

# The Trouble with Tinkers

A **WHEEL OF TIME**™ Adventure

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## Table of Contents

Introduction	2	The Lion's Rest Inn	5
Adventure Background	2	Inside the Inn	5
Story Summary	2	The Race to the Tinkers	6
Character Hooks	3	The Song	6
The Road to Baerlon	3	The Breather	7
The Tinker Camp	4	Wrapping it up	7
On the Road, Again	4	Characters	7
In Arien	5		

## Introduction

This is a Wheel of Time adventure suitable for four 2-3 level characters. It can accommodate characters of higher or lower level with some adjustment. It may also be tailored for fewer adventures.

To run this adventure the DM will need the Wheel of Time RPG sourcebook. While helpful, other sourcebooks are unnecessary.

Text with light blue shading like this is meant to be read aloud or paraphrased to the players.

## Adventure background

This adventure takes place on the Caemlyn Road, which runs east from Baerlon all the way into the City of Caemlyn. The location can be changed to any of the other roads as dictated by individual campaigns, but the Caemlyn Road is the most likely place.

Barely two months ago Rand fought Ba'azalmon in the sky above Falme. Rumors and gossip are on the minds of everyone, but chaos has yet to strike deep into the Westlands. Many common folk fear what the Dragonsworn of Toman Head will do or more importantly where they will go. The Children of the Light are reeling from their loss on Toman Head. Rather than retreating and regrouping this loss has made the Children of the Light more aggressive. Aes Sedai and their warders, once unseen in these parts have made their presence known. Many say that Trollocs invaded the Two Rivers recently, but that a dozen green sisters and their 100 warders defeated them. A tense air of uncertainty and worry blankets the region.

A wandering band of Tinkers has tried to flee the troubles from Toman Head but unknowingly speed toward disaster. [Shivan](#) is a young Tinker, who was at Falme with several others on the day that Rand fought in the sky. While he still does not yet realize it Shivan is a Wilder. Within a few moments of Matt sounding the Horn of Valere, [Shivan](#) and his friends were attacked by some of the battle crazed animals of the Seanchan.

Shivan survived by answering the siren call of Saidin. Unfortunately, Shivan has already begun to show signs of madness.

He believes he has found the song of the Tinkers in the notes of the fabled horn.

The Tinkers fled East over the Mountains of Mist hoping to escape the violence. Recently, these Tinkers passed near Baerlon and caused some trouble there and attracted the attention of some of the Children of the Light. They hurried through to Arien intending to turn out onto the Caralain Grass after reaching Whitebridge. Pursued by White Cloaks and strange happenings, the Tinkers are running out of time.

## Story Summary

While traveling the Caemlyn Road, the heroes have a run in with a small band of Tinkers. After sharing dinner and song with them the two parties go their separate ways. Not long after parting the Heroes will run into a band of White Cloaks riding down the road. The party will be stopped and asked if they have recently seen any Tinkers. The party should be fairly confident in the Tinkers ability to elude these White Cloaks and should continue on to the town of Arien.

When they arrive in the town of Arien, the party discovers several of the buildings have recently burned and most of the town is in an uproar about the Tinker caravan that passed North of the town yesterday afternoon. In the Lion's Rest Inn they discover several other travelers including an influential White Cloak. The White Cloaks are looking for a good tracker and will approach the party about hunting down some darkfriend Tinkers.

The Heroes will probably return to the Tinkers camp at this point, either to give warning or to help track them. Shortly before the party catches the Tinkers, a small band White Cloaks attacks the traveling people. Shivan already unstable, loses his grip on sanity and kills the White Cloaks with the One Power. In his maddened state he believes he has at last discovered The Song.

## Character Hooks

The Party needs to be traveling from Whitebridge to Baerlon. Nearly any reason will suffice, but their mission should not be urgent. In my own campaign they are being sent from the Black Tower to Arad Doman to investigate rumors of a new false dragon there.

## The Road to Baerlon

You left Whitebridge five days ago; it is early in the year and judging by the snowcapped mountains in the distance if you had arrived earlier you might have had wait before crossing the Mountains of Mist. The Caemlyn road has grown increasingly busy as you approach the Baerlon with people fleeing from the recent trouble on Toman Head. The next town, Arien lies some distance away and night is quickly falling.

Allow the party to make camp or press on, as they desire. A short time later ask each party member to make a **listen** check with a DC of 8. A success indicates that they hear music from a horn somewhere to their North off of the main road. A PC who succeeds by with a roll of 18 or greater believes the horn is perhaps a mile or so away. A PC with the **perform** skill should be puzzled by this since horns are not typically used to make music.

If the Heroes decide to investigate they will need to make their way in the darkness. They will need to make one more **listen** check at a DC of 18 [the music stops shortly after it begins] but on a success they hear softer music coming from the same direction. If they fail this second roll they can still find the Tinkers camp through luck or ingenuity. Climbing to a high vantage point will allow them to spot campfires, or perhaps the bark of a dog will spur them on.

After traveling through the wild terrain for a while they will see several campfires through the leaves of a large copse of trees. They can hear barking dogs, fiddles, and the sounds of laughter. Quickly, the sounds grow quiet.

Somewhere to the East of the copse of trees a loud voice carries "Let me play, I almost have it."

If the PC's approach the voice, they discover three men and two women. A young man holds a horn in his hands and seems upset with the others.

If the PC's which to sneak up on them have them make opposed **Move Silently** rolls. Assume Eramis, the leader of the group has a +1 to his **Listen** roll [this takes into account a -2 for distraction]. Four large Mastiffs do alert him rather quickly to the presence of intruders.

When he notices the party, he motions for the women to run back to camp. Eramis steps towards the party with his arms out and bows "You are welcome to our fires. Do you know the song?"

The young man with the horn chooses this moment to flee. The party should answer that they do not, in whatever manner suits them best. If one of the PC's should know the proper reply it is: "Your welcome warms my spirit, Mahdi, as your fires warm the flesh, but I do not know the song." If a PC has **KS: Tinkers** - the greeting is known with a DC of 8.

The thin balding man in bright colored pants listens carefully to the reply then states: "Then we shall seek still, as it was, so shall it be, if we but remember, seek, and find"

If the party is not overtly threatening he will wait for them to speak. He will use his **Sense Motive** skill on the party in an effort to determine if they pose a danger. If no PC's are attempting to **Bluff**, consider his roll automatically successful. For an opposed roll Eramis has a +9 to his roll. If he believes the party is not a threat he will invite them to share a meal.

## The Tinker Camp

Once again the camp explodes with the sound of music and laughing. Eramis escorts you to the central fire, several of the Tinkers gather around and begin talking. Many of the younger Tinkers begin dancing, very close to you.

Let the party enjoy themselves. They can attempt to dance with the Tinker women or men. Have each PC dancer or singer roll a **perform check** a DC of 10 avoids embarrassment, while a 20+ impresses many. The party should make some friends in their short stay with the Tinkers.

If the party asks about the [hornblower](#), a smile turns to a worried frown. Followed by an explanation that Shivan was in Falme when the Dragon fought the Dark One in the sky. Many of his friends died there and he has become obsessed with horns since. The Tinkers do not know that the Horn of Valere was blown.

Eventually the party should return to their camp or sleep here if they packed up before chasing the horn. Come morning, the Tinkers pack to leave and the party continues on.

## On the Road, Again

Around mid-morning have the party scout make a **spot** check DC 12 to notice a group of men coming up the road at a gallop. Perhaps a mile back is a stand of trees, which could be used for hiding. The spotter will realize they will more than likely be spotted long before they reach the stand. Most of the terrain is grassy, leaving little in the way of cover.

Shortly, the party will be able to determine the riders are a patrol of 30 Children of the Light. As the Children ride past, several of them break off and approach the PC's. If any of the PC's have knowledge of the Children have them make a **Spot** check DC 8 to notice the silver lightning bolts [rank of Hundredman] on one of the men who approaches them.

One of the men rides close to the party. "Traveler's we seek a band of darkfriends who are posing as Tinkers, have you passed them on this road?"

While demanding, these White Cloaks have the scent of the Tinkers and will not be overly bothersome to the party. The leader is Granden Brynn while he is dedicated to the cause; his skills are with the sword not his head.

The leader interrupts any negative answer with another question "[Do you walk in the Light?](#)" At this point he will pick out a PC whose nationality is distinctive and ask if he comes from somewhere else. Example: a Shienaran with a topknot might get the following question "[You look to be from these parts shepard, do the Tinkers have set camps in these parts?](#)"

If the party gets long winded- [Granden looks over his shoulder at to see his men vanish in the distance. He looks at the party briefly. Then he cuts off whoever is speaking "We must ride. The work of the Light does not wait for idle chatter. Walk in the Light." He and his men turn as one and kick their lathered horses into a gallop.](#)

The party, particularly any Woodsmen will note a few things. The White Cloaks did not have any scouts or outriders. They are traveling too quickly to notice any tracks. The horses of the band looked winded and lathered. Any experienced tracker or commander should be very doubtful that this band could catch the Tinkers, even if they were looking in the right places and they are not.

The party might elect to turn around now and go warn the Tinkers. Allow them. Just alter the timing of the final encounter. Granden has split his hundred into 4 separate units. Have one of them find the Tinkers before the party and run the final encounter with any small adjustments necessary. Skip the next encounter and proceed to the section titled The Song.

## **In Arien**

Until recently Arien was a sleepy town along the Caemlyn Road. For close to a year now things have been different. Some of the families who live on outlying farms have disappeared. Livestock is missing. Strange cries are heard in the night. A year ago a man was killed within sight of the town by a large murder of crows, none in the town had ever seen that many birds.

During the last two days the town has suffered tragedy again. A [young Tinker](#) was caught playing a horn near one of the local farms. He had stolen some eggs and a blanket earlier in the evening, then sat down in the field and started playing his horn.

The farmer and what few hands he had left captured the young man and brought him to town in the morning. He gabbered on about finding the song and horns. When he was strapped to a tree for lashing, the world went crazy. The ground started shaking and lightning ripped from a clear sky. Several of the buildings in town caught fire and nearly a dozen of the local men were killed.

By chance, a patrol of White Cloaks arrived early this morning and heard the tale. They suspect this Tinker is a shadowspawn or worse a male channeler. Messengers were sent out and a patrol was sent to find the Tinker caravan that shelters him. The party should arrive in Arien shortly before noon.

## **The Lion's Rest Inn**

[As you ride into the small town of Arien, several things immediately catch your eye. Close to fifty horses are tethered or hobbled near an Inn. Several local folk, and some Children of the Light stand beneath an old wooden sign that depicts a lion sleeping beneath a tree. One of the White Cloaks notices your party and moves toward you. "Are you travelers come from the East?" \[It is very apparent they are - remember the townsfolk are around and would know any other locals\]. "Come then, \[Lieutenant Valden\]\(#\) would have a word with you."](#) The mail clad child walks toward the Inn without waiting for a reply.

## **Inside the Inn**

[The interior has been taken over by a large group of White Cloaks. They sit around several tables that have been pushed together; a dozen men seem intent on eating the innkeep out of business. Several travelers look as if they have decided to stay in Arien, because of the recent troubles. They frequently come down stairs, but try to avoid the White Cloaks.](#)

Two of the visitors are a dangerous looking male with a sword, and his charge a beautiful young noble woman wearing a veil across her face. She is tall and dark with secretive eyes. Those of a criminal bent might note that she is wearing a great deal of Jewelry, including a wide gold bracelet with a crest on it.

The DM should play these two up as an Aes Sedai and her warder. They are not - but the party could land themselves in hot water with assumptions. The male is Gregos Laggen (Arm2/Wood2) one of Gareth Byrne's men and he is escorting a young noble woman from Arad Doman to the Captain-General. Lady Ivane (Dip3) is fleeing the troubles in Arad Doman. She has requested sanctuary from the crown of Andor. Gareth is meeting her on his estates to talk to her about the problems before he brings her into Caemlyn.

The party can get most of the back-story from the innkeep, provided they are not detained.

[Valden](#) gets suspicious when people start asking questions, especially if they immediately connect channeling to what was done.

[A thin, nervous man waits near the head of the table. He frequently rubs his hands on his dirty apron. He smiles at your entry "Welcome to the Lion's Rest, good sirs. Will you be needing some food. I don't have much mind you, and I don't perform acts of chari..."](#) The innkeep looks quickly to one of the children, an older man with ropes of gold at his shoulder. "We don't appreciate those who do not walk in the Light here. But if you've coin, I can get you so.." The older man with the golden knots cut the innkeep short by standing. "That won't be necessary, innkeep. I am [Lieutenant Valden](#). Did you come from the East?"

The [Lieutenant](#) will question the party about their travels, destination, and if they have seen the Tinkers. He will be watching for a slip up. If the PC's tell him about the Tinkers, he thanks them and sends them on their way. If they lie and he catches them, he will have them followed. Finally, if he can tell one of the PC's is a tracker he will ask that person to help find the Tinkers. Saying "No" is generally not the best career choice.

### **The Race to the Tinkers.**

The party should be headed back to the Tinker camp by this point, if not the adventure has derailed with little chance of recovery.

It should take the party most of the rest of the afternoon to track down the Tinkers. If the party heads to the last known location of the Tinkers have them make a **Tracking** roll vs. a DC of 0 [Base of 10 for soft ground, +5 they are hiding their trail, -2 for the wagons, -13 for the number of people and animals]. If the party wants to move at full speed increase the DC to 5.

The Party can follow the trail for about 1 hour, at which point several [8] shod horses begin to follow the trail. Ten minutes later the party feels the ground shake. A PC who makes a **Listen** roll at this point with a DC of 18 can hear shouting and screaming in the distance.

The party can make the wagons in five minutes at a run from this point. As they get closer they can hear the melody of a horn.



### **The Song**

This scene should be creepy. Dancing bodies whirling around, the sound of music mixed with the cries of the dying, and a crazed Tinker killing everything in sight.

As you reach the crest of the hill a scene of carnage utter devastation comes into view. Eight White Cloaks lay dying or dead. Most of the White Cloaks are in a large crater. Two mail clad things that appear like overdone steaks dance around, one with a mastiff while the other dances with Eramis. The sound of horses screaming in pain drowns out everything but a strange melody coming from Shivan's horn. The chaos of the scene threatens to make you dizzy. Everywhere, everyone is dancing. Many of the dancers have bodies bent at strange angles. Their heads loll lifelessly on their shoulders. Others have been run through with a sword, or trampled under hoof. While the dancing dead are terrifying to see, those who still live have pure terror in their eyes. From around one of the wagons you notice a Mastiff dancing on his hind legs, his body shakes with an uncomprehending terror. In the center of it all stands Shivan, horn in hand smiling madly as bodies twirl and spin around him.

[Shivan](#) attacks one PC with Arms of Air as soon as they are within range [150 ft]. PC's are entitled to a **Reflex saving** throw DC of 16 to avoid dancing. If successful they feel a tug, as if their bodies want to join the dance. If your party contains a channeler and the target makes their save, rather than just stating "you made your save." Try describing the channeler sensing some thread made of Air and Spirit. Describe how they sense that it is dangerous to them and that they slice through it with a weave of Spirit [You are describing the save as an active resistance to the enemy weave]. Once attacked Shivan begins to lash out with deadly weaves and begins the battle in earnest. Shivan at this point is overchanneling but because of his madness and for story satisfaction it is not recommend that he fail any overchanneling rolls. Let the party beat him or you run the risk of having a helpless character who cannot be allowed to live. During this battle, the bodies of the dancers will whirl around frequently obstructing line of site and bumping into characters.

## The Breather

Once the battle is over allow the party a moment to tend to the wounded, and then have a group of [White Cloaks](#) top the rise that the PC's came over moments before. Depending on how bad the party was hurt in the previous battle have either 1 or 2 White Cloaks per PC. The White Cloaks are [1st level warriors](#) and the leader is a [2nd level Armsman](#).

## Wrapping it up

The party hopefully has had a rough day. The DM can make their getaway as easy or as hard as desired. Any survivors are left to the discretion of the DM. I would allow several of the Tinkers to survive and get away, including [Eramis](#). He can be used as a recurring character in later adventures. If you want, the players can become wanted by the White Cloaks for information about the death of several of the Children. This might mirror the books too much for your tastes though. If the PC's were spotted, they should become wanted. It would not be a good idea for them to return to Arien, many locals might note that they came back from the East. [Valden](#) has left town but he has earned many friends for the death of the channeling Tinker, which the White Cloaks claim credit for.

## Characters:

### Shivan

A graceful young Tinker. He is darkly handsome with large brown eyes that seem both lost and enraptured. He has a musical voice that many women find very attractive.

Shivan has always been lost. Frequently obsessing about some new passion or another. He was believed to have been killed at the great battle near Falme. Since his return he has grown increasing more obsessive about using horns in music. At Falme, Shivan heard the Horn of Valere and watched the battle in the sky. Several masterless Seanchan beasts set on him and his friends, quickly killing most of them. Shivan ran but was brought down by Grolm.

At Falme, Shivan heard the Horn of Valere and watched the battle in the sky. Several masterless Seanchan beasts set on him and his friends, quickly killing most of them. Shivan ran but was brought down by Grolm. His first manifestation of his channeling abilities occurred then. He channeled without thought and threw the creature off of him. Shivan was caught up in the pull of Sadin between Rand and Ba'azalmon, attempting to drink deeper.

Since Falme, Shivan has channeled on numerous occasions. He is now in the clutches of the madness, just waiting for a spark.

**Shivan**, male Tinker Wilder5: CR 5; Size M; HD 5d6+5; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 Class); Attack +2 Melee or +5 Ranged; SQ Block, Slow Aging; SV Fort +3, Ref +7, Will +7; Rep 1; Madness 59; Str 11 (+0), Dex 16 (+3), Con 12 (+1), Int 11 (+0), Wis 17 (+3), Cha 16 (+3).

**Languages Spoken:** Common (Midlands).

**Skills:** Composure +3, Concentration +11, Diplomacy +3, Handle Animal +3, Heal +3, Jump +2, Listen +4, Move Silently +5, Perform +16, Search +0, Sense Motive +3, Spot +3, Weavesight +10

**Base Feats:** Skill Emphasis (Perform).

**Channeling Feats:** Affinity (Earth & Fire), Combat Casting, Tie Off Weave, Talents (Conjunction & Elementalism).

**Affinities:** Earth & Fire.

**Talents:** Conjunction & Elementalism.

**Weaves Known** (4/5/5/3/3): **Conjunction:** Compulsion; **Elementalism:** arms of air, fireball; **Earth Singing:** grenade, riven earth.

**Possessions:** Several horns, some of them are very fine craftsmanship. A drawing of Rand and Ba'azalmon fighting in the sky. He has a binder for hundreds of sketches he has drawn of the Horn or Valere.

**Notes:** In the first round of combat Shivan will attempt to capture a PC with arms of air. Allow a Ref save vs a DC of 16, success indicates the PC has gotten free. He continues using Arms of Air until he is injured, then he switches to more deadly attacks.

Shivan starts the battle with the following weaves (3/3/5/1/1). He will overchannel without thought.

His first killer attack will be Riven Earth at 4th level. This does 3d10 to everyone in a 10 ft. radius with a Ref save of 17 for half damage. After Riven Earth he will concentrate his attacks on the most threatening opponent using Grenade at 2nd level (3d6, 10 ft radius, Ref sv of 15). He will use his remaining 3rd level weave for Compulsion on anyone engaging in melee.

### **Eramis**

A tribute to the hard times his people have had to face Eramis is already Madhi at 38 years old. His prematurely bald head lends him an air of maturity. Aging, but still graceful, Eramis seeks to find safety for his people by taking them out into the Caralain Grass. His eyes betray a sense of sadness and he frequently speaks longingly of his older sister Leya.

**Eramis**, male Tuatha'an Exp6: CR 5; Size M; HD 6d6+6; hp 27; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+3 Dex, +1 Class); Attack +4 melee, or +7 ranged; SV Fort +3, Ref +5, Will +6; Str 10 (+0), Dex 16 (+3), Con 12 (+1), Int 11 (+0), Wis 12 (+1), Cha 17 (+3).

**Languages Spoken:** Common (Arad Domon, Borderlands, Cairhien, Ebou Dar, Illian, Midlands, Tarabon).

**Skills:** Escape artist +10, Forgery +8, Gather Information +10, Hide +3, Knowledge (nature) +11, Listen +3, Move silently +3, Perform +9, Sense Motive +9, Speak language +9, Spot +11, Use rope +5

**Feats:** Alertness, Improved initiative, Skill Emphasis: KS- Nature.

### **The Children of the Light**

The White Cloaks select men from all walks of life to fill their ranks but many of those who are attracted to their teachings have similar backgrounds. A quick background for the common mounted Child of the Light is needed to build generic characters for the organization without having to make an inordinate amount of changes due to racial variation.

### **Character Background -**

**Feats:** Blooded, Saddleback, Great Fortitude

**Skills:** Profession (any one), Ride, Search, Sense Motive.

**White Cloak Soldier**, male human War1: CR 1; Size M; HD 1d8+2; hp 10; Init +2 (+2 Blooded); Spd 30 ft.; AC 14 (+4 mail shirt); Attack +3 melee (Longsword 1d8+2/19-20), or +1 ranged; SV Fort +4, Ref +0, Will +0; Str 14 (+2), Dex 10 (+0), Con 14 (+2), Int 11 (+0), Wis 10 (+0), Cha 13 (+1).

**Languages Spoken:** Common.

**Skills:** Climb +2, Handle Animal +3, Intimidate +5, Jump +2, Listen +0, Ride +5, Sense Motive +1, Spot +2, Swim +2

**Feats:** Blooded, Mounted Combat.

**White Cloak File Leader**, male human War2: CR 1; Size M; HD 2d8+4; hp 16; Init +2 (+2 Blooded); Spd 30 ft.; AC 14 (+4 mail shirt); Attack +4 melee (Longsword 1d8+2/19-20), or +2 ranged; SV Fort +5, Ref +0, Will +0; Str 14 (+2), Dex 10 (+0), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 13 (+1).

**Languages Spoken:** Common.

**Skills:** Climb +3, Diplomacy +2, Handle Animal +3, Intimidate +6, Jump +3, Listen +0, Ride +5, Sense Motive +3, Spot +2, Swim +2

**Feats:** Blooded, Mounted Combat.

### **White Cloak Squadman**

male human Armsman 2: CR 2; Size M; HD 2d10+4; hp 20; Init +2 (+2 Blooded); Spd 30 ft.; AC 14 (+4 mail shirt); Attack +5 melee (Longsword 1d8+2/19-20), or +2 ranged; SV Fort +5, Ref +2, Will +0; Str 14 (+2), Dex 10 (+0), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 14 (+2).

**Languages Spoken:** Common.

**Skills:** Climb +4, Craft +1, Diplomacy +4, Handle Animal +5, Intimidate +7, Jump +4, Listen +1, Ride +8, Sense Motive +3, Spot +3, Swim +2

**Feats:** Blooded, Mounted Combat, Weapon Focus: Longsword.

**Under-Lieutenant Valden**, male Tairen Armsman 4/Noble 2: CR 6; Size M; HD 4d10+2d8+6; hp 43; Init +0; Spd 30 ft.; AC 17 (+3 Class, +4 mail shirt or +5 Class w/o armor); Attack +8 melee (Longsword 1d8+2/19-20), or +5 ranged; SQ: Bonus Class Skill, Favor, Inspire Confidence; SV Fort +5, Ref +4, Will +4; Rep +6; Str 14 (+2), Dex 11 (+0), Con 13 (+1), Int 14 (+2), Wis 12 (+1), Cha 14 (+2).

**Languages Spoken:** Common (Tairen, Midlands, Illian).

**Skills:** Appraise +2, Bluff +5, Climb +4, Craft +2, Diplomacy +6, Gather Information +5, Handle Animal +5, Innuendo +2, Intimidate +10, Jump +4, KS: Nobles +6, KS: Children of the Light +5, Listen +3, Ride +10, Sense Motive +6, Spot +3, Swim +5

**Feats:** Saddleback, Mounted Combat, Power Attack, Spirited Charge, Weapon Focus: Longsword.

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