

Two Rivers Walkthrough

- 1) You watch the intro. It ends with successive lightning blasts.
- 2) You wake up to a repetitive pounding sound. Tam al'Thor, your father, is working on the roof. He stops, then calls something out. You can't make out what he says, as your window is closed.
- 3) You open the window. Tam leans over the roof and asks if you've finally woken up; he's been working for a good hour or two, although he says this warmly. Hanging down right in front of you is a basket, or more accurately, a canvas sheet between two poles. It's attached to a rope that runs up to a pulley fixed to the underside of the roof's overhang. The rope then runs back down and is tied to a peg next to your window, to make certain that the basket doesn't fall any further than that.
- 4) Tam asks if you could get a few items for him, put them in the basket, and haul them up. The first is [x].
- 5) You find this right in your room, so you pick it up, place it in the basket, and pull on the rope. (This first couple of puzzles is intended to familiarize the player with the environment and the interface. They aren't particularly difficult).
- 6) Tam lets the basket fall and asks for the bucket of pitch that he left by the front door. You go downstairs and find the bucket atop a drop cloth to keep the pitch from getting onto the floor.
- 7) It's a lucky thing the drop cloth is there, because you accidentally slosh quite a bit of the pitch onto it when you pick the bucket up. You also take the drop cloth (hey--this is an adventure game).
- 8) You carry the bucket upstairs, place it inside of the basket, and haul it up.
- 9) Tam lowers the basket again and asks for a brush (with which he intends to spread the pitch). This time he tells you that you'll find it inside of the closet next to your room.
- 10) You go to the closet, pull up on the latch to open the door, and the slim metal handle breaks from the latch mechanism and falls inside, leaving a hole in the door. You can't even see the latch itself below the hole, and you can't open the door.
- 11) Beside the front door of the house, you find a cloak hook screwed into the wall. You unscrew it.
- 12) Then you take and poke the hook through the hole in the closet door and use it to lift up the latch.
- 13) The door opens and inside the closet you find the brush and a ball of twine. You take both items and return to your window. You place the brush inside of the basket and haul it up.
- 14) Tam comes down from the roof. He tells you that he's done all of the work he can without his hatchet. Unfortunately he lent it out to Tad al'Donnel, an old friend of the family who used to work on your farm. He stopped a few years ago when you grew up enough to handle some of the more arduous chores. Tam decides to go out in the woods (perhaps to collect

firewood; you've been running short lately) and directs you to go into the village to get the hatchet from Tad. He leaves.

- 15) You explore the house and the surrounding grounds. While you do so, you untie the basket and rope construct and take it.
- 16) Around back of the house, you discover a woodpile consisting mostly of logs too large for one man to carry. Obviously they were placed here to be split later. The pile is held together by two thick, wooden supports driven vertically into the ground on either side. Other supports lead you to believe that more piles once existed next to this one, but the plots are empty; it has been a hard, cold winter. You notice that one of the supports that holds the remaining wood pile is rotten and fragile.
- 17) You go into the village to look for Tad. Immediately, you head for the Winespring Inn. Tad currently works for Bran al'Vere, the Innkeeper there (who happens to double as the Mayor of Emond's Field) in the stables.
- 18) You look around in the stables next to the Inn, but Tad is nowhere to be found. You do find two broken halves of a large saw.
- 19) Around back you discover Tad whacking away at a tree with your hatchet. He's making progress, but it's slow work. You approach Tad and speak with him.
- 20) You ask Tad why in God's name he's attacking the tree with your hatchet. Tad patiently explains that Master al'Vere discovered that this tree has started poking its roots into the Inn's foundation and demanded that Tad remove it immediately. Tad started the job using his saw, but it broke. His axe is nowhere to be found (he suspects that someone borrowed it to go out collecting firewood) and the hatchet was the only tool left. So, he's cutting down the tree with the hatchet, slowly, but surely.
- 21) You ask gently if you can have the hatchet back, but Tad just tells you that he'll let you have it when he's done with it. And, if you could quit jabbering at him, it'll be that much sooner. You suspect that chopping down a tree with a hatchet would make anyone surly.
- 22) You ask why he doesn't have the blacksmith fix his saw. Tad responds that Master Luhhan is sick and Perrin (a friend of yours and apprentice to Master Luhhan) is manning the forge. Perrin once misshod one of his horses which went lame. He won't trust his tools (upon which he depends for his livelihood) to a clumsy apprentice. He'd rather whack away with a hatchet.
- 23) You take the two pieces of the saw to Perrin in the blacksmith's shop. Perrin would be delighted to fix the saw. Ever since he made that mistake with Tad's horse (which was much earlier in Perrin's career), he's been looking for an opportunity to regain Tad's trust. Perrin asks you to stoke up the forge and he'll get right to it.
- 24) The forge isn't cold. In fact, it's quite hot, but not hot enough, according to Perrin. You check his supply of firewood and discover the wood is almost gone. Perrin says that he doesn't have the time to go collecting any. If you would be so good as to get some, Perrin will get right on the job.

- 25) You return to your house and go around back to the woodpile. When you grab a smaller branch, one of the huge logs--precariously balanced until now--rolls across the pile and strikes the rotten support. It splinters and half the woodpile tumbles over the remaining stump. This reveals the wall behind the woodpile. You remember that, for some reason, this wall has been boarded up for years. Through the passage of time, a few of the boards have warped away from the wall and now have broken off due to the avalanche of wood. For the first time, you see what was covered by the boards: a door, locked and chained. You still can't get at the door; half of the woodpile remains in front of it.
- 26) You take what wood you can carry to Perrin. He sticks it in the forge and repairs the saw, flawlessly.
- 27) You return to Tad. He admonishes you about going against his wishes--as regarded the saw--but when he sees how well Perrin repaired it, he relents. Tad uses the saw to cut down the tree, gives you the hatchet, and invites you into the stables to talk.
- 28) You enter the empty stables, and wonder aloud where the horses are. These *are* stables, after all. Tad responds that the only horse that would be here is the Mayor's work horse, and it is currently on loan to John Thane, the miller. There are no visitors to the Inn right now, and therefore no horses.
- 29) Talking with Tad isn't a strange occurrence. He's a long-time friend of the family; he's worked on and off at your farm for as long as you can remember. He even knew your mother, who died when you were very young. He describes her to you and reminisces about her wherret-berry preserves (the best in the Two Rivers, according to Tad).
- 30) You ask Tad about the mysterious door behind the wood pile. Tad's face turns serious, but then he sighs and says that you would learn about it sooner or later. He says that it leads to a root cellar, a place where Kari al'Thor spent quite a lot of time--usually preserving something or other, but sometimes just to think. Tam closely associated the place with his late wife.

Tad was present when Tam buried Kari al'Thor. Tam, in his grief, threw everything he owned that related to his wife or his previous life (you don't quite understand what Tad is talking about here) into the root cellar, chained, locked, and boarded up the door, and then piled thick logs that no one man could move in front of it. He then hurled the key into the dry well nearby. Ever since, he's never spoken about it, even to Tad, who helped Tam do all of this.

- 31) You go into the Inn. There Bran al'Vere looks very worried. You figured that with the coming of the Bel Tine festival (tomorrow) he'd be happily making preparations. It appears that his daughter, Egwene--someone that you are *very* fond of--is missing. No one has seen her since much earlier that day, and since reports of strange figures in the woods have been trickling in, he's afraid for her. Of course, he's sent men out to look for her, but no one has had any luck so far. He mentions that she's been working as the apprentice to Nynaeve al'Meara lately, and she is the village Wisdom--a healer primarily, but also one of the village leaders.
- 32) You go to Nynaeve's house to learn more. Before you enter, you hear a loud argument inside. A man is screaming at a woman (you presume that it is Nynaeve) about the bad luck he's had, the terrible, chilling weather in spring, how the crops won't grow, etc. She calmly

(yelling only a little bit) tells him to get his fool butt out of her house. She's not a goddess and can't control how the Creator decides to dole out this man's fortune. The man storms out of the house, screaming a warning that he is a member of the village council and he'll see her removed from her position. He makes a bee-line for the Inn.

- 33) You enter to find Nynaeve composing herself. You ask her if she is all right, and she curses a bit, but nods. She says that it doesn't bother her if woolheads like him spout off like the fools they are, but he *is* a member of the village council, and it would make her *very* upset to learn that others on the council (especially the Mayor) took his ravings seriously.
- 34) Putting that subject aside, you ask after Egwene. She states that Egwene has been working as her apprentice. Her latest task was to try and keep Nynaeve's stores of herbs filled. Perhaps since some new shoots of spring have emerged, Egwene went into the forest to do this.
- 35) You check Nynaeve's stores for yourself. Everything seems reasonably full except for a jar of red petals. It's reasonable to assume that Egwene might have gone looking for these. You also discover a jar full of Sheepstounge root. It's a cure somewhat like Caster Oil; it doesn't have any curative properties--it just tastes *really* bad. People who complain about aches and pains in order to get out of work receive this root. Usually soon after, they stop complaining. You take some of the root.
- 36) You amble out into the forest, looking for Egwene. Along the way, you discover a peddler's wagon without a horse. A man sits along side of it, cursing softly. You speak with him.
- 37) His name is Padan Fain and he is, indeed, a peddler. He has been traveling to the larger settlements in the Two Rivers, but when he stopped to water his horse, something spooked it and the fool horse bolted. Padan's been stuck here, for he surely cannot leave his wagon and its wares to be discovered by brigands. When talking about these wares, he mentions that he possesses fireworks. You gasp and state that fireworks would be the perfect addition to Bel Tine. Padan frowns. He hadn't planned on going to Emond's Field. Too small, he claims.
- 38) While stating this, he flips a disk into the air and catches it again. You recognize the disk from your dreams (the intro) and mention this. His eyes grow wide, then narrow again. Then he says that if you get a horse for him that will pull his wagon into Emond's Field, he will go there and donate some fireworks for Bel Tine in exchange for your help.
- 39) You leave Padan to continue to search for Egwene. Soon, you spy a cliff that has a bush growing on it covered with the red petals you were looking for. A tree grows nearby which would allow a climber easy access to the cliff.
- 40) You clamber up the tree and jump onto the cliff. There you find Egwene, sprawled unconscious on the ground. From the stain on her lips, you deduce that she's been eating berries from another bush. Perhaps those were the culprit.
- 41) You quickly realize that you cannot climb down the tree while carrying Egwene. A branch reaches out over the side, though. You loop the rope and basket construct over the branch and use it to lower Egwene to the ground.
- 42) You take Egwene back to Nynaeve. The Wisdom examines her and deduces that she's partaken from a deadly berry that will kill her within hours. The only antidote is a concoction

whose base is made from a plant that hasn't grown in the area for over fifteen years: the wherret berry.

- 43) You know where you might find some wherret berries: your mother's root cellar. You return to the house and go back to the wood pile.
- 44) There, you use the hatchet to cut down the pile's remaining support. The logs fall away and fully reveal the boarded-up door. The boards are easily removed, and you see a thick door with a large chain and lock binding it closed.
- 45) You drag the newly-fallen support over to the dry well and slide it across the top.
- 46) You tie the rope and basket to the support and let the rope hang down into the well. You climb down.
- 47) The rope doesn't extend to the bottom. When you reach the end, you slip and fall the rest of the way (perhaps about 8-10 feet).
- 48) You search through the mess of leaves and other garbage at the bottom and discover the key.
- 49) You notice a loose stone in the wall at your feet has worked its way out so that it extends partially into the well. Closer examination reveals that other stones are like this. By pulling out these stones, you create a staircase. You can climb on them simply by walking, and the further you walk up, the higher the stones you can reach to pull out.
- 50) This takes you up to the rope. You climb out, go back to the root cellar door, and unlock it. You go inside.
- 51) There, you discover the wherret preserves, but also a chest (unlocked) containing a suit of chain mail armor and a heron-mark sword. Tam suddenly appears and demands to know what is going on. You explain Egwene's predicament and Tam softens. He even suggests that he accompany you back to Nynaeve's to help heal her and that, afterward, you both return here so that Tam can train you in the sword (the harsh winter has made both man and animal desperate, so Tam figures that it's time that Rand knew how to defend himself).
- 52) In a cut scene, you return to Nynaeve's to give her the wherret preserves. Nynaeve produces and administers the cure and tells you that Egwene will be fine after a little rest. Tam suggests they leave her while she recuperates. You and your father go back to the farm, where Tam sets up a practice dummy and instructs you on some basic and a few complex sword tactics.

After the cut scene, Tam tells you that you may keep the sword and armor and allows you to ask any questions about your mother, the cellar, and the sword. Here you find out that Tam is not a simple farmer/sheepherder. He was once a soldier--not only that, he was a swordmaster, hence the heron-mark on the sword. You also get some hints that you may not be Tam and Kari's natural son.

At the end of the conversation, you tell Tam about the peddler stuck on the forest road. He suggests that you get on the job of helping him.

- 53) You know that Padan needs a horse to pull his wagon, and the only horse you know about is the one that Tad al'Donnel lent out to John Thane. You go to the miller's to find out if he will let you have the horse.
- 54) John works in a windmill atop a low hill. There hasn't been any wind for the last few days, so the blades of the windmill are still. You go inside to find that the horse is pulling the millstone around the stone table to grind the grain into flour. You ask John if you can borrow the horse, but he refuses. As long as there is no wind to turn the blades, he needs the horse to move the millstone.
- 55) You decide to go back to Nynaeve's to check on Egwene's progress. She is awake and in good spirits, if a little weak. In this conversation, you ask about her apprenticeship. She claims she likes the work, but she's noticed some strange things. Occasionally Nynaeve will treat someone hurt too badly or too sick to survive, but if Nynaeve becomes agitated, even angry at her inability to heal the patient, a miracle may occur. Egwene has seen too many people rise from what should have been their death bed for it to be a coincidence.

In fact, other strange things happen when Nynaeve becomes angry. Sometimes, if she completely loses her temper, the weather is affected. Just lately, Nynaeve had a fierce argument with the Mayor, and shortly thereafter, a nasty storm arose. It was because of this storm that Tam had to repair your roof.

- 56) You enter the Inn to find Bran al'Vere thumbing through a book, trying to ignore the rantings of Cenn Buie, the man who stormed out of Nynaeve's house. He's yelling the same things over and over: the council should remove Nynaeve from the position of Wisdom; she's too young to hold the job; she's ineffective at it anyway--just look at this wonderful "spring" weather! The Mayor looks annoyed, but continues to read through the book, occasionally stating that he has to choose the menu for Bel Tine, and Cenn's rantings aren't helping him to concentrate. Cenn doesn't let up, though. Finally Bran relents and asks what he can do that will quiet him down. Cenn claims that, if only the Mayor would take him seriously, he will stop pestering him. Cenn *is* a member of the village council, and his issues should have as much weight as anyone's! And how, asks Bran, can he show this? Why, put the subject in the Agenda for the next council meeting, responds Cenn. Master al'Vere is reluctant to put something as ridiculous as this in the Agenda, but does it anyway, knowing that the council will laugh the subject out of the meeting, and it seems that this is the only way to shut Cenn up. He takes a parchment from his jacket, scribbles something on it, and shows it to Cenn. Cenn squints at it and then smiles, saying not a word. Bran mumbles about the explosion that would happen if Nynaeve ever saw this as he lays the Agenda on the bar and returns to the recipe book.

Cenn is in a good mood and soon, he orders a drink. Bran absentmindedly picks up the agenda and marks his place in the recipe book with it. He puts the book on a shelf behind the bar and gets the order for Cenn. He lets no one behind the bar besides himself, though. The book is unavailable to you.

- 57) You go into the kitchen to find Bran's wife, cooking away. She says that she's trying to include a new dish in her repertoire--a collection of foods that she can make without the recipes right in front of her--but she's very nervous about it. If she screws up, she claims, she'll be forced to go get the recipe book from Bran, who she knows is currently reading it.

- 58) Mistress al'Vere repeatedly turns from the pot with the new dish cooking in it to the counter behind her. When she is turned, you have the opportunity to modify the dish without her knowledge. If you add any of the spices available in the kitchen, she will taste the food, frown, but say that she thinks she can salvage it. If you drop in the sheepstounge root, though, Mistress al'Vere will screw up her face and exclaim, "How could I have destroyed this recipe so completely? Now I have to get the book!" She'll go into the common room, walk behind the bar, get the recipe book, and return to the kitchen.
- 59) She places the book on a table and returns to her behavior of turning between the pot and the counter. When she's facing away, you can grab the Agenda.
- 60) You return to Nynaeve's house and show her the Agenda. She says not a word, but you swear you can see steam escaping from her ears. She stomps out of the house, slamming the door behind her. Shortly thereafter, you hear the crack of thunder and the whistling of wind.
- 61) You go back to the windmill, which is creaking as it tries to keep up with the gale turning its blades. You go inside and the miller allows you to borrow the horse.
- 62) You take the horse to Padan. He hitches it up to his wagon and asks you to lead him into town.
- 63) You lead Padan into the village right in front of the Winespring Inn. In a cutscene, the Mayor and a few others gather around. Padan claims that he has news from the outside world--vast changes are happening and powerful forces are on the move. The Mayor, backed up by other members of the council, states that he must address the village council before he talk to anyone else. They take him into the Inn and close and lock the front door, as Tad al'Donnel takes the wagon back to the stables.

Soon, a pair of travelers ride up: Moiraine, a young-looking woman appearing to be of noble birth, and Lan, a rough man-at-arms, perhaps the woman's bodyguard. They ask why the Inn has been closed, and you explain Padan's arrival and the village's reaction. You also mention the seal that Padan showed you. Moiraine becomes *very* interested. She says that she needs to know where he got it and why he has it. You claim that he'll probably tell the council in the meeting, but the council might direct him to keep quiet to anyone else while they decide what to do. Moiraine asks if there's any way to overhear what's going on at the meeting. Trying to impress this beautiful young noblewoman, you state that you might be able to. She smiles and tells you that if you are successful, she'll make it worth the trouble. When you have done so, she says, meet them back in the stables.

- 64) You realize that you have no idea how to listen in on the council meeting, but you want so much to have this mysterious beautiful woman smile at you again. You aren't really worried about time. You've seen the Council's Agenda and you know that they never deviate from it, even when something else is pressing; everyone thinks that their issues are the most important. From the list of things that you saw, you'll have plenty of time before they get around to talking with Padan.

You think about it, and come to the conclusion that in order to pull off something as sneaky as this, you'll need the help of your friend Mattrim Cauthorn, a young man known for causing trouble.

65) You go searching for Mat and find him at the Congar house. The Congars are a family known for their thickheadedness, and even nastiness. Wit Congar is sitting outside his house. He's a young man, perhaps a little older than you and Mat, but much bigger. Only Perrin could face him down. Wit is forcing Mat to do his chores for him, mostly gardening tasks. Mat looks miserable.

66) You talk with Mat and, as long as he doesn't stop doing the chores, Wit doesn't seem to mind. You ask Mat about the council meeting. Mat tells you that there's a place where you can hear everything happening in the common room of the Inn: an attic/loft area that sits above the whole building. The meetings are always held in front of the fireplace that runs up through the loft. There is a stone missing from it. If you put your ear up to the hole, you won't miss a word.

He also tells you how to get there. On the second floor where the Inn's rooms are, there's a traditional attic door that pulls down from the ceiling of the hallway. Unfortunately the only way up to the second floor is the main staircase from the common room, and the Council won't let anyone into the common room while the meeting is going on. Also, the rod and hook used to pull the attic door down is in a closet off of the common room.

67) You realize that there is another way up to the second floor: the dumbwaiter in the kitchen, but the dumbwaiter will require two people to operate it--one person inside, and one outside pulling the rope. No one else would help you pull this off; you must rescue Mat.

68) You proceed to pull a trick on Wit. This trick isn't designed, but will parallel a trick that you play on the Forsaken that has kidnapped Mat later on in the game. Once Mat is free, he accompanies you to the kitchen.

69) The cook doesn't mind letting you and Mat inside the kitchen, as long as you don't play with anything. This includes the dumbwaiter. She explains that even she isn't allowed inside of the common room when a council meeting is going on, except when they need someone to come and replace the keg of ale. The council is traditionally a very thirsty group, although she just got a full one and put it on the shelf in the common room where they expect it. It should take them some time to get through a whole keg.

70) You walk around the Inn and look in through one of the closed windows. You see the keg on a shelf. It's flush against the wall furthest away from the gathered council with its tap pointing outward. The stables lie on the other side of the wall.

71) You go into the stables. Tad's there, and he's got his bag of tools. He'll let you look at the tools, even experiment with them, but he won't let you leave the stables with them. These tools are very important to him; they're his livelihood, remember.

72) Inside of the bag you find a drill. You take it.

73) You search around inside of the stables, out of Tad's sight. In one of them, you see the pegs that hold up the shelf on the other side. With the drill, you put a hole in the wall just above the shelf where the keg should be. You also drill a hole in the keg sitting there. The ale spills out, emptying the keg.

- 74) You leave the stables (giving the drill back to Tad on the way out) and return to the kitchen. Soon, you hear a voice yelling for the cook to come and replace the keg. Shaking her head, she leaves to do so.
- 75) You climb into the dumbwaiter and have Mat draw you up. Then you leave when it's reached the second floor.
- 76) Directly above, you see the attic door. There's a loop of metal on it, obviously intended to be grabbed by the hook found downstairs. You unwind the ball of twine, tie it to the cloak hook, and use the combination to snare the metal ring and pull the door down.
- 77) A folding ladder appears and you use it to climb up into the attic.
- 78) You find the shaft of the fireplace as well as the missing stone. There you listen in on the conversation, which picks up right after the last topic on the Agenda.
- Padan speaks about the rise of the false dragon Logain and the battles he and his followers have fought. He speaks of the evil Aes Sedai witches who can be found infesting even the smallest villages now. He also talks about how he got the seal, from the hand of a dead Aes Sedai who must have stolen it from somewhere. He found her on a battlefield after an engagement with Logain's forces.
- 79) The meeting ends and Bran insists that Padan allow him to prepare a room for Padan's stay. Padan initially refuses, but is coerced into it. The Mayor says that he'll have Tad bring his personal effects up to his room.
- 80) As you approach the attic door, you hear scuffling in the hall beneath. After it ends, you open the door and climb down to the floor. One of the doors in the hall is partially open and inside, you see Padan going through his valuables to make sure nothing is missing.
- 81) You go to the stables where Moiraine and Lan are waiting. You tell them everything. Moiraine looks worried, but explains that Padan is the thief, not the Aes Sedai from whom he took the seal. In fact, she's heard of the incident; it wasn't Logain's forces that attacked the Aes Sedai, it was a horde of Trollocs--beasts spawned by the Dark One. She says that you must get the seal from him; she dares not reveal herself to Padan.
- 82) You return to Padan's room and find him looking through the contents of a large traveling chest. It consists of a cabinet over two drawers. All three sections have places for locks. The cabinet and lower drawer are locked, but the remaining drawer is open; its lock lies on a table nearby. He has a pile of stuff on his bed, including the seal. Padan acknowledges you, but immediately returns to his business, his back to you and the table on which the lock rests.
- 83) You think that, perhaps, if you ruin the lock on the table, he won't be able to lock the drawer which will contain the seal. Then you'll be able to take it. You pick up the lock and force the pitch on the drop cloth through the keyhole into its mechanism. The lock easily jams. You place it back on the table when you are through.
- 84) Padan places everything inside of the drawer and turns to pick up the lock. He immediately sees that you've ruined it (there's pitch on the lock and on your hands: *you* be the detective). He claims that he will not leave his valuables unguarded and, since you were the one who

ruined the lock, you can be the one to fix it. He orders you to take the lock to the blacksmith to have it repaired while he waits here.

- 85) You take the lock to Perrin. After he examines it, he states that either his abilities aren't up to the task of fixing the lock, or the lock is too far gone for *anyone* to fix it. He does offer to replace it, though.
- 86) Perrin gives you a new lock with two keys: the main one and a spare. You take them back to Padan and give him the lock with only one key. Padan looks like he's going to fall for it, when he gives you a calculating look and, on a whim, exchanges the contents of the two drawers. Now the seal is located in the bottom drawer with Padan's old lock on it; your key is useless to open it. Padan locks up the upper drawer with the new lock and leaves the room.
- 87) You unlock the upper drawer with your key, then pull it open. The stuff inside is useless.
- 88) You then remove the whole drawer from the chest and place it aside. Now you have access to the second drawer where the seal is located. You take it.
- 89) You go outside of the Inn where you find Padan looking around the village. You cough and try to make smalltalk, but it's obvious that Padan is paying more attention to his surroundings, as if he is intently looking for something. You ask about the fireworks that he promised.

Just then Moiraine appears just outside of the stables. Padan sees her and hisses. Moiraine's eyes widen when she sees Padan as well. Padan looks back at you and says, "That's right. I promised you fireworks. Well, here they are!"

Padan removes a hunting horn from his cloak and blows it. Immediately, huge, dark, shambling forms appear from the surrounding forest. Screams come from everywhere. Some of the village men appear with weapons in hand, but they are clearly outmatched; these creatures are Trollocs--born and bred for battle by the Dark One.

Moiraine's face hardens with determination and fire jumps from her hands, searing the nearest Trollocs. Lan appears and his sword whistles through the air as he cuts through the wall of beasts. Moiraine cries out to you, tells you to make your way to the stables while she and Lan hold off the attack.

- 90) On your way to the stables, you are confronted by a few of the Trollocs. In the combat interface, you use your heron-mark sword to defeat them. Finally, you make it inside of the stables. Tad is gone, but you find Perrin and Mat there. They explain that, before the attack, Moiraine came to them and asked them to come. She said that she would meet them here.
- 91) Soon, Moiraine does appear. Lan evidently is outside of the door, fending off the horde of Trollocs. She quickly explains that the three boys are special; they are the reason that these Trollocs have attacked. The monsters are searching for them. With some quick discussion, she convinces the boys to leave the village, to scatter. She directs them to meet at Tar Valon, the home of the White Tower--a place where the collected Aes Sedai can protect them. She and Lan will stay behind to continue to hold off the attack and give the boys' departure some cover.

- 92) Lan calls out that, if the boys are to leave, they'd better do so now. They do leave, racing into the forest. As you depart Emond's field, you see Padan Fain searching for you. Your eyes meet and he screams, "I know you. I've marked you. You'll never escape me now. I *will* bring you to my master!" As he does, a burning building falls on him.

End of Two Rivers

Whitebridge Walkthrough

- 1) Rand wakes up in an unfamiliar part of the forest, following his unpleasant dream. He finds that he hasn't slept long; the full moon indicates that morning is still far off. Rand wanders off to the south toward Tar Valon.
- 2) Trollocs patrol the forest, looking for Rand. Depending on his speed and cunning, he'll be able to avoid most of them, but a few combat encounters might be inevitable.
- 3) A large river cuts across the land. This halts Rand's progress. There is a bridge across it--an ancient artifact from the age of Legends. A city has grown up around it, named after the artifact: Whitebridge. It is the only route across the river, so Rand heads that direction.
- 4) Rand enters the city through an alley and is met by a shadowy figure. He is dressed well and carries himself like a lord. He is tall and thin, but not gangly, and sports a jutting hawk-nose which some might claim is noble, but just looks strange to Rand. The man looks pleased to discover Rand. He draws his sword and proclaims himself to be a Darkfriend, a servant of the Dark One. He explains that he, along with the other Darkfriends in the city, have been alerted to watch for Rand. He is lucky that he happened upon Rand; his chief rival is the captain of the watch, and the captain has many more resources to find Rand. In fact, the captain is currently waiting at the bridge itself to capture Rand, knowing that it is the only place to cross the river.

The lord spies the sword at Rand's side and notes the heron-mark. He says that he'd better kill Rand now; he can't afford to have a sword-master alive at his back (although he questions the fact that Rand IS a sword master--it wasn't in the report he received). He lunges toward Rand, then stiffens and falls face-down onto the ground, a knife protruding from his back. Behind him stands a man dressed in a multi-colored cloak. This marks him as a gleeman, not someone Rand would expect to be a protector. With a serious look and a quick gesture, the man leads Rand out of the alley, away from the murder, so that they can speak safely.

The gleeman introduces himself as Thom Merrilin. He happened to overhear the conversation, and when the lord announced that he was a Darkfriend, Thom's course of action was obvious. Thom, indeed, is a gleeman; also a storyteller, minstrel, acrobat, and a fair man-at-arms. Rand talks a bit with him about his situation. Thom proceeds to give Rand another perspective on the Aes Sedai: like many others, he doesn't trust them further than he can throw their White Tower. Although he doesn't see an alternative to Rand's current plan, he advises Rand to be careful, and to take nothing at face value. He reminds Rand that Aes Sedai are magically bound to tell the truth, but the truth they tell and the truth one hears aren't always the same thing.

Quite a bit of time passes during this conversation. Thom realizes this and looks worried. He claims that life will get very sticky for anyone that can be connected to the lord's murder--and being a stranger in the city doesn't help--so he decides to leave town immediately and advises Rand to do the same. He mentions that he might go on to Cairhein; he hasn't played at the Game of Houses in quite a while. Thom leaves. By the time Rand follows after him, the colorful cloak is nowhere in sight.

- 5) Rand explores the town. It ends at the river and the famous bridge. Two men stand guard, one of which Rand takes for the captain of the watch. There's no way to get across without passing right by him.
- 6) Rand returns to the alley. The body of the lord is gone, but Rand discovers a key left behind--perhaps fallen from the corpse's pocket when it was dragged away.
- 7) One of the few buildings Rand finds unlocked is an undertaker's shop. It's filled with carved tombstones, statues, and other fancy grave ornaments. Gold death-masks hang high on the walls, out of reach. An open coffin sits on a low table. Next to it is a ball-peen hammer and a few nails. A weary-looking man is hunched over a paper-covered desk. He looks up and tells Rand that the shop is closed.

Rand asks why the man is here so late. The man sleepily explains that someone important was killed this night. The watch brought the body here. The undertaker (this man is only his assistant) decided to work on him right away. For some reason, he wanted the body out of his establishment right away. The assistant thinks it might have something to do with the rumors that the lord is a Darkfriend.

The assistant wouldn't think to question his master, so he waits here for the undertaker to complete his tasks. Currently, the undertaker is down in the cellar preparing the body and creating the solid gold death mask. It's a fad right now with the nobility; anyone who is anyone MUST be buried with a death mask. The undertaker certainly doesn't mind. When he has finished, he'll bring the body up and put him into the coffin. The assistant will nail it shut and alert the gravedigger to take it to the graveyard across the river where the casket will be buried.

The problem now is that the assistant is having a devil of a time staying awake. Perhaps the undertaker is a night-owl, but the assistant isn't used to such late hours. Only the discordant strains of the minstrel from the tavern next door are keeping him up. It just so happens that the minstrel is his son, and the assistant admits that he's not very good. In fact, just lately, his son was practicing in his house. When trying to reach a particularly high note, he accidentally produced a tone on his fife so high-pitched that it broke his window.

The man keeps Rand from taking anything, including the hammer and nails, so he leaves.

- 8) Rand enters the tavern next door. He sees the young inept minstrel piping away on his fife. The barkeep winces at every other note, but says not a word. A dirty man, obviously a bit drunk, sits at a table, swigging from a bottle and smiling at the boy. The barkeep doesn't appear to like the man very much but, again, says nothing about it.

A gold mirror hangs on the wall next to the bar. Rand recognizes it from Padan's description.

- 9) Rand speaks to the dirty drunkard. This is the gravedigger, waiting for the undertaker to finish preparing the lord's body so that he can take it across the river to be buried. The man is a bit tipsy, so he (perhaps unwisely) decides to confide in Rand. He doesn't have much money. In fact, he spent his last crown on the bottle of rotgut he's drinking. He's been nursing it for quite a while, because he doesn't have enough to buy another, and the barkeep doesn't like him very much; the gravedigger isn't allowed to stay unless he's a paying customer and drinking something. The gravedigger would prefer to wait for the undertaker inside where it's warm, so he's milking the bottle he's got. He can't wait to bury this lord. In fact, he loves to bury ANY lord. Those gold death masks are worth a lot of money, if Rand knows what he means.
- 10) Rand talks with the barkeep. He explains that Thom did work here until he left rather suddenly. The barkeep had a void to fill; his customers rather like music with their drink. He'd been promising the undertaker's assistant that he'd try the assistant's son out, and since the tavern was almost empty anyway, tonight seemed like a safe time to do it. He promised that as long as there was an audience, the boy could keep playing. He regrets that promise now that he's heard the "music", but he won't go back on his word. If only the gravedigger would leave, then he could stop the boy's noise.

The barkeep would like to throw the gravedigger out anyway. The gravedigger is a known troublemaker and occasional thief. He used to come into the tavern and wait for his jobs from the undertaker and order nothing, just sit around and make the other customers uncomfortable. The barkeep instituted the rule that, if the gravedigger wanted to come into his tavern, he had to be drinking every moment he stayed. Otherwise, he could take his leave. Now, the barkeep suspects that the gravedigger has been sucking on an empty bottle, but can't prove it.

- 11) Rand thinks about his situation. He must get across the river, but the captain of the watch would recognize him as soon as he tried to cross the bridge. If he took the place of the corpse, the gravedigger would take him across the bridge, then most probably open the coffin on the other side in order to steal the golden death mask. In order to do this, Rand must get a suit similar (if not exactly like) the clothes worn by the corpse, and a death mask.
- 12) Rand goes to the lord's house and uses the key he found in the alley to gain entry. On the first floor, he discovers a room filled with art including a bust of the lord himself.
- 13) Rand goes upstairs. He is met by a fade, a mystical creature of the Dark One. The fade explains that it was he that left the key in the alley; he WANTED Rand to come here. The fade wished to show Rand how Darkfriends could live. It was the lord's connection to the Dark One that gave him his power and riches, more than Rand could ever see in a village like Emond's Field. The fade asks Rand to serve the Dark One, insists on it. When Rand refuses, the fade claims that the Dark One commands the realm of Death, and if Rand will not serve him in this life, he will serve him in death.
- 14) Rand and the fade fight. Rand uses the geography of the room to trip the fade up and finishes him off with the heron-mark sword.
- 15) Rand searches the room. He discovers a many of the black and silver suits that the lord liked to wear. He takes one of them.

- 16) Rand returns to the tavern. He examines the mirror closely. According to Padan Fain, this mirror was made by stretching a sheet of gold leaf over a stone tablet. The shape of a leaf about the size of a fist was carved out of the stone's center. You ask the barkeep about it.

The barkeep claims that he put one over on this peddler, Paiden Fain. He traded a silver statuette (worth quite a bit, admittedly) for a solid gold, Ogier-made mirror. Rand tells the barkeep what he knows about the mirror and offers to give back the statuette for it. The barkeep claims that Rand is a messenger from Paiden and, when the peddler realized what a fool trade he'd made, sent Rand back here to regain the mirror. If he can prove what he says--without tearing apart the mirror--the barkeep will believe him and make the trade, but until then, he's happy with his mirror.

- 17) Rand takes a mallet from the young minstrel in the corner, who has the equipment to play a glockenspiel, but not the wherewithal. In an alternate interface, he strikes the mallet over the mirror. Where the gold lies directly over stone, the mallet produces a thunk. Where the gold lies over the hollow leaf carving, the mallet produces a tink. The barkeep, hearing this, rips the mirror off the wall and removes the wooden backing. He finds the stone tablet and, disgusted, trades it to Rand for the statuette.
- 18) Rand takes the mirror and removes the sheet of gold from the stone tablet. As described by Padan, the gold is so thin that it can be folded by hand.
- 19) Rand speaks with the minstrel in a breather between songs. The minstrel asks if Rand has a request and offers to let Rand see his collection of sheet music. One of the selections has a particularly high note. Rand asks for that song. The boy questions it, stating that he's not very good at that piece, but Rand insists.
- 20) The boy plays the piece and gets stuck on the difficult note. He blows and blows and finally produces a note so high that the bottle on the gravedigger's table explodes. The barkeep sees what's happened, smiles, and asks if the gravedigger would like another bottle. The gravedigger grumbles, and then leaves to wait outside.
- 21) The lad looks to you and asks if you'd like him to keep playing. You shake your head, and the boy sighs and starts to clean his instrument, in hopes that another customer will come in.
- 22) Rand returns to the undertaker's shop. The assistant has fallen asleep, so Rand takes the hammer.
- 23) Rand then goes back to the lord's house. He places the gold sheet over the bust and, using the hammer, forges a mask of the lord.
- 24) Rand puts on the clothes of the lord.
- 25) Rand returns to the undertaker's shop, wears the gold mask, and climbs into the coffin. The top slams shut when he enters. The assistant, woken by the slam, checks the body. It is a tall man, wearing a rich suit of black clothes and a gold mask with the distinguishing features of the dead lord. He closes the casket again, nails it shut, and leaves to alert the gravedigger.

The gravedigger takes the casket, loads it onto his wagon, and drives it across the bridge. The watch doesn't even give him a second glance. When he gets to the graveyard, the gravedigger opens the coffin to remove the death mask. Rand sits up, and the gravedigger goes running for his life.

End of Whitebridge