

## *KIDNAPPING A BEAUTY*

Part One of

### **Yearning for Youth**

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

by Attorney John

#### **I. Introduction & Adventure Background**

This adventure takes place, at least in the beginning, in Northeastern Shienar, but with a bit of name and location manipulation, it could be placed anywhere in the Westlands. Anywhere that has a nearby mountain range, a Trolloc problem, and where the people don't like to come outside their walls at night, that is. It will eventually run all over the place. Fun!

It is geared to start with a proficient group of players (originally designed for 4 characters of third level, played by experienced gamers). The characters this adventure is written to handle will be included with the adventure, for comparison to your own party of PCs, in order that you may better judge whether to increase or decrease the severity of encounters. In terms of the Wheel of Time Setting, I place it approximately two years prior to the events described in the book, *The Eye of the World*, but again, this could easily be manipulated to be elsewhere. A few encounters with Trollocs are to be expected while in the Borderlands, and experienced players should be ready for such. This adventure is designed to be rather combat-intensive, to get a starting group of players into the flow of a game with new characters, get them familiar with themselves, and to merely lay the groundwork for a masterfully evil plot. If your group is not as militant as mine is, you will need to scale back the strength of the encounters as you see fit, so use your judgment. This is the first chapter of what is intended to be a long campaign of adventures, culminating in a confrontation with the Forsaken Mesana, through her minions, but that is a long way up the hill.

#### **II. Story Summary**

While in residence at Fal Dara, under the eye of Lord Agelmar, the players are engaging in their normal activities, such as they may be. Retainers and soldiers of the Borderlands are required to go on patrols near the Blight border, and occasionally visitors to the area are allowed to accompany the patrols. Usually, those with noble company do not actually venture into the Blight itself.

With all the PCs present, but with most of the guardsmen and soldiers of the town otherwise occupied, a rider comes in from the smallish fort town of Alcair Dal, which stands to guard the northernmost pass through the Spine of the World mountain range. Lord Agelmar is out, but his wife receives the messenger, and hears a request from Alcair Dal for more men to aid in the recovery of a young noblewoman who was recently kidnapped from her home. Since the PCs are available, they are asked by the Master at Arms of FalDara Castle to go and render such assistance as is possible.

The PCs make the trek across the north of Shienar, perhaps engaging a smallish band of Trollocs or two, on their way to Alcair Dal. Once there, they are taken to the site of the kidnapping. The players realize through whatever means that this was not a smash and grab raid by Trollocs, but a precise act of kidnapping, obviously more complex than normal for Trolloc bands.

The PCs find the trail of a booted, man-sized individual, leaving from the site of the fortress-like home from where the girl was taken, obviously carrying a burden. This man is a darkfriend, not a Myrddraal, though the longer the DM is able to make the players think that he is, the more fun you'll have with them (listen to the groans as the group of low-level players contemplates having to take on a standard Myrddraal heheh). The party should track the man through the mountains towards the Blight to a small, abandoned watchtower. They discover yet another small band of Trollocs, but no girl. Eventually, they discover that the man who took the girl is to deliver her to the Waygate North of Fal Dara (the one used in *The Eye of the World*), and he is to transfer his charge there. But, they probably won't find this out until they are actually there, as there is no way for them to learn of it, unless they guess.

The PCs arrive at the waygate just in time to see the man hand the sack containing the girl's limp body to another human male, who is standing before the open waygate. A not-so-small group of Trollocs is standing guard and can conveniently hinder the immediate rescue efforts of the PCs. Allowing the new man to escape into the closing gate doors. The doors close before the players can get to them thwarting rapid pursuit. The characters should have enough sense not to go rampaging

into the Ways without some prior preparation. If not it will be entertaining when they discover the inconvenient Squad of Trollocs left just inside the Waygate. Nasty surprise, that, especially for anyone just charging through the gate itself. Uh oh.

It will seem as if the players have failed in their task, but clues remain as to where the girl may be being taken. As I said, this is merely Chapter 1, and giving the players a taste of beating up on Shadowspawn, but forcing them to fail in their objective should spur them on to greater efforts in your game. With my group, if they fail to kill every last bad guy in ten miles, they consider their day's work incomplete. Forcing the issue at a couple of key points should have them hot for revenge. Then again, there is that pretty noblewoman to rescue, and all that goes with such a deed. Who knows? Reputation, rewards, titles, weddings?

Character Hooks- by class if you need any

As far as classes go, at 3<sup>rd</sup> level, you shouldn't have any PrC levels in your party yet, so no one can be an Aes Sedai or equivalent as of yet. Which is too bad, since this is going to end up all about the White Tower.

- ✳ Initiates might be Accepted on missions, or runaways, though that is pretty risky, but not a bad plot motive for a character and GM. Eventually, a runaway Accepted must return to the Tower to face the music to gain the shawl (read - Aes Sedai PrC levels). Probably after doing some penance.
- ✳ Wilders are easy; they come from everywhere, male and female alike.
- ✳ Nobles can be from the Borderlands, or from elsewhere. They might be visiting or in exile like one of my players.
- ✳ Armsmen can be part of the local soldiery or visiting. Perhaps even mercenaries, though they are not common in the Borderlands.
- ✳ Wanderers are the easiest. They just, well, wander in.
- ✳ Algai'd'Siswai: One of my players is Aiel, and I had to write in a bit of background involving a party of Aielmen fighting in the Blight. They meet up with a group of Borderlanders right in time for an entire Fist of Trollocs find them both. The Trollocs were eventually run off, and the PCs made friends. The Algai player felt he had Toh to the Wetlander who split that last Trolloc down the middle before it killed him. So, he hopes to pay back the Borderlander somehow, preferably in the same fashion, by saving a life. It worked for us.

[Note that this adventure is not going to be able to be compatible with Prophecies of the Dragon, in timeline anyway, and I am assuming that those events are going on in my game, though not by my group of PCs. In yours, do it how you want]

### **III. Prelude - A request for Assistance**

For whatever reason, the characters are currently residing in the city of Fal Dara, acting as soldiers, or merely as guests of Lord Agelmar. At the instant that this adventure starts, the fortress is oddly vacated. Nothing portentous, it is just that most of the experienced officers and sergeants are off with others on heavy patrols in the Blightborder, or engaged in insertions into the Blight itself. A minimal amount of soldiers is always left inside the walls of the fortress, regardless of whatever activity is taking place, and it is part of this reserve that PCs who are members of the local soldiery find themselves. Of course, guests of the Lord are simply here because they did not choose to go out on a patrol on this particular day or week, if they ever do. Thus, it is that all the PCs are present at table when a messenger rides into the main courtyard near sunset. (It would be convenient that all your PCs know one another prior to starting this adventure, so a bit of background searching amongst them prior to game play would be of assistance if this is the first adventure together, as it is for my group. We created backgrounds for our PCs that had linkages between them, explaining how each knew the others, so that when the game started, we were ready to go. Note that my game is starting out with all PCs at third level.)(Another note: all of my PCs are male, which would subtly alter the initial scene for a female PC, who would be in the women's quarters with the Lady for the evening meal.)

All of your group are in the meal hall of Fal Dara Castle, a large room with many bright streamers of color breaking up the otherwise unrelenting gray of the stone walls. Describe a standard eating scene of perhaps a hundred men at arms and a few lesser nobles at table, however you may desire to do so. Have your characters make a listen check (DC-15), and if successful, read this passage to the players who succeed:

You are just sitting down with friends for a fine supper of roast capon, mutton stew, and various spicy vegetables (ice peppers or coin peppers), when the ringing of a horse's hooves coming into the courtyard can be heard. While this is an altogether common sound, the running steps of a man approaching the meal hall are not.

Whoever hears the person approaching may make a Spot check (DC-8) to see the face of Jutar as he rushes by, anyone else must make one at a higher (DC-20), in order to recognize that the man bears an unfamiliar face. A KS: Borderlands, KS: Blight, or KS: Local check (DC-12) will reveal that the man's heraldry of armor and his colors mark him out as attached to the garrison at Alcair Dal. Again, this is subject to a successful Spot check initially.

The man runs down the length of the meal hall, disappearing into a side hallway that leads towards the women's quarters. Jutar, was told at the gate that Lord Agelmar is out on maneuvers, but his lady wife is present within the castle, and she may most likely be found in the women's quarters, taking her own meal. Jutar will run towards the low entrance to the women's quarters to deliver his message, without trying to go inside. (Men are usually forbidden entrance to the women's quarters, and especially if they are under arms.)

One way or the other, have your players discover that the man was from the Alcair Dal garrison, either through their own knowledge, or through the conversations of neighboring tables. Eventually, the man will deliver his message, the Lady will request assistance from the Master at Arms, and he will seek out the PCs where they happen to be at that time. Presumably, have them still finishing their meal when the Armsmaster shows up. Whomever you have deliver the message to the players, you can twist the reading below to indicate that station, and can change the words from a command to render aid, to a request for assistance, depending on how the person in question would present it.

**Read to the players, after you have modified to fit your own circumstances:**

*Our Lady has just received news that the Lady Erise Kasmani was abducted from her home two days past. The garrison is below full strength, and cannot extend the search beyond its immediate environs, and therefore messengers were sent here and to the capitol for assistance in recovering the girl. The Message sent to the capitol will not even reach it for another two days, and any help they can send will be another four beyond that, at earliest. I can't spare a full squad to go and help in the search, such would strip our walls below where they should be, but I can spare just a few, and if anyone wishes to volunteer.... Those of you who do not have duty on the wall?*

Obviously, this is the Armsmaster trolling to give those PCs who are not tied to Shienar a chance to volunteer to run off and rescue the fair maiden. Almost nobody from Shienar will allow a noblewoman to be taken off without some sort of attempt at rescue, but the security of the Border is paramount. Any PC with a bond of fealty to Shienar will be ordered to assist, and anyone else just standing around will be asked to help in whatever way they can. This is the Borderlands, and Shienar on top of that, and every person is expected to help defend against the Shadow at need, after all. Hopefully, your PCs will take the hint that this is the adventure they've been hungry for, and will jump at the chance to be involved in just this cliché sort of derring-do.

Allow whatever preparations that can be made by nightfall, but have Jutar, insist that he must start back towards Alcair Dal no later than two hours after the meeting, or else he will be forced to ride on to the next small fortress, another day and a half farther on. If any of the PCs is doing the math, they will realize that anyone they are chasing will have close to a four-day head start. If they do not leave with Jutar, then he will head off down the road towards the West, and help will not return until seven days after the abduction, and will be too late to intercept the group at the Waygate. You and I know they will not be in time anyway, but they will get a chance to see the other man take the girl into the Waygate, and may will be able to recognize the faces of the villains in later adventures.

**IV. Part 1 - The trip to Alcair Dal**

After making hasty preparations, start the party out along the road towards the east, and the fortress of Alcair Dal. The fortress sits astride the northernmost pass in the Spine of the World Mountains, near Tarwin's Gap and very close to the Blight. Riding hard, it is a two-day trip, complete with at least one quick encounter with a band of Trollocs, most likely at some point during the night. In this encounter there are only three trollocs, but remember, the Trollocs can see at night, people cannot.

[Note that I placed this encounter almost immediately after starting the adventure to both settle my players down to play, and get their appetites for blood whetted. Like I said, they're an angry bunch of mercenaries and a black-eyed Aielman. If you do not want to have your group run up on a trio of scouting trollocs right out of the gate, just ignore the encounter. I put it in so that my people get the idea right off that's something's a bit more amiss than just another week in the Borderlands. Trollocs are plentiful, and the bad guys don't mind just spreading them around to cause havoc and create confusion.]

ENCOUNTER: Trollocs (3), HP 17, 19, 20. (Complete statistics for Trollocs are to be found in your WoT Rulebook.)

There are only three, but nighttime is the right time for Trollocs, even against a bloodthirsty group like my own. Remember that Jutar will be pressing the pace back up the road, not quite riding at a gallop, but at least at a quick canter. Unless the party's horses happen to have the Move Silently skill, simply allow the Trollocs to hear the group coming. Trollocs are dumb, but they aren't totally stupid, and they do know how to use their short bows. The trollocs set up an ambush site at a point where the road takes a slight northerly bend. They are hidden in a copse of scrub trees near to this bend. As the bulk of the group approaching reaches a distance inside the minimum range increment for the short bows, the baddies let fly, gaining surprise on the PCs. Unless, of course, the PCs spotted the ambushers first (Trollocs Hide vs. Party's Spot). (Remember to apply a penalty to the spot roll due to the darkness & range. I usually use a -4 penalty for bright moonlight, for example. Worse if it is overcast, and there is no moon.).

If your group is small, drop the number to two Trollocs, but if it's bigger, don't feel bad about bumping the number up to maybe five or six. Just make sure that the guy in the lead, usually the NPC messenger at this point in the adventure, takes the brunt of the ambush if it is undiscovered. Once they shoot, play it by ear as to what the trollocs do. Always remember that they are both bloodthirsty and cowardly at heart, and are actually only out hunting dinner. If dinner bites back, they will leave, but not before trying to at least grab someone who is wounded to take off to their cookpot.

Hopefully, the group emerges relatively unscathed from this brush with the vile Shadow Spawn, and presumably have their heads a slight bit swollen by their impressive victory. Bully for them. If Jutar happens to get hisself whacked in this fight, it does not really matter; there is someone to meet the group as they approach Alcair Dal. If he is killed, suggest to the party that it is bad form to just leave the body lying about for animals to eat [Borderlands bury their both dead naked & face down into the mothers embrace]. It will take extra time, but they could hurry the process as much as possible. They might wait and bring the body with them. Remember, it's up to the PCs. (This would be a good place to award good role-playing exp. If the characters work to take care of Jutar's body and make all haste to Alicar Dal.)

After the encounter above, make a show of asking for Spot checks at random intervals if they are moving quickly through the terrain. If they are going slowly and cautiously, you can have Jutar nag at them to go faster. In the end, if the PCs balk at going at a fast ride back to Alcair Dal, they really will get to the Waygate too late to gather the clues they will need for the next chapter. The point is to get the group worried about being where they are, which is after all pretty close to the Blight.

At this point, you can have the group ride the distance to the fortress and start Chapter 2. You can have them run across a fresh trail made by a group of Trollocs (not larger than six or so). What I suggest is to have the party ride into the daylight hours. They might come across a group of Trollocs encamped off the road a ways. Depending on what skill is successful, they could hear one of them snoring or talking in his sleep (Listen check DC-22), see the gauzy trail of the remainders of a cook fire (Spot check DC-16), or make out the fresh spoor running off the track into the nearby forest (Wilderness Lore check DC-16, with the Track feat). They could just ride right on past the sleeping trollocs. If your players are as ruthless about leaving bad guys behind them as mine are, here's the situation:

ENCOUNTER: Trollocs (6). HP 14, 14, 15, 15, 18, & 20. (See your WoT Rulebook for Complete Stats.) The Trollocs are bedded down in a thicket, perhaps three hundred yards from tracks that pass as a road. There isn't a Myrddraal around to enforce discipline, so nobody's on watch. It's your party's turn to do some sneaking and poking.

Again, this encounter is deliberately designed to get the players feeling their oats, hopefully sparking a feeling of superiority to the Shadowspawn. They've killed them at night and during the day. They are none the worse for wear, so what's the big deal, anyway? Again, Bully for them. You want them to feel as if they can handle anything the Trollocs throw at them, right up to the point when they meet the group of fifty, led by Irgluk, at the Waygate. They find out different at that point.

#### **V. Chapter 2 - Arriving at Alcair Dal**

Almost forty-eight hours after leaving Lord Agelmar's castle at Fal Dara, the party arrives at Alcair Dal. Depending on how quickly they rode, it is either fully night or night has just fallen. The harrows of the road have taught respect for fighting trollocs at night, even if the party did win easily. If they struggled to win, so much the better.

Alcair Dal is not a Fortress city like Fal Dara; it is more of a fortress village. That has an extra helping of castle and a side of Keep. The total population is perhaps eight hundred, most of them fighting men. There are some families who live inside the fortress, working the fields outside the walls during the daylight hours. This activity assists in feeding the men of the fortress, and allows the stockpiles of food to be continually renewed and freshened.

A quick description of the Fortress, which you can read to your players as they approach at night:  
*The small, ill-kept road that you have been traveling pierces the stark, forbidding black basalt of the rock face in front of you. The road literally leads through the wall before you. A wall that has suddenly jutted from the earth cliff-like and impressive, as the road climbed up the ridgeline. The silence of the Borderlands is about you, the clear air of the mountains wafting the slight sounds of muted conversations down to you from atop the wall.*

This is the approach to Alcair Dal. The fortress is built astride the northernmost pass across the Spine of the World Mountain range at its narrowest point. A few miles to the north lies Tarwin's Gap, the large pass into the Blight that has been used by invading masses of Shadow Spawn for thousands of years.

The road winds up to a closed gate, which has a lowered iron portcullis behind it. The gate opens outwards, to better protect against battering rams from the outside. Heavy metal posts can be set into rings that are fastened onto the back of the door and can be dropped into holes in the stone of the ground beneath, ensuring that the gate can not be pulled open from outside. A gap of perhaps five feet separates the portcullis and the back of the gates when closed. An identically constructed gate is located in the opposite side of the fortress, and these are the only two openings to the fortress. Create whatever internal structure you see fit. I plan to have a small gatehouse, with an enclosed space and a second, smaller gate enclosed in a chamber whose roof is perforated with murder holes and the like.

Alcair Dal is wide and shallow, topped with high walls that have crenellations. On this side, which is higher than the other by twenty feet due to the road sloping down towards the east, the wall is only twenty-five feet above the heads of the mounted characters or Ogier. At this point, the walls run the width of the pass, a length of perhaps two hundred and fifty paces. The characters will discover Alcair Dal is but a hundred paces across at its thinnest point. Shienaran men at arms and other Borderlanders patrol the tops of the walls. Occasionally, the party might spot one of the few southerners who have come to experience the feel of the north.

At any given time, between one thousand and fifteen hundred individuals live within the walls of Alcair Dal, but the number is closer to the low side now. Soldier's barracks and dormitories line the walls, and buildings inside the walls contain the shops necessary for a small settlement and outpost of this type, one that struggles to be self-sufficient.

If the PCs are traveling without making too much noise, and if they do not have more than a single light source, they might not be noticed immediately by the wall guards. Play it out how you want, but my thought is to wait and see what actions the PCs take, and go from there. If they are bright and loud, then they will be challenged from the wall as they approach. If instead they are moderately controlled and quiet, then either a PC or Jutar will need to hail the wall. If Jutar is with the PCs, and still alive, then he will throw his hood back, moving into the light so that his face can be clearly seen

from above. (Remember that no one is allowed to go about hooded in a Shienaran village, because of the Myrddraal.) He will hail the guards, and the group will be admitted. If he is dead, or isn't with them, then a bit of discussion will be necessary to grant them admittance before dawn comes. Depending on the story, make the roll either a Bluff check (DC-16-18), or Diplomacy check (DC-13-15) to gain entry to the fortress. Regardless, they will eventually get in.

If Jutar is dead, or not with the PCs, then you will need to modify the adventure to allow for that, but I am going to continue to assume that he is still with the group. Immediately upon arrival, the PCs are taken by Jutar to meet Lord Aruk Kasmani. Lord Aruk is a hard man, even if he is a noble. He is pressed and deeply concerned by the loss of his daughter. Depending on how the PCs approach him, he might be aloof, gruffly thankful, or he might just break down. A nice opportunity for some Role-playing here.

The following paragraphs tell what actually happened, not what any one of the NPCs knows. The DM must decide what to reveal based on what questions the PCs ask, and where the discussion with Lord Aruk takes them.

A large band of Trollocs led by a Fade was pursuing a group of Shienarans who had pressed into the Blight on a raid. The group had apparently found more than they could handle. They were hightailing it the hell out of dodge and back to the safety of Alcair Dal before they were overrun. A rider was sent ahead on the fastest horse to warn Lord Aruk. He immediately dispatched fifty Heavy Horse out to round up the band, and bring them back to safety. A second group of a hundred was placed outside the walls on the side that the two groups would be approaching. The defenses along the walls were shifted slightly to compensate for the spreading out of the guards. Word of the situation reached the townsfolk inside the walls. A traveling storyteller and singer named Boreyn, a Gleeman wannabe and a Darkfriend, saw this as an opportunity to carry out his mission. He should, because he ordered the Myrddraal and its minions to arrange just this sort of engagement against the shienarans, holding the bulk of the trollocs back until a raiding party of the Borderlanders was drawn into the trap. Boreyn is responsible for both the trollocs and the Myrddraal, and for making sure that at least one rider made it back to warn the village fortress.

Kiruna Michmani Sedai has sent a message to Tar Valon (See notes on Lady Erise, below) regarding the presence of a potential novice and of her high level of strength. This message has been received in Tar Valon by the Green Ajah but was intercepted by the Black. Knowing of Kiruna Sedai's mission elsewhere, the Black Ajah sent word to Boreyn to coordinate an abduction of the girl Erise. She was to be taken and delivered to another man, who would give his name as Rolv. Lady Erise was in residence within the internal stronghold of Alcair Dal, staying within the women's quarters. Boreyn was an honored guest in the village, thought to be a Gleeman. In truth, he murdered the owner of the patchwork cloak he wears. Even if he wasn't yet qualified, he was far better than sitting by the fire drinking and telling the same old stories, night after night. Boreyn knows a couple hundred stanzas of The Great Hunt of The Horn, after all.

Learning of the situation, and the thinning of the ranks of the guards, Boreyn moves quickly. He sneaks into the chambers of the sleeping girl, thumps her and her maid on the head with his sap, tosses Erise on his shoulders. Then oh so carefully he makes his way out of the fortress. Knowing the difficulty of leaving with a body over his arms, Boreyn bought a small cart specifically for hiding her. He placed the limp body of the girl into the cart, after dosing her with a mixture of herbs he had bought to take advantage of serving women with. He loaded up his belongings on top of the girl's body, covering her with loose trade goods, extra blankets, and sacks of grain for himself and his horse, and made his way to the opposite side of Alcair Dal. Once at the gate he requested to be let out of the fortress. Boreyn has an impressive Bluff, and he puts it to good effect, convincing the guards to allow him out into the night. He exits on the opposite side from the trouble. Boreyn isn't made of as stern a stuff as the Borderlanders are, so the guards reason he would rather be gone before the Trollocs come. He mentioned that he had heard a Myrddraal was with the raiders, and he would rather run than see one, ever. Of course, Boreyn has seen both trollocs and Fades. Though this is the first time he has been granted authority to command a group of them. The portcullis was lifted, and the gate opened, allowing Boreyn into the night, his horse drawing the cart along after.

Once Shienarans raiders were recovered, and the trollocs driven off, the men at arms returned to the city. The Fade was not killed; in fact, it was missing. After the congratulations ran their course, Lord Aruk prepared himself for his bed. As was his custom, he went to his daughter's chambers, with his wife as escort, of course, and there the two of them discovered the abduction of their daughter. Foul play is obvious because of the swollen, purple knot on the head of his daughter's handmaid.

OK, let's you and I, as GMs, pause and take stock of the situation as your PCs know it. Let them glean whatever they can from discussions with whomever they wish to speak to. People with information given above are listed below, with what they might know in (parentheses) depending on how high a Gather Information or Diplomacy roll they manage to obtain. Of course, if your group is as combat happy as mine is, you might not have people with good social skills. In that case, they have to actually role-play out all the questions and get whatever answers their questions deserve.

- ✳ **Erise's handmaid, Joloan:** Woke up suddenly in the dark, to see a black-cloaked, man-sized shape over her, then everything went black. She doesn't remember being hit.
- ✳ **Lord Aruk:** Remembers the layout of his daughter's room, exactly how his daughter's handmaid was arranged on the bed, perhaps to conceal the absence of the other body? Knows about the presence of Boreyn. He has since learned about Boreyn's leaving, but hasn't put 2 and 2 together, since he's too torn up.
- ✳ **Lady Chelise, Lord Aruk's wife:** Saw the room with her husband, knows of Boreyn's leaving, never really trusted him, knows where the man kept his horse and his belongings, and who kept them for him—the farrier, Kirl.
- ✳ **Kirl, the Farrier:** Knows Boreyn left, and when. Knows about the cart being bought, and when that happened, since Boreyn asked him to find one for him. Kirl reshod Boreyn's horse, using his own horseshoes, which bear the mark of a local blacksmith. Also knows that Boreyn didn't really have enough stuff to put into the cart to fill it up. Kirl is not a DF, but he's not all that friendly, either. He is quite young, but detests Lord Aruk and Lady Chelise. He has unnatural fantasies about Erise, who is a real piece, especially for Shienaran girls. But, he is NOT a DF, and he's likely to jump down the throat of any PC who accuses him of being one.
- ✳ **Various Wall guards:** Certainly some of the guards saw Boreyn leave. A few even spoke to Boreyn when he was leaving the fortress, with his horse pulling a small, two-wheeled cart. Boreyn wasn't riding in the cart, but riding his horse, pulling the cart by ropes and a linkage. One of the guards saw blankets and bags of grain, he thought, in the back of the cart.

So, once the PCs get enough info, they should notice the glowing arrow in the sky pointing out Boreyn as the villain. This is where the difficult part comes in.

### **VI. Chapter 3 - The Pursuit to the Waygate**

Hopefully, at least one of the party members has the Track feat, and a decent Wilderness Lore skill with which to use it. If not, you will need to send along either Jutar, who is a good tracker or perhaps a sniffer of your own devising [A younger Hurin should be in the area]. The tracker will need to find and follow a four-day old trail. To help the GM along, I have provided the track DC with modifiers. There is also a contingent way for the PCs to keep relocating the track if they lose it.

If the PCs are paying attention, they know exactly what they are looking for. The trail will be of a horse with the local smith's marks (learned about from the farrier, Kirl) bracketed on both sides by the wheel tracks of a small cart. So, in the beginning, the tracks are 96 hours or so old, and on firm ground near the walls, the Wilderness Lore check will be no less than a DC-30 to find and follow. But, since we have to get them on the trail, allow a +2 synergy bonus, or coordination bonus if you prefer, for every additional searcher that has at least a Search or spot of Three ranks. They can roam up and down the road for a while, and if they spend enough time to consider them as having taken a twenty, then one of them will surely find part of the trace (hint, hint).

Once they are on the trail, they should be able to follow it down the road, since it is the only way to go for approximately three miles, until the road opens out into a scrub forest. Make a point of describing how there is no other way for a horse & cart to have gone. The PCs should take the hint. If someone says they want to check the edges of the road here, or said they would do that prior to this point, then make the DC a 20 to notice where Boreyn took the cart off the trail, about a hundred yards up the trail. A couple things; Boreyn isn't a woodsman, so he doesn't really understand tracking, but he did his best to hide the tracks of the cart as it went into the woods. Unfortunately for him, what he ended up leaving is almost as clear as what he was trying to hide. For anyone with the Track feat, make a DC-12 check to notice all the abnormal brushings of a branch against the ground, in a nice clean, 6-foot wide swath leading away from the road. The road is firm ground, but the edge gets progressively softer as it nears the forest. Once he got back into the woods, since he couldn't see any signs of his passing, Boreyn assumed (wrongly), that there was none to see, and he was home free.

The whole trick of finding the trail is noticing where Boreyn left the road, and headed into the woods. Even with the passage of time, the hard wheels of the cart are easy to follow through the forest DC-15 for each mile, as there has been no rain to soften the trail away, and wash away the traces.

Insightful PCs will notice that the trail parallels the road towards Fal Dara, hanging between 100 and 150 yards off of the road, but since he needs the road to know where he is going, Boreyn needs to stay near to it.

This is the PCs chance to make up some time. If they have reasoned out that Boreyn is paralleling the road, they will also know that he is still pulling the cart behind his horse. Anyone with at least a Ride skill of 2 ranks would be able to predict that Boreyn will only be traveling at about one-third the pace that he would be if he was on the road, which he doesn't dare. However, he does not dare leave the road, either, because he is such the city boy that he could not find his way to Fal Dara with a map, if he was standing on a mountaintop with the city beneath him. His final destination is the Waygate slightly north of Fal Dara (At least, I think it was to the north. I can't remember exactly where the one that Rand and Co. used in EotW actually was, but that's the one I'm trying to use.)

If the PCs ride hard, they can be moving back at the same pace that they were using to get to Alcair Dal originally. Occasionally taking short jaunts off to the side of the road to make certain that the trail isn't diverging. It will eventually, but only a couple of miles or so outside of Fal Dara.

If you feel it necessary to spice up your session with another bit of combat or sneak and peek, then have the PCs encounter an abandoned watchtower. Boreyn spent the night in one, a couple days past. He left some Trollocs in the tower to use as a base, to harry and harass any travelers on the road, and just maybe stymie any pursuit.

ENCOUNTER: Trollocs (between 4 and 8) HP-Use averages, that's fine. The Trollocs are either out in the woods at night, or holed up in the two-story watchtower during the day. It's up to you when you want the encounter to happen. Depending on how they are doing, and how smoothly things have gone, I might toss this in to rough my guys up a little. A group of 8 Trollocs lying in wait in the middle of the night is no laughing matter. However, a group of four of them, caught sleeping inside the tower, is hardly a threat at all. Judge your own situation. You want your group to be slightly frazzled when they get to the encounter at the Waygate, but not bleeding near to death.

Assume that Boreyn is moving cautiously since he is not running away, but hiding, which is something that he is good at. He will be Moving, in comparison to the PCs, if they are humping along, at about a sixth of the pace the PCs could set themselves. If you check the math, I that puts Boreyn getting close to the waygate at almost exactly the time that the PCs will locate the point where Boreyn's trail diverges from the road towards the north. What a coincidence, huh (It's good to be the GM).

Make a big show of the PCs feeling like they are closing noticeably on Boreyn and his cart, so they know that they are doing something right. To heighten tension, the GM should have them make the appropriate Spot, Wilderness Lore, and Listen rolls to do what they need to in order to find the trail. While they are doing this Boreyn is getting ready for his meeting with Davar (Rolv). A Myrddraal is in the company of Davar (Rolv), sent to collect Boreyn and lead him to the Waygate. [The PCs will be able to follow the trail, just do what you need to in order to make it happen. Otherwise, your adventure is going to fall apart unsatisfactorily.]

Sharp-eyed PCs might notice the presence of another horse along Boreyn's trail (Spot or Wilderness Lore while tracking, DC-18), or even the place where the Myrddraal was waiting (DC22). Something should give the PCs a sense of weirdness about the second tracks, something like finding the bootprints of a man, but no approaching footprints being found (maybe), or a general impression that the bootprints in the soft earth were caused by a man standing in one spot, motionless, for several hours. Without moving at all. That isn't human, and your people ought to be able to put 2 and 2 together. Hopefully, they won't have to fight the Fade, at least, not yet.



The trail is fresh now, moving through the pine forest north of Fal Dara, and the soft earth makes it a simple chore to follow the party ahead, but require them to actually follow it now, as it snakes around. The Track check is a DC-10, but have them check every 100 yards or so if they go faster than a half speed. Remember, timing is everything for the final scene.

### **VII. Chapter 4 - Confrontation at the Waygate**

Here is the situation, as the PCs arrive. If they have managed to miss the trail somewhere and for some reason you were not able to fix, or they just did not want to follow Boreyn, then you are done. Otherwise, as long as the PCs are moving quietly along the trail they should be OK. Remember to account for the trollocs Alertness feat, and their large numbers (fifty of them). Have the lead elements of your party make a Spot check (DC-12, if moving slowly, DC-18 if quickly) if successful, then they don't just blunder into the clearing. If they do blunder into the clearing, it is likely that they will have to run away with all fifty Trollocs in hot pursuit. If they are arriving after the initial moments of Davar, the Myrddraal, and Boreyn's meeting, then the situation should be something like this, which you can read aloud:

Something made you pause before rounding the next tree, and it is a good thing that you did. Barely two hundred paces in front of you through the trees, you can see quite a large gathering of trollocs. And something else. Three men are standing inside the group of Shadow Spawn, arranged in a triangle. Two of them have their backs to you; black cloaks pulled up over their heads. The third man is also cloaked, but his cloak is a rich dark green, with bright colors of embroidery along the cowl and bottom. As you watch for a moment, the man in the green cloak spreads his hands to the sides in a gesture indicating a lack of knowledge, then pushes the hood of the cloak back.

If the PCs have a decent description of Boreyn, allow them an Intelligence check (DC-7) to recognize him from the description (or Local Knowledge DC 12 to think it could be him. DC 18 to positively identify Boreyn.). If they do not recognize him, describe him as a nondescript, thin faced, reedy man in a gaudy cloak with streaks of gray hair in his normal brown. Note that he is using his disguise skill, even now, since he trusts no one but himself, much less people who have connections with the Power, even if only by association. (Note: that according to the rules in the WoT Rulebook, PCs do not get to notice that Boreyn is using a disguise. They will not know that his face is actually subtly different from what they have seen. Davar, as Rolv, is not disguised.)

Have all the players in whatever range you deem appropriate make Listen checks (DC-by table below), to see what can be overheard.

- ☀ 10 – Conversation, but not from where, or whom, or even what.
- ☀ 12 – The trollocs are getting hungry and are upset about having to be up during the day, lots of complaints about the brightness of the sun, empty bellies, fearful commentary about Irgluk, etc. Note that the PC must speak Trolloc to understand any of it.
- ☀ 14 – The three men in the clearing are having a conversation. The man in the green is speaking in the accents of Cairhein, if that language is known to the PC making the check, and he is answered in kind by the second man.
- ☀ 16 – The man in the green cloak addresses the second man speaking as Rolv. The second man addresses the man in green as Boreyn.
- ☀ 18 – The PC hears Boreyn say to the second man, "Are you going all the way to the city tonight, Rolv?"
- ☀ 20 – The PC hears the man addressed as Rolv say in response to the above, "Boreyn, neither my wife nor our patron would like my telling you anything. I'm leaving with the chit, and now."

If the PCs choose to slowly approach, read the following passage as well. If they charge, which is foolish, they will either be killed, or be forced to retreat. There are perhaps 50 Trollocs ahead of them and in the immediate area, plus the Fade, the Warder (Rolv), and Boreyn, who isn't too weak a combatant, either. The events described below will happen, but at a much more rapid pace, with the Myrddraal directing the Trollocs, and Davar and Boreyn shouting orders, and rushing off with the still drugged Erise.

For the PCs, if they are being cautious, and careful:

*You and your companions gather beneath the low branches of a pine, watching the drama unfolding beneath you. There is no sign of the Lady Erise, but the cart is below you in the clearing. It is leaning up against a small knoll, next to a line of three horses, tethered to a stake driven into the ground*

*there. Three men are seemingly surrounded by Trollocs. One of the men with his back to you says something to a man in the green cloak, who shrugs, and points to the cart. The man who spoke pushes his cloak back to fall on his shoulders as he strides quickly to the cart's side, looking down. Reaching into the bed of the cart, he lifts out a large sack, oddly shaped. The second man carries the sack to one of the horses, where he tosses it across the horse's withers. Taking a rope, he secures the bundle behind the saddle, tying it both above and below the horse's belly. Then he unties the horse, and begins to lead the animal back towards the other two men. The last man turns his hooded head to a nearby trolloc, rather a bit larger than average, who snorts in its Boar's face, then begins bellowing something in the rasping tongue of the beast men.*

A PC making a Spot check (DC-12) can make out that the sack is easily large enough to contain a body, and a check of (DC-17 or higher will allow that character to spot the long hair that tumbles free from the open end of the sack. Obviously, Erise is in the sack. If the party understands Trolloc, it is Irgluk shouting orders for the separation and arrangement of the rest of the squad of Trollocs.

At any point, the PCs can begin to take actions, but Davar (Rolv) only has to go around to the other side of the small knoll to the Waygate. He knows how to use the gate and knows the path to take in order to get to Tar Valon emerging in the Ogier grove on the island itself. The Myrddraal and the large Trolloc (Irgluk) split the trollocs into five groups of ten. Two groups will go with Boreyn, who leads them off towards the west. One group heads off in a direction away from the PCs. One set of ten will remain at the Waygate on the outside of the gate and one on the inside after Davar and Erise and the other ten start through the Ways. The Myrddraal has orders to pause inside the gate for one full day before exiting that same gate to return to the Blight. Meanwhile, Davar and Erise are on their way to Tar Valon through the Ways.

Boreyn, on the other hand isn't going off to Tar Valon, but is going into Fal Dara, trusting to his disguise skill to keep him hidden in the city. He will leave through the trees before the Myrddraal and Davar go around to the other side of the Waygate and enter it.

Hopefully, the PCs will see that they should follow Davar, to attempt to rescue the girl. This is an honorable plan, but it will not work. They have to deal with the group of ten Trollocs, led by an Elite Sergeant (who will run away if he starts to get close to death. It is the Trolloc way and you can use him again, later.). If they manage to kill the trollocs handily, then they will have to go inside the ways to meet the Fade and another set of ten trollocs. Oops. Thankfully for them, the Myrddraal has only a normal sword, not one of the Thankan'dar forged beauties, whose wounds cannot be healed lacking The Power.

ENCOUNTER #1: The group outside the Waygate - Trollocs (9), and Irgluk the Elite Sergeant, detailed below.

HP 14, 14, 14, 16, 17, 17, 17, 19, 20

Initiative: +1, Speed: 30, Defense: 14

Special: Low-light vision, scent, light sensitivity, Myrddraal link, Alertness

Scythe Sword +4, Short Bow +3, Damage 2d4+3 Scythe Sword, 1d6 Short bow

Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9

Fort +4, Ref +3, Will +1

Skills: Climb +2, Hide +2, Listen +5, Move Silently +3, Spot +5

Irgluk

Trolloc Sergeant, Armsman 3<sup>rd</sup> level

Hp 34, Attack: +9/+4 Scythe Sword, damage 2d4+4

Initiative: +3, Base pace: 30, Defense: 17 (Size, Dex, mail, DB)

STR 18, DEX 16, CON 15, INT 12, WIS 12, CHA 8

Sp Special: Low-light vision, scent, light sensitivity, Myrddraal link, Weapon Focus (Scythe Sword), Alertness,

Armor Compatibility, Expertise

Saves: Fort +7, Ref +7, Will +2

Skills: Climb +5, Hide +6, Intimidate +5, Listen +6, Move Silently +7, Spot +7

If Irgluk feels things going badly for him personally, he knows that the Myrddraal is just inside the closed Waygate, and will attempt to flee while still able, first using a disengage maneuver, then starting to run as fast as possible from the PCs. Note that he has two attacks a round, and has the

Expertise feat, which he tends to use to raise his defense to it's highest, while waiting on his own blows to eventually take their toll. He can swing a total of 4 points from his attack to his defense, making him effective AC 21.

Tactically, Irgluk is going to simply have to keep the PCs off of the gate for enough time to allow Davar to get away, which won't be all that long. Remember, trollocs are all sensitive to sunlight, which is probably the only way the PCs will end up winning this one easily. Apply the -2 penalty to everything the trollocs attempt during the fight, and don't forget the additional -4 for firing bows into melee without the Precise Shot feat, which they don't have.

ENCOUNTER #2: Inside the Waygate – Trollocs (10), & the Myrddraal, Dryshahnn, detailed below  
HP 14, 14, 14, 14, 16, 17, 17, 17, 19, 20

Initiative: +1, Speed: 30, Defense: 14

Special: Low-light vision, scent, light sensitivity, Myrddraal link, Alertness

Scythe Sword +4, Short Bow +3, Damage 2d4+3 Scythe Sword, 1d6 Short bow

Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9

Fort +4, Ref +3, Will +1

Skills: Climb +2, Hide +2, Listen +5, Move Silently +3, Spot +5

Dryshahnn, the Myrddraal, Wanderer 2<sup>nd</sup> level

Hp 90, Attack: +13/+8 Long Sword, damage 1d8+4

Initiative: +6, Base pace: 40, Defense: 22 (+6 Dex, +2 natural, +4 Class)

Special: fear gaze Special Qualities: Blind Sight, dark vitality, Trolloc link,

One sense, shadow walk, Illicit Barter, Dark One's Own Luck, Cleave, Dodge, Power Attack

Str 18, Dex 22, Con 18, Int 15, Wis 14, Cha 16

Fort +10, Ref+15, Will +7

Skills: Hide +10, Listen +10, Move Silently +10, Search +10, Spot +10

Dryshahnn is an above average Myrddraal, who has gained levels in Wanderer. He is just as hard to hit as a standard Myrddraal, even though he does not wear the black plate. He's still nasty, and every bit as deadly an opponent as any other myrddraal, and he is completely capable of eliminating the entire party if they are foolish enough to try to force their way past him. Note his increased saving throws.

Tactics: The group cannot get past the group of Trollocs inside the Waygate. Period. Until Dryshahnn and the band of 10 leave, it's as good as locked. The Myrddraal has his blindsight, and the Trollocs have alertness, and they won't be suffering from their light sensitivity. Trying to sneak past the group, when it will be quite obvious to anyone inside that the Waygate is opening again is ludicrous, and hopefully your players will think so also.

It is almost guaranteed that they will not be able to follow Davar through the Ways. They will be at least one day behind, and Davar is adept at passing without leaving markings. He will be traveling fast, only slowing when he reaches a crossing, and needs to check the signposts. So, the group will eventually need to decide that they should follow Boreyn in the city of Fal Dara, and that won't be an easy feat. Remember, the only time they have seen his face, he was already in disguise, so he won't look the same. It will also be the next major sub-section of my game. I'll write that up after I play the guys through this much, and see what sort of interesting, game-time plot twists come up.

Hope your group has fun with this, and I'll get the next section out as quickly as I need to in order to keep pace with an every other weekend gaming schedule. Us old guys got commitments, ya know.

Major NPCs

Kirl, the Farrier

Shienaran, Expert 3, HP 16

Just a guy who takes care of horses and has a thing for Erise

Various men at arms, use First – Third level Armsmen for these, with various weapons and armor combinations. Skills are low, in the 2-5 range.

Lady Erise Kasmani (as of Part One, Kidnapping a Beauty)

Shienaran, Noble 1, Initiate 1

Reputation 4

Hit Points 11, Base Attack +0, Defense 14 (Def, Dex)

Initiative +2, Base Pace 30

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

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

Fortitude 2, Reflex 4, Will 7

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

Feats: Stealthy (Background), , Sharp-Eyed

Affinities: Air

Talents and weaves Known:

CloudDancing: Blossom, Foretell Weather, Warmth

Weaves per day: 3 Zero, 3 First level.

Skills: Appraise 4, Bluff 5, Composure 3, Concentration 3, Decipher Script 4, Diplomacy 7, Gather Information 5, Heal 3, Hide 5, Innuendo 4, Intimidate 5, KS (Blight) 5, KS (History) 5, Listen 6, Move Silently 6, Perform 4, Ride 4, Search 4, Sense Motive 9, Spot 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. Kiruna Michmany, Aes Sedai of the Green Ajah is related to this Shienaran family by marriage, making Erise her second cousin. She noted the girl's spark, and was going to return to take Erise with her to the White Tower for her novitiate, but paused long enough to train her briefly, just enough to allow the girl to control her abilities, ala Moirane & Egwene. Kiruna left her behind as she was on another mission at the time, and merely sent word back to the Tower about the girl, and her intent to bring her at some time in the future. The adventure begins with Erise's kidnapping, after Kiruna Sedai is more than seven weeks gone from the Alcair Dal region. (This is to explain Erise's Initiate level, rather than one of Wilder.) The stats are in here just for curiosity's sake, as she will be gaining experience while she is a prisoner, just like a PC, so I needed to keep track of it.

Lord Aruk Kasmani

Borderlander, Noble 2, Armsman 4, Veteran of the Blight 2

Reputation: 5

HP: 60, Base Attack: +7, Defense: 22 (Armored)

Initiative: +2, Base Pace: 20

Great Sword +13/+8, damage 1d12+4

STR 16, DEX 11, CON 14, INT 15, WIS 14, CHA 16

Fort 11, Ref 4, Will 9

Class Abilities: Call in Favor, Inspire Confidence, Armor Compatibility, Grim Visage, Sworn to Death 1x/day, Resist the Darkness

Feats: Blooded(Background), Great Fortitude, Power Attack, Cleave, Weapon Focus(Great Sword), Weapon Specialization (Great Sword), Great Cleave, Mounted Combat

Skills: Appraise 4, Bluff 3, Diplomacy 5, Gather Information 5, Handle Animal 7, Intimidate 5, KS (Blight) 5, KS (Aiel Waste) 4, Listen 5, Ride 7, Sense Motive 4

Languages: Common (Borderlands, Midlands, Arad Domon)

Equipment: Masterwork Full Plate, Masterwork Great Sword, Fine Heavy Warhorse

Lady Chelise Kasmani

Borderlander, Noble 4

Reputation: 5

HP: 23, Base Attack: +3, Defense: 16 Initiative: +1, Base Pace: 30

Dagger +3, damage 1d4

STR 10, DEX 11, CON 11, INT 13, WIS 15, CHA 15

Fort 1, Ref 2, Will 6

Class Abilities: Call in Favor, Inspire Confidence, Command

Feats: Strong Soul (Background), Persuasive, Trustworthy

Skills: Bluff 4, Diplomacy 11, Gather Information 7, Listen 4, Ride 4, Sense Motive 7, Spot 4

Languages: Common (Borderlands, Cairhein)

Equipment: Nobles Outfit

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 14, 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) 5, Diplomacy 11, Disable Device 5, Disguise 16, Escape Artist 6, Forgery 10, Gather Information 9, Intimidate 11, Hide 10, Jump 3, KS (Local) 8, Listen 10, Move Silently 10, Open Lock 10, Perform 11, Pick Pockets 15, Read Lips 7, Search 7, Sense Motive 10, Speak Language (3 extra), Spot 10, Swim 5, Tumble 8, Use Rope 5

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

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, three 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.

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: Nature's Warrior (Forest), Track, Partial Improved initiative, Woodlands Stealth, Armor Compatibility, Warder's Bond, Slow Aging, Sense Shadow Spawn

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 5, Innuendo 5, Intimidate 8, Intuit Direction 4, Jump 4, KS (nature) 7, Listen 10, Move Silently 8, 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.