at the Waygate. Through careful investigation, they could find out that he made his way to the dive inn and tavern, The Gilded Lady, rented a room there, and then apparently fell off the edge of the planet.

Should you choose to actually have the players go to The Gilded Lady, then it's a simple, three-story building, long and narrow, with a tavern-common room up front, kitchen behind, and the innkeeper's quarters behind that along a short hallway. There is a main staircase leading upwards, and a smaller one that descends down the outside of the building on the rear. The main staircase winds up both floors at the front, but is inside, and access is granted to the outside staircase by a small door at the end of the single long hallway. The second floor has ten moderate-sized rooms, five on each side, the top floor has sixteen, and these are downright cramped. One of these was where Boreyn stayed, but it is completely empty when the PCs find and enter it. The innkeeper will be helpful and courteous to any Shienaran who assumes command of the situation, respectful of any Borderlander man at arms while staying a little reserved, but will be suspicious of any Southerner (-4 to Social Skill checks).

Boreyn-Shawnin made his way to The Pipe and Mug, which happened to be one of the better inns of Faldara, regardless of its common sounding name. There he presented himself to the innkeep, a muscular man going portly named Luto, as a gleeman by profession and practice, asking for a place to stay and meals to eat, and the chance to keep his mug of ale full, all in exchange for his nightly performances in the common room. Note that as Boreyn is not actually a Gleeman, but is merely impersonating one, he will make certain that none has come to Faldara. Should one, he will take pains to avoid the other, hoping to eliminate the chance of exposure as a fraud. Boreyn is an excellent singer and performer, and can play a simple accompaniment on his lute as he recites the Hunt of the Horn. This is what he will present to Luto as his option, the chance to gain patronage from other taverns in the city for a time, each night bringing forth new verses on the epic tale, so the multi-day telling will result in many a full belly, and much silver in Luto's hand. In exchange, Luto will get the better of it, will agree quickly, and will tell the serving maids to be especially solicitous of "master Shawnin's" needs.

Rhodeane will learn of the Gleeman telling the Hunt for the Horn, though he does not know that it is actually Boreyn. Boreyn will send a message to Rhodeane by a discreet messenger, a simple letter written with a pre-planned coded, almost nonsensical note regarding the weather in Saldea, which in truth informs Rhodeane that the deed is done, and Boreyn wishes to meet.

IV. Chapter 1 – Digging for Information

As the PCs bumble around in Faldara, have them move about in the town, searching for clues. Play out whatever they do as you see fit, knowing what is going on as they are doing so. Note that the only actual lead they have is Boreyn at present, and he doesn't look like that anymore, if he ever actually did (he didn't). The green cloak is destroyed, the gray streaks in light brown hair is no more, and in its place is a slightly pompous, self-important bandy rooster of a Gleeman named Shawnin, with dark reddish hair, and no streaks of other colors whatsoever.

Boreyn has his own informants in Faldara, some of whom don't even know he's a darkfriend, and they aren't either. If the PCs begin asking questions and doing an active search for him as the Boreyn of the Green Cloak, then he will get an attack of the paranoids, and round up a group to try to lessen the odds. If Boreyn already knows that the PCs are onto his identity as the earlier kidnapper, he will be arranging this almost immediately. The attack will happen based on how the PCs execute their search for him. Should they accommodate and split up, he will have groups of two or three jump each one singly, or even in pairs, but always his guys will wait for an advantage. If they don't ever split up, then he will wait until cover of night. He might just do that after failed attempts on each, too.

ENCOUNTER: Groups of thugs, or possibly assassins.

Thugs: These are a merchant's wagon drivers, guards, and loaders, in from somewhere in the Southlands, probably a mixture of origins, but not dangerous enough to actually write up separately.
1st level Wanderers or Armsmen

HP: 9, 13, 21, 25; Defense: 14; Initiative: +1; Spd: 30

Cudgels or Short Swords +4, damage 1d6+1

Tactics: Note that these groups of men aren't all that dangerous, and they know it. Which is why they will not attack unless they have at least outnumbered their opponents, preferably at a 2:1 ratio or higher. If your PCs are lions, treat these guys like a pack of hyenas, snarling and snapping around the flanks and the rear, appearing out of nowhere to charge at the group, as long as the group is out at night doing stuff. If not, or if they stay together, then bring on the pair of assassins, who are a little nastier. Heck, if the PCs get attacked singly, and they whomp the Thugs, you might go ahead and toss the assassins at the PCs, just to make sure that they know you love them. You don't want them to think they are impervious to harm, after all.

Assassins: This is the second layer to Boreyn's attempts to rid himself of the pests. He will use a disguise, as always, when hiring these men, so if they are captured they will know little.

5th level Wanderers

HP: 31, 30; Defense: 18; Initiative: +5; ; Spd: 30

Dagger or Short Sword +6, damage 1d4 or 1d6, poison

Special: Blooded, Stealthy, Sneak attack bonus +2d6 damage, Poison use (DC-12 to avoid dropping to 0 hit points, and losing 1 Hit/rnd until dead; DC-15 to avoid an additional 1d6 Hits; DC-18 for no effect)

Skills: Balance 5, Bluff 5, Disable Device 6, Hide 9, Listen 7, Move Silently 9, Open Locks 7, Pick Pockets 5, Search 4, Sense Motive 5, Spot 8, Tumble 4

Tactics: This pair operates together as a tag-team. They will wait until the group retires of an evening, then will have obtained the precise room(s) that they inhabit, and will attempt to gain entry and kill the PCs as they sleep. Check your rules on awakening from sleep if the PCs don't have anything to alarm them, such as a watch posted. Do your best not to get anyone killed this early, if needs be, just put a serving girl in the hallway at precisely the right, or wrong, moment, to give a muffled shriek as she gets whomped to keep her quiet.

Running around, your PCs are likely to gather up several tidbits of information, some of which are actually useful. These scattered items are listed below, with their truth or falsity listed in [brackets] immediately after the rumor discovered. There are several, and what I'm planning on doing is just tossing them out randomly, giving more out to people who roll extremely high on Gather Information checks, or if they just do some good, old-fashioned role-playing. Here are the rumors:

1. Trolloc raiding parties have been discovered all throughout the Borderlands, in greater strength than anytime in recent memory. [true, increased raids on farmsteads everywhere along the Blightborder]
2. A tinker caravan went through Arafel this Spring, and stole away several children. [false]
3. The council of Nine in Illian is preparing to announce the call for the Hunt for the Horn of Valere soon. [true, they will put out the call for Hunters in about half a year]
4. An army of perhaps a thousand Whitecloaks is in the northern Midlands, preparing to enter Arafel, to make their presence known. [false]
5. There is a man who is claiming to be the Dragon Reborn in Saldea. [true, it's Mazrim Taim]
6. There is a man who can channel in either Altara or Ghealdan. [true, this is Logain Ablar]
7. Kiruna Michmany, Aes Sedai, is a darkfriend. That's why that young noblewoman from out east was stolen away. [false]
8. Brandag, the master sergeant, got himself killed in a duel by some young Tairen Lordling. [true, Rhodeane killed the man, after drumming up the fight on some pretext or other]
9. Several Aes Sedai are taking counsel with Lord Agelmar regarding the increased activity of the Blight. [false]
10. Several sheep and a cow have recently been found dead at nearby farms, with all their blood drained from their bodies. [true, this is a Drakkar feeding]

V. Chapter 2 – *Where in the hell is the guy?*

Running along loose and fast, here is the situation starting Chapter 2. Boreyn is in Faldara and has taken on the identity of the Gleeman, Shawnin. Shawnin is in residence at The Pipe and The Mug, where he is reciting what he knows of the Great Hunt for the Horn. he has sent a subliminal message to Rhodeane, which the latter has received, and knows what it means. Boreyn knows that the PCs are in Faldara, looking for him, and he has retaliated against them with thugs or assassins, or both. Usually, PCs make short work of both thugs and assassins, so the PCs are probably well and truly hacked off now, and still are no closer to finding Boreyn than they were the day they entered Faldara, even if it has taken them a week to get to this point.

Boreyn is cautious, and clever. He will not break cover until such time as it is necessary to meet with Rhodeane, in order to collect his reward. While Rhodeane is inherently more dangerous than Boreyn, at least in a straight up fight, he is slightly less maliciously sneaky and underhanded, and Boreyn is thinking of using him to further his own ends. Boreyn knows that the PCs are after him, and he knows that Rhodeane will not recognize him as Shawnin, so he will arrange a meeting with Rhodeane in The Pipe and the Mug's private dining room, as set out below, hoping to eliminate either his superior or the PCs in the brawl that he will instigate. He will cover his bets, however, and will make certain to inform Rhodeane that the PCs are in the city, Rhodeane probably knows who they are after all, , and will be sure to have several of his bully boys in the common room at the time of the meeting.

The way it breaks down is thus: Boreyn sends Rhodeane a message informing him that he wishes to meet in The Pipe and The Mug, where a fellow seems to be reciting the Hunt for the Horn passing well, and wouldn't he please bring with him several of his personal retainers, as Boreyn has some acquaintances that they should meet. Receiving this missive, Rhodeane deciphers the innuendo, realizing that Boreyn is saying that there are hostile elements inside the city, and Boreyn requires assistance to complete his task and report in person (Note that this message will be in Rhodeane's belt pouch if he is killed or captured, and the true text is reproduced below, to be read or handed to the players). Boreyn has played Rhodeane well, and the man cannot back down from a challenge, so he will come with six of his personal guard, though only two will accompany him into the

inn, where Shawnin is dressed in his cape and playing. Boreyn, as Shawnin, is reciting, and watching the crowd as he does so, hoping to catch sight of the PCs as they enter the inn, following a lead that he himself planted on one of them, which will be dealt with below. He is also watching to see if Rhodeane has acted as he predicted, and brought only a few guards, instead of his complete complement, or didn't come at all, something that would not bode well for Boreyn's continuing existence.

The Pipe and The Mug is a highly prosperous inn, with a pleasant atmosphere, full service kitchen at nearly all hours, a large common room, and several nicely appointed rooms. It also has many smaller, single-occupant rooms for taking by the day, week, or month, as the client requires. Prices are slightly higher than standard, but it is an across the board, reflecting higher quality food, drink, and lodgings, rather than lack of items. The building itself is a large, three-story, with a broad front stoop, stone patios at front and rear, the steeply sloping roof eaves of typical Shienaran construction to lessen the pressure of the heavy snows in winter. It has two large staircases, one in front, leading up from near the entrance, the other at the end of the building's main hall, next to the rear entrance, which is usually locked at later hours. Rooms on the second story are pleasantly sumptuous, to only moderately so, while rooms on the third floor are equally well-appointed, but lack floor space for more than one large, or two narrow, bed(s). It is primarily a merchant's inn, and caters almost exclusively to visitors with business in mind for the city, and the occasional visiting noble, who do not wish to impose on the Lord of Faldara.

Message Text, received by Rhodeane, and still present in his pouch:

My Dear Lord of Tallboare,

I have recently heard that a rather promising performer is currently engaged at The Pipe and The Mug, reciting the Great Hunt for the Horn. Or, at least the portion of the epic that he knows. I would dearly enjoy your company in sharing the listening of the tale over some good vintages from south. If it isn't too much bother, wouldn't you please bring with you several of your personal retainers, as I have some acquaintances that they should meet. I shall join you in the commons, after the tale is told, and we can retire to the private dining room for our continued conversation, away from the rumbling voices of these northern folk.

*In gracious regard,
B.*

Boreyn has also delivered a message, but this one personally, to the PCs, the text of which is to be found below. He does this by planting the folded up square of good, thick parchment inside a pocket or belt pouch of one of the PCs, after studying them personally to learn which one is the least perceptive. Treat this as Boreyn's Pick Pockets skill of 15 vs. the PC's Spot skill, with Boreyn placing the folded up letter into the pouch or pocket. He ought to be able to do this, as it is easier to put something into another's pocket unnoticed, than take something out (+4 bonus).

This message being found brings this chapter to a close, as the next chapter regales us with the big fight that Boreyn is so masterfully orchestrating. Here is the text of the letter found by one of your PCs:

My friend,

I regret that I cannot come to you publicly, but I fear for my and my family's lives if I did so. The man you seek is known to me, and he is a dangerous, cunning man, who would not flinch from slaughtering my children before me if he knew of this warning.

The man goes by the name Boreyn, though I do not know if that is his real name, and just so you are certain we speak of the same man, he is a medium tall man, built along a sparse frame but with a wiry strength, possessed of light brown hair with streaks of gray running all through it. An older man, he is experienced, cunning, and as I said earlier, deadly dangerous, so please be careful as you act on this information.

I have learned that this Boreyn is going to meet his superior, who is unknown to me, in the inn known as The Pipe and The Mug on the eve of two days hence. Apparently, there is a storyteller of some repute there, reciting one of the grand old tales. Boreyn will be there to meet his patron, or patroness, I cannot be sure of even that, but I am certain that he will be there. I most sincerely hope that you can put paid to the scoundrel there in that establishment, if you get the chance. Be careful, and prudent, for the man will flee if the guardsmen approach the inn in force. You and your friend seem a capable

pair, much more so than I, so perhaps you will not have any difficulty. I say again, be careful, and alert for the hidden danger.

Go in the Light

VI. Chapter 3 – The Big Brawl

A summary of the situation to this point, as what happened previously is more loose-leaf than flow chart in orientation.

Rhodeane knows to come to the inn on the night in question, where he knows that he is to meet with Boreyn. He does not know Shawnin, and will not recognize the man as Boreyn in any case, being much more interested in listening to the tale with half an ear, drinking a glass or three of the good wine, having a nice meal, and fondling a round bottom or two as it goes by carrying a tray for another guest of the inn. If the PCs notice him at all, they see a tall, slender youthful looking man, dressed like a dandy, but the experienced eye will notice the swordsman's calluses on both hands. Rhodeane is something of a condescending, supercilious prick, but attempts to cover it, almost successfully, with a cold sort of politeness. He has brought six of his retinue with him, but only the most experienced two come into the bar with him, appearing at their ease with their Lord, carousing and gambling with him, just the way he likes it. None of the three will drink anything approaching what is necessary to hinder their combat skills, for such might be necessary later in the evening.

Boreyn has been a busy boy. Always cautious, he has laid plans within plans, now that he has another player in the game, one that Rhodeane is mostly unaware of, in the group of PCs. He delivered the message to the PCs, and the one to Rhodeane, then disguised him as yet another person altogether, to run off to the bad side of the city to hire some toughs from the south. Two separate groups of four, who are each unaware of the others, which have some rather interesting orders. Each one of these groups has been told that a fight will start in the common room tonight, and that they are to wait until it is in full bloom, then attack whoever is involved from behind, striking with intent to kill from surprise if possible, and put down the fight as quickly and brutally as possible. Boreyn tells the men involved that a message is being sent, and that they do not need to know any more than what they are being told. It is both simple, and an elegant bit of falsehood, which will instantly create a chaos of unrelated combat inside the common room, which should be quite crowded with patrons, who all happen to be hard borderlanders. A nasty bit of business, that.

Boreyn himself will be waiting in the wings, hiding inside his persona of Shawnin the Gleeman, being seen by everyone but noticed by no one, which is exactly the way he wants things. Remember your disguise rules here, and note that people who have no reason for suspicion get no Spot check to notice a problem. That will come soon enough. Boreyn has previously written a terse message asking Rhodeane to meet him in the private dining room, as he will be with him shortly, and penned a group of concise descriptions of the PCs and appended it to the message. This done, he folded it about, sealed it with wax, but no seal pressing into same, and gave it to a messenger with instructions to deliver it to the inn at the proper time, to be delivered to Rhodeane. The messenger will deliver the message to the back door of the inn about fifteen minutes before the end of Shawnin's recital for the evening, the message will then be delivered to the handsome young nobleman by one of the buxom serving girls, who delivers it with a simpering smile. Quick but subtle PCs might be able to read over Rhodeane's shoulder, maybe, as he won't do anything so drastic as actually attempt to hide the text of the letter, but will scan it quickly twice, then refold it and put it in his pocket, all without looking about at anyone else in the room. He will, by this time, have recognized the descriptions of the PCs as matching any of that group who are present inside the room, but will take no action against them as of yet.

Boreyn will conclude the night's tale telling, informing all that he will finish his week-long performance on the next evening, so won't everyone come back for the conclusion. During all of this time, he has been watching Rhodeane for signs that the man has recognized him, and watching the PCs for the same thing. Also, if any sign of guards shows, he simply will not change out of his Shawnin persona, and the meeting will not take place, leaving the PCs high and dry until the next such event can be arranged, with similar set-up.

What are the PCs doing, and where are they? I don't know, and you don't either. So, wait, and react to what they do reasonably, but remember that they don't know much more than Boreyn wants them to at this point. They know what one of his persona's looks like, but not that he is also

Shawnin. They know that Boreyn's superior is in the inn, probably, but they haven't the slightest idea of who it might be. They know a meeting is supposed to take place, but they don't know the particulars. Hopefully, you can manipulate the situation, massage it even, to put the entire group of PCs inside the common room for the show. Note that the PCs might need to be there two nights in a row if they cannot clearly determine which night the note was placed in their member's pouch.

What will happen is quite simple, and yet quite complicated, all at the same time. What Boreyn is actually intending to do, is to use the PCs as his catspaws, in order to eliminate Rhodeane, so that he may step up the Darkfriend seniority chart. If a group of do-gooders kills the idiot, then he can truthfully say that his hands are clean in the matter, and that the group is after him, too, it was just bad luck for Rhodeane to fall to them. Note that capturing Rhodeane is about the same as killing him, as he won't talk, and the Myrddraal, Dryshann, will make sure he doesn't.

At this point, you should have a clear picture of all that is going on, so now we will diverge to the tactical situation. Here are the factions, stats for which are beneath:

1. Rhodeane has himself, and his two cronies, as well as the four reinforcements outside.
2. Boreyn has himself, and he operates in this by himself, trying to get away in the chaos.
3. Boreyn's first group of thugs, simple street toughs from South, ordered to jump in from behind.
4. Boreyn's second group of thugs, with similar orders to the first, and unaware of them.
5. The PCs, either individually or as a group.
6. Any good-intentioned member of the inn's common room, once the fight starts.

The common room's patrons are your safety valve to keep the combat going how you want it. As in any good bar brawl, some will fight for the PCs, some against, some against each other and generally just getting in the way. It should be really hard to determine that any single individual is friend or foe, unless actually one of the PCs.

Usually, even in Shienar, a fight in a tavern is done with fists, but Rhodeane's men will draw steel immediately upon entering combat, as will their master. Rhodeane, for his part, will attempt to reach the most formidable appearing PC (which might not actually be the most dangerous one), in order to get his groove on, so that he gets to kill somebody today.

Noting the high attack bonus, and the total of four attacks a round that Rhodeane has, it might be prudent of the PCs to put at least two people on him. If they don't, you will have to put a Faldaran local or two in on this, offended by the man's handsy manner with the ladies, simply in order to gain the Flank Attack Bonus. Also note that except for maybe the initial attack, don't allow Rhodeane to use his Acrobatic Attack ability, as the room will be way too crowded.

Oddly, you, as GM, should be allied with Boreyn in this fight, steering things so that the PCs have the best chance of killing or capturing Rhodeane. Use the near inexhaustible supply of brawling locals to play with, breaking them off, one from the other, to attack here and there as you need, in order to put the PCs up against either more of Boreyn's men, Rhodeane's men, or the Duelist himself.

Running this combat will be a tactical nightmare, but remember, you get to direct the show, and also remember that the actions of mostly intoxicated revelers don't necessarily have to make much sense, and that some of the bad guys, and the unknown good guys, might have, and be able to effectively use, a sneak attack bonus to good effect.

One interesting twist might be to place the experienced veteran, Uno, whose stats are below, in the inn when the fight breaks out, knowing whatever seems to make sense at the time. If the PCs start a fight, he might try to break it up, if the PCs are attacked, he might come to their aid, who knows? It all depends on how the PCs have acted around him in the past, if he knows them, has gained or lost respect for them, and who it is that bares steel first in the fight. Uno is a no-nonsense kind of guy, so maybe he gets involved, right at the time that one of the groups of Boreyn's thugs decides to attack the PCs from behind, that would be a nice touch.

ENCOUNTER: Stats for the Big Brawl –

Rhodeane, as below.
Boreyn, as below.

Rhodeane's lieutenants –
2nd level Armsmen

HP: 19, 24, Defense: 16, Init: +3, Spd: 30
Special: Wp. Fcs(Short Sword), Blooded
STR 13, DEX 12, CON 12, INT 11, WIS 11, CHA 9
Fort 4, Ref 2, Will 1
Short Sword +5, damage 1d6+2

Rhodeane's other guards –
1st level Armsmen
HP: 11, 11, 11, 11, Defense: 16, Init: +1, Spd: 30
Short Sword +3, damage 1d6+1
Special: Strong Soul, Power Attack
STR 11, DEX 12, CON 10, INT 9, WIS 9, CHA 11
Fort 2, Ref 1, Will 0

Boreyn's thugs, group one -
1st and 2nd level Wanderers
HP: 7, 8, 9, 9, Defense: 14, Init: +0, Spd: 30
Dagger +2, damage 1d4+1, or Cudgel +2, damage 1d4+1
STR 13, DEX 12, CON 12, INT 9, WIS 11, CHA 11
Fort 1, Ref 3, Will 1

Boreyn's thugs, group two -
1st and 2nd level Wanderers
HP: 7, 7, 8, 9, Defense: 14, Init: +0, Spd: 30
Dagger +2, damage 1d4+1, or Cudgel +2, damage 1d4+1
STR 13, DEX 12, CON 12, INT 9, WIS 11, CHA 11
Fort 1, Ref 3, Will 1

Random Shienarans (at least 30)
HP: 6-25, Defense: 12-18, Init: +0-+6, Spd: 30
Weapon of choice +2-+8, damage 1d4, 1d6, or 1d8 +0-3, depending on individual
*Note, simply apply random numbers from the above ranges as you see fit, in order to have sword fodder for Rhodeane to wade through, or to toss at a group of the lesser bad guys to even the sides up a bit.

VII. – Cleaning up The Pipe and The Mug

Sometime later, when the city watch has arrived, and someone has taken charge of the situation, Uno will appear to question the PCs regarding the events of the evening, whether or not he was here for the fight itself. As a high-ranking member of the local standing army, and a respected battle leader, most in the area will defer to him unless someone even more higher ranking manages to learn of the situation quickly, which is unlikely.

The PCs may handle the situation any way they want to, but, assuming that Boreyn made good his escape out the door leading to the back of the inn, instead of racing out the back entrance, he ran up to his room upstairs, to once again don his Shawnin persona, a task which will begin as the battle yet rages in the common room below. As much as he wishes to enjoy the watching of Rhodeane getting skewered or chopped, he wants to remain hidden even more. If anyone knocks on his door later, he will appear bleary-eyed at his cracked door, his breath smelling of peach brandy, some of which he has hidden within his room. He will Bluff any questioner, saying that he immediately retired for the evening, fortifying himself with a couple shots of good brandy before doing so. He wishes to be able to go down the next day, and question the people in the common room then about the outcome of the fight, which is exactly what a Gleeman would do in the circumstances. All the better for the story to come, don't you know.

Rhodeane will either be killed or captured, and captured is the more flavorful spin, as it will allow you to send Dryshann into his cell for him later. Perhaps he will be found with his tongue nailed to the back of the door? An interesting idea, and something that Esam did to those Aes Sedai that talked in the Stone in the books, an event which is yet to come in my timeline.

The PCs will not be congratulated, even if they manage to capture Rhodeane, whom they might be able to show is a Darkfriend, or maybe not. Uno will have his own suspicions about the man, for whatever personal reasons he might have, and he will not share them with the PCs.

The real lead is the contents of Rhodeane's pouch, which contains the two messages from Boreyn. Perceptive PCs might suggest a search of the man's quarters inside the castle, where he is staying. If they don't, have it done by the guards in the watch on Lord Agelmar's orders. Either way, the PCs will find the notes regarding the orders given to Rhodeane, which he has kept in a journal written in a slight code, rather easy to crack. The code is one of simple transposition, the letter A actually corresponding to the letter d, and so forth, throughout the alphabet. It is a Decipher Script check (DC-12) or an Intelligence check (DC14) to find the key, and once that is gained, the thing breaks out quite nicely.

Boreyn will come down the next day to play, recite, and gather rumors, and once again, if the PCs don't have a reason for suspicion, they shouldn't be able to realize that he is in disguise. He will learn of the discovery of the coded journal, and will arrange for Rhodeane's death with Dryshann, if necessary, by taking a short jaunt outside the city. The Myrddraal will use his ShadowWalk ability to get inside the fortress, to make his way to the cell for the kill. If necessary, Dryshann will go through, rather than around, any jailers that he might meet on his way to his target.

There are several clues in Rhodeane's journal that point out Tear as the place where the PCs should go next, on the trail of the kidnapped Shienaran Lady.

Info gleaned from the Journal of Rhodeane, of House Tallboare:

The Lady Erise Kasmani was to be taken from her home, and delivered up to Rolv. Rolv would meet the package at the Waygate near Faldara, and take that route to the Island. The girl was not to be harmed in any way, other than that necessary to effectuate her capture. She was wanted on the Island for a special project of the Mistress. The Mistress had told him to search through the Great Holding for the item in question, but the last time he had tried to get down to it, a group of Defenders of the Stone had arrived, and he was unable to complete a search of the room he was in, and was sent here, as it was judged to be of lesser importance, but only at the present time. The remainder of his orders would come to his servant, Jalani, back at the Stone. He should recheck the description of the item that he had written down in his home journal, in order to remember exactly what it was he was searching for. He was definitely not to use anyone else's assistance in his search of the Great Holding, because the Mistress had many enemies, and some would be quite close. The seat had to be secured, if he was to be granted a High Lord's place in the Heart of the Stone.

VIII. - Rewards

For completing this adventure, as successfully as the adventure is written to allow, I suggest granting a base award of 2,000 experience points per character who participated in the majority of the adventure. Additional points may be awarded for outstanding role-playing, leaps of insight to figure things out, or just plain good luck. If the PCs just barely skim through by the skin of their teeth in several combats, consider increasing the award further, as it's only going to get harder from here. If your PCs didn't make 4th level yet, make sure they do by the time we go on to Part Three, or they might just get themselves dead on the road to Tear. Remember, Boreyn is still out there, and he can hold his grudge a long time.

Prominent NPCs:

Jutar

Shienaran Woodsman 2, Armsman 2
Reputation: 1
HP: 32, BAB: +4, Defense: 15
Initiative: +5, Speed: 30
Warder's Sword+8, damage 1d10+3
Short bow +5, damage 1d6+2
STR 14, DEX 13, CON 12, INT 14, WIS 14, CHA 12
Fort 6, Ref 3, Will 2

Class Abilities: Track, Partial Improved Initiative, Nature's Warrior (Forest)
Feats: Blooded(background), Point Blank Shot, Rapid Shot, Weapon Focus(Warder's Sword)
Skills: Climb 3, Handle Animal 7, Heal 4, Hide 3, Intimidate 6, Intuitive Direction 4, Jump 3, KS(Nature) 5, Listen 5, Move Silently 4, Ride 6, Search 6, Spot 10, Swim 3, Use Rope 3, Wilderness Lore 8

Languages: Common (Borderlands, Cairhein, Midlands)

Equipment: Mighty Short bow +2, Warder's sword, Quiver (20 arrows), Daggers

Notes: Jutar has an extra feat, Weapon Focus. I give it to Shienarans in my game, like I give Arafellans the 2-Weapon Fighting feat for free. All the backgrounds in my game get an extra, applied by me, background feat, but of course you don't have to leave this in there if you don't choose to.

Uno (prior to the loss of his eye - *this would be a good time for him to get the wound that marks him in later books.*)

Shienaran, Armsman 6

Reputation: 2

HP: 52, BAB: +6, Defense: 22, or 20

Initiative: +3, Base Pace: 30, 20 in armor

Warder's Sword +10/+5, damage 1d10+5

Lance +8, Damage 1d12+3, charges triple damage

STR 14, DEX 13, CON 14, INT 14, WIS 15, CHA 15

Fort 7, Ref 5, Will 4

Class Abilities: Armor Compatibility

Feats: Blooded(Background), Weapon Focus (Warder's Sword)(Shienaran), Mounted Combat, Ride by Attack, Weapon Specialization(Warder's Sword), Spirited Charge, Power Attack

Skills: Climb 7, Handle Animal 7, Intimidate 8, Jump 6, KS(Blight) 6, Listen 11, Move Silently 8, Ride 12, Spot 6, Swim 7

Languages: Common Borderlands, Cairhein, Midlands)

Equipment: Plate Armor, Heavy Warhorse & Military saddle, Warder's Sword, Heavy Lance, Chain shirt if not wearing plate

Notes: Props to Randy for suggesting that we find Uno, prior to the injury that cost him his eye, and slightly lower level than I would place him in the book series.

Lord Agelmar of Fal dara

Shienaran, Noble 4, Armsman 8

Reputation: 7

HP: 79, BAB: +11, Defense: 22

Initiative: +3, Base Pace: 30, 20 in armor

Long sword +14/+9/+4, damage 1d8+3, crit on 17-20

STR 12, DEX 13, CON 14, INT 16, WIS 15, CHA 14

Fort 3, Ref 3, Will 6

Class Abilities: Call in Favor 2x, bonus class skill(Search), Inspire Confidence, Command, Armor Compatibility

Feats: Blooded(background), Weapon Focus(Shienaran)(Long Sword), Mounted Combat, Heroic Surge, Sharp-Eyed, Power Attack, Cleave, Improved Critical(Long Sword), Trustworthy

Skills: Appraise 7, Bluff 8, Climb 3, Diplomacy 12, Gather Information 8, Handle Animal 8, Innuendo 8, Intimidate 10, KS(Geography) 5, KS(Blight) 7, Listen 9, Ride 11, Search 11, Sense Motive 11

Languages: Common (Arad Domon, Borderlands, Cairhein, Midlands)

Equipment: Full Plate, masterwork chain shirt, Round Shield(metal), Masterwork Long Sword, Heavy Warhorse & military saddle, Heavy lance

Notes: Lord Agelmar is the Lord of the Fortress of Faldara, the northernmost fully manned point on the Blight Border. The only secure settlements of any size farther north, are less towns, than simply fortified villages.

Lady Erise Kasmani (as of Part Two, Trail of a Felon)

Shienaran, Noble 1, Initiate 1, Wanderer 2

Reputation 5

Hit Points 19, Base Attack +1, Defense 16 (Def, Dex)

Initiative +2, Base Pace 30

Quarterstaff +0, damage 1d6-1, Dagger(thrown) +2, damage 1d4-1

Strength 8, Dexterity 14, Constitution 11, Intelligence 18, Wisdom 16, Charisma 17

Fortitude 2, Reflex 6, Will 8

Class Abilities: Call in Favor, Bonus Class skill (Spot), Illicit Barter, WeaveSight

Feats: Stealthy(Background), , Sharp-Eyed, Seductive, Power Heightened Senses, Alertness, Dark One's Own Luck

Affinities: Air

Talents and weaves Known:

CloudDancing: Blossom, Foretell Weather, Warmth

Weaves per day: 3 Zero, 3 First level.

Skills: Appraise 4, Bluff 10(13 to men), Composure 3, Concentration 3, Decipher Script 4, Diplomacy 10(13 to men), Escape Artist 5, Gather Information 8, Heal 4, Hide 7, Innuendo 6, Intimidate 7, KS(Blight) 5, KS(History) 5, Listen 10, Move Silently 7, Perform 4, Ride 4, Search 5, Sense Motive 10, Spot 8, Use Rope 5, Weavesight 8

Languages: Common (Borderlands, Midlands, Cairhein, Arad Domon)

Equipment: Borderlander Noble's Outfit, and that's pretty dang torn up. Nothing else.

Notes: Erise is a tallish, slender, darkly pretty Shienaran young woman of sixteen years, with long, dark brown hair and matching eyes. The seductive feat was granted as a plot device, just to drive the point home that she's a real hottie. Erise is being held by the Warder, Davar, who was attempting to take her back to Tar Valon. She managed to escape him, briefly, finding an exit from the ways that led into Tear. Emerging into the bogs of that country, those located in Haddon Mirk, she tried to flee, and managed to stay ahead of the Warder pursuing her for two days. At the time of this adventure, Davar and Erise are off playing hide and seek in the swamps of Tear, and Erise is learning all kinds of new things in survival, thus her advancement in Wanderer. On the return trip, Davar cannot take the Ways, as he had to track Erise too quickly, so he is going to have to go overland, making what would have been a trip of perhaps 3 days in the Ways take perhaps a while longer. A bit.

Boreyn Daldrin

Taraboner, Wanderer 9

Reputation: 3

HP: 47, Base Attack: +6, Defense: 19

Initiative: +3, Base Pace: 30

Dagger +8/+3, damage 1d4+1, thrown +10/+5

sap +7/+2, damage 1d6+1 subdual

STR 12, DEX 16, CON 12, INT 17, WIS 14, CHA 16

Fortitude: 4, Reflex: 9, Will: 5

Class Abilities: Illicit Barter, Dark One's Own Luck, Skill Emphasis(Bluff, Disguise), Sneak Attack +2d6

Feats: Artist (Background), Weapon Focus(dagger), Mimic, Nimble, Persuasive

Skills: Appraise 5, Balance 5, Bluff 14, Climb 5, Craft(Painting) 6, Diplomacy 11, Disable Device 6, Disguise 16, Escape Artist 6, Forgery 11, Gather Information 9, Intimidate 11, Hide 10, Jump 3, KS(Local) 9, Listen 10, Move Silently 10, Open Lock 10, Perform 11, Pick Pockets 15, Read Lips 8, Search 8, Sense Motive 10, Speak Language (3 extra), Spot 10, Swim 5, Tumble 8, Use Rope 5

Languages: Common (Tarabon, Arad Domon, Borderlands, Cairhein, Illian, Midlands, Tairen), Trolloc

Equipment: Gleeman's Cloak, Traveler's outfit, brace of six knives, Masterwork Disguise kit, Masterwork thief's tools, Loop of silk rope, now only 30' long, two vials (One is a powerful tranquilizing draught, the other is a strong poison to coat blades with, both are a Fort save DC 18 to resist. For the first, there is no effect if you save, if not you are unconscious for 4-8 hours; for the second, you only take 1d3 of additional poison damage, compared to 1d6 points per round for 1d6 rounds if you fail)

Notes: All synergy bonuses and bonuses are already added to skill totals. Remember that he gets the tumble bonuses to defense if he is fighting defensively, or totally defensive, +3, or+6. Boreyn isn't a Gleeman, but he does have the cloak, which he stole from one that he killed in his sleep. The little blood that got spilled on it came out quite nicely, thank you. Boreyn is headed for Gleeman, and will be there next level, taking his first level of Gleeman at Tenth character level, spending his Tenth level bonus feat on Fame. If he still lives, of course. Boreyn usually runs around in disguise, and he is not satisfied with only doing a fair job, so he doesn't take 10s when applying. If he screws it up, he starts over, so treat him as having rolled at least a fourteen on his Disguise check before ever leaving any place of safety, which gives him a total of 34, including his MW Disguise kit bonus, for the opposed checks.

Rhodaene, of house Tallboare

Tairen, Noble 3, Armsman 4, Duelist 5

Reputation: 9

HP: 90, BAB: +11, Defense: 24 (Def, Dex, Int)

Initiative: +9, Base Pace: 30

Rapier +14/+9/+4, damage 1d6+3 (subtract 2 from attacks when in 2-weapon combo)

Dagger +13/+8/+3, damage 1d4+1 (subtract 2 from attacks when in 2-weapon combo)

STR 12, DEX 16, CON 14, INT 14, WIS 11, CHA 17

Fort 8, Ref 11, Will 5

Class Abilities: Bonus Class Skill(Tumble), Call in Favor, Inspire Confidence, Armor Compatibility, Canny Defense, Precise Strike +1d6, Enhanced Mobility, Grace, Acrobatic Attack

Feats: Wealth(Background), Dodge, Mobility, Weapon Focus(Rapier), Ambidexterity, Weapon Specialization(Rapier), 2-Weapon Fighting, Improved Initiative, Duelist, Improved 2-Weapon Fighting
Skills: Appraise 5, Balance 6, Bluff 13, Climb 5, Composure 5, Diplomacy 13, Escape Artist 5, Gather Information 9, Handle Animal 6, Hide 9, Innuendo 7, Intimidate 12, Jump 6, KS(Nobility and Royalty) 3, Listen 8, Move Silently 9, Perform 7, Ride 9, Search 5, Sense Motive 9, Speak Language (2 more), Spot 6, Tumble 10

Languages: Common (Tairen, Cairhein, Illian, Borderlands)

Equipment: Masterwork Rapier & Dagger, Noble's Outfit, Light Warhorse & military saddle, dice cup

Notes: A Tairen Lord, appearing to be a bit of a fop and dandy, but is rather dangerous once one gets past all the lace at neck and cuffs. He is the leader in the shadows who sent Boreyn off to Alcair Dal on someone even higher up the chain's orders. He spends much of his time in the better drinking establishments of wherever he happens to be, but is not a heavy drinker, nor a compulsive gambler. He does enjoy taking advantage of serving women, whether they wish to be taken advantage of or not. Note his increased ability to weave his way through a combat unscathed. If he chooses to attempt to tumble through an area, the defense gets almost ridiculously high. He will take advantage of this skill to get close to someone he wants to kill.

Canny Defense: When not wearing armor, the duelist may add their INT modifier to defense in addition to the DEX modifier. If the duelist is caught flat footed or otherwise denied his DEX bonus, he also loses this bonus.

Precise Strike: The duelist gains the extraordinary ability to strike precisely with a one handed piercing weapon gaining bonus damage. This ability only works against living creatures with discernable anatomies. Any creature which is immune to critical hits is also immune to this ability. Only one attack per round may be granted the damage bonus, and it must be called before rolling the to hit roll. If a critical is the result, then this damage is not included in the total to be multiplied.

Enhanced Mobility: When unarmored, the duelist gains an additional +4 bonus to Defense against attacks of opportunity caused when he moves out of or within a threatened area. (This stacks with Mobility to create a +8 bonus.)

Grace: When not wearing armor, the duelist gains an additional +2 competence bonus to all Reflex saving throws.

Acrobatic Attack: If the duelist begins a attack by jumping at least 5 feet toward his opponent, jumping down onto his opponent, or swinging into his opponent on a rope or similar object, he gains a +2 to both attack and

damage rolls for the attack which immediately follows. The duelist must make a jump check before this ability is used. If the distance jumped is less than 5 feet, this ability may not be used. If the distance is more than that between the duelist and his opponent, the duelist can, as a free, action limit it to the distance separating them.

Davar Gallonorien

Cairheinin, Woodsman 4, Armsman 4, Warder 3

Reputation: 4

HP: 84, Base Attack: 11, Defense: 19

Initiative: +6, Base pace: 30

Warder's Sword +15/+10/+5, damage 1d10+5, used 2-handed

Short Bow +13/+8, damage 1d6+2

STR 14, DEX 14, CON 12, INT 12, WIS 13, CHA 11

Fortitude 11, Reflex 8, Will 5

Class Abilities: Natures Warrior(Forest), Track, Partial Improved initiative, Woodlands Stealth, Armor Compatibility, Warder's Bond, Slow Aging, Sense ShadowSpawn

Feats: Smooth Talk(background), Alertness, Combat Reflexes, Improved Initiative, Weapon Focus(Warder's Sword), Weapon Specialization(Warder's Sword), Defensive Awareness, Power Attack, Cleave, Endurance(by bond)

Skills: Balance 6, Climb 3, Diplomacy 6, Forgery 4, Handle Animal 6, Heal 3, Hide 6(8), Innuendo 5, Intimidate 8, Intuit Direction 4, Jump 4, KS(nature) 7, Listen 10, Move Silently 8(10), Ride 6, Search 7, Sense Motive 7, Spot 10, Swim 3, Use Rope 3, Wilderness Lore 4

Languages: Common (Cairhein, Midlands)

Equipment: Warder's Cloak, Traveler's outfit, Warder's Sword, Mighty Short bow +2

Notes: Davar, as Rolv, doesn't advertise that he is a Warder, thus he doesn't run around with his Warder's cloak on, as it's a surefire telltale (It is a -10 to Spot checks against him, and an additional +2 to Defense). That comes later. As for the Warder's Bond, He's a long way from his bondmate, but he gets the alternative Will save of 13, if within 5 miles. Davar is in pursuit of Erise during the events of Part Two, but he's doing what he always does, so he isn't going to advance in level just yet.

The Old Tower

By LuciusT

This adventure uses a [free download map](#) provided by Wizards of the Coast.

A short adventure for 4-6 characters of 6th - 7th level.

This lonely watchtower once stood guard over the Blight Border, but the ceaseless advance of the Blight has transformed it from a stronghold of the Light into a fortress of the Shadow. The upper levels of the Tower have fallen into ruin, but the lower portions remain serviceable. Recently, a band of trollocs has taken up residence in the old ruin, using it as a base from which to launch raids into the Borderlands.

1) South Hillside: The southern slope of the hillside, leading up to the Tower, is covered in scattered bones and refuse thrown out of the guardhouse doors by the trollocs. A swarm of rats, twisted and grown massive under the influence of the Blight, feed upon the refuse but will attack anyone who approaches the Tower.

12 Dire Rats EL 5

CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft, climb 20 ft; Def 15; Atk +4 melee (bite 1d4 and disease); SA Disease (filth fever, DC 12, incubation 1d3 days, damage 1d3 temp Dex and 1d3 temp Con); SQ Scent; SV Fort +3 Ref +5 Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills and Feats: Climb +11, Hide +11, Move Silently +6, Weapon Finesse (bite)

2) North Hillside: The northern slope of the hill is covered in a thick growth of vines and brambles. Hidden among this wild growth is a patch of Assassin Vines which attacks anything foolish enough to move along the hillside. Make a secret Knowledge (Blight) check (DC 20) for each PC who examines the hillside, on a success they recognize the Vines.

The trollocs are fearful of the Vines and will not approach them, though given the opportunity the trollocs will attempt to drive foes into them.

3 Assassin Vines EL 6

CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 0 ft; Def 15; Atk +7 melee (slam 1d6+7); SA Entangle, Constrict 1d6+7; SQ Camouflage, Improved Grab, Electricity Immunity, Cold and Fire Resistance 20, Blindsight; SV Fort +7 Ref +1 Will +2; Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9; (conversion notes: The Assassin Vine's Entangle ability is not related to the One Power. It is a natural ability of the plant's extensive root system.)

3) Hunting Party: A gang of four trollocs are returning from a hunt in the Blight. Two of the trollocs carry the carcasses of unidentifiable creatures, twisted by the Blight, and thus do not have any readied weapons. The other two carry drawn weapons and are alert, expecting an attack from Blight-twisted scavengers who would steal their prey. Unhindered, these trollocs will enter the Tower and join the trollocs in the Guardhouse (area 6).

4 Trollocs EL 6

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def 14; Atk +4 melee (scythsword 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9; Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness

4) Spider's Grove: This grove of twisted, half rotting trees is covered in thick sheets of sticky webbing, marking it as the home of a swarm of Blight-corrupted spiders. The spiders live off of anything that wanders past and will attack anything that enters the grove. The Trollocs avoid this place, but do not fear it.

11 Small Monstrous Spiders EL6

CR 1/2; Small Vermin; HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft, climb 20ft; Def 14; Atk +4 melee (bite 1d4-2 and poison) SA poison (DC 11, 1d3 Dex/1d3Dex), web; SQ vermin; SV Fort +2 Ref +3 Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2;
Skills and Feats: Climb +10, Hide +14, Jump -2, Spot +7, Weapon Finesse (bite)

5) Blighted Woods: This dark corner of the rotting forest appears to be a mound of rotting vegetation surrounded by the broken, skeletal remains of unidentifiable creatures. Anything unfortunate enough to come near this mound of vegetation will be torn apart. The Trollocs fear this place and will not go near it.

Tendriculos EL 9+

CR 9+; Huge Plant; HD 9d8+54; hp 94; Init -1 (Dex); Spd 20 ft; Def 14; Atk +13 melee (bite 2d8+9), +8/+8 melee (2 tendrils 1d6+4/1d6+4); Face/Reach 10ft by 40ft/15ft; SA improved grab, swallow whole, paralysis; SQ planet, regeneration 10; SV Fort +12 Ref +2 Will +2; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3;

6) Guardroom: The outer guardroom of the Tower is piled with debris, ruined furniture and refuse. There are two doors and three high windows. The north door is blocked by refuse and unused by the trollocs. It requires a Strength check (DC21) to force open and any attempt to do so will alert the trollocs inside. The south door opens freely. The windows are small, barred and set 8 feet from the ground. Four trollocs are stationed here as guards. The trollocs are generally lazy and not particularly alert.

If the hunting party (area 3) returns to the tower unopposed they will join the trollocs here and begin to feast on their catch.

4 Trollocs EL 6

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def 14; Atk +4 melee (scythe 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9;
Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness

7) Tower: The Watchtower itself has fallen into ruin. The higher levels of the Tower have collapsed inward, forming a thick layer of rubble just above the high ceiling of the main level, making it essentially impossible for someone to enter from above. The main floor of the chamber is strewn with debris, both from the collapse of the Tower and from the trollocs' less than neat occupation of the Tower. The walls are stone and solid. A staircase climbs the south wall, rising 20 ft, to the ceiling before being blocked by rubble. In the center of the floor is a heavy stone trap door with a large metal ring. It is obvious to any observer, but is also extremely heavy. A Strength check (DC 22) is required to lift it.

8) Cellar: Once a storage room below the Tower, this chamber is now full of refuse and broken wooden crates. The floor is 10 ft below the level of the trap door. The original occupants of the Tower used a ladder, now destroyed, to climb down. The Trollocs just jump. The Trollocs only use this room to pass through into their lair.

9) Passage: This rough corridor leads to the Trollocs den. It is strewn with rubble and debris, making a stealthy approach difficult. (-2 to all Move Silently rolls).

10) Trolloc Den: This old storeroom is now the Trollocs den. The chamber is filthy, smoky and dank. The floor is covered in refuse and Trolloc bedrolls. Two torches, in brackets on the north wall, provide the only light. Fully a dozen Trollocs are resting at their ease in this chamber.

Since the Trollocs are at rest they are not wearing their armor, nor do they have weapons ready. If they are somehow alerted to the PCs presence, they will hastily don their armor (which takes 5

rounds), grab their weapons and attack. If the PC manage to catch them unawares, some Trollocs will attack immediately, while others try to hastily don armor.

12 Trollocs EL 9

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def *; Atk +4 melee (scythsword 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9; Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness
*Def 10 if caught unarmored, Def 13 if armor is donned hastily, Def 14 if given a chance to don armor normally.

11) Sergeant's Den: This chamber has been taken by the Trolloc leader as his private room. It is a bit neater than the other Trollocs quarters. In the southeast corner the leader has a nest of heavy furs. The walls are decorated with trophies of old victories, including bits of armor, skulls (both human and Trolloc), weapons and a few tattered banners. Sorting through these trophies, an enterprising group will find a fairly intact brigandine shirt, 3 long swords and a masterwork warder's sword. The rest of the trophies are too badly damaged to be of any use.

The Trollocs Sergeant rests in this chamber. If alerted by the sounds of fighting in the Trolloc Den (which it will automatically be unless the PCs manage to defeat all 12 Trollocs quickly and quietly), hastily don it's armor and join the fray 5 rounds after the battle begins.

Trolloc Sergeant, Armsman 3rd, EL 5 (EL 10 with the Trollocs from Area 10.)

CR 5; Large Shadowspawn; HD 3d8 +3d10 +6; hp 35; Init +1 (Dex); Spd 30 ft; Def 16*; Atk +8/+4 melee (scythsword 2d4+3); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +7 Ref +5 Will +2; Str 16, Dex 12, Con 13, Int 9, Wis 10, Cha 9; Skills and Feats: Climb +2, Hide +5, Listen +6, Move Silently +6, Spot +6, Alertness, Power Attack, Cleave
*Def 13 if caught unarmored, Def 16 if armor is donned hastily, Def 17 if given a chance to don armor normally.

12) Escape passage: This old escape passage was once used by the human occupants of the Watch Tower to send for help or flee in case of a siege. Where it leads is up to the GM. It is possible the passage is simply blocked by rubble or it may lead to another adventure.