

Women & their Warders

By Anthony Barajas

Introduction

This is a Wheel of Time adventure suitable for four to five 6-8 level characters. With some minor adjustments, it can work with characters of slightly lower or higher level or a smaller party.

To run this adventure the GM will need the Wheel of Time RPG sourcebook. While helpful, other sourcebooks are not necessary.

Text with Blue shading such as this should be read aloud or paraphrased to the players.

Adventure Background

This adventure takes place in Tar Valon, and most of it in the White Tower itself. Characters will need to interact with and even fight Aes Sedai, so if you have any wilders or initiates in the party, I have made the necessary arrangements to stay true to the Wheel of Time setting. The adventure takes place very soon after Rand Al'Thor is rescued from the clutches of the White Tower Aes Sedai by Rand's Aiel and Asha'man. Elaida is Amyrlin, and Alvarian her Keeper. For those who are planning on running this adventure directly after Prophecies of the Dragon, you can have the characters go straight to Tar Valon after Dumai's Wells. It takes about 6-8 days on horseback to get from Dumai's Wells to Tar Valon. If you are not having the party travel straight to Tar Valon from Dumai's Wells, then just skip past the prelude and onto Scene 1, where they enter the city itself.

Story Summary

The characters enter Tar Valon on whichever business the GM and the players decide upon. They are in the city for only seconds when an Aes Sedai is killed by assassins on a rooftop. The heroes kill the assassins with the help of the dead Sister's Warder, whose name is Kornde, and are invited into the White Tower to help in the investigation.

While in the Tower, one of the heroes spars in the Warders' training grounds against a young trainee, and then against Kornde. Kornde, still affected by his Aes Sedai's death, goes nuts on the hero sparring with him and starts beating him senseless with the practice sword. Another Warder, Lorinn, tries to stop him, but gets kicked in the sack

for his troubles and Kornde starts to beat on him too. The other men present finally grab Kornde and take him back to his quarters. A Yellow Sister tends to anyone's and everyone's wounds, and tries to explain to the victim that Kornde is unstable and didn't really mean any harm.

The following morning, the heroes and Lorinn are all arrested and thrown in jail for the murder of Kornde. They are put in a cell with two other men. Late that night, an Aes Sedai come into the room and starts to taunt them. The heroes are wondering why she would do this when she reveals that she is Black Ajah and is going to kill them. She tells a guardsman to bring one of the characters out, but when the cell door is opened, Lorinn jumps out and attacks her Warder. There is a battle between the prisoners and the Darkfriends. After the battle, the heroes are taken before Elaida, the Amyrlin Seat. There they are cleared of all offenses and banned from the city after being thanked and paid.

Character Hooks

Probably the most powerful hook in for this adventure is simple curiosity; most characters will want to visit the home of the White Tower. Other hooks might be as follows:

1. Maybe a wilder in your party wants to cross-class into an Initiate. This adventure supplies a perfect way for that to happen while still allowing the character to adventure with the rest of the party, rather than making her stay in the Tower for training.
2. If you have an initiate in your party, or an Aes Sedai, they would visit for obvious reasons. If you have a novice in the party, chances are you won't be able to run this mission...for a novice to be away from the Tower, it would have to be in secret, for whatever reasons. If you have any Accepted, then they should be okay: Accepted sometimes leave the Tower for certain reasons...but when she gets there, they will want to be training her while she is.
3. If you're running this adventure right after Prophecies of the Dragon, you could have the players be taking the Artifice to the Tower for the Aes Sedai, or you could just have them be going there for advice on what to do with it. Remember, the Aes Sedai in the Tower at this time are not "bad guys", they're just the ones who decided to stay in the Tower instead of becoming rebels.
4. If needed, simply remind your players that there is lots and lots of money in Tar Valon. That should make any character want to go.

PRELUDE: TO TAR VALON

For whatever reason you decide that the characters should go to Tar Valon, have them start riding, telling them that it should take 6 to 8 days on horseback. If they are not mounted (which they should be by now), then just double the time it will take to get there. There are no random happenings on this trip; there is a meeting that I have designated to happen. If you feel it is sub-par, or just don't like it's simplicity, then just do away with it and insert whatever you'd like.

After one or two days of travel, read the following paragraph to the party. If they have sent a scout ahead, read it to the scout, out of hearing distance of the rest of the group.

As you are about to enter a wide copse of trees, almost a glade in its own right, you faintly hear the sounds of an encampment within its limits. There is no yelling or singing or the usual things a camping group might make; all you can hear is the sounds of metal against metal, and voices speaking in bold yet polite voices.

Have the character(s) make a Move Silently check, opposed by an Aiel guard's Listen Check. For the story's purposes, let's give the Aiel a Listen Check of 16. If the Aiel hears any person, he warns the rest of his party and they all tumble out of the copse in readiness for battle. If the character(s) beat the Aiel's Listen Check with his/her/their Move Silently Check, they can either go wide around the Aiel and avoid confrontation, or they can attack with some sort of surprise. There are five Algai'd'siswai; see the stats at the back of the adventure.

ALGAI'D'SISWAI: HP 22, 18, 23, 26, 19

Tactics: The Aiel see the group as "milk-hearted wetlanders", and simply fight to the death, being sure that they can beat the heroes. Two or three of the Aiel decide to try and close in on the strongest-looking character. Have the heroes make Knowledge (Local) check with DC 18. If they succeed, they know that they can take an opponent as Gai'shain. Try not to let them take more than one or two though. If they take Gai'shain, they will have a free servant for a year and a day.

Aftermath: After the battle is over, if all the Aiel are dead, then the heroes can just take their belongings and move on. What the Aiel possess in their packs is entirely up to the GM. If an Aiel has been made Gai'shain, then the hero who now "owns" that Aiel can question him or her. These are the only two options: no Aiel would be captured without being made Gai'shain. Here is the following information that the Gai'shain might divulge, along with whatever else you might wish.

* They are Shaido Aiel who were separated from clan and sept when all of the Shaido used some magical devices that Sevanna had; they were supposed to all "teleport" to the same place, but obviously this didn't happen.

* They were trying to make their way to any companions they could find when your party stumbled upon them.

The Heroes should also have at least one more encounter with brigands or wild animals or something, in order to give the adventure enough combat encounters.

MOUNTAIN CATS: Four mountain cats attack the party as the heroes set up camp. Heroes make a Spot check opposed by the cats' Hide check to notice the cats lurking in nearby brush. (The cats get a +6 bonus for hiding in the brush.)

MOUNTAIN CATS: HP 18, 22, 21, 23; see chapter 11 of the Wheel of Time Roleplaying Game.

Tactics: The cats try to pounce on heroes using their improved grab and rake abilities. If any of the cats take more than 12 damage, or the fight goes on for more than four rounds, the cats flee.

WOLVES: A pack of wolves trails the party by day and attacks the heroes when they stop to set up camp.

WOLVES: HP 11, 14, 14, 16, 17, 19; see chapter 11 of the Wheel of Time Roleplaying Game.

Tactics: The wolves are after the horses, not the people. Harrying the horses away so that they can take them down is what they try to do. The wolves break off the attack and run if more than half of them are killed.

SCENE 1: INTO THE CITY

As you ride in through the city gates, you notice the bustle around you. The street you are on is full of boisterous hawkers, buyers and sellers, and people of every stamp and creed. You notice Tar Valon guardsmen, midwives and tradesmen, and even a few Aes Sedai and their Warders. You are no more than fifty steps into the city, however, when a woman gasps and grabs at her neck. Her fingers are splayed around an object embedded in the flesh of her neck, and after a split second you realize that it is the shaft of a crossbow quarrel. A man with a Warder's cloak stoops to hold her, and you notice that to your astonishment, the woman is Aes Sedai! The people in the market place erupt into confused and frightened pandemonium, and you have to struggle just to keep from being trampled.

Have the players make Spot checks (DC 10). If the DC is beat, they see a crossbowman on the roof of a tanner's shop about 15 feet away. If they beat the DC by 5 or more, they also notice that the crossbowman has three swordsmen with him. The men on the roof draw weapons and look around in surprise. No one else sees them except for the players. If they want to attack the assassins, they can enter through the front door of the tanner's shop and climb the stairs to get through the trapdoor and onto the roof. The rooftop is 15 feet square; the building isn't all that big. At the very beginning of the battle, have the first character onto the roof make a Spot check (DC 15). If successful, the hero notices a man in a color-shifting cloak fleeing down an alleyway, with too much of a lead to pursue. The stats for every opponent are at the back of the adventure.

CROSSBOWMAN: HP 34

SWORDSMEN: HP 38, 29, 32

Tactics: These men fight to the death, for they have nowhere to run to. After the first round, the mob notices the battle on the rooftop and the people either watch attentively or run away. After the third round, the dead Aes Sedai's Warder comes up onto the rooftop and engages in the battle.

Aftermath: Immediately after the battle is over, the Warder falls to the ground unconscious. The severing of his link with the Aes Sedai overcomes his lust for revenge. Tar Valon guardsmen come running onto the rooftop, and they quickly ascertain as to what happened. They question the heroes for information, and soon a Yellow Sister and a Blue arrive. The Yellow immediately checks out the Warder and declares that he is simply unconscious, then heals any wounds the players might have. The Blue quickly takes charge of the situation. The heroes are asked to come with them to the White Tower to provide further answers and to stay as honored guests for the duration of the investigation. If any of the heroes do not want to go to the Tower, the Aes Sedai tell

them that they are needed to solve the mystery of this murder, and they will be taken back to the Tower by force if necessary. There are anywhere from 10 to 15 guardsmen plus the two Aes Sedai, so the heroes would be plainly mad to try and fight.

SCENE 2: TOWER GUESTS

The players are taken to the White Tower and given luxurious rooms, and have free reign of the tower, except for the higher levels at which important Aes Sedai business and what-not is being done. Let the characters roam free; this is a good opportunity for role-play...for instance, an encounter with a Red Sister would definitely fluster some of the male players. PCs could also leave the Tower to visit a shop or whatever in town, but only so long as it is agreed upon or obvious that the player(s) who leave will come back that same day. Also, a Gather Information check can clue in the characters on certain news:

DC 5: The Warder the characters fought the bandits with is named Kornde. He is doing well after falling unconscious, and is expected up the next morning.

DC 10: The Aes Sedai, and everyone in the Tower, are totally confused with this murder. There is absolutely no one with the reason to arrange for something like this. Some even whisper of Darkfriends at work.

DC 15: The Amyrlin Seat herself is on the case and is pulling lots of strings to figure out the reasoning for the murder. She is expected to call the heroes to her office to hear what they have to say, and to thank them for their quick thinking and strong minds.

Whatever the case is, have the players end up in the Warder's training grounds the following morning, and read the following:

A young, clean-shaven man with long Arafellin braids and the customary bells in them walks up to you and speaks politely. "Hello, strangers. My name is Johotan...I'm training to be a Warder. I heard about your exploits in the city yesterday, and I was wondering if maybe one of you would like to spar with me? Maybe show me what you did to those murdering thugs?" He looks at you hopefully, and a jovial Warder who introduces himself as Lorinn tells you that he will give you 10 gold marks if you can best the young man.

The boy is honestly being courteous, and the following scene expects a fighter amongst the heroes to accept Johotan's offer. If they decide they don't want to, the other Warders and trainees around them start to rib one of the fighters until he accepts. In the end, someone must spar with Johotan; this scene is imperative to the plot. You can even sweeten the deal by giving extra experience points to whoever spars with him, whether they win or lose. 50 to 100 points should be good, but it's subjective to the GM's mood and/or tastes. Johotan isn't very good as of yet, and any fighting character (armsman, algai, woodsman) can best him. Read the next section directly to the person sparring with the young trainee.

You both are handed wicker practice swords, and Johotan launches at you in earnest right from the start. He is quick and strong, but lacks your battle-tested discipline and often over-extends himself. After the first few minutes of parrying and riposting, lunging and dodging, you sidestep a wide swing and connect with the right side of his neck, sending a resounding crack throughout the area. The men and Aes Sedai initiates watching all "oohh" at the noise, but after only a rudimentary glance all can tell the Johotan is perfectly fine. He stands up, wobbly, and you can see that his face is a bright red. He extends his hand and speaks in a slightly embarrassed voice. "Nice. I honestly thought I could beat you...but the best man won, I guess."

At this point all eyes are suddenly drawn to a man entering the training grounds. He is a tall man with honey blond hair and a pretty face, and the heroes can easily recognize that he is the Warder whose Aes Sedai was killed the day before. He approaches the character who just beat Johotan and stares him in the eye.

"Well, you can beat up thugs and half-trained boys....great. But let's see how you stand up against me", he says in a challenging tone.

At this point it is too late to turn back, or the player will lose both honor and any extra experience he would have earned from sparring. Most players will actually want to spar with the Warder, considering that they can't be hurt in any way.

You and Kornde are sparring for only minutes when he suddenly ducks in under your swing and smacks your ankle with the wooden sword. You pull that leg up in pain, and he promptly sweeps your other leg out with his own. To everyone's surprise, he doesn't just stop as the victor; he brings up his fake blade and smacks you across the back of the neck with it. A sharp pain shoots up your neck and into your temples, and he brings the sword down again, this time on your unprotected ribs. He gets in four or five more shots before Lorrin, the smiling Warder from earlier, grabs Kornde from behind. Kornde mule kicks Lorrin, striking the jovial Warder in the jewels with the back of his leg. Lorrin falls to the ground, and Kornde gets a few hits in on him before all the men there pile on him and restrain him.

Kornde is taken away by the other men to his quarters. A Yellow Sister tends to any wounds given, even simple soreness, and she apologizes profusely for Kornde's actions. She explains that when a Warder's Aes Sedai dies, he turns either suicidal or infuriated. She expects that Kornde is a little of both. She also explains that it will eventually wear off, especially if he is bonded to another woman or given some equally time-consuming task. After she leaves, it is dark and the players go to sleep.

SCENE 3: ARRESTED AT THE CRACK OF DAWN

Players are woken up by the sound of their door being knocked down. Fifteen or guardsmen pour into the room and restrain the heroes. They take them all down to a holding cell in the bottom of the Tower, and on the way explain to them, in harsh terms, that the heroes are being arrested for the murder of Kornde. The character that was beaten by Kornde definitely has the motive, and the others are being arrested as accessories to the crime. They are taken and dumped into a cell holding two other criminals; whatever they were accused of is up to the GM. When they get into the cell, they also realize that Lorinn is in there with them; he was also arrested for the murder, for he also had a motive. There is no way to escape; the cell door is locked, there are two guards present, and there are Aes Sedai and other guardsmen just above the cell area. Even if the heroes were to escape the cell, they would be killed whilst trying to get to the surface. In any case, don't give them the chance to try and escape - tell them they are put in prison, and then read the following:

You are in the cell for just about a day when the door to the outside guardroom opens slowly. A Warder you don't recognize walks into the room and looks at the two guards, then nods to himself in satisfaction. He motions to someone outside the door, and an ugly Aes Sedai struts in. She smirks over in your direction and then looks at the four guards. She also nods in satisfaction, then turns to you. Two more guards come through the door and close it behind them, then stand on either side of it. The Aes Sedai brushes back a loose lock of hair, and you notice an ugly boil near the middle of her forehead. She approaches the bars of the cell but stays just out of reach, and then speaks. "I'm Erolie Sedai. How do you like your new accommodations? You're nothing better than common criminals, now." Her voice is like the high-pitched whine of a tea kettle. "You thought you'd be heroes, huh? We planned for months to take Dorleen and Kornde out; you had no right to interfere." At the puzzled looks on the character's faces, she laughs a nasal laugh. "No matter; it is time for you to die. Gerolde, bring one of them to me...it doesn't matter which." As her Warder opens the cell door and grabs the nearest person, Lorinn suddenly lurches forward and elbows Gerolde across the face. Gerolde steps back in a spray of blood. In that split second of confusion, the two men in the cell with you

run out and immediately attack the nearest guardsman. Lorinn and Gerolde grapple on the floor; the rest is up to you.

In the following battle, there are four guardsmen, Gerolde, and Erolie Sedai versus the heroes, Lorinn, and the two criminals. The door has already been warded for silence by the Sister, so that no one would hear the screams of the prisoners. All of the character's weapons are on a table in the middle of the room, and getting them should prove to be an easy task.

PRISON GUARDSMEN: HP 17, 19, 25

GEROLDE: HP 64

EROLIE SEDAI: HP 31

PRISONER(ALLY): HP 18, 22

LORINN(ALLY): HP 69

Tactics: Lorinn and Gerolde will fight until one kills the other. Smart heroes will want to interfere and help Lorinn, so that he can help with the rest. The two prisoners will fight unto the death against the guards, but will not raise a hand against the Erolie; she is up to the heroes to take out. Erolie will immediately cast Harden Air on the nearest player, then bust out with Grenade and Fireball. She is already embracing the Power as the battle begins. If Erolie or Gerolde are killed, the one left living suffers -4 to everything; the effect of severing their link is enormous. Also, if Erolie is killed before the guards, they suffer a -2 moral penalty on all attacks.

Aftermath: After the heroes kill all opponents, the only way out is up. The two criminals and Lorinn, if still alive, accompany the heroes up the stairs and into a large chamber. There, 25 guards have gathered; they have discovered the guards that Erolie and Gerolde killed in order to get to the cells. The guards place the heroes and their allies under arrest yet again, and they are accompanied by three Aes Sedai who shield any female channelers...but this time they take them not to prison, but to the Amyrlin Seat herself.

SCENE 4: AT THE FEET OF THE AMYRLIN SEAT

They are taken to the room where the Amrylin is, on her Seat. Fortunately for the heroes, although they have no idea that the Keeper Alvarian is Black Ajah, the White sister is not in attendance. Elaida sends out all guards, but has 8 Sisters in there just in case the heroes decide to get physical. She wants to know what the hell has happened; if the heroes and Lorinn explain everything, she commands one of the Sisters to check the bodies of those killed in the escape. After about thirty minutes, the Sister returns with a scrap of parchment and tells Elaida that she found it in the pocket of Erolie Sedai.

Elaida is given the note by the Aes Sedai, and she shakes her head in astonishment and dismay as she reads it. Her multi-colored shawl sways with her, and then she looks up at your group. Her eyes hold a myriad of emotions, but you can't seem to name any of them besides one...terror. After asking for an oath of silence from the Sisters in the room, she reads the note aloud. "You must find a way to silence that Warder and the group of upstarts that foiled his assassination. The Great Lord commands it. There is no signature."

Elaida looks at you once again, and then shrugs in resignation. "Well, I guess you tell the truth. Jore." She motions to a Blue Sister on her right. Jore, as Elaida named her, inclines her head in acquiescence. Elaida hands her the note and gives her rapid instructions. "Burn this. Pardon all of those here, even your Lorinn. He may continue in your service. Give everyone ten gold crowns each, then send them on their way." She turns to you, and speaks, her tone tired and worried. "Thank you for your heroic actions. I have no choice, however, from barring you from Tar Valon. For your safety and for the safety of all here. Maybe someday soon when things are back to the way they should be, you may return."

With that, the characters are healed, escorted out of Tar Valon, given the money, and sent off with good wishes.

REWARDS: Divide anywhere from 8,000 to 10,000 experience points between all the characters that actively participated through most of the adventure.

Statistics

Following are the full statistics for all NPCs throughout the adventure.

Algai'd'siswai: 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 feet; Atk +4 melee(1d6/x3, Aiel shortspear) or +3 ranged(1d6/x3, 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.

Crossbowman: Tar Valon Armsman 4; HD 4d10+8; hp 34(average); Init +1(+1 Dex); Defense 19(+1 Dex); Spd 20 feet; Atk +7 ranged(1d6+4/x3, crossbow); SQ Armor compatibility, weapon specialization (crossbow); SV Fort +7, Ref +4, Will +3; SZ M; Rep 1; Str 15, Dex 12, Con 14, Int 1, Wis 13, Cha 12. Challenge Code: C.

Skills: Climb +5, Handle Animal +4, Intimidate +6, Jump +6, Ride +8, Swim +3.

Feats: Dodge, Luck of Heroes, Mounted Combat, Ride-By Attack, Weapon Focus (crossbow).

Possessions: Breastplate, crossbow, dagger.

Swordsman: Tar Valon Armsman 4; HD 4d10+8; hp 34(average); Init +1(+1 Dex); Defense 19(+1 Dex); Spd 20 feet; Atk +7 melee(1d8+4/19-20, longsword); SQ Armor compatibility, weapon specialization (longsword); SV Fort +7, Ref +4, Will +3; SZ M; Rep 1; Str 15, Dex 12, Con 14, Int 1, Wis 13, Cha 12. Challenge Code: C.

Skills: Climb +5, Handle Animal +4, Intimidate +6, Jump +6, Ride +8, Swim +3.

Feats: Dodge, Luck of Heroes, Mounted Combat, Ride-By Attack, Weapon Focus (longsword).

Possessions: Breastplate, longsword, dagger.

Prison Guardsmen: Tar Valon Armsman 4; HD 4d10+8; hp 34(average); Init +1(+1 Dex); Defense 19(+1 Dex); Spd 20 feet; Atk +7 melee(1d8+4/19-20, longsword); SQ Armor compatibility, weapon specialization (longsword); SV Fort +7, Ref +4, Will +3; SZ M; Rep 1; Str 15, Dex 12, Con 14, Int 1, Wis 13, Cha 12. Challenge Code: C.

Skills: Climb +5, Handle Animal +4, Intimidate +6, Jump +6, Ride +8, Swim +3.

Feats: Dodge, Luck of Heroes, Mounted Combat, Ride-By Attack, Weapon Focus (longsword).

Possessions: Breastplate, longsword, dagger.

Prisoner: Tar Valon Armsman 2/Wanderer 1; HD 2d10+6 plus 1d6+3; hp 28(average); Init +1(+1 Dex); Defense 11(+1 Dex); Spd 20 feet; 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: Longsword.

Gerolde: Midlander 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 feet; 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 (Midlander).

Feats: Alertness, Combat Reflexes, Improved Initiative, Fame, Militia, The Dark One's Own Luck.

Possessions: Longsword, leather armor.

Lorinn: Domani Armsman 8/Warder 2; HD 8d10+1+2d12+1; hp 69; Init +5(+1 Dex, +4 Improved Initiative); Defense 11(+1 Dex); Spd 30 feet; Atk +9 melee(1d10+3/19-20 Warder's sword); SV Fort +7, Ref +7, Will +7; SZ M; Rep 4; Str 16, Dex 16, Con 13, Int 10, Wis 10, Cha 14. Challenge Code:D.

Skills: Balance +6, Intimidate +7, Swim +6, Knowledge (Local) +9, Listen +7, Ride +6, Spot +7, Speak Language (Domani).

Feats: Alertness, Combat Reflexes, Improved Initiative, Exotic Weapon Proficiency (Warder's sword), Ride-By Attack, The Dark One's Own Luck.

Possessions: Warder's sword.

Erolie Sedai: Borderlander Wilder 4/Initiate 2/Aes Sedai 4; HD 4d6+2d4+4d4; hp 31; Init +4(+2 Dex, +2 Blooded); Defense 17(+2 Dex); Spd 30 feet; 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 +8, 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 Intimidate checks (included in the numbers above).

Resources: +2 circumstance bonus on Gather Information checks (included 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, Water, Spirit.

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, pouch containing 5 mk, 8 sp.