

Age OF ILLUSIONS



A Free Sourcebook
For the Wheel of Time Roleplaying Game
Version 1.1

Credits

Project Leads:

Evan "Skwid" Langlinais and Marc-André Bédard

Editorial Staff:

Andrzej Betolme, Ben Ring, Blaine Britt, Brandon Stolz, Brian Couchman, Douglas Painter, Egbert Schroten, Evan "Skwid" Langlinais, Felicia Berlanga, John Bornicke, Justin Pulsipher, Marc-André Bédard, Nobe Ody, Randy Madden, Steven Russell, and Vish Singh

Articles Contributed by:

Alexander V. Drum, Andrew Curl, Ben Ring, Brian Couchman, Brian Danford, Danny Longshore, Dave Rothgery, Deane P. Goodwin, Douglas Painter, Drew Gillmore, Egbert Schroten, Evan "Skwid" Langlinais, Felicia Berlanga, Hunter G. Hill, Jeremy Kempfer, John Bornicke, Jonas Christensen, Justin Pulsipher, Leonard Farnsworth, Marc-André Bédard, Melvin Roberts, Steven Russell, Tim O'Neil, Trevor Phillips, Vincent-Olivier Gagnon, and Vish Singh

Cover Art:

Logo and layout by Evan "Skwid" Langlinais
Myrdraal inked by Darryl Sheakly, colored by Mike Estlick

Artists:

Brian Danford, Darryl Sheakly, Lotta Tjernström, Malessa D. Danford, Mike Estlick, Priest Sidran

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Presented by the websites:

The Dragon Scepter

(<http://scepter.thehumblest.net/>)

Call of the Horn

(<http://www.kinslayersdagger.com/CotH.html>)

&

Shadow's Waiting

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Introduction

You are viewing, now, the product of many long hours of work by fans like yourself. The product of one-and-a-half-years of activity and perseverance for a project that could ultimately provide no reward but the knowledge that you produced something that might be valued by people not unlike yourselves.

Is this a sequel to the very successful Under the Dragon's Banner? In some ways it is, and in other ways it is not. A great deal of care was taken in producing this collection of supplementary material that it would be complementary to both what the fine folks at Wizards of the Coast produced for us all and what was released in the first netbook created for the Wheel of Time Roleplaying Game, Under the Dragon's Banner, while at the same time there was a priority among our editorial choices that no revisionary material would be accepted. This was to be a collection of entirely new material, and the staff debated long and (sometimes) vehemently about which changes to which submissions might lead to a more balanced, useful book to you, the reader.

I know I speak for the entire Age of Illusions editorial staff, and for all of our authors, when I wish you great pleasure in your game, and we hope you find this book as useful as we found its production to be rewarding.

*Thanks,
Evan "Skwid" Langlinais
Dallas, TX*

A Word of Caution

Please keep in mind that the rules and items presented in this book are the product of many different people who did not usually work together. In some cases, these rules may clash with one another, but in general they should work well together.

Also, while we made our best effort to only include those rules that would not upset game balance when used wisely, some may still present a hazard to the balance of your game and how it is run. As always, the final judge in this matter should be the gamemaster.

Different Versions of This Netbook

When the call was made for submissions to a new netbook, many of you submitted items that were not well suited to inclusion in a linearly organized format such as that which was used for Under the Dragon's Banner. In order to include these wonderful submissions, a decision was made to produce separate versions of the Netbook, one that was optimized for quick access and low-bandwidth users, and another that was loaded with all the high-bandwidth art and what we are dubbing "The Appendices." These "Appendices" can be found in the same .ZIP archive file as the High-bandwidth version of the Age of Illusions netbook. We hope you enjoy them.

If adjustments to this netbook become necessary after its initial release, they will be made to all the versions. Just be sure to visit the hosting websites from time to time to see if you have the latest version.

*Should you have any comments about this netbook, send them to:
aoinetbook@thehumblest.net*

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"MaleAngreal" by Priest Sidran

Chapter 1

Backgrounds, Classes, and Templates

Backgrounds

Kaensada Hill Tribes

By Steven Russell

Violent, unpredictable, and deadly dangerous, the Kaensada Hill tribes come from a distant land thousands of leagues beyond the western ocean. It's a land hardly imagined by the people of the Westlands: A land where exotic animals -- and female channelers -- are put to the leash to serve the Empire; a land of dangerous political intrigue and baroque etiquette; a land where the nobility rules with an unquestioned iron fist. However, there is an area of Seanchan that is populated by less-than civilized hill tribes. These tribes fight among themselves in never ending feuds, as do individual families within the tribes. Most of the tribesmen avoid the more civilized residents of Seanchan, as they have been under Seanchan rule for only three hundred years. Kaensada homes tend to be hill forts.

Personality: The people of the Kaensada Hill tribes are extremely violent, known for studying someone's face so as to mark them for killing. They never let anything killed go to waste except for certain types of creatures, due to social taboos (example, lizards). Apparently even some of the more remote hill forts would not hesitate to kill a Seeker of Truth if they believed no one knew the Seeker was there. Each tribe has its own customs and taboos, the latter of which often make no sense to anyone outside that tribe. They have been known to wait all day to perform some action, if necessary, as patiently as any Da'covale or Aiel. Yet their lives seem to be dominated by the exercise of their own free will. They seem to have very little fear of death or pain.

Physical description: Kaensadaers tend to be small and wiry with red hair done in a thick braid

hung to the waist. They are often described as feral.

Relations: Kaensadaers are a violent tribal society trying to adjust to the civilization of Seanchan, and not succeeding very well. They long for the elder days, and wish to remain true to their old ways. They fight long-standing and numerous feuds among their tribes and family and for virtually any reason at all with outsiders.

A hunching of the shoulders is similar to a bow and sign of respect in their society. They often seem to forget or ignore any attempt to adapt to the civilized mannerisms of the society around them. It is not unheard of for them to enter into the service of another yet the reasons for this are never fully understood even by those they serve.

Lands: A remote, hilly, near-mountainous region of Seanchan, most likely the last of Seanchan to fall under the dominion of the Crystal Throne.

Adventurers:

Background Feats: Blooded, Bullheaded, Duelist, Survivor

Background skills: Bluff, Intimidate, Listen, Wilderness Lore

Home Language: Kaensadaer, Common (Seanchan),

Bonus Language: Common (*Arad Doman*), Common (*Tarabon*), Old Tongue

Equipment: Scalp trophy (taken from enemies they have personally defeated), Ritual Trophy (example Silvered human skull as a cup), Reed flute

Land of the Madmen

By Steven Russell

Far to the South across the Sea of Storms is a third Continent. It is known only to the Sea Folk, who call it "The Land of the Madmen". Avoided even by the Sea Folk, who have not even tried to

chart its shoreline. This is a Land never recovered from the Breaking. The Land of the Madmen is a land full of naught but anarchy and chaos.

Personality: The people of the Land of the Madmen are violently paranoid, dangerous and unpredictable. They attempt to kill on sight anyone unknown to them.

Physical Description: The Inhabitants of the Land of the Madmen vary wildly in appearance since they range over an entire continent, but they do tend to be darker of skin to the North and pale skinned to the South.

Relations: The Seafolk tell fearsome tales of those who chanced to go ashore on the Land of the Madmen and were lucky enough to make it back to their ships (apparently many do not). There is no order of any kind amongst the people of the land. The people are reported to live in wretched hovels in small, primitive villages. Channelers are quite plentiful (being allowed to freely breed and more likely to survive the harsh environment.) Male channelers are almost always insane and female channelers not much better. Villagers often attack in mob and there seems no possibility of peaceful contact with the inhabitants of the Land of the Madmen

Lands: Roughly equidistant Southeast from Seanchan borders and Southwest from the Westlands, this land is approximately seven hundred and fifty leagues across and five hundred leagues from North to South, with its southern coast extending to within five hundred miles of the southern icecap. It is a land of numerous active volcanoes, earthquakes and large storms. Icebergs always litter the sea south of the northern edge of the continent, possibly owing to the numerous earthquakes cracking the edge of the icecap.

Adventurers:

Background Feats: Athletic, Blooded, Strong Soul, and Survivor

Background skills: Climb, Intimidate, Swim, and Wilderness Lore

Home Language: Tribal language

Bonus Language: None (see restrictions)

Equipment: None,

Skill Restrictions: Craft, Diplomacy, Profession, and Speak Language

Weapon Restriction: Exotic and Martial

Equipment Restriction: May purchase nothing that must be forged.

Hero Templates

Asha'man Soldier

(by Marc-André Bédard)

Tairen Level 1 Initiate

Ability Scores:

Str 12, Dex 10, Con 15, Int 15, Wis 14, Cha 6

Hit Points: 6

Defense: 12

Reputation: 1

Skills:

Profession (Gambler)	+4	Ride	+2
Search	+4	Sense Motive	+6
Composure	+5	Concentration	+5
Decipher Script	+4	Heal	+4
Intimidate	+1	Knowledge (One Power)	+5
Weavesight	+9		

Feats: Gambler, Sense Residue, Martial Weapon (Longsword)

Weapons: Longsword

Gear: Dices and playing cards, Asha'man black coat.

Money: 105 Marks

Description: It all began with a game of cards in a typical inn. At first all went normally, as usual you were gaining your fair share of hands and then that headache began. The pain was mild at first, but it quickly grew to be unbearable. You soon found yourself on the floor clutching your head between your hands as if it was about to burst. Strangely, at that time, everything liquid in the inn suddenly reached its boiling point. Alas for you, you happened to be near a barrel of full of wine when the pressure within made it explode, spilling all its scalding content over you. Painfully, you soon lost consciousness. You awoke under the care of a tall man clad in a black leather coat, an Asha'man. He healed you but the experience left you with hideous scars. After testing you for the One Power, he spoke at length of the Black Tower, inviting you to join them. Thus you began your training as a soldier of the Black Tower.

Beast Finder

(by Marc-André Bédard)

Seanchan Level 1 Woodsman

Ability Scores:

Str 14, Dex 12, Con 10, Int 10, Wis 14, Cha 12

Hit Points: 10

Defense: 14

Reputation: 0

Skills:

Animal Empathy	+4*	Climb	+3
Handle Animal	+5*	Heal	+3
Hide	+2	Intimidate	+2
Intuit Direction	+3	Jump	+3
Knowledge (nature)	+3	Listen	+3
Move Silently	+3	Ride	+3*
Search	+1	Spot	+5
Swim	+3	Use Rope	+2
Wilderness Lore	+5		

(*Add another +2 when dealing with *torms* due to the *Handler* feat.)

Feats: Handler (*Torm*), Blooded

Weapons: Seanchan spear

Gear: Brigandine shirt

Money: 70 Marks

Description: It is a difficult but challenging life to be a beast finder in the service of the Empress, may She live forever! Your solemn duty is to wander savage lands seeking to capture beasts and animals that can be tamed and trained to serve the Empire. You were personally chosen to join the Hailene to continue your work in the ancient land of the Hawkwing.

Crippled Avenger

(by Marc-André Bédard)

Borderlander Level 1 Armsman

Ability Scores:

Str 16, Dex 6, Con 14, Int 12, Wis 13, Cha 10

Hit Points: 12

Defense: 12

Reputation: 0

Skills:

Knowledge (Blight)	+5	Listen	+3
Move Silently	+1	Climb	+4
Intimidate	+3	Jump	+5
Ride	+1	Swim	+5

Spot +5

Feats: Blooded, Power Attack, Strong Soul

Weapons: Battle Axe

Gear: Mail Shirt, 3 Torches.

Money: 70 Marks.

Description: A vicious encounter with a vile creature from the Blight left you severely crippled. Even Aes Sedai could not Heal you completely. But would this mere flesh wound stop you from fighting against the forces of the Dark One? Of course not! Despite your handicap you oppose the black hordes with brutal strength and exceptional fortitude.

The Dilettante

(by Marc-André Bédard)

Taraboner Level 1 Noble

Ability Scores:

Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 15

Hit Points: 9

Defense: 13

Reputation: 3

Skills:

Appraise	+6	Bluff	+6
Diplomacy	+6	Gather Information	+6

Knowledge (Art)	+4	Listen	+3
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Ride	+2	Sense Motive	+4
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Hide	+2	Move Silently	+1
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Open Lock	+2	Bonus class skill 2(+Mod)	
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Feats: Wealth, Trustworthy

Weapons: Rapier

Gear: Noble's outfit, Signet ring, Small steel mirror, 1 illuminator's rocket

Money: 435 Marks

Description: The wealthy and influential are often tempted to remain isolated from the lower class of society. In fact, most aristocrats prefer to remain as far as possible from the concerns of commoners. But not you, for you are a dilettante. You have a great love of the arts and you don't mind meddling with commoners if it means obtaining some masterpieces. In truth, you even sympathize with them and use your wealth and influence to make the world a better place for everyone.

Propagandist

(by Marc-André Bédard)

Cairhienin Level 1 Wanderer

Ability Scores:

Str 10, Dex 10, Con 10, Int 14, Wis 13, Cha 15

Hit Points: 6

Defense: 13

Reputation: 0

Skills:

Appraise	+5	Bluff	+8
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Climb	+1	Diplomacy	+7
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Disguise	+5	Forgery	+6
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Gather Info	+8	Jump	+1
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Knowledge (Local Cairhien)	+5	Listen	+4
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Read Lips	+5	Search	+5
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Sense Motive	+7	Spot	+5
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Swim	+1		
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Feats: Street Smart, Smooth Talk

Weapons: Short sword

Gear: 1 vial of ink, 5 paper sheets, and 1 scroll case.

Money: 74 marks.

Description: The so-called "Great Game" of political maneuverings of the Cairhienin society often leaves the common people to suffer in misery and poverty, something that you cannot tolerate any longer. Entering the Great Game on your own terms, you use your keen mind and obvious charms in the service of an underground movement dedicated to the freedom of the lower-class folks. You just love to mislead, deceive and blackmail those arrogant nobles, subtly forcing them to make decisions that will benefit the commoners.

Sightblinder's Foe

(by Marc-André Bédard)

Aiel Level 1 Wilder

Ability Scores:

Str 8, Dex 14, Con 10, Int 12, Wis 15, Cha 13

Hit Points: 6

Defense: 15

Reputation: 0

Skills:

Composure	+4	Concentration	+2
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Heal	+4	Knowledge (Aiel Waste)	+3
Sense Motive	+5	Weavesight	+5
Hide	+5	Move Silently	+5
Spot	+5	Wilderness Lore	+6

Feats: Stealthy, Eliminate block

Weapons: 3 Aiel spears

Gear: Tent, Cadin'sor, Aiel Buckler, Waterskin, 2 Healer's balms.

Money: 30 Marks

Description: Much to your dismay you learned that you, a man, could channel. Perhaps this explains why you were weaker and could not dance the spear as well as others? Still, this means you have been chosen to go into the Blight and fight Sightblinder's forces until you die. But the way to the blasted lands is long and somehow you found yourself in a quite unexpected place: the Wetlands.

Soldier of the Black Tower

(by Steven Russell)

Taraboner Level 1 Initiate

Ability Scores:

Str 13, Dex 14, Con 13, Int 15, Wis 10, Cha 8

Hit points: 5

Defense: 14

Reputation: 1

Skills:

Concentration	+5	Heal	+4,
Hide	+6	Intimidate	+3
Knowledge (Arcana)	+8	Composure	+4,
Weavesight	+6		

Feats: Living History, Martial Weapon Proficiency (Longsword), Extra Talent,

Weapons: Longsword

Gear: Long high collared black coat (cold weather outfit), Artisans tools, masterwork

Money: 52 Marks

Description: You were the son of Watchers over the Waves at Falme when the Seanchan came. You were there on the day that the Horn of Valere was heard, the day the Heroes of the Horn were seen fighting the Seanchan's Shadowspawn, the day the Dragon Reborn fought the Dark One in the sky. You did not get caught up in the battle or even amongst the Dragonsworn because you

hid. Then, one day, a bald man in a black coat with a sword on the collar said you could join the true armies of the Dragon Reborn. So you followed him through a hole in the air, a trick you now know the name of and so desperately wish to learn: a Gateway. You were tested by The M'hael and former False Dragon Mazrim Taim and he told you that you could learn to channel. It frightened you, but they told you the Dragon Reborn needed such men. The Dedicated Flinn has begun to teach you channeling. Henre Haslin, Master of the Sword, has taught you the sword. Saeric, a Knife Hand of the Red Water Sept of the Goshien Aiel, has been teaching you hand-fighting, though you have not yet mastered it. You are a Soldier in the Black Tower, destined to go mad and to fight for the Dragon Reborn at the Last Battle. You want desperately to gain the sword and dragon pins, but some Dedicated speak quietly of private lessons and "hunters" for the Traitors Tree. All you have to do is prove yourself to the M'hael and your other teachers and you will be made full Asha'man.

Wandering Minstrel

(by Marc-André Bédard)

Cairhienin Level 1 Wanderer

Ability Scores:

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 15

Hit Points: 6

Defense: 15

Reputation: 0

Skills:

Bluff	+5	Diplomacy	+10
Disguise	+4	Forgery	+3
Gather Information	+7	Innuendo	+3
Knowledge (Music)	+5	Listen	+3
Perform	+6	Search	+3
Sense Motive	+5	Spot	+3
Swim	+1	Tumble	+3
Use Rope	+3		

Feats: Smooth Talk, Trustworthy

Weapons: Quarterstaff

Gear: Flute, Gleeman's outfit, Leather armor.

Money: 80 Marks.

Description: As far as you can remember, music and poetry have always touched you. Not to

mention that you were raised listening to the songs of court bards and gleemen. More than a simple hobby, music became for you a passion. Setting out on your own, you have the firm resolve to make a name for yourself!



"Tuatha'an" by Priest Sidran

Classes

Seaman

(by Jonas Christensen)

Many of the Sea Folk are Wanderers, trained in the skills necessary to sail their ships and sell their cargoes, and a few are Nobles, with contacts beyond their own ship. Some Atha'an Miere however, are specially trained to protect and defend their ships. They fight with the discipline and loyalty common to Sea Folk, and use light weapons and mobile tactics suited to combat aboard ships. The highest ranking Seaman aboard a ship is called the Cargomaster. The Cargomaster to the Wavemistress of a clan is called the Swordmaster, and the Mistress of the Ship's Swordmaster is called Master of the Blades.

Adventures: Seamen are rarely adventurers, since they prefer to remain on their ships. Their skills and combat abilities make them excellent adventurers, if unusual circumstances force them to remain shore-bound. Their normal tasks of protecting their ships during storms and pirate attacks would seem like adventures to most people anyway.

Characteristics: Seamen are trained in the use of all weapons, though most prefer to fight with rapiers and daggers, but they are also competent sailors and tradesmen. In many ways they resemble Woodsmen, who are also trained in both combat and skills, but Seamen are specialists in a totally different environment.

Origin: Most Seamen are trained as sailors from childhood, but learn their combat skills from an older Seaman aboard their ship.

Background: Only Atha'an Miere can become Seamen, since it requires a lifetime of sailing experience found only among the Sea Folk.

Examples of Seamen in the *Wheel of Time* Novels: Baroc (Master of the Blades to the Mistress of the Ships), Moad (Swordmaster to Harine din Togara Two Winds), Toram (Cargomaster on the Wavedancer).

Game Rule Information: Seamen have the following game statistics.

Abilities: Dexterity is probably the most important ability for Seamen, but Strength and Constitution also serves them well in combat. Many skills necessary to sail or barter are based on Charisma or Wisdom.

Hit Die: d10

Class Skills: The Seaman's class skills are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at each Additional Level: 6 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1st	1	1	0	0	Weapon Finesse, Warrior of the Seas	3	0
2nd	2	2	0	0	Partial Improved Initiative	4	0
3rd	3	2	1	1	Ship Acrobatics +2	4	1
4th	4	2	1	1	Bonus feat	4	1
5th	5	3	1	1		5	1
6th	6	3	2	2	Weapon specialization	5	2
7th	7/2	4	2	2		6	2
8th	8/3	4	2	2	Warrior of the Seas	6	2
9th	9/4	4	3	3	Bonus feat	6	3
10th	10/5	5	3	3		7	3
11th	11/6/1	5	3	3		7	3
12th	12/7/2	6	4	4	Ship Acrobatics +4	8	4
13th	13/8/3	6	4	4		8	4
14th	14/9/4	6	4	4	Bonus feat	8	4
15th	15/10/5	7	5	5		9	5
16th	16/11/6/1	7	5	5	Warrior of the Seas	9	5
17th	17/12/7/2	8	5	5		10	5
18th	18/13/8/3	8	6	6		10	6
19th	19/14/8/4	8	6	6	Bonus feat	10	6
20th	20/15/10/5	9	6	6		11	6

Class Features: All of the following are class features of the Seaman.

Weapon and Armor Proficiency: A Seaman is trained with all simple and martial weapons, and with light armor.

Weapon Finesse: At 1st level, the Seaman receives Weapon Finesse as a bonus feat.

Warrior of the Seas: At 1st level, the Seaman can make a Balance skill check to move at full speed on a ship - even during a storm. At 8th level he can make a Climb check to move at full speed when climbing a ship's rigging. At 16th level he need no longer make skill checks to move at full speed, when he is on a ship.

Partial Improved Initiative: Upon reaching 2nd level, the Seaman can fight as if he had the feat Improved Initiative, but only when wearing no armor or light armor. He loses this special bonus when wearing medium or heavy armor.

Ship Acrobatics: At 3rd level, the Seaman is able to use a ship's movement to his advantage. When onboard a ship, the Seaman receives a +2 competence bonus to his Balance and Tumble

skill checks. This bonus increases to +4 at 12th level.

Bonus Feats: At 4th, 9th, 14th and 19th levels, the Seaman gets a bonus feat from the following list: Ambidexterity, Combat Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency (net), Improved Critical, Improved Initiative, Improved Unarmed Strike, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus, Weapon Specialization (see below).

Weapon Specialization: On achieving 6th level or higher, the Seaman may take Weapon Specialization as a feat. This adds a +2 damage bonus with a chosen weapon, but the Seaman must have Weapon Focus with that weapon. Weapon Specialization may be taken as a bonus feat or as a regular one.

Prestige Classes

Asha'man Hunter

(by Brian Couchman)

As the Black Tower grows in strength, so too does it grow in responsibility. Some of the students begin to succumb to the Taint, and most are quietly put down, but every once in a while one slips through long enough to finally go mad, and escape. When a commoner sees a man channeling they may simply assume that it is an Asha'man regardless of contrary evidence. And though it is rare, some Asha'man have left the Tower to pursue their own interests, often interests that conflict with those of the Black Tower. Finally, sooner or later, the Asha'man will need to meet the Forsaken and other channelers in combat; a task for which they will need every man, without exception.

To solve these problems the Black Tower began to train some of its students in combat against channelers. Most of these 'hunters,' as the soldiers call them, specialize in combating other male channelers, but many of the techniques they learn apply equally to both male and female channelers.

Sometimes a Hunter has found it necessary to go places where Asha'man are not welcome, or to otherwise hide who he is. For this reason most Hunters train more in both the art of disguise and in sword play than other Asha'man are likely to.

The Primary goal of the Hunters, for now at least, is to track down renegade Asha'man, usually ones who have gone mad from the Taint.

Hit Die: d6

Requirements: To qualify to become an Asha'man Hunter a character must fulfill all the following criteria.

Gender: Male

Base Attack Bonus: +4

Skills: Composure 8 ranks, Concentration 8 ranks, Disguise 5 ranks, Hide 5 ranks, Weave sight 3 ranks.

Feats: Mental stability, Iron will

Channeling: Two or more talents including Warding, and two or more affinities, including Spirit

Special: Proficiency with any type of sword.

Special: Must know the weave 'Shield'

Special: Must have at least one level of a channeling class in the traditions of the Black Tower.

Class Skills: The Asha'man Hunter's class skills (and the key ability for each skill) are Bluff (Cha), Composure (Wis), Concentration (Wis), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Invert (Int), Knowledge (Arcana)(Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis), and Weavesight (Int)

Skill Points at Each Level: 6 + Int

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+2	+2	Reduced Madness, Tracking	+0	+1
2	+1	+0	+3	+3	Poison Use	+0	+0
3	+2	+1	+3	+3	Stone Will (+3)	+1	+1
4	+3	+1	+4	+4	Improved Counterweave	+1	+0
5	+3	+1	+4	+4	Bonus Feat	+1	+1
6	+4	+2	+5	+5	Cut Weave	+2	+0
7	+5	+2	+5	+5	Extra Affinity	+2	+1
8	+6	+2	+6	+6	Stone Will (+4)	+2	+0
9	+6	+3	+6	+6	Greater Counterweave	+3	+1
10	+7	+3	+7	+7	Bonus Feat	+3	+0

Weaves per day: An Asha'man Hunter gains additional weaves per day as though he had gained a level in whatever channeling class he belonged to before taking a level of Asha'man Hunter.

Reduced Madness: The people chosen to fill the ranks of the Hunters are among those who show natural resistance to the Taint, and they spend much of their time hiding their nature (moving through the world tracking down rogue Asha'man or other male channelers) and not weaving. An Asha'man Hunter gains 1d4 madness every level rather than 1d6, including levels taken outside of this class.

Tracking: An Asha'man Hunter may track with the Wilderness Lore skill as a Woodsman.

Poison use: The Asha'man Hunter does not risk poisoning himself when working with poisons.

Stone Will: An Asha'man Hunter adds this value to his Will save against weaves instead of his +2 from Iron Will.

Improved Counterweave: Once per round, an Asha'man Hunter can Counterweave an opponent even if he has not readied an action to do so. The Counterweaving action takes the place of his regular action for the round. He is unable to use this ability while flat-footed or when shielded.

Bonus Feat: The Asha'man Hunter gains a bonus feat. This feat may be any feat from the Armsman bonus feat list, or any channeling feat; however the Asha'man Hunter may still only take

Weapon Specialization if he has 4 or more levels of Armsman

Cut Weave: An Asha'man hunter may use the Sever weave in order to end the functioning of any weave currently maintained through concentration or tied off. If the weave is tied off there is no save; if it is being maintained then the person holding it may make a saving throw at +5 to the DC to prevent the weave from being ended.

Extra Affinity: The Asha'man Hunter gains this feat as a bonus feat.

Greater Counterweave: When an Asha'man Hunter wants to counter a weave he can see, he may do so even if he can't cast the weave to be countered. However, he must use a weave of one level higher than normal and must have at least one of the affinities involved in the weave. If the weave to be countered has two or more affinities, the Asha'man hunter may not use the Spirit affinity to meet this requirement.

Captain Of The Tower Guard

(by Egbert Schroten)

Forming the core of the Tar Valon guards, the Captains Of The Tower Guard are the elite among the ranks of the Tar Valon armed forces, whom have proved themselves extremely capable warriors in war, being skilled in both the use of sword and bow. They formed the main lines during the siege of Artur Hawkwing's host and proved excellent fighters by keeping his forces at bay.

Hit Die: 1d10

Requirements: To qualify to become a Captain Of The Tower Guard, a character must fulfill the following criteria:

Base Attack Bonus: +6

Skills: Spot 5 ranks, Balance 5 ranks

Feats: Point Blank Shot, Precise Shot, Combat Reflexes, Weapon Focus (Longsword)

Special: Must swear an oath to serve the White Tower for the rest of his days.

Class Skills: The Captain Of The Tower Guard's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis).

Skill Points per Level: 2+Int Modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+1	Armor Compatibility	+1	+0
2	+2	+3	+2	+2	Warder Trained +2, Combat Expertise	+2	+1
3	+3	+3	+2	+2	Operate Siege Weapon	+2	+0
4	+4	+4	+3	+3	Rapid Shot	+2	+1
5	+5	+4	+3	+3	Warder Trained +3	+3	+0
6	+6	+5	+3	+3	Formation Stance	+3	+1
7	+7	+5	+4	+4	Heroic Surge	+4	+0
8	+8	+6	+4	+4	Warder Trained +4	+4	+1
9	+9	+6	+4	+4	The Shining Walls Have Never Fallen	+4	+0
10	+10	+7	+5	+5	For The White Tower	+5	+1

Class Features:

Armor Compatibility: Like Armsmen, Captains Of The Tower Guard benefit more from wearing armor than many other fighting classes do. When wearing armor, add the shield and armor bonus to the class defensive bonus to determine total defense.

Warder Trained: A Captain Of The Tower Guard who makes a defensive stance, gains an additional +2 at second level, +3 on fifth level and +4 on eighth level on his defense.

Operate Siege Weapon: At third level, the Captain Of The Tower Guard can operate large siege weapons such as catapults and trebuchets. His ranged attack applies negating all penalties on using such a weapon unskilled.

Formation Stance: At 6th level, the Captain Of The Tower Guard gains a +2 morale bonus on attack rolls while fighting in a formation consisting of at least four other fighters. For each additional two fighters in the formation, the Captain Of The Tower Guard gains an additional +1 morale bonus on attack rolls, with a maximum of +4

The Shining Walls Have Never Fallen: In the heat of battle, the Captain Of The Tower Guard has developed such a strong sense of duty that he pays no heed to the wounds inflicted on him. The result of this is the ability of the Captain Of The Tower Guard to continue fighting until he reaches -10 Hit Points (only during battle). At the end of battle, the effects of his wounds apply normally.

For The White Tower!: The Captain Of The Tower Guard may sound a war cry to give all

allied men fighting with him within earshot a +2 morale bonus on attack rolls and a +1 morale bonus on damage rolls

Cha Faile (Cfa)

(by Andrew Curl)

The name *Cha Faile* actually refers to the young Cairhienin and Tairen Aiel-alikes in the service of Faile ni'Bashere Aybara, but the others left in Cairhien are so similar to these that the name has become attached to all such youngsters.

Hit Die: d8

Requirements:

Race: Human, non-Aiel

Base Attack Bonus: +4

Skills: One of the following skills at 8 ranks, and any 4 more at 5 ranks:

Balance, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Move Silently, Search, Sense Motive, Spot, Tumble, Use Rope

Feats: Dodge

Special: Proficient in any sword; the character must have been in Cairhien when Rand and the Aiel routed the Shaido from the siege or train under someone who was.

Class Skills: Balance (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Rope (Dex)

Skills at each Level: 4 + Int modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+0	+1	+1	Dance the Swords (+1 ini, +1 dodge)	+2	+0
2	+2	+0	+2	+2	Feet of the Aiel	+3	+1
3	+3	+1	+2	+2	<i>Ji'e'toh</i> (Defender), Special Ability	+3	+0
4	+4	+1	+2	+2	Dance the Swords (+2 ini, +1 dodge)	+3	+1
5	+5	+1	+3	+3	Feet of the Aiel, Special Ability	+4	+0
6	+6	+2	+3	+3	<i>Ji'e'toh</i> (Near-Sibling)	+4	+1
7	+7	+2	+4	+4	Dance the Swords (+3 ini, +2 dodge), Special Ability	+4	+0
8	+8	+2	+4	+4	<i>Sei Faile</i>	+5	+1
9	+9	+3	+4	+4	<i>Ji'e'toh</i> (Water Oath)	+5	+0
10	+10	+3	+5	+5	Dance the Swords (+4 ini, +2 dodge)	+5	+1

Class Features:

Weapons and Armor: The Cha Faile gains no weapon or armor proficiency

Dance the Swords: Battle is a complex and terrifying dance. The dancers move with amazing speed and precision. The most skilled at this dance are by far the Aiel, but the Cha Faile, awed by the Aiel agility and speed, are learning the ways of their idols. The Cha Faile gains +1 competency bonuses to Initiative and Dodge at first level. The Initiative bonus increases by one at 4th, 7th, and 10th levels, and the Dodge bonus increases at 7th level, up to a +4 to Initiative and +2 to Dodge at 10th level.

Feet of the Aiel: In their training to become more like the Aiel, the Cha Faile train to become faster than their regional counterparts. At 2nd level, the Cha Faile's base speed increases by 5 feet per round. At 5th level, her speed increases by 10 feet per round instead. This ability functions only in light or no armor, and does not stack with other class-based movement increases (e.g.: Alg).

Ji'e'toh: Just as the Aiel have their code of *ji'e'toh*, so do the Cha Faile. Absurd and twisted as it is to the Aiel, the Cha Faile follow their *ji'e'toh* with as much seriousness as do the Aiel. At 3rd level, the Cha Faile gains a +1 morale attack bonus against those whom she believes has hurt innocents.

At 6th level, she gains +4 to hit when flanking with another Cha Faile who also has this ability. This bonus replaces the normal +2 bonus from flanking.

At 9th level, she gains a Water Oath. A Cha Faile may swear a Water Oath to complete a task. Once per task she may re-roll any one failed check, save, or attack. A Water Oath may be sworn once per adventure, but she may never have more than one water oath outstanding. Should a Cha Faile fail to complete a Water Oath she suffers –2 to attacks, AC, saves, and skill checks for 1d8 days due to her shame in failing a promise, and may not swear a new Water Oath during that time.

Sei Faile: In the Old Tongue, “Eyes of the Falcon.” The Cha Faile are trained to notice anything unusual in the area around them. At 8th level, the Cha Faile gains a +2 competency bonus to her Search, Spot, and Sense Motive skills.

Special Abilities: The Cha Faile is a specialized fighter, but there are plenty of ways for her to make herself distinct. At 3rd, 5th, and 7th levels, the Cha Faile gains a special ability chosen from the ones below (a different ability must be chosen each time unless otherwise noted):

Blur of Steel:

The Cha Faile are quick and agile in the dance of battle. When taking a full attack action with a sword in one hand and the off-hand empty, the Cha Faile may make an extra attack in that round at her highest attack bonus, with a -2 modifier for all attacks that round.

*This ability may not be gained until 5th level

Nondescript:

The Cha Faile are particularly adept at blending in with crowds. When anyone makes a successful Spot check against the Cha Faile in a crowd roll 1d6, and on a 1, 2, or 3, treat the Spot check as a failure.

Greater Emphasis:

The Cha Faile may choose any two class skills. With these skills she gains a +2 bonus. Note that this stacks with Skill Emphasis.

*This ability may be taken multiple times; however, its effects don't stack with itself. Instead, choose different skills each time.

Increased Multiplier:

Once per day, after confirming a critical hit, but before rolling damage, she may add +1 to her Critical multiplier for the attack.

*This ability may be taken multiple times. Each additional time adds one use per day.

Agility:

Once per day, for a period of ten rounds, the Cha Faile may take a penalty to hit up to her attack bonus, and add half that value to either her Reflex save or Dodge bonus to AC.

*This ability may be taken multiple times. Each additional time adds one use per day.

Feat:

The Cha Faile may gain a bonus feat instead of an ability from this list. She must still meet any prerequisites.

*This ability may be taken multiple times, granting a new feat each time this ability is chosen.

Dragon Pairs

By Alexander V. Drum

Dragon Pairs: As bonds are being passed back and forth, Aes Sedai and Asha'man are beginning to explore their new relationships. The Asha'man, no longer being hunted by the Aes Sedai, must let go of his suspicions and allow himself to trust his bond-mate now that their lives are tied to one another. On the other hand, the Aes Sedai must now look past the potential madness of her newfound bond-mate so that she may also trust her bond-mate. As these two philosophically diametric people test and explore the nature of their bonds, they begin to depend on each other more, while also discovering new ways the bonds may be used.

Hit Die: d6

Requirements: To qualify to become a Dragon Pair Member, a character must fulfill all the following criteria.

Special: 1+ level in any other Channeler Prestige Class and be the target of Bond Warder Weave

Class Skills: The Dragon Pairs' class skills (and the key ability for each skill) are Composure (Wis), Concentration (Wis), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Invert (Int) (lost), Knowledge (any) (Int), Sense Motive (Wis), Spot (Wis), Weavesight (Int).

Skill Points at Each Level: 4 + Int Modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+1	Improved Linking	+0	+1
2	+1	+2	+0	+2	Control	+0	+0
3	+1	+2	+1	+2	Extra Affinity (from bond-mate's list)	+1	+1
4	+2	+2	+1	+2	Extra Talent (from bond-mate's list)	+1	+0
5	+2	+3	+1	+3	Pass Thoughts	+1	+1
6	+3	+3	+2	+3	Resolve	+2	+0
7	+3	+4	+2	+4	Improved Control	+2	+1
8	+4	+4	+2	+4	Great Fortitude	+2	+0
9	+4	+4	+3	+4	Improved Resolve	+3	+1
10	+5	+5	+3	+5	Superior Linking	+3	+0

Class Features:

Weapon and Armor Proficiency: Dragon Pair members are proficient with all simple weapons. Dragon Pair members are not proficient with any type of armor or with shields.

Improved Linking: Dragon Pair members gain a +5 competence bonus to Concentration skill checks when linking with his/her bond-mate.

Control: On reaching 2nd level, a Dragon Pair member is capable of extending his/her capacity to cast weaves. When attempting to overchannel within one of his/her affinities or within one of their bond-mate's affinities, he/she receives a +5 competence bonus on Concentration checks.

Pass Thoughts: Once per day per Dragon Pair Level, a Dragon Pair member may pass a

coherent train of thought to his/her bond-mate (i.e. "The Trollocs are coming!").

Resolve: At 6th level, the Dragon Pair member has trained his/her mind to a high degree. For the purposes of calculating weaves per day and bonus weaves, treat him/her as having a Wisdom score 2 points higher than it actually is.

Improved Control: At 7th level, the Dragon Pair member's mental control becomes even stronger. When attempting to overchannel within one of his/her affinities or within one of their bond-mate's affinities, he/she receives a +10 competence bonus on Concentration checks.

Great Fortitude: At 8th level, a Dragon Pair member gains Great Fortitude as a bonus feat.

Improved Resolve: At 9th level, the Dragon Pair member has trained his/her mind to an even higher degree. For the purposes of calculating weaves per day and bonus weaves, treat him/her as having a Wisdom score 4 points higher than it actually is.

Superior Linking: On reaching 10th level, a Dragon Pair member has mastered the bond with his/her bond-mate. Through the use of the mutual bond, a Dragon Pair member can now link with his/her bond-mate without needing to be physically present.

The Dreamwalker

(by John Bornicke)

To walk in the spaces between the Fabric of the Ages, to be able to peer into the dreams of the sleeping world and to bend the very fabric of Tel'aran'rhiod to their needs, this is what it means to be a Dreamwalker. During the Age of Legends, some of the greatest Dreamwalkers of the Age possessed knowledge and abilities far outstripping what many modern day Dreamwalkers even consider possible. Those who are strong enough are able to not only enter the World of Dreams, but to make it their own.

Hit Die: d4

Requirements: To qualify to become a Dreamwalker, a character must fulfill all the following criteria.

Skills: Composure 8 ranks, Concentration 8 ranks, Knowledge: Tel'aran'rhiod 5 ranks.

Feats: Latent Dreamer, Dream Walk, Bend Dream.

Class Skills: The Dreamwalker's class skills (and the key ability for each skill) are Composure (Wis), Concentration (Con), Craft (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Invert (Int), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), Spot (Wis), Weavesight (Int).

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+0	+1	Focus +2, Empathy	+0	+0
2	+1	+2	+0	+2	Dream Jump	+1	+0
3	+2	+2	+1	+2	Dream Watch	+1	+0
4	+2	+2	+1	+2	Reverie	+1	+0
5	+3	+3	+1	+3	Focus +4, Need	+2	+1
6	+3	+3	+2	+3	Waking Dream	+2	+0
7	+4	+4	+2	+4	Dream Capture	+2	+0
8	+4	+4	+2	+4	Haven	+3	+0
9	+5	+4	+3	+4	Bind Dream	+3	+0
10	+5	+5	+3	+5	Dream made flesh, Focus +6	+3	+1

Class Features: All of the following are class features of Dreamwalkers.

Weapon and Armor Proficiency:

Dreamwalkers do not gain additional proficiency with weapons or armor.

Focus: At 1st level, the Dreamwalker has learned to focus her talent to such a degree within the World of Dreams that she gains a +2 competence bonus to Concentration skill checks while within Tel'aran'rhiod. At 5th and 10th level this bonus increases to +4 and +6 respectively. He/she may also add this bonus to any Spot checks made within Tel'aran'rhiod using the Reverie class ability.

Empathy: While in the dream world, many have difficulty controlling their clothing, often giving

away the subject's emotional state. The Dreamwalker gains a +4 circumstance bonus to his/her Sense motive checks.

Dream Jump: At 2nd level, the Dreamwalker gains a greater control over herself and her abilities within the Tel'aran'rhiod. He/she gains Dream Jump as a bonus feat.

Dream Watch: The Dreamwalker's control of his/her abilities extends to the space between dreams, allowing the Dreamwalker to enter the dreamscapes of others. He/she gains Dream Watch as a bonus feat.

Reverie: The Dreamwalker gains an almost supernatural awareness of his/her surroundings within Tel'aran'rhiod, and therefore may make a Spot check to determine if anybody is using

dreaming abilities within 25 ft. per level of her. A successful Spot check will allow him/her to know in what direction it is being used, and how far. With a Concentration skill check (DC 15) the Dreamwalker may determine what abilities are being used.

Need: The Dreamwalker may find objects in Tel'aran'rhiod when he/she most needs them. In order to find them he/she must make a Concentration check with a DC dependant on the need itself.

DC	Form of Need
20	Item Is Reasonably Common (Regular Mundane Items)
25	Item Is Uncommon But Not Rare (e.g. Heron Marked Blade)
30	Item Is Rare (e.g. Power Wrought Blade; Warder's Cloak, Some <i>Ter'angreal</i>)
40	Item Is Very Rare (<i>Angreal</i> , Some <i>Ter'angreal</i>)
50	Item Is Unique (Most <i>Sa'angreal</i>)

The GM may give bonuses to cases of Great Need using the following guide:

DC	Example
+2	Family Need (10 People)
+5	Village Need (100 People)
+7	City Need (10,000 People)
+10	National Need (100,000 People)
+12	Fate Of The World

A successful check will bring the character one step closer to his/her goal, and for each 10 points the DC is beaten by, the Dreamwalker gets an additional step closer.

Steps:

Landmass, Nation, City, Street, Building, Floor, 5', 1'.

Each additional jump adds +5 to the DC. Failed checks may not be retried, and any attempt with a need that has already been searched for will produce no effect, whether the original search was successful or not.

Waking Dream: The Dreamwalker's skills have increased enough to allow access to

Tel'aran'rhiod even while partially awake. He/she gains Waking Dream as a bonus feat.

Dream Capture: The Dreamwalker's skill extends beyond him/herself, allowing the character to enter into another person's dreams and forcefully pull them into Tel'aran'rhiod, keeping them there until the Dreamwalker wishes otherwise. He/she gains Dream Capture as a bonus feat.

Haven: While in Tel'aran'rhiod, the Dreamwalker can use his/her own force of will to shelter those around her. The Dreamwalker may add his/her Wisdom attribute modifier to his/her allies Concentration skill checks as a Luck bonus. A number of people equal to the Dreamwalker's Charisma attribute modifier may be aided in this manner.

Bind Dream: The Dreamwalker is able to use their mastery of Tel'aran'rhiod to force a change onto another person, causing that change to occur whenever the target enters the Dreamworld. The Dreamwalker gains Bind Dream as a bonus feat.

Example of play: Mairén, Wise One for the Bent Stone sept of the Shiande Aiel, has punished her apprentice for her childish behavior by using Dream Bind upon her appearance in Tel'aran'rhiod. Now whenever the apprentice appears in the World of Dreams, her hair is divided into pigtails like those worn by girl-children among the Aiel.

Dream Made Flesh: With this ability the Dreamwalker has learned to truly master him/herself and the environment, while residing in Tel'aran'rhiod. As with the Bend Dream ability, the character can shape the reality of the dream realm by force of will. In addition to those things considered "native" to the dream world (your surroundings, items you pick up, objects and buildings) even creatures that are physically brought into Tel'aran'rhiod can be affected. To change an object, make a Concentration check; a result of 25 or higher allows the Dreamwalker to change objects and surroundings, while a 35 or higher can alter whole buildings and terrain. These changes will revert back to their original

form in a number of hours equal to the Dreamwalker's level.

To change someone else who is physically in Tel'aran'rhiod, make a similar Concentration check. If the other person does not have the Bend Dream feat, add +20 to the DC used to change the Dreamwalker's own items or appearance. If the person does have the Bend Dream feat, the check is opposed by the target's Concentration check or whichever is higher. The subject takes his/her level x d6 subdual damage and will remain in the new form if taken back to the physical world (if that form is physically viable); otherwise he/she will revert back in 1d6 hours.

Knifeman

(by Andrew Curl)

There are swordsmen aplenty throughout the lands of men, and warriors who have trained to excellence with staff, spear, or bow; but a select few have found such weapons to be too cumbersome and slow. Their lifestyles and their abilities make them much better suited to a weapon that is easily concealed, quickly used, and deadly as any other in the hands of one so skilled as they. These fighters have specialized in fighting with daggers, and woe has fallen unto many who underestimated the Knifeman as an opponent.

Hit Die: d6

Requirements:

Base Attack: +4

Feats: Quick Draw, Dodge, Weapon Finesse (dagger)

Special: Dex 16+

Class Skills: The Knifeman's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Spot (Wis), Tumble (Dex), Use Rope (Dex)

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+2	+1	Knife Toss, Weapon Focus (dagger)	+0	+0
2	+1	+0	+3	+2	Sneak Attack +1d6	+0	+0
3	+2	+1	+4	+2	Two Dagger Fighting	+1	+1
4	+3	+1	+4	+2	Flick of the Wrist 1/ 2lvls/day	+1	+0
5	+3	+1	+5	+3	Improved Critical (dagger)	+1	+1
6	+4	+2	+5	+3	Twist of the Knife	+2	+0
7	+5	+2	+6	+4	Sneak Attack +2d6	+2	+0
8	+6	+2	+6	+4	Weapon Specialization (dagger)	+2	+1
9	+6	+3	+6	+4	Superior Ambidexterity (dagger)	+3	+0
10	+7	+3	+7	+5	Improved Two Dagger Fighting	+3	+1

Class Features:

Weapons and Armor: The Knifeman gains no weapon or armor proficiency

Weapon Focus (dagger): At 1st level the Knifeman gains the feat Weapon Focus for the dagger.

Knife Toss: At 1st level, the Knifeman can throw a dagger up to 30 ft. without incurring a range penalty. This feat applies only to the dagger.

Sneak Attack: Akin to the Wanderer's and Thief-Taker's Sneak Attack skills, the Knifeman gains Sneak Attack at 2nd level. Dice add to any previous Sneak Attack dice. She gains more Sneak Attack dice at 7th level.

Two Dagger Fighting: At 3rd level, when fighting with daggers, the Knifeman fights as if she had the feats Ambidexterity and Two-Weapon Fighting.

Flick of the Wrist: At 4th level, the Knifeman has become so proficient in the art of the dagger that he/she can draw and throw a dagger in the same motion, catching her enemies off guard. When the Knifeman uses this ability, their opponent is denied their Dex bonus, allowing the Knifeman to perform a Sneak Attack upon them. The Knifeman can use this skill once per 2 levels per day, and must have no daggers in hand when attempting to use this ability. This ability works only on ranged attacks.

Improved Critical (dagger): At 5th level, the Knifeman gains the feat Improved Critical (dagger).

Twist of the Knife: At 6th level, the Knifeman can use the dagger to greater effect in melee. For a –2 to attack in melee, the Knifeman can add 1d4 damage on a successful attack.

Weapon Specialization (dagger): At 8th level, the Knifeman gains the feat Weapon

Specialization (dagger). This gives a +2 bonus to damage done by the dagger.

Superior Ambidexterity (dagger): At 9th level, the Knifeman has become extremely skilled at fighting two-handed. This ability eliminates the remaining penalties for two-weapon fighting with daggers.

Improved Two-Dagger Fighting: At 10th level, the Knifeman can take an extra attack with her off hand, albeit at a –5 penalty.

Knight of the Eighth Tower

(by Tim O'Neil & Danny Longshore)

As the Kingdom of Malkier fell, the greatest leaders, most skilled swordsmen, and craftiest spies escorted the child-king al'Lan Mandragoran south, to lands where he could be protected, trained, and most importantly: hidden, until the day he raised the banner of the golden crane. These statesmen knew that in the coming years they would have to train their descendants to become the leaders that would follow Al 'Lan to the Blight, statesmen who could aid him in the leadership of the kingdom, and clever men who would protect him until he could step forward as the King of Malkier. From this need was born the secret order of the Knights of the Eighth Tower. Publicly, they are often seen as nobles of various houses from the Borderlands. Occasionally they hail from other kingdoms that they have come to settle in. In almost all cases, they are leaders of men.

While many leaders play the Game of Houses, few have more purpose in playing the game than the Knights. While they are not the best gamesmen, to the Knights, every victory in the Game of Houses is less bloodshed on the fields of Malkier. Typically, the Knights only enter the Game of Houses in response to an attack, or in an attempt to remove a darkfriend, or some other obstacle to Lan's ascendance to the Malkieri throne. Although there are rumors that this battlefield has been abused, none have been proven.

The Eighth Tower is organized as a pyramid, with any one brick in the pyramid having only direct connection to a few others. Like the pyramid, one of these points is more towards the pinnacle, or the leadership of the Eighth Tower. Other

points of contact are subordinate, typically apprentices. Other points are equals. Currently the head of the order, known as The Sentinel, Baron Stanislau organizes the Tower from Tar Valon through the use of messengers and riders. By and large, however, the world does not know of the existence of the Knights of the Eighth Tower, for frequently this becomes a death sentence from the many servants of the Blight.

Requirements:

To qualify to become a Knight of the Eighth tower, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: 8 ranks in any of the following skills, and at least 5 in the others: Diplomacy, Ride, and Sense Motive.

Feats: Mounted Combat, Fame

Special: To qualify as a Knight of the Eighth Tower the character must be descended from a Malkieri bloodline, or adopted by someone of Malkieri blood.

Hit Die: 1d8 per level

Class Skills: The Knight of the Eighth Tower's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Cha), Intimidate (Cha), Knowledge (any, Int), Ride (Dex), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions

Skill Points at Each Level: 6 + Intelligence Modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+1	+1	Leadership (DMG), Battle Cry	+1	+1
2	+2	+2	+2	+2	Subterfuge Feat, +1 Bonus Class Skill	+2	+1
3	+3	+2	+2	+2	Strategy, Hard March	+2	+0
4	+4	+2	+2	+2	Armsman / Borderlander Feat	+2	+1
5	+5	+3	+3	+3	Tactics (WoT, 211),	+3	+1
6	+6	+3	+3	+3	Subterfuge Feat	+3	+0
7	+7	+4	+4	+4	Armsman/ Borderlander Feat	+4	+1
8	+8	+4	+4	+4	Logistics	+4	+1
9	+9	+4	+4	+4	Armsman/ Borderlander Feat	+4	+0
10	+10	+5	+5	+5	To the Bitter End	+5	+1

Class Features: All of the following are class features of the Knight of the Eighth Tower:

Weapon and Armor Proficiency: Proficient with all simple and martial weapons, all types of armor, and shield

Leadership: Per the d20 SRD

Battle Cry: When the Knight's battle cry rings out over the field, it inspires allies who can hear his shout. At 1st level, a Knight gains this ability. Affected allies receive a +2 morale bonus on Will saving throws against mind influencing weaves (such as Compulsion) or similar effects, and a +1 morale bonus on attack and weapon damage rolls. These bonuses last a number of rounds equal to the Knight's Charisma bonus, and the Knight can shout a battle cry once per day per class level.

Subterfuge Feat: While the Knights primarily lead from the battlefield, in the intervening time before 'Lan raises the golden crane, Knights learn to gather intelligence and use their political influence to gain power within the courts. At 2nd and 6th level, the Knight may choose from the following list of feats: Alertness, Iron Will, Mimic, Nimble, Persuasive, Run, Sharp Eyed, Trustworthy, and Stealthy.

Strategy: By directing the actions of others, a Knight can increase their chances of success, this requires a Diplomacy check (DC 10 + the number of allies to be assisted) and a full round action. A success grants a competence bonus on all allies' skill checks for 1 minute (or a single task if it requires more than 1 minute to complete). The bonus is equal to the leader's Charisma bonus.

All allies to be affected must be able to understand the Knight and must be within his sight and within range of his voice.

Hard March: Speed can be a critical factor when leading troops over long distances. Starting at 2nd level, the Knight can urge troops to move faster. Anyone traveling with the Knight gains a +2 morale bonus on Constitution checks required for making a forced march, or any other task calling for extended exertion, and the Knight himself gains a +4 bonus when he exhorts his fellows to endure. Animals are not affected.

Armsman / Borderlander Feat: As he progresses in experience, the Knight learns to perfect the skills of the Borderlanders, particularly those involving combat. He may choose new feats from the Armsman Class' or Borderlander Background's lists of feats. Note: since the idea of this class is to be not only combat capable, but capable as a leader of Borderlanders, no Borderlander feats can be taken twice as Knight of the Eighth Tower bonus feats. Only character feats are acceptable for repeat feats. Additionally, Weapon Specialization is not allowed to be one of these feats.

Tactics: Beginning at 4th level, a Knight can use tactical knowledge to direct allies during a battle, thereby increasing their chances for success. By using his attack action, the Knight can grant any one ally (not including himself) a competence bonus on attack or a Dodge bonus to Defense and Reflex saving throws. The bonus is equal to the Knight's Intelligence bonus and lasts a number of rounds equal to 1d4+the Knight's Charisma modifier. With a full round action, the Knight can

grant the selected bonus to all allies (including himself). In this case, the bonus lasts a number of rounds equal to $1d4 +$ the Knight's Charisma modifier. All allies to be affected must be within sight and voice range of, and must be able to understand, the Knight.

Logistics: Per WoT RPG Book.

To the Bitter End: Per WoT RPG Book.

Knights of Saldaea, the Order of the Rose
(By Danny Longshore)

When Saldaea goes to war, the Queen commands the army. The Knights of Saldaea the Order of the Rose guard the Queen. In peacetime the guard is responsible for upholding the Queen’s law and keeping the peace.

Hit Die: d10

Requirements

To qualify to become a member of the Knights of Saldaea, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Intimidate 6 ranks, Search 2 ranks, Sense Motive 2 ranks, and Spot 5 ranks.

Feats: Armor Compatibility, Combat Reflexes, & Combat Expertise

Special: Must have been selected to become a member of the Queens Guard. A Knight may resign his post in the Order of the Rose at any time but must name his replacement or have the permission of the Queen.

Class Skills: The Queen's Guard’s class skills (and the key ability for each skill) are; Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), Search (Int), Sense Motive (Cha), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+0	For Queen and Country 1/day	+0	+1
2	+2	+3	+2	+0	Leadership	+0	+0
3	+3	+3	+2	+1	Bonus Feat	+1	+1
4	+4	+4	+2	+1	Strategy	+1	+0
5	+5	+4	+3	+1	For Queen and Country 2/day	+1	+1
6	+6	+5	+3	+2	Oath of Righteousness	+2	+0
7	+7	+5	+4	+2	Hard March	+2	+1
8	+8	+6	+4	+2	Bonus Feat	+2	+0
9	+9	+6	+4	+3	For Queen and Country 3/day	+3	+1
10	+10	+7	+5	+3	For the Falcon and the Rose	+3	+0

Class Features:

All of the following are class features of the Knight of Saldaea.

Weapon and Armor Proficiency: The Knight of Saldaea does not gain additional proficiency with weapons or armor.

For Queen and Country: At 1st, 5th, and 9th level, the Knight of Saldaea gains the extraordinary ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his class level as a Knight if he hits. The Knights of Saldaea must declare these attacks before rolling for them, and even if an attack misses it is considered used.

Leadership: At 2nd level, a Knight of Saldaea gains the feat Leadership as per the d20 SRD. It is

the duty of a Knight of Saldaea to charge into the thick of battle to take the place of a fallen general or captain.

Bonus Feat: At 3rd and 8th level, the Knight of Saldaea gains a bonus feat. These may be selected from the Armsman list, as long as the Knight of Saldaea meets the prerequisites.

Strategy: By 4th level, a Knight of Saldaea has become accomplished at directing the actions of others, increasing their chances of success, this requires a Diplomacy check (DC 10 + the number of allies to be assisted) and a full round action. A success grants a competence bonus on all allies’ skill checks for 1 minute (or a single task if it requires more than 1 minute to complete). The bonus is equal to the Knight of Saldaea’s Charisma bonus. All allies to be affected must be

within sight and voice range of, and must be able to understand, the Knight of Saldaea.

Oath of Righteousness: At 6th level, a Knight of Saldaea may select a single opponent within 60 feet and swear an oath to defeat him. For the rest of his life the Knight of Saldaea considers that opponent a threat to the Queen and he will do all in his power to kill that opponent even if it means putting himself at great risks. Whenever fighting the challenged opponent the Knight of Saldaea has a +2 morale bonus on melee attack rolls, weapon damage rolls, saves, and skill checks made against the sworn opponent. The Knight of Saldaea cannot have sworn more than one oath at any time, but may swear a new oath once the first has been fulfilled.

Hard March: Speed can be a critical factor when leading troops over long distances, starting at 7th level the Knight of Saldaea can urge troops to move faster. Anyone traveling with the Knight gains a +2 morale bonus on Constitution checks required for making a forced march, or any other task calling for extended exertion, and the Knight himself gains a +4 bonus when he exhorts his fellows to endure. Animals are not affected.

For the Falcon and the Rose: The Knights of Saldaea may sound a rally cry in battle, all allies within earshot gains a +1 circumstance bonus to attack rolls and a +2 to their Defense bonus. If the Knight of Saldaea is in combat protecting the Queen the rally cry provides a +2 circumstance bonus to attack rolls and a +3 Defense bonus.

Master Sailor

(by Ben Ring)

More comfortable on sea than on land, the Master Sailors are the undisputed rulers of the ocean. Their ships traverse the known world, trading in any commodity that turns a profit.

Hit Die: d6

Requirements:

Base Attack Bonus: +3

Skills: Profession (sailor) 5 ranks, Swim 5 ranks, Use Rope 5 ranks

Feats: Sea Legs

Special: Must be from one of the following Backgrounds: Altaran, Atha'an Miere, Borderlander (Saldaean), Domani, Illianer, Seanchan, Tairen, Taraboner.

Class Skills: The Master Sailor's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Profession [sailor, merchant] (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex)

Skill Points at Each Level: 4 + Int

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+2	+1	Treading the Lines, Navigator	+1	+0
2	+1	+1	+3	+2	Golden Palm, Sea Eyes	+1	+1
3	+2	+1	+3	+2	Lash the Sails	+1	+0
4	+3	+2	+4	+2	Close Sailing 1/day/level	+2	+1
5	+3	+2	+1	+3	Master Navigator	+2	+1

Class Abilities

Weapon and Armor Proficiencies: Master Sailors gain no weapon or armor proficiencies.

Treading the Lines: Many years spent clambering among ships' rigging have honed the Sailor's agility. He gains +2 to Climb and Balance skill checks.

Navigator: A lifetime at sea has granted the Sailor the ability to find his way in the darkest night. He gains +4 to his Intuit Direction skill checks. This ability can be used on land or at sea.

Golden Palm: The Sailor has been in many ports of call, and has sharpened his haggling skills. He gains +2 to Appraise and Bluff skill checks.

Sea Eyes: The Sailor is adept at sighting objects at a long distance. He gains Sharp Eyed as a bonus feat at level 2.

Lash the Sails: Weathering storms at sea has taught the sailor to forge ahead in even the

toughest of circumstances. He gains Endurance as a bonus feat at level 3.

Close Sailing: The Sailor now cuts to the bone in his bargaining. He gains an additional 1d6 to his Bluff checks. He may use this ability once per day per level. (e.g.: roll d20 + skill + 1d6 = total. This bonus doesn't affect critical success; i.e. 17 on d20 + 3 on d6 doesn't equal natural 20)

Master Navigator: His close contact with the sea has granted the Sailor an unmatched ability in navigation. As a full round action, the Sailor may automatically locate True North. This ability may only be used on water; if on land, the Sailor gains an additional +4 to Intuit Direction skill checks.

Queens Guard of Andor
(by John Bornicke)

When Andor goes to war, the Guard and the army are commanded by the First Prince of the Sword, but the Queen often rides with them as well. In peacetime the guard is responsible for upholding the Queen’s law and keeping the peace.

Hit Die: d10

Requirements: To qualify to become a member of the Queens Guard, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Gather Information 2 ranks, Search 5 ranks, Sense Motive 5 ranks, Spot 5 ranks.

Feats: Combat Reflexes, Combat Expertise

Special: Must have Armor Compatibility and have been selected to become a member of the Queens Guard.

Class Skills: The Queen’s Guard’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), Search (Int), Sense Motive (Cha), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+0	Dual Strike, No Subdual Penalty, Armor Compatibility	+0	+1
2	+2	+3	+2	+0	Ever Vigilant	+0	+0
3	+3	+3	+2	+1	For Queen and Country 1/day	+1	+1
4	+4	+4	+2	+1	Bonus Feat	+1	+0
5	+5	+4	+3	+1	Defenders of the Rose Crown	+1	+1
6	+6	+5	+3	+2	For Queen and Country 2/day	+2	+0
7	+7	+5	+4	+2	Fearless	+2	+1
8	+8	+6	+4	+2	Bonus Feat	+2	+0
9	+9	+6	+4	+3	For Queen and Country 3/day	+3	+1
10	+10	+7	+5	+3	Rallying the Lion	+3	+0

Class Features: All of the following are class features of the Queen’s Guard.

Weapon and Armor Proficiency: The Queen’s Guard does not gain additional proficiency with weapons or armor.

Armor Compatibility: Like Armsmen, Guardsmen benefit more from wearing armor than many other fighting classes do. When wearing armor, add any shield and armor bonus to the class defensive bonus to determine total defense.

Dual Strike: The character gains the Dual Strike feat for free. If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll instead of the normal +2.

No Subdual Penalty: At 1st level, the Guardsman can use a melee weapon that deals normal damage to deal subdual damage instead without suffering the usual -4 penalty on his attack roll.

Ever Vigilant: At 2nd level, the Guardsmen may, as a free action in any non-combat round, designate any one particular move-equivalent action, standard, or full round action a single opponent might perform. If the chosen individual performs this action within the next 10 minutes, the Guardsman may make an Attack of Opportunity with a readied weapon (if within range). This attack counts against the Guardsman’s Attacks of Opportunity, and only one such action may be designated at any given time.

For Queen and Country: Beginning at 3 level and every three levels after that, the Guardsman gains the extraordinary ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his class level in Guardsman if he hits. The Guardsman must declare this special attack before rolling for it, and even if it misses it is considered used for the purposes of calculating how many uses per day the Guardsman may attempt this ability.

Bonus Feat: These may be selected from the Armsman list, as long as prerequisites are met.

Defenders of the Rose Crown: You are one of the elite of the Guard, and often are assigned the task of guarding the Queen or Daughter-Heir themselves and train hard together for this responsibility. As such, you gain a circumstance bonus on attack rolls equal to the number of other attackers who have this feat and are engaged in melee combat with your target. This bonus stacks with the Dual Strike feat.

Fearless: You would lay down your life for Andor and would never consider retreat or flight from battle. You gain the Fearless feat for free. Effects that would result in you being “panicked” are reduced to “frightened”, “frightened” is reduced to “shaken”, and “shaken” is ignored.

Rallying the Lion: The character may sound a rousing cry in the defense of Andor. All Guardsmen within earshot gain a +1 morale bonus to Attack rolls and a +2 Defense morale bonus. These bonuses last for as many rounds as the Guardsman’s Charisma bonus.

Scholar

(by Jonas Christensen)

A Scholar is an individual trained in academic and scientific disciplines. Many are specialists in a specific field of study, such as history, philosophy or invention. Some Scholars are wanderers, traveling the land in search of new, lost or hidden knowledge, but most are situated in cities, where their own reputation or a wealthy patron may secure them access to libraries and workshops. All Scholars are driven by the desire to learn, and they are often curious and patient. Some seek to know the world around them, some wish to make technological improvements, while others find joy in ancient manuscripts.

Some Scholars specialize in specific areas of knowledge, while others become knowledgeable in many subjects. Possible knowledge skills include (but are not limited to): Arcana, Engineering, Geography, History, Local, Nature, Nobility and Royalty, The Age of Legends, Philosophy, and Natural Science (Mathematics, Physics). An inventor might also need a Craft or Profession to make new creations himself, otherwise he must work with trained Craftsmen.

Most Scholars are former Experts, but all classes may devote their time to study and become a Scholar. Some Scholars have been trained in formal academies, while others are self-taught, but nearly all have received some form of education when they were young. Scholars come from many backgrounds, though there are no known Aiel scholars. Many renowned Scholars have been Ogier.

Hit Die: d4

Requirements: To qualify to become a Scholar, a character must fulfill all the following criteria:

Skills: 3x Knowledge(Any) 6, (has to have at least three knowledge skills with 6 ranks).

Class Skills: The Scholar's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Any) (Int), Profession (Wis), Search (Int), Speak Language.

Skill Points at Each Level: 6 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+0	+2	Scholar's Learning	+0	+1
2	+1	+0	+0	+3	Analyze	+0	+1
3	+1	+1	+1	+3	Skill Emphasis, Old Tongue	+1	+0
4	+2	+1	+1	+4	Erudite	+1	+1
5	+2	+1	+1	+4	Skill Emphasis	+1	+1
6	+3	+2	+2	+5	Focus	+2	+0
7	+3	+2	+2	+5	Skill Emphasis	+2	+1
8	+4	+2	+2	+6	Ingenuity	+2	+1
9	+4	+3	+3	+6	Skill Emphasis	+3	+0
10	+5	+3	+3	+7	Identify	+3	+1

Class Features: All of the following are class features of the Scholar:

Weapon and Armor Proficiency: Scholars gain no proficiency with any type of weapon or armor.

Scholar's Learning: Works like the Gleeman's Lore described in the Wheel of Time rulebook on page 214 (make an Int check + Scholar level against a DC between 10 and 30), except that the

Scholar only knows general historical and legendary facts, not current rumors.

Old Tongue: Through studies of ancient manuscripts the Scholar has picked up a smattering of the Old Tongue. At 3rd level the Scholar masters the Old Tongue.

Analyze: The Scholar, being quite adept at filtering key information out of written text

(books, scrolls, etc.), profits from their years of experience in this area. When performing a Search check on any written material, he/she gains a circumstantial +5 bonus on his/her Search check.

Skill Emphasis: At 3rd, 5th, 7th and 9th level, the Scholar receives Skill Emphasis as a bonus feat. This feat may be applied to any class skill. The Scholar may not select the same skill twice.

Erudite: The Scholar is now so learned and well-read that she may try to use a skill she has little or no formal training in. The Scholar makes an Intelligence check + Scholar Level against DC 20. If she succeeds she gains 2d6 temporary ranks in a skill with Intelligence or Wisdom as its key ability (or +2 ranks if she has more than 12 ranks in the skill). This ability can only be used once per day, and the Scholar must study her books before she can attempt to use another skill.

Focus: The Scholar is able to focus on one task, and ignore all distractions. He may take 10 when using one of his class skills, even under adverse conditions. His concentration on intellectual tasks means that he seems rather reserved, however, and the Scholar suffers a -2 on all skills with Charisma as its key ability.

Ingenuity: The Scholar now has the potential to make a great scientific discovery, create a new invention or formulate a revolutionary theory. This requires a period of study and access to a library or workshop. The Scholar chooses a skill to study and makes a skill check against DC 35. If the check succeeds, the Scholar has created a new machine, written a new chapter in the history of a kingdom or something similar. This may have wide-reaching political or technological consequences.

Identify: The Scholar may use Scholar's Learning to know specific facts about a particular person or item, but the Scholar must have the appropriate Knowledge skill. This might even reveal information about wondrous items (requires Knowledge (Age of Legends)).

The Scout

(by John Bornicke)

Slipping down through the brushwood, quiet and observant, the Scout performs a vital task in defeating armies and winning wars. His task is not to fight the enemy directly, but rather to gain valuable knowledge about the enemy's strengths, weaknesses, and movements. Ironically, the skills that make these men formidable scouts are the same skills that make them excellent horse thieves, which is how many begin their career.

Hit Die: d6

Requirements: To qualify to become a Scout, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Move Silently 10 ranks, Ride 10 ranks, Wilderness Lore 10 ranks

Feats: Track, Mounted Combat

Class Skills: The Scout's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 8 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+2	+1	Woodland Stride, Fast Movement	+1	+1
2	+1	+2	+3	+2	Sneak Attack +1d6, Fieldcraft	+2	+0
3	+2	+2	+3	+2	Concealment 1	+2	+1
4	+3	+2	+4	+2	Fast Sneak	+2	+0
5	+3	+3	+4	+3	Opportunist	+3	+1
6	+4	+3	+5	+3	Sneak Attack +2d6, Sound the Alarm	+3	+0
7	+5	+4	+5	+4	Concealment 2	+4	+1
8	+6	+4	+6	+4	Silencing Attack	+4	+0
9	+6	+4	+6	+4	Always Sneaky	+4	+1
10	+7	+5	+7	+5	Sneak Attack +3d6, Internal Compass	+5	+0

Class Features:

Woodland Stride: The Scout may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairments.

Fast Movement: The Scout gains +10 feet to his base speed when wearing no armor or light armor. This increase does not stack with other class-based movement increases.

Sneak Attack: If the Scout can catch an opponent when they are unable to defend, the Scout may strike vital locations. Anytime an opponent is denied their dexterity bonus to AC or the character is flanked the Scout does additional damage. This ability stacks with any additional Sneak Attack damage the character may have from another class. Ranged Sneak Attacks may

be delivered as long as the target is within 30 feet of the Scout.

Fieldcraft: The Scout gains a +2 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks when outdoors in rural or wilderness.

Concealment: A Scout trains himself to make the most of his surroundings when he wishes to remain unseen. Whenever the Scout uses natural elements (Foliage, trees, boulders, shrubbery, etc.) to gain cover or concealment, he increases the benefit of his cover or concealment by one step. At 7th level, the Scout increases the benefit for any cover or concealment by two steps.

Fast Sneak: When using Move Silently and Hide, the Scout can move at his normal speed without suffering a penalty to those skills.

Opportunist: Once per round, the Scout may make an Attack of Opportunity against an opponent that has been struck for damage by another character. This counts toward the maximum number of Attacks of Opportunity that the Scout can make in a round. This attack can be made with a ranged weapon, if it is within 30 feet of the Scout.

Sound the Alarm: If the Scout can take an action during a surprise round, he is considered able to alert other party members. They are then able to act in the surprise round at -4 Initiative penalties.

Silencing Attack: If the Scout successfully hits a flat-footed opponent with a melee attack, they may choose to effectively knock the wind from the opponent rendering them unable to speak for one full round. This prevents shouted warnings and alarms.

Always Sneaky: The Scout is always taking 10 on Move Silently and Hide. Unless the Scout wants to be seen or heard, make opposed Spot and Listen checks to detect the Scout's presence.

Internal Compass: At 10th level, the Scout always knows which way is north. Determining direction for the Scout is a standard action.

Seanchan Seeker for Truth

(by Ben Ring)

The motives of men are subtle and well hidden, but what is hidden may be found. It is the duty of the Seekers for Truth to uncover any dangers to the Empress. They carry out their agenda with stealth and secrecy from the Tower of Ravens, and stop at nothing to uncover traitors and deviants.

Hit Die: d8

Requirements:

Base Attack Bonus: +4

Skills: Sense Motive 8 ranks, KS: Nobility and Royalty 5 ranks, 2 of the following at 8 ranks and 1 of the remaining at 5 ranks: Bluff, Gather Information, Intimidate, and Use Rope.

Feats: Disciplined, Skill Emphasis (Sense Motive)

Special: Owned by the Throne; the character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, Forgery, Innuendo

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skill Points per Level: 6 + Int modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+0	+2	+1	Seeker Aura, Marked, Cover Identity	+1	+1
2	+2	+0	+3	+2	Command	+2	+0
3	+3	+1	+3	+2	Locate Secret, Sneak Attack +1d6	+2	+1
4	+4	+1	+4	+2	Special Ability, Iron Will	+2	+0
5	+5	+1	+4	+3	Body Language, Sneak Attack +2d6	+3	+1
6	+5	+2	+5	+3	Locate Dissension	+3	+0
7	+6	+2	+5	+4	Memory, Sneak Attack +3d6	+4	+1
8	+6	+2	+6	+4	Hide in Plain Sight	+4	+0
9	+7	+3	+6	+4	Locate Treason, Sneak Attack +4d6	+4	+1
10	+7	+3	+7	+5	Superior Iron Will, Superior Body Language	+5	+0

Class Features:

Weapon and Armor Proficiency: The Seeker is proficient in the use of all simple and martial weapons. Seekers are proficient with light armor but not with shields.

Owned by the Throne: The character is property of the Empress. They have been raised from an infant with the goal of serving the Empress, and have been trained with that ideology. A Seeker may take no action that threatens the Empress.

Seeker Aura: Seekers are preceded by their reputation. They gain a +4 competence bonus on Intimidate checks. They do not gain this ability against non-Seanchan.

Marked: Seekers are marked with the tattoo of a raven. A character falsely passing himself off as a Seeker will find swift and deadly retribution.

Cover Identity: A Seeker must establish a cover identity. While operating in that identity, they gain a +4 circumstance bonus to Disguise checks and +2 to Bluff and Gather Information checks. However, the Seeker must put ranks equal to half their character level into a Profession of her choice, and must maintain that ratio as she gains in levels.

Command: When they call on the power of their position, a Seeker is difficult to resist. Once per day per two Seeker levels, the Seeker may give a

command to a Seanchan. The Seanchan must succeed at a Will save (10+ 1/2 character level + Cha modifier) or obey the Seeker. Upon a successful save, that creature is immune until the Seeker gains an additional Seeker class level (though the character may still do what the Seeker says).

Sneak Attack: If a Seeker can catch an opponent who is unable to defend himself effectively from the attack, they can strike a vital spot for extra damage. The extra damage is +1d6 at level 2, increasing to +2d6 at level 5, +3d6 at level 7, and +4d6 at level 10. A Seeker can only Sneak Attack a living creature with a discernible anatomy. If the Seeker gets a Sneak Attack bonus from another source (such as Wanderer levels), the bonuses to damage stack.

Locate Secret: The Seeker has developed a sense for uncovering hidden things: once per day the Seeker may make a check with a bonus equal to her Seeker level + Intelligence bonus to see whether she knows some relevant information about a particular person. The DC is the same as listed for the Gleeman's Lore ability (p. 214, WoTRB).

Body Language: The Seeker learns to read a person's body language; they gain a +3 competency bonus to Bluff, Diplomacy, Innuendo, and Sense Motive checks.

Special Ability: At 4th level, the Seeker gets a special ability of their choice from: Skill Mastery, Fast Movement, Crippling Strike, or Defensive Roll.

Iron Will: At 4th level, the Seeker gains Iron Will as a bonus feat

Locate Dissension: As Locate Secret, but may be used twice per day.

Memory: The Seeker has trained their mind, and their memory is greatly enhanced. A Seeker can hold up to one minute (10 rounds) of speech or one image in mind, and can recall it as though they were still present.

Hide in Plain Sight: The Seeker has learned to move undetected; if within 10 feet of a shadow or an obstruction of some sort (must be their size or larger), the Seeker may use their Hide skill to remain unseen.

Locate Treason: As Locate Dissension, but may be used three times per day.

Superior Body Language: As Body Language, but the bonus increases to +6.

Superior Iron Will: As the Iron Will feat, but the Will save bonus increases to +4.

Seanchan Deathwatch Guard

(by Ben Ring)

The Deathwatch Guards are an elite group of defenders, existing only to protect the member of the Blood whom they serve. Intense training in weaponry, defensive tactics, and ideology has molded the members of the Deathwatch into living shields who stand between their charge and any perceived danger.

Hit Die: d10

Requirements:

Base Attack Bonus: +7

Skills: Intimidate 5 ranks, Spot 5 ranks, KS: Royalty and Nobility, 5 ranks

Feats: Improved Initiative, Alertness, Toughness

Special: Sworn to the Blood

Class Skills: The Deathwatch Guard's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge: Nobility and Royalty (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Int), Swim (Str).

Skill Points per Level: 4 + Int modifier

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+1	Armor Compatibility, Defensive Stance +1	+1	+1
2	+2	+3	+2	+2	Inspiration +1, Movement Check	+2	+0
3	+3	+3	+2	+2	Harm's Way	+2	+1
4	+4	+4	+3	+2	Defensive Stance +2	+2	+0
5	+5	+4	+3	+3	Inspiration +2, Vitality +6	+3	+1
6	+6	+5	+3	+3	Staunch Defender	+3	+0
7	+7	+5	+4	+4	Defensive Stance +3	+4	+1
8	+8	+6	+4	+4	Inspiration +3, To the Death	+4	+0
9	+9	+6	+5	+4	Defensive Blow	+4	+1
10	+10	+7	+5	+5	Defensive Stance +4, Vitality +12	+5	+0

Class Features

Sworn to the Blood: The character is sworn to the service of the Empress and is the property of the Empire. He has been raised from a baby with the goal of protecting members of the Blood, and he has been trained with that ideology. To the best of his ability, he will serve and obey his sworn charge, and has sworn binding oaths to protect his charge with his life. He will never do anything to directly harm his charge or the Empress.

Weapon and Armor Proficiency: Deathwatch Guards are proficient with all simple and martial weapons, with all armor, and with shields.

Armor Compatibility: Like Armsmen, Deathwatch Guards benefit more from wearing armor than many other fighting classes do. When wearing armor, add the shield and armor bonus to

the class defensive bonus to determine total defense.

Defensive Stance: Deathwatch Guards are trained to defend their charges. When the Deathwatch Guard is defending his charge (he is within 5 feet of both his charge and the attacker), he may subtract 4 from his attack and add a +1 Dodge bonus to his charge's defense. The Dodge bonus granted to his charge increases to +2 at level 4, +3 at level 7, and +4 at level 10.

Inspiration: The Blood are an inspiration to the Deathwatch Guard, and drive them to press their training to the utmost. When fighting to protect a member of the Blood, the Deathwatch Guard gains a +1 competence bonus to all saves. This bonus stacks with any other save bonus (including that granted from a noble's Inspire Confidence ability), and increases to +2 at level 5, and +3 at level 8.

Movement Check: The Deathwatch Guard challenges any who would approach his charge. The Guard may make an Attack of Opportunity against an opponent moving through his threatened area. If successful, the strike halts the opponent in addition to scoring normal damage. If the opponent attempts to tumble or feint, the Deathwatch Guard may make an opposed Spot check to attempt to defeat this tactic. Use of this ability does not override the number of Attacks of Opportunity the character may normally take in a round, nor does it allow multiple AoOs against the same opponent assuming they try more than once in a round.

Harm's Way: A Deathwatch Guard will sacrifice himself for the safety of his charge. When his charge is attacked and hit, a Deathwatch Guard (who must be adjacent, or within 5 feet of his charge) may make a Reflex save (DC = opponent's total attack roll – Guard's class level) to take the blow instead. The opponent rolls damage and applies it to the Deathwatch Guard rather than the charge. The Guard may use this ability only once per round, and a number of times per day equal to his Deathwatch Guard level.

Vitality: A Deathwatch Guard can practice so much in taking the brunt of an attack in the defense of their charge, it can actually make them tougher than other men of a similar constitution. At level 5, he receives 6 extra hit points. This bonus increases by 12 additional hit points at level 10.

Staunch Defender: As Harm's Way, but the Deathwatch Guard does not need to make a Reflex save to take the place of his charge. Rather, the Guard may automatically take the hit for his charge. He may use this ability once per Deathwatch Guard level per day, but only once per round.

To the Death: "Protect the Blood at all costs!" When reduced to between -1 and -9 hit points, a Deathwatch Guard automatically become stable. He doesn't have to roll d% to see if he loses 1 hit point each round.

When reduced to negative hit points, the Guard may choose to act as if he was disabled, rather than dying. He must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if he were disabled, he immediately falls unconscious.

When using this feat, the Guard can take either a single move or standard action each turn, but not both, and he cannot take a full round action. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some free actions) he takes 1 point of damage after completing the act. If the Guard reaches -10 hit points, he immediately dies.

Defensive Blow: At 9th level, a Deathwatch Guard becomes a fearsome defender. Whenever he is engaged in melee combat where he seeks to defend his sworn charge, the Deathwatch Guard gains a +2 morale bonus to his attack and damage rolls.

Thunder Walker

(by Steven Russell)

If Maidens are scouts, Stone Dogs the rear guard, and Red Shields the police, then the *Sha'mad Conde* (Thunder Walkers, in the common tongue) warrior society serves as the heavy infantry and vanguard of an Aiel attack. The Thunder Walkers are the elite of the *Sha'mad Conde* society, the heaviest infantry of the Aiel. They strike the enemy head on, and are the first to engage them. While the swiftest runners sweep around the enemies' flanks, the Thunder Walkers must hold their attention, and only the strongest and hardest of the Thunder Walkers' society survive to gain this prestige class. They are often the society that plays the pipes into battle. A Thunder Walker will never shed the blood of another Thunder Walker in battle except as a matter of *ji'e'toh*. Thunder Walkers, as with other warrior societies, have their own customs, taboos, and outlook on *ji'e'toh*.

Hit Die: d12

Requirements:

Base Attack Bonus: +6

Gender: Male-only society

Channeling : **Non-channeler**, no channeler is allowed to remain a member of the Thunder Walkers. Such a character is expected to follow the tradition of going to kill the Dark One (though some may join the Black Tower as the Car'a'Carn brings change).

Skills: Intimidate 9 ranks, Perform (pipes) 4 ranks

Feats: Great Fortitude, Power Attack, Shield Proficiency, Weapon focus (short spear)

Special: You must own a *cadin'sor* and *shoufa* cut in the fashion of the Thunder Walker society, You must be accepted by the Thunder Walker society of a particular tribe, You must accept and live by *ji'e'toh*,

Class skills: The Thunder Walker's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft: pipes (Int), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str) Listen (Wis), Move silently (Dex), Perform: pipes (Cha), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+2	+0	PAC, Ji'e'toh, Born with the Spear	+0	+0
2	+2	+3	+3	+0	Battle Hymn	+1	+0
3	+3	+3	+3	+1		+1	+1
4	+4	+4	+4	+1	Born with the Spear	+2	+0
5	+5	+4	+4	+1	Life is a Dream	+2	+0
6	+6	+5	+5	+2		+3	+1
7	+7	+5	+5	+2	Born with the Spear	+3	+0
8	+8	+6	+6	+2	Wash the Spears	+4	+0
9	+9	+6	+6	+3		+4	+1
10	+10	+7	+7	+3	Born with the Spear	+5	+0

Class Features:

Weapon and Armor Proficiency: Thunder Walkers are proficient with all simple weapons (A short spear is considered a light weapon in his hands), except ranged weapons and the shortsword, which they will not generally touch. For this reason, Thunder walkers gain no

experience points from encounters in which they use ranged weapons or swords. Thunder Walkers do not wear armor and do not gain any armor proficiencies. When wearing armor a Thunder Walker loses all class abilities and gains no experience points. This does not include shields.

PAC: Partial Armor Compatibility, Thunder Walkers benefit from the use of shields. A Thunder Walker's Character Defense bonus(including multi-class) stacks with the equipment bonuses of shields.

Ji'e'toh: Each Aiel Warrior Society has its own special vows, Maidens wed to the spear, Stone Dogs never retreat, Thunder Walkers' extra vows include never to touch a bow, turn away from a possible dance of spears, and not to attack an enemy unless it be head on (though they still attack with surprise). To do so accumulates great toh to the whole society.

Born with the Spear: The specialized training given to members of the Sha'mad Conde allows the Thunder Walker to choose from the following benefits as they focus their fighting techniques and attain the prerequisites required: Any Aiel Background Feat, Combat Reflexes, Quick Draw, Superior Weapon Focus(short spear) [not to be taken before 4th level] , Improved Critical (short spear), Weapon Finesse (short spear), and Weapon Specialization (short spear)

Battle Hymn: While a Thunder Walker plays the pipes (Perform DC 15) he gives his allies a +1 morale bonus to attack and damage.

Life is a Dream: Many Aiel have no fear of death believing that it is just a dream that someday you must wake from. They use their Fortitude save vs. Fear affects (e.g.: Nightrunner's stare, intimidate checks etc...)

Wash the Spears: Many Aiel wear their scars proudly and are well-known for fighting at any provocation and for always washing their spears in blood once they have begun fighting. The Thunder Walker gains his Fortitude bonus to his Intimidate check

Two Rivers Archer

(By Danny Longshore)

Originating in the Two Rivers, the Two Rivers Longbow has long been the bow of choice among many armies. There are none, however, more skilled with this bow than the Two Rivers' people themselves. With the ancient blood of Manetheren running through their veins and a strong tradition with the bow, no other people surpasses them in the skillful use of the Two Rivers Longbow. The people of ancient Manetheren have long lived as a peaceful collection of villages thinly spread over western Andor, but that was changed when they were brutally awakened by the Children of the Light as they invaded and laid siege to several Two River villages. The deciding factor however, was when Lord Perrin rallied the Two Rivers' people at Emond's Field to stand against the hordes of the Dark One. Fighting side-by-side against shadowspawn the Two Rivers' people eventually turned the foul creatures back. In the aftermath, Lord Perrin organized and led out a unit of two hundred battle-hardened archers from the valley to help the Dragon Reborn in his struggle. Many noble houses would pay a fine wage to Two Rivers Archers that would work for their house and defend their houses' interests. The blood of Manetheren runs deep in these Archers' souls, however, so few stray from home to work for nobles that are not Midlanders.

Hit Die: d8

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+0	+1	+0	Massed Fire	+1	+1
2	+2	+0	+2	+0	Deer on the Run	+2	+0
3	+3	+1	+2	+1	Close Combat Shot	+2	+0
4	+4	+1	+2	+1	Eagle-Eye Shot	+2	+1
5	+5	+1	+3	+1	Class Skill Emphasis	+3	+0
6	+6	+2	+3	+2	Bonus Feat	+3	+0
7	+7	+2	+4	+2	Luck of the Draw	+4	+1
8	+8	+2	+4	+2	Reflex Shot	+4	+0
9	+9	+3	+4	+3	Rain of Death	+4	+0
10	+10	+3	+5	+3	Break the Charge	+5	+1

Class Features:

All the following are class features of the Two Rivers Archer.

Requirements: To qualify to become a Two Rivers Archer, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Craft (Bowyer) and Craft(Fletcher) at 4 ranks and Wilderness Lore 8 ranks.

Feats: Point Blank Shot, Far Shot, & Weapon Focus (Two Rivers Longbow), Skill Emphasis in one of the following: Craft(Bowyer), Craft(Fletcher), Concentration, or Wilderness Lore.

Special: Though many have studied the use of the Two Rivers Longbow, none practice it as intensely as the Two Rivers' people; thus only people from the Two Rivers or those who have lived with or been trained by the Two Rivers people may take levels in this prestige class,.

Class Skills: The Two Rivers Archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Wis), Craft (Bowyer, Fletcher, or Weaponsmith) (Int), Handle Animal (Cha), Listen (Wis), Profession (Wis), Spot (Wis), Swim (Str), & Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Weapon and Armor Proficiency: Two Rivers Archers gain no new armor, shield, or weapon proficiencies.

Massed Fire: Two Rivers Archers are trained to operate as a block, or unit, of archers. The strength of the archer is not that of the single archer firing, but the block of archers firing as a unit. For every additional Two Rivers Archer in the block the Two Rivers Archer gains a +1 to attack rolls (up to a maximum of 5). The block of archers must act as a cohesive unit in order to gain the bonus.

Deer on the Run: Once per round, the Two Rivers Archer may make a Concentration check (DC 15) to target a running opponent and ignore the standard -2 penalty to hit a moving target.

Close Combat Shot: As a full-attack action, the Two Rivers Archer may make one attack action against an opponent in an adjacent area with his bow without provoking an Attack of Opportunity from that opponent.

Eagle-Eye Shot: With a successful Concentration check (DC 15), the Two Rivers Archer may extend the benefits of Point Blank Shot to a range of 60 feet, although other effects with a 30 ft. limit remain the same.

Class Skill Emphasis: The Two Rivers Archer can choose a class skill from his prestige class that he has a special knack with. He gains a +3 bonus on all skill checks with that skill. The skill chosen by the Two Rivers Archer cannot already be modified by the normal feat Skill Emphasis.

Bonus Feat: The Two Rivers Archer gains a bonus feat. The feat must be selected from: Alertness, Heroic Surge, Improved Initiative, or Lightning Reflexes.

Luck of the Draw: Once per day, the Two Rivers Archer may re-roll any one failed roll involving his bow. This ability is similar to the feat The Dark one's Own Luck but only allows the Two Rivers Archer to re-roll failed attack rolls with his bow, failed Craft checks concerning his bow, etc.

Reflex Shot: The Two Rivers Archer may make an Attack of Opportunity with his bow against an

opponent that performs an action that draws an Attack of Opportunity. This ability is limited to opponents within one third of Point Blank range and within line of sight. This ability stacks with Combat Reflexes.

Rain of Death: Any time an opponent has a cover bonus (line-of-sight cover) in an open area, the Two Rivers Archer may make a Concentration check (DC 25) to fire indirectly at the opponent in a parabolic arc. On a successful roll, the opponent's cover is reduced by half.

Break the Charge: A Two Rivers Archer that is charged by an opponent may attempt to break the morale of the charging opponent. He may ready his bow to receive the charge in the same manner as a spear or polearm. He may make a full attack action and each arrow that hits does double damage.

Veteran of the Blight

(by John Bornicke)

Clad in a combination of leather, mail, and plate, these warriors are the first defense of the Borderlands. While along the watchtowers of the Blight soldiers stand ready to defend the Westlands, and lancers await the call to charge the shadowspawn, only a brave few actually travel into the Blight to find out what the tribes of Trollocs are up to. These men come from all four of the border nations and have sworn themselves to death, to search out shadowspawn and destroy them.

Hit Die: d10

Requirements: To qualify to become a Veteran, a character must fulfill the following criteria.

Base Attack Bonus: +6

Skills: Ride 5 ranks, Spot 5 ranks, Wilderness Lore 5 ranks.

Feats: Cleave, Great Fortitude, Power Attack.

Special: The character must have the Armor Compatibility feat prior to taking this class.

Class Skills: The Veteran's class skills (and the primary ability for each) are Bluff (Cha), Climb (Str), Heal (Wis), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Int), Ride (Dex), Search (Int), Sense Motive (Cha), Spot (Wise), Swim (Str), Wilderness Lore (Int).

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+0	+2	Grim Visage, Great Cleave, Armor Compatibility	+0	+1
2	+2	+3	+0	+3	Sworn to Death 1/day	+0	+0
3	+3	+3	+1	+3	Resist the Darkness	+1	+1
4	+4	+4	+1	+4	Combat Reflexes	+1	+0
5	+5	+4	+1	+4	Sworn to Death 2/day	+1	+1
6	+6	+5	+2	+5	Improved Power Attack	+2	+0
7	+7	+5	+2	+5	Survivalist	+2	+1
8	+8	+6	+2	+6	Sworn to Death 3/day	+2	+0
9	+9	+6	+3	+6	Death is Lighter Than a Feather	+3	+1
10	+10	+7	+3	+7	Supreme Power Attack	+3	+0

Class Features:

Weapon and Armor Proficiency: Veterans of the Blight do not gain additional proficiency with weapons or armor.

Armor Compatibility: Like Armsmen, Veterans of the Blight benefit more from wearing armor than many other fighting classes do. When wearing armor, add any shield and armor bonus to the class defensive bonus to determine total defense.

Grim Visage: A dark aura of unease surrounds the Veteran at all times. Anyone around the Veteran can sense death's touch upon him, and will be somewhat uneasy and even cowed. The Veteran may add his level in this class to all Intimidate checks.

Great Cleave: As Cleave, except that the character has no limit to the number of times it can be used per round.

Sworn to Death: The Veteran, having sworn oaths that he will continue to fight the Dark one and all his minions until the day he dies, has a sense of unbridled fury without any fear. He is able to add an additional +4 to his strength, once per day. This may be used an additional time each day when the Veteran reaches the 5th and 8th levels. This boost lasts for a number of rounds equal to the Veteran's class level + 3.

Resist the Darkness: When reduced to between -1 and -9 hit points, the Veteran automatically becomes stable. He doesn't have to roll d% to see if he loses 1 hit point each round.

When reduced to negative hit points, he may choose to act as if he were *disabled*, rather than dying. He must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if he were disabled, he immediately falls unconscious. When using this feat, the Veteran can take either a single move or standard action each turn, but not both, and he cannot take a full round action. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some free actions) he takes 1 point of damage after completing the act. If he reaches -10 hit points, the Veteran immediately dies.

Combat Reflexes: When foes leave themselves open, the character may make a number of additional Attacks of Opportunity equal to their Dexterity modifier. The character still may only make one Attack of Opportunity per enemy. The character may also make Attacks of Opportunity while flat-footed.

Improved Power Attack: Beginning at 6th level the Veteran gains a +3 bonus to his melee damage rolls for every -2 penalty he takes on his melee attack rolls when using the Power Attack feat.

Survivalist: Having survived the horrors of the Blight, the Veteran fears few wilderness threats. The Veteran may add a +5 competence bonus to all skill checks related to the Wilderness lore skill.

Death is Lighter than a Feather: The Veteran's will and dedication to duty is so great that the character can scorn death and unconsciousness while in battle. When reduced to between -1 and -14+Con modifier hit points, he automatically becomes stable. He doesn't have to roll d% to see if he loses 1 hit point each round. When reduced to negative hit points, he may choose to act as if he were *staggered*, rather than dying. He must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if he were staggered, he immediately falls unconscious.

When using this feat, the Veteran can take either a single move or standard action each turn, but not both, and he cannot take a full round action. If he reaches -15+Con modifier hit points, he immediately dies. This effect supersedes Resist the Darkness.

Supreme Power Attack: At 10th level, the Veteran gains a +2 bonus to his melee damage rolls for every -1 penalty he takes to his melee attack rolls when using the Power attack feat. This does not stack with Improved Power Attack.

Wardens of the Green

(by Danny Longshore)

The Wardens of the Green were an ancient order that was founded to defend the Avendesora trees. Known for their steadfastness at keeping an oath, the duty of defending the Avendesora trees was entrusted to a select group of Ogier Treesingers by the Aes Sedai before the Breaking. The Wardens are lost to legend even to the long remembering Ogier of today.

Hit Die: d8

Requirements: To qualify to become a Warden of the Green, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skills: Knowledge (Nature) 8 ranks, Craft (Treesinger) 4 ranks [if Treesinger Feat is taken], Concentration 4 ranks [if Tree Warden is taken], & Wilderness Lore 4 ranks.

Feats: Latent Treesinger, Treesinger or Tree Warden.

Special: Martial Weapon Proficiency (Axe, any type).

Class Skills: The Warden of the Green's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge [Nature] (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Cha), Search (Int), Spot (Wis), & Wilderness Lore (Wis).

Skill Points at Each Level: 4+ Int modifier.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+1	Accelerated Longing, Call of the Land, & Nature Sense	+0	+0
2	+1	+3	+2	+2	One With the Land & Woodland Stride	+1	+1
3	+2	+3	+2	+2	Skill Emphasis	+2	+0
4	+2	+4	+2	+2	Strong Soul	+3	+0
5	+3	+4	+3	+3	Tree Singer or Tree Warden, Accelerated Longing, Call of the Land	+4	+1
6	+3	+5	+3	+3	Endurance & Alertness	+4	+0
7	+4	+5	+4	+4	Great Health	+4	+0
8	+4	+6	+4	+4	The Roots of Avendesora, Call of the Land	+5	+1
9	+5	+6	+4	+4	Rapid Healing	+5	+0
10	+5	+7	+5	+5	Nature's Call, Accelerated Longing	+6	+1

Class Features:

All of the following are class features of the Warden of the Green.

Weapon and Armor Proficiency: Wardens of the Green gain no new proficiencies with weapons or armor.

Accelerated Longing: Ogier are children of Nature. As all Ogier must return to their Steddings once a year to restore their ties to Nature, the Wardens' increased ties to the Land also increase their need to return to the unspoiled Steddings more often than their Brethren. At 1st level, the Warden experiences an acceleration of the Longing requiring him to return to the Stedding every 6 months, otherwise face the

consequences described in the WoT RPG book. At 5th level, the time away from the Stedding decreases again to 4 months. At 10th level, the time is decreased to 2 months.

Call of the Land: A Warden can empathically feel the land when it is suffering from corruption caused by the Dark One and his minions. At 1st level the Warden gains a +2 circumstance bonus on Knowledge (Nature), Intuit Direction, or Wilderness Lore checks to determine the source, direction, or location of the disturbance. At 5th level, this bonus increases to +3 and to +4 at 8th level.

Nature Sense: At 1st level, a Warden can identify plants and animals (their species and special

traits) with perfect accuracy. He can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

One With the Land: The Warden draws vitality from the land. This grants the Warden 4 additional Hit Points at 2nd level.

Woodland Stride: At 2nd level, a Warden may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However thorns, briars, and overgrown areas that are under the manipulation of the One Power for the purpose of impediment still affect the Warden.

Skill Emphasis: At 3rd level, a Warden gains the Skill Emphasis Feat for his choice of Knowledge (Nature) or Wilderness Lore. This grants him a +3 bonus to all skill checks with that skill.

Strong Soul: 4th level. See p.43 of the WoT RPG Book.

Treesinger or Tree Warden: At 5th level, the Warden gains either Treesinger or Tree Warden (whichever he has not taken). See p.100 of the WoT RPG Book.

Endurance: 6th level. See p.92 of the WoT RPG Book.

Alertness: 6th level. See p. 89 of the WoT RPG Book

Great Health: At 7th level, the Warden gains a +2 inherent bonus to Constitution.

The Roots of Avendesora: At 8th level, due to the Warden's link to the land he gains a +2 circumstance bonus on Fortitude Saving Throws.

Rapid Healing: At 9th level, a Warden can recover from injury and exhaustion more quickly than normal. He recovers 1 hit point per level per day of strenuous activity, 1 ½ hit points per level per day of light activity, and 2 hit points per level per day of complete rest. (These numbers are

doubled if under the long term care of a character that makes a successful Heal check.) He recovers 2 points of ability score damage per day (3 points per day with long-term care).

Nature's Call: At 10th level, when in a wooded setting, the Warden can call upon the beasts of the forest for aid and support. This ability is useable once per 2 days and calls 1d8 animals such as wolves, bears, great cats etc to assist the Warden to protect the forest. The animals called (wolves, bears, and great cats) are determined by a 2:1:1 ratio, where wolves are always determined first given their greater numbers. For example, when 4 is the outcome of the roll, 2 wolves, one bear and one great cat will aid the Warden. But on a roll of 3, 2 wolves and 1 bear or cat will appear. On a 2, only 2 wolves heed the call.

Templates

The Corrupted Template

(By Steven Russell with special thanks to John Bornicke)

“‘He guided us.’ The hand that pointed to Mat was old and shriveled - too scarcely human, lacking a fingernail and with knuckles gnarled like knots in a piece of rope. Mat took a step back eye widening. ‘An old thing, an old friend, an old enemy.’” Aginor the Forsaken at the Eye of the World.

The Corrupted of Shadar Logoth are created when a creature comes into possession of a Shadar Logoth Tainted Item (e.g.: Mat and The Ruby Dagger) or dwell too long in Shadar Logoth (e.g.: The Maiden of the Spear Liah).

There is no outward change to one corrupted by Shadar Logoth other than behavior, though one can sometimes sense a “wrongness” (Sense Motive DC 20, or Latent Echoes of Yesterday). The Taint on Shadar Logoth did not come from the Dark One (the Corrupted are not detected by Sense Shadowspawn), but was created by humans who believed that they must do whatever was necessary, anything that was necessary to defeat the Shadow. And because they would accept no limits to what they would do, to what could be done, to what needed to be done, they created their own destruction, and not a stone in Shadar Logoth is safe.

Creating a Corrupted

“Corrupted” is a template that can be added to any Humanoid, Animal, or Exotic (Shadowspawn are killed by Shadar Logoth’s Corruption as if by the Darkness of Shadar Logoth itself) that possesses an item tainted by the evil of Shadar Logoth. The creature’s Type changes to that of Corrupted. It uses all of the base creature’s statistics and special abilities except as noted here:

Hit Dice: Increase to d12

Speed: Same as base creature.

AC: The base creature’s Defense bonus increases by +6

Attacks: A Corrupted retains all the attacks of the base creature. If the Shadar Logoth item is a weapon he always uses that weapon to attack, forsaking any other.

Damage: As base creature or by weapon

Special Attacks: A Corrupted retains all of the special attacks of the base creature and also gains those listed below.

The Darkness of Shadar Logoth (Ex): The smallest wound from the base creature’s natural attacks or from the base creature’s Shadar Logoth item will infect and destroy the victim, a darkness spreading out from the initial wound with horrible speed, killing the stricken. (Disease, Incubation: 1 round, No Save, 3d6 Con per round)

The Evil of Shadar Logoth (Ex): The evil that destroyed Aridhol is spread by its very presence. Creatures that spend any time with the Corrupted, or its item, gain Shadar Logoth madness at a rate of 2d6 per week (see below).

Special Qualities: A corrupted retains all the special qualities of the base creature and gains those listed below of the Corrupted creature type:

Corrupted (Ex): Corrupted are immune to all Shadowspawn special attacks including Thakan’dar forged blades, Machin Shin and Bubbles of Evil (see *Miasma*, in Chapter 5). Special notes: Mashadar is a corrupted creature not Shadowspawn. Corrupted also gain Shadar Logoth Madness at a rate of 3d6 per week (see below).

Wasting (Ex): A creature separated from Shadar Logoth, its Shadar Logoth item, or reaching the wasting stage in its corruption progression loses one point of Constitution per week. This has no effect on the creature’s ability modifier until it reaches 0, then it dies. However, the creature does have the appearance of wasting away.

Saves: Corrupted creatures gain a +3 Resistance bonus to all saves against weaves composed of the male half of the source due to the Dark One’s taint. (Special Note: this bonus is only in effect when the Taint is present.)

Abilities: Increase and decrease from the base creatures score as follows. +4 Dex, -4 Wis, -2 Cha.

Skills: Corrupted creatures receive a +8 racial bonus to Bluff, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks.

Feats: Corrupted gain the use of following feats: Alertness, The Dark One's Own Luck, Great Fortitude, Improved Initiative, Infamy, Lightning Reflexes, and Toughness.

Climate/Terrain: As base creature, Shadar Logoth

Organization: Solitary or as base creature

Challenge Code: As base creature +2

Advancement: Same as base creature

Shadar Logoth Madness

The people of Aridhol were not killed by Mashadar...they killed each other.

This Madness Rating is the result of a mechanic similar to male channeler madness (See page 210 WoT RPG), except the Trigger condition is constant and the effect is not irrepressible. Additionally, the symptoms are slightly different from those listed. The character can avoid these symptoms with a successful Will Save equal to his madness rating, with a natural 20 always being a success (An animal or exotic will obey its trainer with a successful Animal Empathy or Handle Animal.) The Symptoms are based on the character's madness rating; no d20 is rolled.

Madness

Rating	Symptoms
16-30	Suspicion
31-40	Panic
41-50	Withdrawal
51-60	Fury
61+	Wasting

Healing and the Corrupted

Aes Sedai know a way to shield people from the Evil of Shadar Logoth. Aes Sedai keep Shadar Logoth items in heavy metal boxes, and have found that Heal the Mind is twice as effective with Shadar Logoth Madness as compared to treatment of the madness of the Taint on *saidin*. It has been noted that other than killing the creature affected by the bonds of Shadar Logoth it took

ten full Aes Sedai using the most powerful *sa'angreal* in the Tower to Heal someone of the bond. Even then, death was considered the most likely result and substantial memory loss from the time of corruption occurred.

Special Note: There is also only one reported case of someone surviving a Darkness of Shadar Logoth wound. This involved the most powerful ta'veren since the Age of Legends, being wounded atop an unhealing wound possibly made with the so-called "True Power." An immediate attempt to Heal the wound, immediately followed by Healing from one of the most talented Yellows alive. and eventually a new type of healing used by the most talented Asha'man alive stabilized the individual effected. Even then the victim in question was said to have been surprised to survive.

Notes on Shadar Logoth items:

Items from Shadar Logoth could be virtually anything found within a large city. However, they do date from the time of the Ten Nations and the Trolloc Wars, so they must be made from an enduring material. Apparently, Mordeth stored and took good care of some items (such as the ruby dagger and a golden ax.), and as such, they may have value to collectors (Appraise). All inscriptions or writings would be in the Old Tongue (Decipher Script). Shadar Logoth items are considered contraband by Tower law (Knowledge Arcana). Some individuals can sense a "wrongness" about Shadar Logoth items (Sense Motive, or Latent Echoes of Yesterday).

Corrupted Characters

Wilders, Initiates and other channeling classes lose their ability to channel. Madness points from all other sources stack on the Shadar Logoth scale. Embracing the Power seems to provide some resistance to becoming corrupted (GM discretion).

Ogier no longer suffer from the Longing, but lose all tree-singing feats, and are also somewhat resistant to becoming corrupted (GM discretion).

Warders' bonds to their Aes Sedai are broken, but the effects on the Warder are held off as long as the character is Corrupted. Warders are noted for

being somewhat resistant to becoming Corrupted (GM discretion).

Wolfbrothers no longer hear the call of the wolves and gain no benefit from Wolfspeech, Alert Pack, or Call Wolves, and are considered worse than Neverborn (Myrdraal) by wolves. Any pack that became aware of a Corrupted Wolfbrother would hunt him down and kill him.

Damane Template

By John Bornicke

Hit Dice: Same as base creature.

Speed: Same as base creature.

AC: Same as base creature.

Damage: Same as base creature.

Special Attacks: Same as base creature.

Special Qualities: A damane retains all the creature's special qualities and gains the ones listed below.

Obedient: A damane is automatically compliant to all sul'dam, obeying commands as well as she is able, even if she is not leashed. The damane may attempt to resist any commands which are suicidal or directed against loved ones, needing a Willpower saving throw (DC 15) in order to refuse the command.

Block: A damane receives a block (much like the Wilder) which requires the damane to be wearing an a'dam in order to Channel. This block is removed if the creature loses this template.

Forced: The damane is practiced with being coaxed to channel everything that she can, and gains a +2 virtual bonus to her primary channeling attribute while she is subject to this template.

Submissive: A damane is still a sentient creature, but her broken will manifests itself in certain ways. Any Iron Will or similar feat possessed by the damane is suspended while this template

exists. The damane also suffers a penalty to certain skills as listed below.

Extra Talent: The training a damane receives is focused heavily toward what the sul'dam considers useful skills. The damane receives the Extra Talent feat for free but may only use this to gain the Elementalism or Warding Talents. If she already possesses these Talents then she gains no extra Talent.

Shielding Focus: One of the first abilities a damane learns is the ability to assist in the capture of marath'damane. Due to rigorous training by the sul'dam the character gains a +2 Casting Level bonus to her *Shield* weave.

Saves: Same as base creature.

Abilities: A damane no longer has a functional Wisdom bonus. The wisdom score does not truly change but it can no longer be used to determine a Will save bonus or additional weaves.

Skills: The damane retains all the skills of the base creature, with the exception that a Damane may not apply any bonus to a non-combat Bluff or Intimidate skill check.

Feats: See Extra Talent above.

Climate/Terrain: Same as base creature

Challenge Rating: as base creature +1.

Treasure: As base creature

Advancement: Same as base creature

[Editor's note: This template is intended only for use on damane who have been completely broken to the will of the sul'dam. One who still fights her status as a leashed animal, in even the smallest corner of her heart, is ineligible for this template.]

Chapter 2

Feats

Background Feats

Tower Education

(by Leonard Farnsworth)

You have spent time in the White Tower, possibly as a Novice, Warder trainee or long term guest. Where powerful Aes Sedai hold sway, the wise learn courtesy and everyone learns a little about the One Power.

Benefit: You receive a +2 bonus to Diplomacy and Knowledge (Arcana) checks.

Special: Initiates who have been trained by the White Tower may take this feat.

General Feats

False Target

(by Justin Pulsipher)

An Aiel's fighting style is unique, and their speed legendary. This enables an Aiel to dodge most blows when the attack is expected, and respond with an equally deadly counter attack.

Pre-req: Algai'd'siswai only, Dodge, Combat Expertise, Dex 15+

Benefit: When using a full defense action, an Algai'd'siswai can specify one target, to whom he gains a dodge bonus to his Defense equal to one half his Algai'd'siswai level, rounded down. If the specified target misses the Algai'd'siswai on his attack, the Algai'd'siswai moves in a blur of motion to step aside or otherwise avoid the attack. The Algai'd'siswai may then make an Attack of Opportunity against the specified target, treating that target as though it were flat footed. A 5 foot step (does not provoke Attack of Opportunity) must be made prior to the attack to reflect actually moving away from the attack. (as such, if there is no room to maneuver, the feat cannot be

used.) This effect can be used a number of times per day equal to the character's Algai'd'siswai level divided by 3, rounded up.

Normal: Defense does not normally gain this bonus, and a character may normally make only 1 Attack of Opportunity, unless he possesses other feats to allow him to make more.

Special: Even a character with the Combat Reflexes feat can't use the False Target feat more than once per round. This feat does not grant more Attacks of Opportunity than the character is normally allowed in a round.



"Aviendha" by Darryl Sheakly, color by Mike Estlick

Minor Channeler

(by Leonard Farnsworth)

You have a weak or erratic ability to channel the One Power.

Benefit: You gain 1 Affinity appropriate to your gender (Air, Water or Spirit for female, Fire, Earth or Spirit for male), knowledge of 10 level weaves within that affinity and the ability to overchannel. You do not gain any weaves per day, so any weaves cast must be overchanneled. You also can take ranks Weavesight, though it does not become a class skill.

Special: The Minor Channeler either doesn't know she can channel, isn't trying to develop it or is too weak and unreliable to be able to invent weaves on her own (or all of the above). A character with this feat can learn new weaves via Weavesight (and at GM discretion) and take channeler-only feats; but does not normally gain new weaves on leveling in a non-channeling class. If a character with this feat has or takes a channeling class, this feat is treated as an appropriate Extra Talent or Affinity and provides no other benefit. Male characters with this feat gain Madness starting at the level at which they take the feat and at each level gained thereafter, regardless of class.

Sha'mad Conde

(by Steven Russell)

You pin down the enemy, making it difficult for him to flank you or retreat unscathed.

Prerequisites: +8 BAB, Combat Reflexes, Improved Initiative, Trained by the Thunder Walker society of the Aiel

Benefit: Any opponent who leaves a square threatened by you always provokes an Attack of Opportunity (this includes 5' steps).

Normal: An opponent who does nothing but move does not provoke an Attack of Opportunity.

Special: You must make opposed Sense Motive checks vs. Tumbling for an opponent who attempts to tumble out of a threatened square to utilize this ability.

Sharp Intuition

(by Marc-André Bédard)

You are particularly good at guessing in which direction someone you are pursuing is heading.

Prerequisite: Wisdom 14+, Track.

Benefit: On a successful Wisdom check (DC 15), the character instinctively knows in which general direction his or her quarry has fled. The character must have a good knowledge of his target for this ability to work. A failed check forces the player to guess by himself without any clue.

Normal: None

Channeling Feats

Elastic Shield

(by Vish Singh)

"Appalled astonishment became fiery outrage as Nynaeve realized that Berowin held her shield. Most Aes Sedai she had met stood above Berowin; nearly all. Gathering herself, she strained to reach the Source, expecting the weaves to shatter. She would at least show these women she would not be.... The weaves ... stretched. The round Cairhienin woman smiled, and Nynaeve's face darkened. The shield stretched further, further, bulging like a ball. It would not break. That was impossible. Anyone could block her from the Source if they caught her by surprise, of course, and someone weaker could hold the shield once woven, but not this much weaker. And a shield did not bend that far without breaking. It was impossible!

"You could burst a blood vessel if you keep at that," Berowin said, almost companionably. "We do not try to reach above our station, but skills are honed with time, and this was always nearly a Talent with me. I could hold one of the Forsaken."

A Crown of Swords

Chapter 23, "Next Door to a Weaver"

Once shielded, no one escapes your grasp. You have exceptional talent with the Shield weave, and are able to adjust its hold to compensate for strong channelers attempting to break through.

Prerequisites: Breaking a Shield (UTDB), Shield Affinity (UTDB), Strong Talent: Warding (UTDB)

Benefit: If a channeler breaks through a shield you are maintaining, you gain a Will save to keep the channeler shielded, with the DC being the save result of the escaping channeler.

Forced

(by John Bornicke)

The character is trained in the use of the One Power at an accelerated pace, learning to tap into deep resources within herself. This Forcing comes at a price, however as the chances of harming or burning herself out increases as well.

Prerequisite: Must be able to channel. Requires at least a month to train the character in this ability.

Benefit: Your character is pushed to the limits of her channeling ability in the One Power, learning to draw upon the deep reserves within her. Weaker channelers who are Forced often injure themselves or even burn themselves out when first pushed to their limits. This feat allows a character to overchannel up to 4 weave slots higher than they would normally be able to. This extra weave level incurs an additional +5 points to the DC of both the Concentration and Fortitude checks for Overchanneling.

Normal: The character may only overchannel up to 3 weave slot levels higher than they could normally cast.

Special: The character may only take this feat voluntarily up to 5th level in a channeling class, after that time the character is familiar enough with her limitations and channeling abilities that she cannot exceed them.

Improved Talent

(by Deane P. Goodwin)

You have a knack for working with a particular Talent

Prerequisites: Talent acquired at either character creation or through the use of the Extra Talent feat.

Benefit: All weaves within a chosen Talent are at a DC of +2 for resistance purposes. This DC applies to the nominal casting level of the weave, not the slot cost.

Special: May be taken for one Talent only.

Latent Maker

(by Dave Rothgery)

You have the untapped ability to craft items that use the One Power, such as *ter'angreal*, *angreal*, and *sa'angreal*.

Prerequisite: Ability to channel the One Power.

Minor Talents

(by Leonard Farnsworth)

You have a weak ability with two channeling Talents.

Benefit: The character can cast weaves of 3 levels higher than they were able to before in two Talents the character does not have the full Talent for. This feat does not allow the channeler to cast higher level weaves than their channeler level or channeling attributes would otherwise allow for.

Special: The character can take this feat multiple times. Each time it applies to at least one different Talent, and may apply to the same talent no more than twice. If the GM approves, the Minor Talents feat may be used to in place of one of the two Talents as a prerequisite for a channeling prestige class.

Example: The first time Baran the Wilder took this feat, he acquired Warding and Healing, allowing him to weave within these talents up to a level 5 weave. The second time he took this feat, he took Conjunction and Warding again, meaning he can now weave up to level 5 in both Healing and Conjunction, and up to level 8 in Warding. If

Syra the Initiate took the same feats with the same talents, she would be able to cast up to level 3 weaves in Healing and Conjunction, and up to level 6 in Warding.

Quicken Traveling

(by Hunter G. Hill)

This feat aids a channeler in Traveling by letting them familiarize themselves in new places more quickly.

Prerequisites: Traveling Talent, Primary Channeling Attribute of 14+

Benefits: For purposes of making a Gateway, a channeler with this feat only needs to study a new place for 10 minutes (5 minutes if embraced for the entire time, and only 2 minutes 30 seconds if the character is embraced and has the *Power Heightened Senses* feat).

Ready Weave

(by John Bornicke)

You can channel a weave and then hold it for a length of time before casting it.

Prerequisite: Multiweave, Tie-off Weave, 10 or more ranks in Concentration.

Benefit: You may partially cast a weave, channeling the different threads into it as a standard action and then holding it ready to be released as a free action. You may hold this weave for a number of rounds equal to 1/2 your channeling level + your primary channeling attribute modifier. If you do not release the weave before the end of the duration, its energies dissipate harmlessly and you lose that weave slot. If you take damage or encounter any other condition that would cause you to make a Concentration check to maintain that weave, you must also make that skill check to hold a weave you have readied. If you fail your Concentration check, the readied weave immediately discharges. If the weave has an area effect it is centered on you, otherwise it affects a random target within a 15 ft. radius (including yourself). A channeler may hold and ready weaves at the same time, weaves currently being Readied counts against

the maximum limit of weaves that can be held. A channeler may not ready more than one weave at any time, if another weave is readied, the first dissipates. A Readied weave may be Counterwoven normally during the delay, and can be detected normally in the area or on the target with Weavesight.

Sense Saidar

(by Hunter G. Hill)

This feat allows a male channeler to sense a female channeler embracing the source.

Prerequisites: Male channeler, may not be taken at 1st level.

Benefits: Any time a female channeler embraces the source, a male channeler with this ability may make a check with his primary channeling attribute (Wisdom or Intelligence) against a DC equal to 20 minus his level, minus the level of any weave the female channeler might attempt in that round. Success indicates only that he knows a woman has embraced *saidar* with thirty feet of him; it does not give any sense of who has embraced, what direction she is or even if more than one woman has embraced the source.

Tenacious Weave

(by John Bornicke)

You have practiced for many hours weaving against other casters, honing your skills to their utmost.

Prerequisite: Intelligence 13+, Improved Counterweave.

Benefit: When anyone attempts to slice or counterweave your weaves their Weavesight checks are made with a -4 penalty. Starting 2 levels after you take this feat and each 2 levels thereafter, the difficulty to counterweave your weaves increases by 1.

Lost

Dream Bind

(by John Bornicke)

You are able to use your mastery of Tel'aran'rhiod to force a change onto another person, causing that change to occur whenever they enter the Dreamworld.

Prerequisite: Latent Dreamer, Dreamwalk, Bend Dream, Dream Jump, Dream Capture.

Benefit: With this feat, you can cause an effect that you have created using the *Bend Dream* feat to have a sustained duration within the world of *Tel'aran'rhiod* without having to hold it. Furthermore this effect will take place whenever that person dreams themselves into *Tel'aran'rhiod* while it remains in effect. You may release a person bound at any time with a free action, but it must take place in *Tel'aran'rhiod* and both you and the subject of this feat must be present.

In order to accomplish this, the Dreamwalker must make a second Concentration skill check. If the other person does not have the Bend Dream feat, add +10 to the DCs used to change your own items or appearance. If the person does have the Bend Dream feat, the check is opposed by the target's Concentration check. The target then gains a final Willpower saving throw (DC is 10 + the Intelligence modifier + the amount the Concentration check was exceeded by), if unsuccessful they are changed to the new form or appearance and can't change back without help from the Dreamwalker who caused this or until the duration ends.

The duration for this feat is the Dreamwalker's level + the number she exceeded her Concentration skill check by in days. Dream Binding is an attack or move action.



"Sweet Dreams" by Lotta Tjernström

Dreamer

(by Leonard Farnsworth)

You have prophetic dreams.

Prerequisite: Latent Dreamer

Benefit: Like Foretelling, Dreaming is an unreliable ability. At the GM's discretion and at least once a month the character can make a Concentration check DC 20. If the check succeeds the character remembers one or more prophetic dreams determined by the GM. These dreams are always heavily symbolic, hard to understand and easy to misinterpret.

Latent Echoes of Yesterday

(by John Bornicke, Steven Russell, and Evan Langlinais)

You have an untapped ability to perceive past events by handling objects.

Benefit: When you handle an object with a momentous past, you may sometimes receive an impression (at the GM's discretion) of some emotion that figured prominently in the object's history, or perhaps merely a sense of significance. You must be in physical contact with the object in question for at least a full round to garner this impression.

Echoes of Yesterday

(by John Bornicke, Steven Russell, and Evan Langlinais)

You can perceive past events by handling objects.

Prerequisite: Latent Echoes of Yesterday

Benefits: This feat allows the character to sense the tenuous psychic imprints left on objects and in areas when they are used by living beings. The character must be able to handle the target object, or touch the location. The character is able to perceive past events by handling objects that were present at those events or view the scene as though they were present at that time. The perspective is the same as the perspective of the object's wielder; they see, hear, and feel what the wielder saw, heard, and felt, but no more. They cannot, for example, read the writing on a book if the object's wielder did not. They do, however, gain an impression of the wielder's emotions in regard to the event. If this ability is used to sense a location, the character can move about the location and gets a general sense of events that happened, but only the barest emotional residue and nothing specific about any individuals viewed at the scene.

The character must determine how far back he or she is attempting to "look" as well roll a concentration check (See chart). If the roll is successful, the character can determine who has handled or touched the objects or setting, and what events have transpired around it. The character may "search" for specific incidents or simply review the past events, somewhat like flipping through a book. Add a +5 to the target number for the Concentration DC for every year that has passed since the event took place.

Area of Effect	DC
Personal item frequently used, location often visited	10
Personal item infrequently used, or rarely visited place	15
Item used by multiple individuals, common gathering spot	20
Item handled once, person briefly passed through site	25

In the Flesh

(by Deane P. Goodwin)

You have the ability to enter Tel'aran'rhiod in the flesh and move about freely (Concentration DC:30).

Prerequisites: Latent Dreamer, Dreamwalk, Dreamjump

Benefit: The ability to enter the world of Tel'aran'rhiod physically. Through the use of other Talents, travel times may be reduced, as well as remaining unseen from all who are not in Tel'aran'rhiod, either in the flesh or through dreaming.

Normal: You travel Tel'aran'rhiod in dream, while your body remains where it was when you went to sleep.

Special: Entry In the Flesh will generate a 1d6 madness rating per successful entry. This madness rating may be used as a modifier to future DC checks to enter In the Flesh. Increased madness effects requiring madness DCs (see WoT Sourcebook, Pp. 53,210)will manifest itself as an increasing desire to remain in Tel'aran'rhiod without returning.

Latent Mirror Traveler

(by Vincent-Olivier Gagnon)

Prerequisites: Latent Dreamer

Benefit: Aided by a Mirror Traveler, the Latent Mirror Traveler may project themselves physically into Mirror Worlds yet remaining almost conscious of their body in their world of origin. The Latent Mirror Traveler may bring one extra

person per three character levels with a Will check at DC(20).

Mirror Traveler

(by Vincent-Olivier Gagnon)

Prerequisites : Latent Mirror Traveler.

Benefit: Becoming a full Mirror Traveler, it is now possible to gain access to the Mirror Worlds without being helped. The Mirror Traveler is able to take up to one additional person per two character levels Mirror Traveling with them with a Will check at DC(15). Persons beyond this limit may be brought at the cost of one constitution point from the Mirror Traveler per individual.

Great Traveler

(by Vincent-Olivier Gagnon)

Prerequisites : Mirror Traveler.

Benefit: The Great Traveler now possesses the ability to transport themselves and one person per character level with a Will check at DC(10). Persons beyond this limit may be brought at the cost of one constitution point from the Mirror Traveler per individual. Also, the character is now able to walk their 'real' world as if being in a Mirror World with a Will check at DC(20).

Special Feats

Taste of the Taint.

By Steven Russell

Old barriers are breaking down and new abilities are arising even for the shadow. Taste of the taint is about knowing who is touched by the shadow and to what degree.

Prerequisites: Friend of the Dark, Skill Emphasis (Sense Motive), Sense Motive 5 ranks

Benefit: You begin to taste certain things when within a 5 per level range of someone touched by The Great Lord of the Dark. This does not give a

direction or point to a specific person unless you can touch that person with your tongue.

Degree of Shadow	Potential taste
The Great Lord of the Dark	Overly spiced cinnamon wine, red pepper broth, horseradish and yellow pepper sauce all at once
The Chosen	Salted beef, olives, dried goat, lentil soup
Shadowspawn	Mulled wine, Domani plum brandy, Southern Cairhienin Wine, Ghealdan Sweet Wine
Member of the Supreme Council	Squash
Member of the Black Ajah	Honeyed tea, beef tea, berry tea, blueberry tea, cooled mint tea, cloudberry tea
High level Friend of the Dark	Dessert Ice
Leader of a Friends of the Dark cell	Mustard, pickles, Sharp cheese, mushroom, sprouts
Friend of the Dark who believes in his oaths	Sweet candies, plum punch., sweetcakes, melon punch, sweet bread or honey
Friend of the Dark non-believer, Potential Friend of the Dark who has not sworn the oaths, renounced darkfriend	Hash, flatbread, dried beef, oatcake, oosquai, ice, water

Normal: sense motive check DC 20 is required to receive a hunch that a character is untrustworthy, A Innuendo check is required to give the proper signs of a Friend of the Dark.

[GMs Note: this is best used if the PC has no knowledge of the dark ones gift and what the tastes mean. He definitely did not explain to Padan Fain what being His hound would entail. The above chart is intended just to be an example and is based on foods found in the world of WoT (special thanks to the Wheel of Time Concordance)]

Chapter 3

Weaves

Align The Matrix (new Talent)

Craft Cuendillar

(by John Bornicke)

[Air, Earth, Fire -Special] (Lost)

Level: Varies

Casting Time: One round

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: See text

Duration: Instant

Saving Throw: None

Weave Resistance: No

Special: Must have the Earth affinity and the Multiweave feat.

One of the most wondrous accomplishments of the ancient Aes Sedai was the creation of *cuendillar*. Heartstone, as it was also known, was the hardest material known—the lip of a delicate cup made of Heartstone could scratch steel, or diamond. It was created by Aes Sedai using the One Power. *Cuendillar* could not be destroyed by any means, even by use of the One Power. Any force directed against heartstone only served to make it stronger. *Cuendillar* is always milky white, and has a certain slickness to the touch, like a blend of the finest porcelain and polished steel.

This weave is cast in two stages and requires the target of the weave be made of pure iron, with the better the quality in the material and craftsmanship of the object, the better the results. First the Channeler must create a fine net woven of Earth, Fire and Air to surround the object. The size of the object that can be affected is determined by the casting level of the initial weave.

Casting Level	Object Size	Dimensions	Weight
2	Fine	6 in or less	Less than 1/8 lb.
3	Diminutive	6 in – 1ft.	1/8 lb. – 1 lb.
4	Tiny	1 ft. – 2 ft.	1 lb. – 8 lb.
5	Small	2 ft. – 4 ft.	8 lb. – 60 lb.
6	Medium	4 ft. – 8 ft.	60 lb. – 500 lb.
7	Large	8 ft. – 16 ft.	500 lb. – 4,000 lb.
8	Huge	16 ft. – 32 ft.	4,000 lb. – 32,000 lb.

Next the channeler channels a second weave of Earth and Fire, while holding the net around the target object, penetrating each net to touch the object. This second weave alters the iron object at its base structure creating *cuendillar*, with the brew time depending upon the casting level of the weave. An object may be partially affected, with a proportional amount of it converted to *cuendillar* dependant upon the time dedicated to it during the brew time of this weave. The process can be started over; though finding the precise point where it was left off is very hard and requires 1d4 minutes per size category.

Casting Level	Brew time per size category
2	1d6 x 10 minutes
4	1d6 minutes
6	2d6 rounds
8	1d6 rounds
10	No brew time

Craft Item

(by Dave Rothgery)

[Air, Earth] (Common)

Level: 1-3

Casting Time: Variable

Range: Touch (object is created in your hand or on the floor near you, if too large to carry)

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

The channeler can make mundane, non-weapon items by use of the Power alone. They must be made entirely of one material, and the channeler must succeed at an appropriate Craft check to make any complex items (or parts of complex items, which may then be put together) that would require skilled workmanship to create by mundane means (fine jewelry, weapons, tailored clothing, etc.). If this check fails, then the component materials are made, but the item is not put together correctly.

Level	Volume	Time	Typical item
1	1 ft ³	1 round	Flower
2	1 yd ³	1 min	bundle of cloth
3	3 yd ³	10 min	bundle of wood

Craft Power-wrought Material

(by Dave Rothgery)

[Earth, Spirit] (Lost)

Level: 6-8

Casting Time: Variable

Range: Touch

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

The channeler can make fancloth, streith, or similar material that is imbued with the One Power, but not a *ter'angreal*. Note that this weave does not create things from nothing, you must have an appropriate base material which is then transformed.

Level	Volume	Time	Typical item
6	16 in ³	1 round	a streith handkerchief
7	1 ft ³	1 min	fancloth for a warder's cloak
8	1 yd ³	10 min	enough streith to fill a wardrobe

Craft Weapon

(by Dave Rothgery)

[Air, Earth, Fire] (Rare)

Level: 3-5

Casting Time: Variable

Range: Touch (object is created in your hand or on the floor near you, if too large to carry)

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

The channeler makes a blade for a power-wrought weapon. The channeler must succeed at a Craft(Weaponsmith) check for the intended weapon at a +5 DC. The weapon created is a +1 Power-wrought blade. Using the Power to make a blade requires the same raw materials as using mundane means.

Aes Sedai usually cannot use this weave, as it would normally violate the second Oath.

+1 Casting level: The weapon created is a +2 Power-wrought blade.

+3 Casting level: The weapon created is a +3 Power-wrought blade.

Level	Weapon Size	Time	Typical weapon
3	Small/Tiny	10 min	Dagger
4	Medium	30 min	Long Sword
5	Large	60 min	Pole axe

Balefire

Balestorm

(by Andrew Curl)

[Air, Water, Spirit, Earth, Fire] (Lost)

Level: 13-29

Casting Time: 1 round per weave level

Range: See Text

Area: See Text

Duration: Instantaneous

Saving Throw: Reflex negates

Weave Resistance: Yes

When this weave is cast, a hail of Balefire rains down onto those below. Used by Dreadlords and Aes Sedai in the War of Power to attack whole cities and strongholds of the opposition until both sides realized the real costs of this weave and independently abandoned it. The weave is cast over an area, and beams of Balefire strike down on the earth below. Everything struck by the beam is utterly destroyed, vanishing in a fading haze of motes. Everything struck by the Balefire beams is actually destroyed back in time, for a period of time indicated on the chart.

Level	Range	Radius/Area of Effect	Backburn
13	25 ft.	5 ft.	5 seconds
15	75 ft.	10 ft. / small room	1 minute
17	150 ft.	25 ft. / large room	10 minutes
19	300 ft.	50 ft. / moderate building	2 hours
21	600 ft.	150 ft. / large building	1 day
23	1200 ft.	300 ft. / very large building	10 days
25	2400 ft.	750 ft. / several buildings	1 month
27	1 mile	1500 ft. / city block	5 months
29	2 miles	3000 ft. / small city	1 year

[Editor's note: This weave is not intended for PC use, but as an example of the weapons developed

during the War of Power leading to Balefire's subsequent taboo.]

Isolating the Thread

(by Andrew Curl)

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 3-9

Casting Time: One Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person or object

Duration: See Text

Saving Throw: Will negates

Weave Resistance: Yes

This weave is similar to Balefire in its effects, although there is no damage to the target. The target's thread is isolated from the Pattern for the given amount of time. The target cannot interact with the Pattern at all, though the individual is able to observe its happenings and move about. The target does not suffer from hunger or thirst while isolated from the Pattern. People who have been targeted with this weave do not see others who are under the same effect and cannot interact with them. This weave is difficult and tiring; those who use it may suffer from exhaustion. The channeler takes the listed subdual damage each time he or she casts the weave, depending on the level of the weave.

Level	Isolation	Subdual Damage
3	1 round	1d4
4	5 rounds	1d6
5	1 minute	1d6
6	10 minutes	1d8
7	1 hour	2d4
8	1 day	1d10
9	1 week	1d12

Sowing the Sands of Time

(by Hunter G. Hill)

[Air, Fire, Earth, Water, Spirit] (Rare)

Level: 6

Casting Time: Full Round

Range: Medium

Area: 1 target creature

Duration: 1d4 + 1 rounds (see text)

Saving Throw: Reflex

Weave Resistance: Yes

This weave was created during the Age of Legends shortly after the Balefire weave and was thought lost until rediscovered by the Asha'man. While the Balefire weave burns the target's thread from the Pattern from some point in the past, this weave causes the target's thread to "stretch out". For the target, everything seems to move with unnaturally fast speed. To everyone else, the target moves incredibly slow. For game purposes, the target loses all defense bonuses due to Dexterity and may only move a 5ft step every round. Every other round, the target may take a partial movement. Thus for the target, a round consists of 2 separate 5ft steps and one partial action. During that time, everyone else gets 2 full rounds of action. When casting this weave, the channeler must make a Weavesight check (DC 20) in order to avoid being caught in the effect of this weave. Failure causes the channeler to suffer the exact same effects as the target.



"Ice Princess" by Lotta Tjernström

Cloud Dancing

Desolation of the Deep

(by Hunter G. Hill)

[Water, Air] (Rare)

Level: 7

Casting Time: Full Round

Range: Long

Area: 100 ft. radius

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

This powerful weave is a specialty of the Atha'an Miere. It forces microscopic bubbles to form in the water below a ship, causing the density of the water itself to change. Anything in the area of effect that is floating on water will begin to sink. The Atha'an Miere have been reticent about using

this weave against the Seanchan since they learned that the Seanchan have female channelers under their command. To date, no Seanchan has learned this weave and the Atha'an Miere are very loath to share this weave with any but their own.

+1 Casting Level: The channeler may decrease the area of effect to as small as she desires.

+1 Casting Level: The channeler may increase the area of effect to a 200 ft. radius, enough to sink even the largest ship in any fleet.

Rain of Ice

(by Hunter G. Hill)

[Air, Water, Fire] (Rare)

Level: 4-6

Casting Time: 1 action

Range: Medium (100ft + 10ft/level)

Area: See text

Duration: Instantaneous

Saving Throw: Ref. Half

Weave Resistance: Yes

This weave causes large slivers of ice to rain down from the sky with deadly force into the effected area. Anyone caught in it must make a Reflex save or take the indicated damage. Those under light cover get a +4 bonus to their save and those under heavy cover take no damage at all. The ice created by this weave can easily tear through sails and rigging.

Casting Level	Area of Effect	Damage
4	10ft radius	4d4 + 2pts per channeler level
5	25ft radius	5d4 + 2pts per channeler level
6	50ft radius	6d4 + 2pts per channeler level

Conjunction

Calm Animals

(by Leonard Farnsworth)

[Air, Earth, Fire, Water, Spirit] (Rare)

Level: 1

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates (see text)

Weave Resistance: Yes

This weave soothes and quiets animals rendering them docile and harmless. Only creatures with Intelligence scores of 1 or 2 can be affected by this weave. Animals trained to attack or guard, exotics and Shadowspawn are allowed saving throws. If the channeler uses *saidin*, then if the target of the weave is a feline, it always receives a saving throw at +5; contrarily, if the channeler uses *saidar*, and the target is a canine, it receives a similar saving throw at +5. Any creatures not meeting the above rules do not receive a saving throw.

The effected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the weave on the threatened creatures.

+1 Casting Level: The weave affects one additional animal, as though you cast the weave on two targets at once. These effects can be added multiple times (in other words, at +2 casting level, the weave effects two additional animals, and so forth). . All the subjects must be of the same species and within a 30-foot sphere.

Kompulsion

(by Evan "Skwid" Langlinais)

[Air, Earth, Fire, Spirit, Water] Rare

Level: 6

Casting Time: 5 minutes (see below)

Range: Touch

Target: Person Touched

Duration: Concentration

Saving Throw: Will negates

Prerequisite: Tie-Off Weave feat

Weave resistance: Yes

Developed in secret by Verin Mathwin Sedai of the Brown Ajah, based on observations of Wilder tricks (see Persuasion, below), this weave acts similarly to long lost Compulsion weaves, with some subtle differences.

Firstly, it requires significant brew time (due to the complexity of the weave) before commands can be laid upon the target. It also requires the target trusting the channeler; if the target is suspicious of the channeler at all then the weave fails. Finally, this weave must be tied off to function properly, and it causes a seizure in the target when the weave is tied off (if the target is not restrained in some measure, the thrashing may self-inflict 1d4 points of subdual damage at the GM's discretion).

This weave does have advantages to counteract its difficulties in use. Firstly, it allows the channeler to give commands far in excess of the simple, short commands usually seen with this type of weave. Commands may be given for as long as the weave is held, and be as complicated as the channeler desires. Secondly, after the weave is tied off, the target will have no memory of the commands or being under the weave, and some brief time before the weave began. The target will perform the actions commanded with the belief that they are done completely voluntarily, and may justify them however possible. If the commands cause the target to perform actions that would usually be dramatically against the target's nature, a Will save (DC 20) may be given at that time to resist the effect of the Kompulsion and realize

something unusual has happened. A success exceeding the DC by 5 or more will return memory of the Kompulsion to the target, including the identity of the channeler.

Mirrorshroud

(by John Bornicke)

[Air, Fire, Spirit, Water] (Rare) '

Level: 4

Casting Time: 1 Full Round

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: See text

Duration: Concentration

Saving throw: Will negates

Weave resistance: Yes

The use of this weave was recently learned by Annora Sedai, during her efforts to track down her sister in the Borderlands and prove whether she is of the Black Ajah. This weave allows the user to get close to a target without being detected by making the channeler appear to the subject as a trusted companion or someone expected, insinuating the likeness into the subject's mind and allowing it to create the image the user bears.

Any character that has been affected by this weave must make a Will save (DC 10 + weave level + the channelers primary attribute modifier) to realize the channeler is not her friend. A failed save indicates that the user of this weave is virtually indistinguishable from the target's friend, including appearance, voice, and mannerism's. If the user acts in a way, or says something completely out of character, the target may make an additional save to realize something is amiss. If the subject is attacked by the channeler, he or she will immediately recognize the attacker's true identity and may take appropriate defensive actions.

+1 Casting Level: The weave affects one additional person, as though it had been woven on two targets at once. This effect can be added multiple times (in other words, at +2 casting levels, the weave affects two additional people, and so forth). When applying this to multiple

individuals, all those affected do not see the same image, as the Mirror is pulled from each mind separately.

Persuasion

(by Evan "Skwid" Langlinais, Drew Gillmore)

[Air, Fire, Spirit] (Common)

Level: 1

Casting Time: 1 action

Range: Close (25 ft)

Target: One Person

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

The channeler must be involved in a discussion with the target, and the target must be aware of the channeler when the weave is cast. The weave increases an NPC's disposition by one level (indifferent to friendly, friendly to helpful, etc.) and gives a +5 to Diplomacy rolls for the channeler when dealing with the target while the weave is in effect. The effect of this weave cannot be stacked by using multiple weaves on the same target, although the target's disposition may be increased using Diplomacy or Charisma as detailed on page 200 of "The Wheel Of Time Roleplaying Game." This effect lasts half-again as long as the duration of time the weave was held on the target, not including any time when the weave was tied off. The subtle fading of the weave means that its targets usually do not realize that they have acted on anything other than their own volition.

+1 weave level: The channeler may leave a Suggestion with the target as an Instant Duration effect, lasting for channeler level * hours or until the suggestion is carried out. The Suggestion must be simple and concrete in its objective, and is automatically negated if it would cause the target to knowingly put his or herself at risk or is completely contrary to the individual's nature (GM's Discretion). This effect occurs only when the weave is released; if the Persuasion weave is tied off this effect cannot occur. A Suggestion may be placed after attempting to Persuade the

target to a more friendly disposition, or without attempting to do so at all using just the 2nd level weave. If after Persuasion the target's attitude is helpful, then no second saving throw to a Suggestion made is given. If the target's disposition is not helpful, or the weave is cast as a 2nd level weave without taking the time to "Persuade" the target, then the target receives a saving throw with a bonus relative to the target's current disposition to the channeler as detailed in the following table:

Attitude	Bonus
Friendly	0
Indifferent	4
Unfriendly	8
Hostile	12

Recommendation: If the target of this weave is a Player Character, the GM might ask the player to rate his or her character's attitude towards the channeler on a scale of 1 to 5, where 1 is Hostile and 5 is Helpful. If the player fails to make the save, then the effect of the weave should be role played out.

Example of Play:

Nirdnail Sedai of the Green Ajah needs the help of a famously jaded young nobleman to seek out a young darkfriend named Rothal Dran she believes may be hiding on his property. She gets an audience with him, and uses the Persuasion weave at second level as she lays out her case. The noble, initially indifferent to her request, becomes more friendly as she goes on (*At the GM's discretion, if the player's roleplaying of the persuasion is sufficiently impressive, roll a Diplomacy Check (with the player's +5 bonus in effect) vs. the DC from the table at the bottom of page 200 using the NPC's new attitude as the 'Starting Attitude' to give the player an opportunity to increase the effect by another level of attitude in addition to that of the weave*), and at the conclusion of the meeting she gives the Suggestion that he use all the resources at his command to hunt down the ruffian. He responds with alacrity to her request, summoning all of his household to seek out her quarry.

Summons

(by Leonard Farnsworth)

[Spirit, Air] (Rare)

Level: 4

Casting Time: 1 minute

Range: Special

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Weave Resistance: Yes

A target upon whom the channeler has in the past woven a Healing or Conjunction weave is drawn to the channeler. A Will save allows him or her to resist the pull. Distance dulls the pull. For every one hundred miles between the target and the channeler, the target gains a +1 bonus on the Will save, up to a maximum of +10. Failure compels the target to travel toward the channeler by the fastest possible means.



"Winternight" by Lotta Tjernström

Tracery of Spirit

(By John Bornicke & Steve Russell)

[Spirit] (Lost)

Level: 4

Casting Time: See text

Range: Close (25 ft + 5 ft. / 2 levels)

Area: See Text

Duration: Concentration

Saving Throw: Willpower (harmless)

Weave Resistance: Yes

This weave was originally developed by Elayne Trakand Sedai, based on the principles she learned from the *Aiel Adoption* weave. Its application has been learned by a few channelers of the Aiel Wise Ones around Caemlyn, and use may spread from there. This weave was firstly created in order to allow the bonding of a single man using the *Warder Bond*, by three separate women in a shared bond.

This weave is cast by first laying a delicate web of Spirit with precise similarity on the subjects to be affected, including the channeler, blending them until they are indistinguishable from one another. Each subject affected by this weave requires one full round of casting time. In order for a channeler to use this weave on both herself and others at the same time, this weave must be cast while linked, as the channeler initiating this weave cannot incorporate herself in the web and must pass the lead over to another channeler in order to be included (see the linking table for rules on male channelers in a circle and passing the lead or focus).

Once all the subjects to be included into the web are encompassed, the lead channeler may then, using Multiweave, extend the weave in narrow lines toward the target. Twisting them into one, and changing it into the desired weave; this adds a +1 Casting Level to the desired weave that is being cast.

Channelers may use this weave to encompass several people, allowing all within the web to experience the same effects of a weave as the channeler. This weave does have some small

limitations as to which weaves can be used within it. Only weaves that do not have any kind of active function can be used by the *Tracery of Spirit* weave, if used on weaves with an active function the web fails and the channeler loses the weave slot. Weaves without an active function include all those that gather some kind of sensory information including; *Delve*, *Determine Direction*, *Earth Cunning*, *Earth Delve*, *Flame Delve*, *Sense Shadowspawn*, *Sense Water*, *Threading the Needle*, *Trace*, *Whispers through the Black Gate*, and those weaves that when cast do not require the channeler's direction including; *Bond Warder*, *Adoption* weave, and *Persuasion* (only first function).

Any disruption to the channeler that is casting this weave, or to the lead of a circle that disrupts this weave causes the web of Spirit to collapse around all those that have been included by the *Tracery of Spirit*.

Earth Singing

Control Terrain

(by John Bornicke)

[Earth] (Rare)

Level: 3-9

Casting Time: 1 action

Range: Close (25 ft + 5 ft. /2 levels)

Area: See Text

Duration: Instantaneous

Saving Throw: Special see text

Weave Resistance: No

With this weave the channeler may manipulate the earth in order to either bury or bring to the surface an object or group of objects. When trying to bring up to the surface an object buried in the earth the channeler must first know what it is he or she is trying to bring up, by some previous knowledge or another weave such as Earth Delve. The channeler may also use this to cause an object or area to sink below the surface.

The site of a *Control Terrain* weave appears as if the ground has been tilled recently.

The chart below shows both the maximum weight limit that the channeler may bring to the surface as well as the maximum size and area of effect that can be buried. In order to bring up an object, it must be within the weight limit and be all of one piece. If the channeler is trying to sink a creature the channeler must make a ranged touch attack, creatures standing on the center of the effect suffer a -3 penalty to their Defense (this is in addition to the fact that the channeler is already making only a touch attack). Creatures standing next to the effect suffer no Defense penalty. The target(s) of this weave must make a successful Reflex saving throw vs. DC of the channeler to avoid being buried 2d6 feet below the surface. A living target is allowed to make a Reflex saving throw each round until 1/2 of the total brew time has passed. On the next round the target must make a successful Strength check (DC is same as above +4) or be completely buried and physically helpless. A creature trapped underground has the potential to suffocate as detailed on the bottom of p88 in the DMG. Victims can be dug out manually, or with appropriate weaves. *Control Terrain* may be cast on any area of loose or packed earth, sand, or vegetation covered soil. The material displaced by an object buried is dispersed into the surrounding terrain, increasing the size of the visible mark on the ground. It may be cast indoors on an earthen surface; for example, on the dirt floor of a barn or basement, but not on the stone or marble floor of a keep or temple. It may not be cast on an area containing a tree, any portion of a building, or any type of pavement.

Casting Time	Area of Effect	Example	Weight Limit	Brew Time
3	2 ft. radius circle	1 small creature or object	60 lb.	2 round
5	5 ft. radius circle	2 small or 1 medium creature or object	300 lb.	3 rounds

7	8 ft. radius circle	4 small, 2 medium, or 1 large creature or object	1,000 lb	4 rounds
9	12 ft. radius circle	8 small, 4 medium, or 2 large creatures or object	3,000 lb.	5 rounds

+2 Casting Levels: The channeler may use this weave to affect rock and stone (with a hardness rating no greater than 10). Double the Brew Time in this case.

Determine Direction

(by John Bornicke)

[Earth] (Common)

Level: 0

Casting Time: 1 action

Effect: Able to find true north.

Duration: Concentration

Saving Throw: None (harmless)

Weave Resistance: No

This weave allows the channeler to instantly know the direction of the closest magnetic pole of the world relative to your current position. The knowledge of North or South is correct at the time of casting, but note that the channeler can get lost again within moments if he or she doesn't find some external reference point and let go of this weave. Likewise, the weave is not effective when tied off, causing disorientation and confusion as soon as the channeler turns in a different direction from the time when the weave was tied off. While the channeler holds this weave, an Intuit Direction skill check may be made to determine the desired direction of traveling, and he gains a +10 circumstance bonus to that skill. This skill check may be attempted even if the channeler does not currently possess it.

Dust Storm

(by John Bornicke)

[Air, Earth] (Common)

Level: 2-5

Casting Time: 1 Action

Range: Medium (100 ft. + 10 ft. / level)

Area: See Text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

With a moment of concentration and a brief gesture the channeler is able to lay a fine web of Earth and Air just under the topsoil in an area and churn it into a cloud of fine grained dust. The cloud obscures all sight beyond 5 ft. A creature within 5 ft. has one-half concealment (all attacks suffer a 20% miss chance). Creatures further away have total concealment (gaining a 50% miss chance vs. attacks) and the attacker cannot use sight to locate target. A mild breeze (equivalent to a level 3 *Harness the Wind* weave) will cause the *Dust Storm* to dissipate in half of its normal duration, anything greater will dispel the effect in 1 round.

Furthermore the choking dust affects breathing as smoke would (creatures within the area of effect must succeed at a Fortitude save against a DC of 15 + 1 per previous check or spend that round choking and coughing). A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

This weave can be reversed to allow the channeler to automatically settle to the ground any fine particle material (dust, flour, etc) within the area of effect.

Casting Level	Area of Effect	Duration before cloud settles
2	75 ft. radius circle	2 rounds
3	150 ft. radius circle	5 rounds
4	300 ft. radius circle	1 minute
5	600 ft. radius circle	2 minutes

+2 Casting Levels: The duration of the weave can be increased to concentration, causing dust to

be continuously introduced into the area of effect. Outside of the area of effect, dust will drift normally settling as noted in for its duration.

Keen Blade

(by Trevor Phillips and Evan “Skwid” Langlinais)

[Air, Earth] (Lost)

Level: 2-5

Casting Time: 1 action

Range: Touch

Target: Wielded blade weapon

Duration: Concentration

Effect: Increases the effectiveness of a bladed weapon

This weave is favoured by channelers who enter melee combat themselves, and wish to keep their channeler capabilities concealed. As such its effects are subtle.

This weave positions in sync with a blade's edge a thread of hardened Air as thin as can be imagined, held precisely on the blade's edge by threads of Earth. Sharper than any razor, the damage that blade can do is increased, and weaving at higher levels allows finer control of the edge created and even greater damage.

This is a dynamic effect, controlled by the channeler's will, and as such requires the weave to be held on a blade on the channeler's person. Tying off the weave effectively neutralises any bonus gained, as does passing the blade to another. While being held, the Channeler must make a Concentration check (DC 10 + level) each round if attempting to also perform other actions (such as attacking). This check gains the bonus from Combat Casting, if the channeler has the feat.

Level	Bonus	Other
2	1	
3	2	
4	3	Crit. Range + 1
5	4	Crit. Range + 2

Example of Play: A channeler casts a level 4 Keen Blade on a short-sword. While the weave is held and the sword wielded by the channeler, the short-sword does 1d6+3 base damage, with a critical range of 18-20.

Magnetism

(by John Bornicke)

[Air, Earth, Spirit] (Lost)

Level: 4-6

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Draws metal objects to a person or thing

Area: See Text

Duration: Concentration

Saving Throw: Reflex negates

With this weave you are able to charge the target with an intensely powerful magnetism effect. You can affect only objects made of metal, or creatures wearing or carrying metal armor, weapons, or gear. You can also choose to target a specific attended metal object in a creature's possession, such as a sword held in the hand. A metal-armored or metallic creature made the target of this weave is instantly grappled (see below).

This weave generates a zone of attraction around the affected creature or object. Every metallic object entering the zone of attraction is pulled toward the target creature or object by this attractive force, which has an effective bonus determined by the Casting Level. Every round in which creatures wearing metal armor remain within the zone of attraction, they must attempt an opposed Strength check against the force. If the attracted creature wins this contest, it suffers no ill effects this round. If it fails, it is entangled and drawn 10 feet closer to the creature or object at the center of the zone, +1 foot for every point by which it failed the opposed Strength check.

Creatures carrying or holding metal objects may choose to release them, in which case the items fly to the creature or object at the center. If they instead hold onto them, they are treated as metal

creatures. Unattended metal objects of 50 lb. or less in the zone of attraction (including items voluntarily released, as well as metallic missiles fired through the zone) fly with great force and strike the target, inflicting 1d6 points of damage per 5 lb. of weight (maximum 10d6). Objects heavier than 50 lb. are dragged 10 feet closer each round.

Armored creatures or metal objects that reach the center of the area of effect become stuck fast to the target. (If the target is a metal-armored creature, it is instantly stuck fast to itself by the magnetic force.) Creatures stuck together this way are considered to be grappled and must first escape the grapple by defeating the attractive force in an opposed Strength check before they can try to move away or take any actions prohibited in a grapple. Similarly, an object stuck to the target must be wrested away with a Strength check before it can be used.

If a creature or object within the zone of attraction is more than twice as heavy as the target of this weave, the subject is dragged to it instead of vice-versa. This naturally moves the zone of attraction, which may shift other creatures out of the magnetism's range of influence.

Casting Level	Area of Effect	Strength Bonus
4	15 ft. radius circle	+5
5	20ft. radius circle	+7
6	25 ft. radius circle	+10
7	30 ft. radius circle	+12

Rolling Earth

(by John Bornicke)

[Air, Earth] (Rare)

Level: 4-6

Casting Time: 1 Action

Range: Medium (100 ft. + 10 ft. / level)

Area: See Text

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: No

With deft manipulation the channeler may use the One Power to cause the top few feet of soil to become waves of rolling, churning earth crashing toward the channeler's enemies. All creatures and objects within the line of effect (see below) suffer the damage indicated on the table below. Those within the area of effect must make a Reflex saving throw in order to remain standing in addition to suffering the damage listed from rocks and other hard objects being kicked up by this weave. All structures (building, trees, wells, walls, etc.) within the area of effect suffer double the listed damage (including hardness).

The waves begin approximately 10 ft. out in front of the direction the channeler is facing and race out to the maximum range of this weave. The area indicated in the table below out to the maximum range resembles freshly tilled soil upon completion.

Casting Level	Area of Effect	Damage
4	25 ft. wide wave	1d6 + channelers level
5	50 ft. wide wave	2d6 + channelers level
6	100 ft. wide wave	3d6 + channelers level

Soften Earth

(by John Bornicke)

[Earth, Water] (Common)

Level: 2-7

Casting Time: 1 action

Range: Long (400 ft + 40 ft/level)

Area: See Text

Duration: Instantaneous

Saving Throw: See text

Weave Resistance: No

With this weave you are able to saturate an area with water, either causing softening of the ground and watering any plants within the area of effect or creating a viscous, thick mud to replace the former dirt. This weave was originally used to water crops or small gardens, but its other uses to slow or harass were quickly reasoned out.

The depth of the mud cannot exceed 1 to 5 feet depending on the toughness or resilience of the ground at that spot (GM's option). Medium sized or smaller creatures in thick mud must succeed at Reflex save or be caught for 1d2 rounds and unable to move, attack with a -2 penalty, and must make a Dexterity check (DC 15 + size modifier) to remain standing. Creatures larger than medium reduce the target number for their saving throws equal to their size modifier. Creatures that succeed at their saves can move through the mud at half speed, and they can't run or charge.

Casting Level	Area Affected	Brew Time
2	25 ft. radius circle	1 round
3	50 ft. radius circle	2 rounds
4	150 ft. radius circle	3 rounds
5	300 ft. radius circle	4 rounds
6	750 ft. radius circle	5 rounds
7	1,500 ft. radius circle	6 rounds

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. Structures build upon the earth (no stone foundation) suffer 1d4 x 10 points of structural damage bypassing any hardness that the building may have had. However, most well-

built structures will only be damaged by this weave, not destroyed.

If this weave is cast upon the ceiling of a cavern or a cliffside, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. Damage is 4d6 to all within the area of effect, half damage for those who succeed at Reflex saves, those who failed their Reflex saving throw must also spend 1d2 rounds digging themselves out of the loose materials.

This weave draws the water to inundate the ground from natural humidity in the air. In dry environments, double the brew time of this weave; in desert or arid terrain the brew time increases to four times the normal amount.

Elementalism

Arrows of Ice and Flame

(by Hunter G. Hill)

[Fire, Air, Water, Spirit] (Rare)

Level: 3-5

Casting Time: 1 action

Range: Medium

Area: 1 target

Duration: Instantaneous

Saving Throw: Ref Half

Weave Resistance: Yes

This weave fires arrows formed from the One Power that alternately burn and freeze whatever they strike. The channeler must make a ranged touch attack with each arrow and the target gets a Fortitude save for half damage. The Fortitude save must be made for each arrow that strikes the target. This weave has an impressive visual effect once it strikes the target. The area of impact blossoms with plumes of flame and frost that can extend as far as a foot out from the wound. Each arrow does 4d4 points of damage plus one point per channeler level. For each level cast over 3rd, the channeler may loose one extra

arrow. Thus when cast at 5th level, the weave can send 3 arrows flying toward its target.

Buoyancy

(by John Bornicke)

[Water] (Common)

Level: 3-7

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Area: See Text

Duration: Concentration

Saving Throw: Reflex Negates

Weave Resistance: No

This weave allows the channeler to alter the density of water in an area specified (see below) in order to increase the buoyancy of an item and decrease the amount of displacement necessary to cause it to float. If the object is partially buoyant, such as an overloaded boat or a human, then halve the weight to determine casting level. When successfully cast, it will immediately lift the target toward the surface of the water. The rate of ascent is quick, at 20 ft. per round. Once the target reaches the surface, this weave will allow a +15 bonus to swim checks to a creature attempting to remain afloat. Using this weave will cause the water level to drop in confined basins as the water is condensed (cubic footage of water, divided by the total weight on the chart below that the water can hold. i.e. –a basin 40 x 40 x 20 deep affected by this weave cast at level 7 would drop it by 10 ft.).

The buoyancy effect is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 15 ft. per round ascent, depending on the target's swimming speed. Those who fail an additional Fortitude save and who are underwater holding their breath, are also forced to release their held breath due to the increase in pressure. The weave does not interfere with attacks or other actions taken by a target creature.

Casting Level	Area of Effect	Object's weight
2	One small sized object	100 lbs.
3	One medium sized object	200 lbs.
4	5 ft radius circle	400 lbs.
5	10 ft radius circle	800 lbs.
6	20 ft radius circle	1,500 lbs.
7	40 ft radius circle	3,000 lbs.

+1 Casting Level: You may increase or decrease the area affected by this weave by one step on the table above. Increase the weight by one half to determine the amount the water is lowered.

Detonate

(by John Bornicke)

[Earth, Fire] (Rare)

Level: 3-7

Casting Time: 1 action

Range: Medium (100 ft + 10 ft. /level)

Target: One object or creature

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

Casting this weave causes the creature or object to seemingly burst apart, exploding in a shower of shrapnel or gore. If the object that this weave affects is destroyed, and was made up of a hard material (stone, wood, metal, etc.) when it bursts apart it does 1d6 damage in a 5 ft. radius due to flying debris.

The channeler must make a ranged touch attack in order to hit the target.

Casting Level	Damage done
3	3d8 + channeler level
4	4d8 + channeler level
5	5d8 + channeler level
6	6d8 + channeler level
7	7d8 + channeler level

+2 Casting Levels: You increase the duration to concentration. You may sweep the beam,

detonating objects and targeting one creature per round.

Drawing from the Well

(by John Bornicke)

[Fire, Spirit, Water] (Rare)

Level: 2-10

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. /level)

Effect: Removes all water from an area

Duration: Instantaneous

Saving Throw: Fortitude half

Weave Resistance: Yes

This weave forcibly removes water from the area causing damage to both living creatures and objects made of once-living material (wood, cloth, rope, etc). Only living creatures within the area get a Fortitude save for half damage, non-living material automatically takes damage. In most cases the object is either destroyed or rendered effectively useless. For instance, wooden doors crumble and cloth turns to dust. (See pp. 149,150 of the *Wheel of Time* handbook for how much damage an item can take before being destroyed.) All plant life within the area immediately withers and dies. The water does not dissipate but falls to the ground in a puddle within the area of effect. The water thus produced is potable and clean of impurities other than those present on the surface it comes to rest on.

Casting Level	Radius of Effect	Damage
2	1 small object	1d4
3	5 ft. radius circle	2d4
4	10 ft. radius circle	3d4
5	15 ft. radius circle	4d4
6	20 ft. radius circle	5d4
7	35 ft. radius circle	6d4
8	50 ft. radius circle	7d4
9	75 ft. radius circle	8d4
10	100 ft. radius circle	9d4

Flame Dart

(by Leonard Farnsworth)

[Air, Fire] (Common)

Level: 1

Casting Time: 1 action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Weave Resistance: Yes

Creates a small burst of Fire that leaps from the channelers fingertips and strikes a close target. The flame dart does 1d4 + 1 points of fire damage and generally does not ignite flammable items.

+1 casting level: Create an additional flame dart. This effect can be added multiple times (in other words, +2 casting levels for 3 darts, etc.) If the darts are directed at different targets, each target must be within the weaves range and within 15 ft of the last target.

Flame Delve

(by John Bornicke)

[Fire] (Common)

Level: 1

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Target: One object or area 10 ft. in diameter

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell will allow the channeler to precisely judge the temperature of the target item or area, allowing the channeler to carefully manage any objects placed into a forge or kiln, or to determine the temperature in an area. This weave is especially useful when the channeler is a skilled craftsman performing such precise tasks such as forging an alloy or baking fine pottery. While this weave is in effect the channeler gains a +2 Circumstance bonus to Armorer, Blacksmithing, Cooking, Pottery, and Weaponsmithing skills. This weave also provides a very limited form of

dark vision, allowing differences in heat to be sensed out the distance of the weave's range and giving a +2 circumstances bonus to Spot checks at night or in the cold versus people or animals.

Impede Opponent

(by Trevor Phillips)

[Spirit, Air] (Lost)

Level: 1-5

Casting Time: 1 action

Range: Close (25ft + 5ft/2 levels)

Target: 1 person/creature

Duration: Concentration

Saving Throw: Fortitude negates

Effect: Impedes an opponent's movement in subtle ways.

This weave is favoured by channelers who enter melee combat themselves, and wish to keep their channeling capabilities concealed. As such its effects are subtle.

The weave creates a mesh of Spirit and Air around a single target, which impedes the target in small ways, making them an easier target to hit, and when cast at higher levels, can have other effects. If the target is tough enough, however, this weave's effects may be pushed through, causing the weave to fail.

Although subtle, opponents have a chance to figure out that something is impeding them. Characters roll Wisdom (or Knowledge: Arcana, if available) against the Detection DC listed in the table below. If successful, the target realizes the impeded movement is caused by the One Power. If this DC is failed, then the target may still be aware of the reduction in performance, but not make the connection with the use of the One Power.

As this weave is intended to be subtle, the reduction in Defense is not as effective for others attacking the target, as the weave is controlled by the channeler's will. As such, the effective Defense reduction for other attackers is 3 less than for when the channeler attacks.

In addition, since the weave needs to be actively controlled to be effective, it must be held, as tying it off would effectively neutralise any bonus gained. While being held, the Channeler must make a Concentration check (DC 10 + level) each round if attempting to also perform other actions (such as attacking). This check benefits from the Combat Casting feat, if the channeler possesses it.

Level	Reduction	Detection DC	Other
1	1	40	
2	2	35	
3	3	30	
4	4	25	Movement -5
5	5	20	Movement -10

Rouse the Medium

(by Steven Russell)

"I don't believe in false history, Aes Sedai secrets are best left to Aes Sedai yet later even they came to learn the value of truth. I was there when the White Tower itself was looted by Dreadlords, Black Ajah, Dark Warders, Ko'bal, Dha'vol, Dhai'mon and the Ghar'ghael. No, the Shinning Walls never fell, but by the Light and the Stillness the gate walked away. Even in the face of overwhelming odds the Amyrlin Seat and her five warders rallied the Tower Guard and she commanded the gate to walk back into place. The gate wisely obeyed." From *An Ogier's Perspective by Quillion, Son of Dain, Son of Aran from Stedding Chendar*

[Air, Fire] (Lost)

Level: 6

Casting Time: 1 action

Range: Close (25 ft + 5ft/2 levels)

Area: Objects 1cu ft/level

Duration: Concentration

Saving Throw: None

Weave Resistance: Yes

You imbue inanimate objects with mobility and a semblance of life. Object or objects are under the

control of the channeler and can be directed at will. If the channeler ties off the weave it will continuously perform the last direction it received until the knot unravels or the object is destroyed. The Object can be of any non-power-wrought, non-shadow tainted substance.

You cannot imbue large masses of material, only singular objects and only those that do not exceed the volume, this weave also has no affect on those objects carried or worn by a creature.

For objects effected by Rouse the Medium use the Animated Object statistics found in Core Rulebook III The Monster Manual, but bear in mind that the objects do not gain awareness or sentience in any regard. (Rand uses this weave when he makes the table dance in The Stone of Tear, Egwene believes she can duplicate it.)

Healing

Adornment

(by Steven Russell)

"Burn my soul, he called himself something in that savage tongue, sounded like the 'kar and karn,' but his sleeves were torn and his arms each held something like a tattoo, but they glittered like they were made of metal. He had one on each arm; a serpent with legs all red and gold with a lion's mane. Then he staked me out in the sun to die. If those 'fair daisies,' or whatever those crazy women call themselves, had not come along I would'a been dead " –anonymous Cairhienin Foregater.

[Spirit, Fire] (Lost)

Level: 0

Casting Time: 10 minutes per 1" square

Range: Touch

Area: see text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

This weave is used to create a permanent mark with specific symbols similar to tattooing, but it is not a thing of needles and inks.

One symbol of any design is made by this weave, but a specific design requires either a Forgery check for a copied design or a Craft check if it is an original design (DC determined by the GM). The symbol glints with a metallic sheen and also causes pain to the wearer. The Wearer must make a Concentration Check DC 10 each Day or suffer a –2 circumstance penalty to ability and skill checks. (The archway *ter'angreal* in Rhuidean uses this weave to mark Aiel chiefs, as does Asmodean to mark Couladin)

Caressing the Child

(by Hunter G. Hill)

[Air, Water, Earth, Fire, Spirit] (Rare)

Level: 4-7

Casting Time: 1 Minute

Range: Touch

Area: See Text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: Yes

This weave was once known exclusively by the Aiel. The weave may only be cast on a woman who is pregnant and since pregnant Aes Sedai are a rarity, there was little reason for them to suspect such a weave existed. Since the pregnancy of Elayne Trakand, however, this weave may have spread to those outside of the Aiel Wise Ones. This weave delves the physical state of the mother and child, heals physical wounds and, at its highest level, can even correct some birth defects in the unborn child. Wounds are healed

completely, not converted to subdual damage. This weave is only effective once per day per subject, and may not be used in conjunction with the regular Healing weave.

Casting Level	Effect
4	Heal subject 4d10
5	Heal subject 5d10
6	Heal child of physical wounds and diseases
7	Heal child of non-genetic birth defects

Cure disease

(by Dave Rothgery)

[Spirit, Air, Water] (Common)

Level: 4-8

Casting Time: Variable

Range: Touch

Duration: Instantaneous

Saving Throw: None

With this weave, a channeler can use the One Power to cure diseases. Note that this causes subdual damage on the person being Healed, so it's not a good idea to use this weave to cure a common cold.

Weave Casting Level	Casting time	Diseases Healed	Subdual damage caused
4	10 minutes	Normal diseases	3d8
6	20 minutes	Diseases caused by the Power, Shadowspawn, or creatures of Shadar Logoth	5d8
8	30 minutes	Degenerative conditions, cancer	8d8

Easing the Mind

(by John Bornicke)

[Spirit, Water] (Common)

Level: 0-1

Casting Time: Full-Round

Range: Touch

Effect: Cures mild head pains in one creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Weave Resistance: Yes

While many healers and wise women around the Westlands have created a myriad of ways to deal with common head pains, including many types of teas and tinctures, among the Yellow Ajah of the Aes Sedai this common weave is used to affect the same outcome much more efficiently.

The channeler uses a simple weave of Spirit and Water to relieve the tension placed upon the mind and to enhance the bodies' ability to replace vital fluids within the target's blood. Often the recipient will be very thirsty and slightly fatigued from the release of the stress (suffering from 1d4 subdual damage).

Casting Level	Target
0	Small sized (child)
1	Medium sized (average adult)

+1 Casting Level: This weave can be reversed to inflict head pains on another, causing a -2 circumstance penalty to all Attribute and Skill checks for 1d4 + 1 hours. Reversing this weave changes the saving throw to Fortitude negates.

Fading the Spirit

(by Hunter G. Hill)

[Spirit] (Rare)

Level: 2

Casting Time: 1 action

Range: Personal

Area: 5ft radius

Duration: Instantaneous

Saving Throw: ½ Fort

Weave Resistance: Yes

This weave was created as a defense for channelers who placed themselves in harm's way in order to save lives. It creates an invisible vortex of Spirit around the channeler that inflicts subdual damage on anyone within range. The amount of damage is equal to 3d10 + 1pt per channeler level.

+1 Casting Level: The channeler may lay hands on one person to protect them from the effects of the weave.

+2 Casting Level: The channeler may lay hands on two people to protect them from the effects of this weave.

+2 Casting Level: The channeler may extend the area of effect to 10 ft in radius.

Greater Healing

(by Hunter G. Hill)

[Air, Water, Earth, Fire, Spirit] (Rare)

Level: 4-12

Casting Time: See chart

Range: Touch

Area: One subject

Duration: Instantaneous

Saving Throw: None

Weave Resistance: Yes

This weave was discovered independently by both Nynaevae al'Meara and Damer Flinn. It is akin to the Healing used during the Age of Legends and uses all five affinities to achieve what the Yellow Ajah thought had been lost on

the Wheel of Time. Unlike the Healing weave presented in the Wheel of Time book, this weave completely heals the damage as determined by the level of the weave. This weave can be used only once per day per subject and cannot be used in conjunction with the original Healing weave. When used at 8th level or higher, it requires a Fortitude check by the channeler. Without a successful save, the channeler feels fatigued and suffers a -4 penalty on all attack and save rolls as well as negating all defense bonuses due to dexterity.

Channeler Level	Damage Healed	Casting Time
4	4d8 + channeler level	1 minute
5	5d8 + channeler level	2 minutes
6	6d8 + channeler level	4 minutes
7	7d8 + channeler level	8 minutes
8	8d8 + channeler level	15 minutes
9	9d8 + channeler level	30 minutes
10	10d8 + channeler level	1 hour
11	11d8 + channeler level	2 hours
12	12d8 + channeler level	4 hours

Renew the Flesh

(by John Bornicke and Vagabond66)

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 8-12

Casting Time: Full-Round

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Weave Resistance: Yes

During the Age of Legends, the greatest mark of the Restorers was the ability to not only heal any wound up to death, and sometimes moments

beyond that, but to repair damage to the subject that was old and healed over, even regrowing lost or severely damage limbs. The channelers were able to marshal the body's growth mechanisms from infancy and direct them to replace the injured element at an accelerated rate, performing what would be a miracle to modern channelers, but doing so drained the energy of those being healed, causing subdual damage.

The extent of the damage that could be healed is dependant upon the Casting Level, with the simple repair of damaged bone, ligaments or tissue being the easiest, while regrowing lost or damaged organs and nerves was extremely complex. Permanent wounds that apply a penalty to the character or subtract from the character's attribute no longer apply once this weave has been cast.

Casting Level	Subdual Damage	Brew Time	Regrowth
8	4d8 + 10	30 minutes	Damaged tissue, scars, ligaments, bone, and muscle
10	6d8 + 10	1 hour	Lost fingers, bones or whole limbs
12	8d8+ 10	2 hours	Complex organs and nerve cells

While the Casting Level determines the level of damage that can be repaired, large or complex body parts may take more than one session to completely regenerate the damage that has been done to it. The number of weavings is determined by what component is being healed on the chart below.

Body Part to be Healed	Number of Sessions
Fingers, minor tendons, scars	x1
Massive scarring, damaged bone, ligaments, cartilage	x2
Foot or hand, large area of skin or muscle	x3

Limb up to elbow or knee	x5
Whole limbs	x7
Simpler organs (intestine, liver, stomach, etc.)	x5
Complex organs (eyes, heart, minor nerve damage)	x7
Spinal and brain cells	x10

Restoration

(by Dave Rothgery)

[Spirit, Air, Water] (Rare)

Level: 5-8

Casting Time: Variable

Range: Touch

Duration: Instantaneous

Saving Throw: Will negates (harmless)

This weave can convert permanent ability damage to temporary ability damage.

Weave Level	Casting time	Ability points healed
5	20 minutes	1
6	20 minutes	2
7	30 minutes	3
8	30 minutes	4

Illusion

Hidden Message

(by Leonard Farnsworth)

[Earth, Fire, Spirit] (Rare)

Level: 3

Casting Time: 1 minute or longer

Range: Touch

Target: One written document

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

The channeler alters a document being written in such a way that the text can only be read by the person (or persons) designated at the time of casting. The writing is invisible to anyone else.

The casting time depends on how long it takes to write the document, but is always at least 1 minute.

Vertigo

(by John Bornicke)

[Air, Spirit, Water] (Rare)

Level: 2

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. / level)

Target: One creature

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

Upon casting this weave the target creature must make a Will saving throw or suffer from extreme dizziness, caused by the channeler manipulating the sensations of moving in space or of objects moving about a person and the resultant difficulty in maintaining equilibrium.

Victims suffer the temporary loss of $1d6 + 1/2$ channeler level points of Dexterity for the duration. The target must make a Concentration or Will check (DC 10 + weave level + primary attribute modifier) in order to take any action and is limited to one partial action each round as long as this weave remains in effect. In order to embrace the source while suffering from Vertigo, a channeler must succeed at a Concentration check (DC 25). Additionally, each round at the start of its turn each victim must also make a Balance check (DC10) or falls prone.

+2 Casting Levels: The weave affects one additional person, as though you had cast the weave on two targets at once. This effect can be added multiple times (in other words, at +4 casting levels, the weave affects two additional people and so forth).

Maker (New Talent)

(Note: Taking the Maker talent requires taking the Latent Maker feat.)



“JasperAngreal” by Priest Sidran

Craft Angreal

(by Dave Rothgery)

[Air, Earth, Spirit] (Lost)

Level: 9-11

Casting Time: Variable

Range: Touch (the *angreal* is created in your hand)

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

With this weave a channeler can make *angreal*. To make an *angreal*, make a Weavesight check at the DC listed. *Angreal* attuned to *saidin* can only be made by men; *angreal* attuned to *saidar* can only be made by women.

If the channeler studies an *angreal* for an extensive period of time with the intent of duplicating it, add a +5 competence bonus to the Weavesight check. If the channeler has successfully made an *angreal* attuned to the same half of the Power, add a +10 competence bonus to the Weavesight check. These bonuses do not stack.

The materials that the *angreal* is made of are needed in order to use this weave. Typically this is porcelain or crystal of some sort.

Special: All weaves in the Maker Talent require the Maker Talent and the Latent Maker feat.

Level	DC	Time	Angreal type
9	30	1 hr	+1
10	35	2 hr	+2
11	40	4 hr	+3

Craft Sa'angreal

(by Dave Rothgery)

[Air, Earth, Spirit] (Lost)

Level: 14-20

Casting Time: 4 hrs

Range: Touch (the *sa'angreal* is created in your hand)

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

With this weave, a channeler can make *sa'angreal*. To make a *sa'angreal*, make a Weavesight check at DC 40. *Sa'angreal* attuned to *saidin* can only be made by men; *angreal* attuned to *saidar* can only be made by women.

If the channeler studies a *sa'angreal* for an extensive period of time with the intent of duplicating it, add a +5 competence bonus to the Weavesight check. If the channeler has successfully made a *sa'angreal* attuned to the same half of the Power, add a +10 competence bonus to the Weavesight check. These bonuses do not stack.

You will need the materials that the *sa'angreal* is made of in order to use this weave. Typically this is porcelain or crystal of some sort.

Special: All weaves in the Maker Talent require the Maker Talent and the Latent Maker feat. This weave is extremely high level; it requires a circle and/or *sa'angreal* to weave.

Level	Sa'angreal type
14	+4
15	+5
16	+6
17	+7
18	+8
19	+9
20	+10

Craft Ter'angreal

(by Dave Rothgery)

[Air, Earth, Spirit] (Rare)

Level: 7-10

Casting Time: Variable

Range: Touch (*ter'angreal* is created in your hand or on the floor near you, if too large to carry)

Duration: Weave ends with casting; object is permanent

Saving Throw: None (harmless)

With this weave, a channeler can make *ter'angreal*. To craft a *ter'angreal*, a Weavesight check is made to determine the weaves involved. See the table below for the approximate DC of the check; the GM will give a specific value.

If the channeler studies a *ter'angreal* for an extensive period of time with the intent of duplicating it, add a +5 competence bonus to the Weavesight check. If the channeler has successfully made a *ter'angreal* functionally identical to the one currently being attempted and approximately the same size, add a +10 competence bonus to the Weavesight check. If the channeler has successfully made a similar

ter'angreal (GM's discretion), add a +7 competence bonus to the Weavesight check. These bonuses do not stack.

Ter'angreal attuned to *saidin* can only be made by men; *Ter'angreal* attuned to *saidar* can only be made by women; *Ter'angreal* which use both *saidin* and *saidar* can only be made by a circle of both men and women.

The materials that the *ter'angreal* is made of are needed in order to use this weave. Typically this is porcelain or crystal of some sort, though other materials have been used for certain *ter'angreal*.

Most initiates who know this weave as of 1000 NE are Seanchan *damane* who only know how to make *a'dam*; until explicitly taught, they cannot make other *ter'angreal*. Some Aes Sedai, Novices, and Accepted among the rebels led by Egwene al'Vere have learned this weave from Elayne Trakand.

+2 Casting level: The *ter'angreal* created does not require the use of the Power to work. Adds +5 to DC.

Special: All weaves in the Maker Talent require the Maker Talent and the Latent Maker feat.

Level	DC	Time	<i>Ter'angreal</i> type	Typical item
7	25	10 min	Simple, small	Amulet of alertness
8	30	30 min	Complex, small	<i>a'dam</i>
9	35	1 hr	Intricate, small	balefire rod
10	40	2 hr	Complex, large	Bowl of the Winds



"Well Angreal" by Priest Sidran

Traveling

Cycled Gateway

(by John Bornicke)

[Fire, Spirit] (Lost)

Level: 9-13

Casting Time: 1 Full round

Range: Close (25 ft. + 5 ft / 2 levels)

Duration: Concentration (Special)

Saving Throw: None

Weave resistance: No

A channeler with this weave is able to create a Gateway directly to another location, anywhere in the physical world and may change the Gateway's destination from place to place very fast, instead of creating a new one for each attempt. The channeler uses Spirit to weave the Gateway and change the end destination, and Fire to stabilize the portal to handle the rapid changes. The channeler must have some sense of the destination and, in most cases you must know the starting point well. This requires that you have

spent at least several hours there or, if you have been there for less time, that you spent at least 30 minutes studying the area (reduce this time to 10 minutes if you embrace the True Source for the entire time).

The channeler may change the end destination of the Gateway no more than once per round with a Concentration check (DC 15). Once a person has stepped through the Gateway (channeler or another), an instability is created which will cause the Gateway to close after the duration listed in the table below, during that time the channeler may still change the end destination up to the maximum time listed.

Casting Level	Max Gateway Size	Gateway Stays Open For
9	5 ft. wide by 10 ft. tall	2 rounds
10	10 ft. wide by 15 ft. tall	1 round per channeler level
11	30 ft. wide by 20 ft. tall	2 rounds per channeler level
12	100 ft. wide by 25 ft. tall	5 rounds per channeler level
13	300 ft. wide by 30 ft. tall	1 minute per channeler level

+1 Casting Level: The channeler may increase or decrease the duration of the Gateway by one step on the table above.

Steal the Reflection

(by Steven Russell)

"I will have him back, he was my prince, my husband, my warder, my lover, my dearest friend and the father of our son. The Iron King's unnatural assassins have stolen him from me. Death cannot be healed, and the Great Serpent cannot be turned back. Yet I have found a way, and when my love returns to me, we will kill The King and his Councilor. Perhaps then we can finally return to his home in the mountains where the red eagles fly and our son will be king." -- *Diary of a Princess* saved from the ruins of Aleth-Loriel.

[Spirit,] (Lost)

Level: 8

Casting Time: 10 minutes

Range: Touch

Area: 1 Person

Duration: Instantaneous

Saving Throw: Fort

Weave Resistance: Yes

This weave allows you to unlock the power of the Portal Stones and use the One Power to kidnap a specific person from the Mirror World that you choose when touching the proper symbol on a Portal stone.

First you must have a precise picture of the person to be transported envisioned in your mind while holding the source (Composure Check DC 11+ envisioned person's HD.) Second the channeler must touch the symbol of a Mirror World on a Portal Stone and then channel the weave while maintaining the mental picture (Concentration DC 23 and repeat the Composure Check) The Channeler then spends 10 minutes seeking out the person envisioned in the Mirror World. The GM then either must decide whether or not that person exists on that particular Mirror World at this time, if not then the channeler wastes the weave. If so the GM rolls that person's saving throw (such individuals are never considered willing). If the target fails, the selected Mirror World's version of that person appears next to the Portal Stone at the end of casting time.

This Weave cannot be learned unless the person has already learned the Use Portal Stone weave. Use of this weave has a 10% chance to skip anyone within a variable radius (GM's Discretion) d100 ahead days ahead in time or to transport them to the selected Mirror World.

A person brought through from a Mirror World could be almost identical to or unrecognizable as the person intended, as the Mirror Worlds are an assortment of infinite variables; and most will likely want to return to their home.

Warding

Alter Pattern

(by John Bornicke)

[Earth, Spirit] (Lost)

Level: 3-12

Casting Time: 1 Full round

Range: Close (25 ft + 5 ft. / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This weave alters the pattern of creation similar to the weave *Bridge Between Worlds*, although instead of creating a similarity to open a space, you alter the pattern and bind it to the surrounding terrain, reinforcing it. In effect this weave prevents the opening of a Gateway (both *Gateway & Bridge Between Worlds* weaves) within the area of effect. Characters attempting to create a Gateway within the area of effect must make a Concentration check (DC equal to 10 + weave level + channeler's primary attribute modifier) or create an unstable gate.

An unstable gate will collapse before it is fully formed, forcing the creator to make a Fortitude saving throw as if the character had overchanneled +2 weave levels (or +3 if the character already overchanneled to cast the weave in the first place).

This weave typically appears as a dome, but you can alter its shape to any equivalent volume when cast. When cast within an enclosed area, such as a room or cave, the weave tends to conform to the shape of the space designated.

Casting Level	Area of Effect
3	5 ft. radius sphere
4	10 ft. radius sphere or small room
5	25 ft. radius sphere or large room

6	50 ft. radius sphere or moderate sized building
7	150 ft. radius sphere or large building
8	300 ft. radius sphere or very large building
9	750 ft. radius sphere
10	1,500 ft. radius sphere
11	1 mile sphere
12	5 mile sphere

+1 Casting Level: The channeler may increase the DC of the Concentration check needed to create a Gateway within this ward by +2. This effect can be added multiple times (in other words, at +2 casting levels, the DC increases by +4).

+2 Casting Levels: The channeler may alter the pattern in such a way as to allow casting the *Create Gateway* or *Cycled Gateway* weave within the area of effect. Another channeler seeing this, with a successful Weavesight skill check, may duplicate this effect.

Diffuse Strength

(by John Bornicke)

[Spirit, Water] (Lost)

Level: 4-7

Casting Time: 1 Full round

Range: Personal

Duration: Concentration

Saving Throw: Will Half

Weave Resistance: Yes

Special: Channeler must have at least one rank in the Invert skill to learn this weave.

This weave allows the channeler to place a highly complex and modified shield weave on herself in order to impede other channelers of the same gender from determining her exact strength in the One Power. This weave is useless and cannot even be learned without the Invert skill, as most of the modifications within it would be meaningless without it. The channeler may cast this weave at varying strength in order to deceive

other channelers into perceiving their abilities as at a novice level or even unable to channel at all.

Upon first casting this, the character must make an Invert skill check (DC= 10 + weave level) or she will be unable to complete the casting at all and loses that weave level. If successful, the character is now covered by a shield of Spirit, which will prevent another channeler from sensing his or her strength, but does not limit casting ability in any way. If another channeler of the same gender attempts to determine the strength of the caster then opposed skill checks of the *caster's* Invert skill (+5 circumstance bonus) must be made vs. Weavesight skill of the opponent. If the caster succeeds, the opponent senses the channelers strength at the level indicated by the weave level on the table below, otherwise the opponent discovers the true strength of the channeler.

This degree of talent is measured as the sum of the subject's Intelligence bonus, Wisdom bonus, Charisma bonus, and levels in channeling class. This weave will not prevent a male channeler from "feeling" a female channeler embracing the source, although he may still not know who it might be.

Weave Level	Sensed Strength of Channeler
6	1/3 lower strength than original degree of talent
7	1/2 lower strength than original degree of talent
8	3/4 lower strength than original degree of talent
9	Unable to channel

Eye of the Storm

(by Hunter G. Hill)

[Air, Fire, Spirit] (Lost)

Level: 3

Casting Time: free action

Range: Personal

Area: See text

Duration: Instantaneous

Saving Throw: Reflex to remain standing

Weave Resistance: Yes

This weave is designed to be cast before one of three warding spells: Ward against Shadowspawn, Ward against People and Ward against Channelers. When cast on the move action and followed immediately by one of the three wards, it pushes those the ward is intended to keep out directly away from the channeler until they reach the edge of the subsequent ward. For example, a channeler beset on all sides by trollocs could cast this weave and then Ward against Shadowspawn at 3rd level. Immediately, all trollocs within 25ft of the channeler would be pushed directly away until they were 25ft away and outside of the ward. Affected creatures must make a Reflex saving throw in order to stay on their feet. Note: If the channeler is within a building, the ward must leave room for the affected creatures. In other words, Eye of the Storm cannot be used to crush a creature against a wall or otherwise cause damage. Any attempt to do so will cause both this weave and the ward following it to fail.

Flame Warding

(by John Bornicke)

[Air, Fire, Water] (Rare)

Level: 0-9

Casting Time: 1 Full round

Range: Close (25 ft + 5 ft. / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: Yes

You are able to create a dome shaped weave around an area, through which heat or flames may not enter or be created in. Fires already in existence within the area of effect when the ward is erected will continue to burn, although fitfully and not as brightly as before. A channeler may attempt to use a Fire effect within the area of the ward, but must first attempt to penetrate it (10 + weave level + Channeler primary attribute vs. the saving throw DC of the ward creator), and if successful the weave causes its intended effect, otherwise the weave fails.

Especially large or voracious fires (such as whole buildings burning or gunpowder explosions) may penetrate this ward; use the fire's damage per round vs. the Saving Throw DC to see if it penetrates.

This weave typically appears as a dome, but you can alter its shape to any equivalent volume when cast. When cast within an enclosed area, such as a room or cave, the weave tends to conform to the shape of the space designated.

Casting Level	Area of Effect
0	5 ft. radius sphere
1	10 ft. radius sphere or small room
2	25 ft. radius sphere or large room
3	50 ft. radius sphere or moderate sized building
4	150 ft. radius sphere or large building
5	300 ft. radius sphere or very large building
6	750 ft. radius sphere

7	1,500 ft. radius sphere
8	1 mile sphere
9	5 mile sphere

+1 Casting Level: The channeler may increase the DC of the Saving Throw needed to penetrate this ward by +2. This effect can be added multiple times (in other words, at +2 casting levels, the DC increases by +4).

Keeping

(by John Bornicke)

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 7-10

Casting Time: 1 round

Range: Close (25 ft. + 5 ft / 2 levels)

Target: See text

Duration: Concentration

Saving Throw: Special

Weave Resistance: Yes

With a measure of concentration, a channeler may create a complex weave consisting of all five affinities of the One Power, placing an object into a state of suspended animation. For the target, time ceases to flow and its condition becomes fixed. The object affected no longer ages, and no effect can change it while the duration of this weave is in effect.

The target of this weave, in effect, becomes immune to outside influence up to a certain degree. The object will not be affected by age, heat or cold, corrosion, dampness or fading. The target also gains a level of immunity to physical damage, although since this weave is interlaced with the physical structure of the target any damage beyond this can destroy the object and prematurely end the weave. The item gains a damage resistance of 25/- and any damage beyond this that would destroy the object also ends the weave.

This weave is unable to affect any living creature that is able to move under its own volition, as any movement by the object breaks the field that the weave establishes. Thus this weave could not be

used to place an injured comrade under its effects (as while the individual is not moving, the body is still functioning), it could be used to affect a plant or a comrade that had just died (-10 hp).

In order to target an object, it must be all of one piece and the casting level must be able to encompass the entire object or the weave will fail and the weave slot spent will be wasted.

Casting Level	Area of Effect
7	Fine sized object
8	Tiny sized object
9	Small sized object
10	Medium sized object

Resonance Web

(by John Bornicke)

[Air, Earth, Fire, Spirit, Water] (Lost)

Level: 4-13

Casting Time: 1 Full round

Range: Close (25 ft + 5 ft. / 2 levels)

Area: See text

Duration: Special

Saving Throw: None

Weave Resistance: No

You are able to create a dome shaped weave around an area. During the duration of this weave, if another channeler of the same gender channels, this weave will pick up the resonance and echo it, allowing the channeler to feel the presence and identify the location.

Once somebody of the same gender channels within the area of effect, this weave will amplify the feeling of channeling out to a distance determined by the casting level (see table below). If the channeler is attempting to Invert a weave, then a successful Invert skill check (DC = 15 + level of this weave + channeler's primary attribute) must be made otherwise the weave's effects are triggered. This weave has a duration of concentration, but once triggered, it collapses and can no longer be maintained. Channelers of

the opposite gender do not activate this weave in any way.

This weave typically appears as a dome, but you can alter its shape to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space.

Casting Level	Distance Felt from Casting	Area of Effect
4	150 ft. radius sphere	5 ft. radius sphere
5	300 ft. radius sphere	10 ft. radius sphere or small room
6	750 ft. radius sphere	25 ft. radius sphere or large room
7	1,500 ft. radius sphere	50 ft. radius sphere or moderate sized building
8	1 mile radius sphere	150 ft. radius sphere or large building
9	5 mile radius sphere	300 ft. radius sphere or very large building
10	10 mile radius circle	750 ft. radius circle
11	50 mile radius circle	1,500 ft. radius circle
12	250 mile radius circle	1 mile circle
13	500 mile radius circle	5 mile circle

+2 Casting Levels: This weave can be tied in with the weave *Threading the Needle*, both weaves must be tied off separately and will allow the channeler to detect the opposite gender channeling.

Test Resonance

(by Hunter G. Hill)

[Air, Earth, Fire, Water, Spirit] (Rare)

Level: 1-4

Casting Time: One Round

Range: Close (25ft + 5 ft/2 levels)

Area: 5 ft diameter area

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

This weave allows a female channeler to test an area for recent use of *saidin*. It will only indicate whether a weave has been cast by a male channeler in the given area. It will not reveal the presence of a male channeler, nor that of a male embracing the Source, but it will show a weave with a duration of concentration that is being maintained as well as tied off weaves and expired weaves within the time range. Effectively, the channeler can detect the presence of *saidin* as if she possessed the Sense Residue feat, but this in no way allows her use of the Weavesight skill in reference to learning weaves of *saidin*. The level of the weave determines the age of the weave it can detect but does not change the area of effect.

Casting Level	Age of Weave
1	5 minutes
2	30 minutes
3	2 hours
4	1 day

Ward Against Disease

(by John Bornicke)

[Air, Fire, Spirit, Water] (Common)

Level: 0-9

Casting Time: 1 Full round

Range: Close (25 ft + 5 ft. / 2 levels)

Area: See text

Duration: Concentration

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

You are able to create a dome shaped weave around an area, through which disease and

contagions may not enter or be created in. While this weave will not cure a subject afflicted with a certain disease, it will prevent that disease from traveling outside or around within the area of effect. This prevents exposure to carriers through inhalation, and as such; occupants will not need to make a Fortitude saving check in order to prevent infection with the disease. Furthermore, all those within the area of effect subjected to contamination from contact, or intake gains a +4 circumstance bonus to their Fortitude saving throws in order to prevent contagion from occurring.

This weave does not affect poisons in any way, nor does it prevent a person from carrying a disease into or out of the area of effect within themselves, only airborne or exposed disease is affected by this ward.

This weave typically appears as a dome, but you can alter its shape to any equivalent volume when cast. When cast within an enclosed area, such as a room or cavern, the weave tends to conform to the shape of the space designated. The area of effect for this weave cannot overlap, contain or be contained within another ward.

Casting Level	Area of Effect
0	5 ft. radius circle
1	10 ft. radius circle or small room
2	25 ft. radius circle or large room
3	50 ft. radius circle or moderate sized building
4	150 ft. radius circle or large building
5	300 ft. radius circle or very large building
6	750 ft. radius circle
7	1,500 ft. radius circle
8	1 mile circle
9	5 mile circle

+2 Casting Levels: You may increase the potency of the ward within the area of effect, thereby increasing the circumstance bonus to the Fortitude saving throw.

Chapter 4

Wondrous Items

Andaraelle's Might

(by Ben Ring)

Type: *Ter'angreal*

Activation: Wield (see text)

Affinities: None

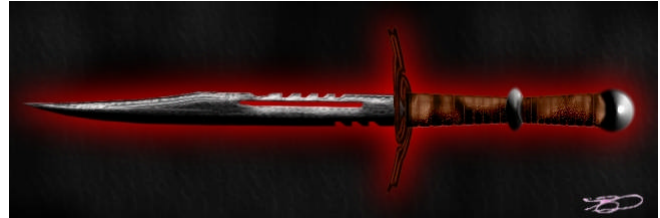
Size: Large

Weight: 15 lb.

Occurrence: Unique

Andaraelle's Might is a large, two-handed sword crafted out of a dull black metal (1d12, 19-20/x2). The blade is unusual...it is single-edged, with its blade edge balanced by a notched edge (like a swordbreaker); the notched edge provides a +3 circumstance bonus to disarming an opponent. This weapon is considered an exotic weapon, and can only be wielded by a character with a Strength of 16 or above.

Effect: According to ancient tales, although no one knows whether the stories are accurate, this legendary blade has certain amazing properties: it is especially dangerous against the Shadow, and the wielder becomes a more fearsome fighter. In actual fact, the wielder gains the Improved Critical (Andaraelle's Might) feat vs. creatures of the shadow, and the blade provides a +2 enhancement bonus to Strength when wielded. These properties do not reveal themselves unless the wielder has the Exotic Weapon Proficiency (Andaraelle's Might) feat, which can be taken after 10 + 1d6 days of dedicated (full-day) practice with the sword. This sword is of exquisite though unknown craftsmanship, consider it a Masterpiece weapon when figuring attack and reputation bonuses. If someone recognizes the weapon as Andaraelle's Might, the character gains an additional +2 to reputation.



"Andaraelle's Might" by Brian Danford

Blue Ring

(by Leonard Farnsworth)

Activation: *Saidar* Weave Sacrifice (1st level)

Affinities: Spirit

Size: Tiny

Weight: Negligible

Occurrence: Unique

A ring of iridescent blue metal, slightly too large to be worn by a grown man, inscribed with a tiny complex pattern of lines and bisected by a pin of a different, blue-green, metal inscribed with a pattern of spirals. If a female channeler directs a flow of Spirit into the center of the pin, the entire ring will glow if it is within 50 feet of a weave of *saidin*, either tied-off or held. This does not detect resonances of past channeling, only active weaves. The intensity of the glow is determined by the strength and proximity of the nearest weave.

Coin of Recollections

(by John Bornicke)

Type: *Ter'angreal*

Activation: Wear

Affinities: None

Size: Tiny

Weight: 1/4 pounds

Occurrence: Rare

This *Ter'angreal* appears as a small disc, circular with a hole in the center and made of clear glass.

On one side are two unknown symbols on either side of the hole, and the other side appears to depict winds blowing in a circular pattern.

This *Ter'angreal* adds a +2 competence bonus to all Knowledge skill checks to the bearer. In order to activate this ability the user must make a successful Concentration skill check (DC 15). This bonus may not be applied to more than one skill at any one time, and may not be used on the same skill more than once per day. The circumstance bonus lasts two hours.

Compulsion Sphere

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; level 1 weave slot

Affinities: Air, Fire, Spirit

Size: Tiny

Weight: ½ lb.

Occurrence: Unique

This was one of many items recently taken from the storage rooms of the White Tower by sisters rumored to be of the Black Ajah. Although the capabilities were not common knowledge, for a long time now the Tower has known what this *Ter'angreal* can do and kept it locked away.

It resembles a small mirrored ball, 2 inches in diameter with a single rune of unknown origin marring its smooth surface.

Use of this allows the channeler to implant a single command in the mind of the target. The command remains with the target even after the channeler releases the weave and leaves his presence, until he fulfills that command. The command is limited to a single sentence or two and no more than one command can be directed at the same target or the last command is forgotten. The target receives a Willpower saving throw (DC 18) and he can be no farther than 25 ft. away when the sphere is activated. Commands that are obviously suicidal are ignored, Commands that are harmful to the target or those he loves allow an additional Will save. If

the save succeeds, he shrugs off the effects of the weave; if it fails, he follows the order and remains under the weave's effect.

Use of this item does come with a price as it is extremely exhausting to use. The user must make a Fortitude saving throw (DC 18) each time it is activated or suffer 2d6 subdual damage.

Cyrendemar'naille's Remembrance (or the Mask of Mourning)

(by John Bornicke)

Type: *Ter'angreal*

Activation: Wear

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Unique

This ancient *Ter'angreal* was named in the Book of Tragedies, a tale of the corruption and destruction of Aridhol, now called Shadar Logoth. This item was left in the Aridhol city of Cyrendemar'naille when the people fled that crumbling nation, wanting nothing to do with the One Power. According to that book the item is able to aid the caster with the One Power and reduces the emotions felt by the wearer.

Its appearance is that of a mask, genderless and all smooth white, made of some kind of cool material harder than the best steel. Under the left eye is a single blue enameled teardrop.

This item is considered an *angreal* with a power rating of 2 for purposes of casting Conjunction weaves. Furthermore the user gains a +4 enhancement bonus to Will saving throws vs. Fear or other emotions. The user gains the Fearless feat while wearing the item. Effects that would result in you being "panicked" are reduced to "frightened", "frightened" are reduced to "shaken", and "shaken" are ignored.

Devouring Band

(by John Bornicke)

Type: *Ter'angreal*

Activation: Wear

Affinities: None

Size: Small

Weight: 1/2 pounds

Occurrence: Rare

This disturbing *ter'angreal* was named for both the effect it has upon the user and as a partial description of how it looks. It resembles some kind of smooth, dull glassy stone, dark grey in color. Partially submerged throughout the item are bodies, male and female writhing together.

This item allows the bearer to replicate the abilities of one of the Soulless, being able to move about in plain sight without being noticed. The user gains the ability to use his Hide skill even in the open, with no need to have anything to hide behind. Even those set to watch for activity, usually do not notice a character wearing this item walking past them. Once the character takes an overt action, his action become much more obvious. Any further Hide checks made suffer a -10 circumstance penalty until the he manages to escape any immediate observers. The character also gains a +8 enhancement bonus to his Hide and Move Silently skill checks.

The use of this item does come at a price however. The Devouring Band accomplishes the same results as the soullessness of an actual Gray Man by submerging the user's soul while it is worn. When the ring is removed, the cessation of this effect causes the character to suffer one point of temporary Constitution damage for each hour, or part thereof, in which the ring was worn (e.g., if the ring was worn for 2 hours and 15 minutes, 3 points of temporary Con. damage would be incurred).

(Inspired by the short story **Dark Motions in the Moonlight** by Geoff Hall)

Finders Set

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; level 1 weave

Affinities: Spirit

Size: Small

Weight: 1 lb.

Occurrence: Rare

This linked set of items was only recently recovered and brought to the Tower by a Dedicated returning from a limited scouting mission. With some study, an Asha'man of the Black Tower was able to duplicate the set, thus making it possible that these may become less rare soon.

The first set found and studied resembled a dagger and a belt buckle. The second set was also made to function as a belt buckle, though in the form of a dragon, paired with a simple silver bracelet etched with a dragon in the middle and swords at each end.

In order to activate a Finders Set, both items must be touching and held by two separate people when the Spirit weave is cast. Once the set is linked, a channeler may cast the *Create Gateway* weave, and using this *ter'angreal* open his gateway to the location of the second set item, even if the channeler does not know where that is. The channeler must still know the *Create Gateway* weave and be able to cast it in order for this item to set the end destination.

The Glass Turtle

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; 1 level weave slot

Affinities: Air, Water

Size: Tiny

Weight: Negligible

Occurrence: Rare

This type of *Ter'angreal* is a small statuette of a sea turtle, made of blue / green glass and small

enough to easily carry in a belt pouch or the user's palm. It grants the user the ability to travel underwater (although not breath water) for extended periods of time by drawing a bubble of air with it.

Once the user channels a small flow of the One Power into the turtle, she will then be able to submerge herself underwater and have a small circle of air be drawn with her. This pocket of air will last for 20 rounds and will maintain stability down to 100 ft. below the surface. This flow of the One Power must be maintained the entire time underwater or the air will collapse, and if taken back to the surface the pocket will refresh for another 20 rounds.

Jeandahar's Flute

(by Ben Ring)

Type: *Ter'angreal*

Activation: Weave sacrifice (slot level varies, see table).

Affinity: Spirit

Size: Small

Weight: 0.2

Occurrence: Unique

A delicate crystal-wrought flute, 8" long. The surface is inscribed with tiny whorled designs, and the mouthpiece is silver. The notes sounded on this flute are soft and soothing and are always in minor keys.

No one knows why this *ter'angreal* was created, although some scholars hypothesize that it was created soon after the counterstroke tainted *saidin* to aid in the study and preservation of male channelers' sanity by even those with minor channeling talents.

Effect: The flute's unique properties are revealed when a weave of Spirit is channeled into the flute while it is being played. The flute produces a sphere with a radius of 20 feet that has an effect similar to a Heal the Mind weave (WoTRB, p. 176) depending on the weave slot level sacrificed.

Any creature suffering from Madness who enters the sphere receives the effect.

Weave Sacrifice	Effect
0	Heal the Mind @ level 2
1	Heal the Mind @ level 3
2	Heal the Mind @ level 4



"Jeandahar's Flute" by Malessa D. Danford

Madness Ring

(by Melvin Roberts)

Type: *Ter'angreal*

Activation: Worn

Affinities: None

Size: Tiny

Weight: 1 oz.

Occurrence: 24 individual rings

At the breaking of the world and the end of the Age of Legends, a few dozen male and female Aes Sedai attempted to create a refuge from the Taint on *saidin*. Their vision was to create a great *ter'angreal* at a major crossroad city which simulate the effects of an Ogier Stedding. Such a task required more time than most male Aes Sedai had before going mad. In order to diminish the Taint's effects, the Aes Sedai first created Madness Rings as a minimal protective device to the Taint.

The rings appear to be made of a pure white ceramic substance and lack any decorative features. They were constructed using both *saidar* and *saidin*. *Saidar* is used to skim off a portion of the Taint as *saidin* is channeled through the ring. As the Taint is skimmed, the ring develops a black corrosive material on its surface that is resistant to all attempts to clean.

Upon embracing the Source, a male channeler will feel a resonance coming from the ring. At first, the resonance is out of tune with the channeler. Over the course of a week (10 days), the resonance slowly becomes more in-tune with the channeler, until it becomes one with him. Male channelers who wear an attuned Madness Ring prior to leveling-up gain one less madness point (1d6-1) upon leveling. This madness point is stored in the ring as corrosion. If removed, the resonance must be achieved again. Only rings in-tune with their wearers will protect their wearers from the Taint.

In the centuries following the ring's creation, female Aes Sedai learned to fear them due to an unexpected side effect. Female channelers who put these rings on immediately drain the corrosive taint from the ring and develop a madness rating equal to the madness points stored in the ring. The ring appears shiny and new as a result. After several members of the White Tower went mad while examining these rings, they have since been known simply as Madness Rings. Most of the rings were collected and kept under the heaviest warded storerooms in the White Tower. A few rings still exist in the Far Madding area. One ring each can be found in the Circle's cache of wondrous items in Ebou Dar and in the items at Rhuidean in the Three-fold lands. How these last two rings came to be in these places is unknown.

Memory Sphere

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; level 0 weave slot

Affinities: Spirit

Size: Tiny

Weight: 1 lb.

Occurrence: Common

This *Ter'angreal* is a smooth, highly polished sphere of clear, golden-hued crystal small enough to fit in the palm of a man's hand. Anyone who holds one of these spheres and channels a flow of Spirit into it can cause it to hold scenes from the channeler's memories or imagination. He must make a Concentration check (DC 16). The duration of the scene stored into the sphere can be no more than a number of minutes equal to the ranks in the Concentration skill the channeler has. It can also include scenes viewed, a short message, or a walk through an ancient city, as long as the sphere is held and nothing disrupts either the weave or concentration.

In order to access the scenes contained within, the wielder must be touching the sphere and make a Concentration check (DC 10). Losing contact means the character must start over.

Mistress Al'Vere's Honeycakes

1 tbs butter
1 $\frac{3}{4}$ c fine bread crumbs, plain and dried
 $\frac{1}{4}$ c finely crushed graham crackers
1 c honey for recipe
 $\frac{1}{4}$ c brown sugar
4 eggs, separated
1 c toasted and finely chopped hazelnuts
Cool Whip (optional)
2 tbs honey for sprinkle/garnish
Four 1.5 c Brioche tins (see below)
Two metal mixing bowls
Large pot
Whisk
Wooden spatula



Brioche tins cost from \$1-2 US dollars apiece, and they can be found in most stores that sell any kind of cookware.

Melt the butter and lightly coat the inside of the brioche tins with it. Sprinkle the crushed graham crackers over the buttered tins so that it sticks and creates a fine crumb coating. Set the tins aside, and preheat the oven to 375 (F).

Fill the large pot $\frac{1}{4}$ full with water and place over medium heat. Pour the honey into the metal mixing bowl, and place the entire bowl into the steaming water until the honey starts to thin out. Whisk in the sugar and egg yolks until the mixture is foamy, then remove the bowl from the heat and whisk in the bread crumbs, and the hazelnuts.

In your second mixing bowl, whisk the egg whites until they become stiff. Use the wooden spatula to carefully fold the egg whites into your batter mixture. Divide the mixture evenly into the brioche tins, and bake for approximately 45 minutes.

Let the honeycakes cool enough to firm up before removing from the tins. While still slightly warm, top with Cool Whip (or your favorite whipping cream) and drizzle with honey. Each cake makes 2 servings.

Patterning Device

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice, level 3

Affinities: Fire, Spirit

Size: Small

Weight: 3 lb.

Occurrence: Unique

The appearance of this item is of a clear crystal ball, perfectly smooth, 1 ft. across, with a small broken circle etched into the surface. Radiating irregularly out from the center are fine metallic fibers of silver. This device was originally created as part of research project on Portal Stones just prior to the start of the War of Power. Using fine threads of Fire and Spirit, this *ter'angreal* allowed the user to map out the destinations of the various symbols of a Portal Stone, along with any temporal deviations that the destination marker contained. It is thought that some of the male channelers that were on this research team were responsible for the creation of the Waygates.

Activating this device allows the user to make a Knowledge (Arcana) check with a +20 circumstances bonus to determine the end destination of each symbol on a Portal Stone. The user may only focus on one symbol at a time and each attempt to study a symbol requires a new weave slot sacrifice. Using this device takes 2 hours per attempt.

The information provided depends upon the destination marker chosen to delve into. For destination markers to location within the same world, a successful skill check will reveal the approximate distance and direction in relation to the channeler. For destination markers into Mirror Worlds, the Patterning device will divulge the variance of the Mirror World in relation to the current world the device is in (incredibly similar, minor differences, major differences, significantly different or radically different). If the caster has knowledge of this world he will be able to recognize it, otherwise the destination is unknown. The caster will also know what kind of temporal variables that destination marker may

inflict upon a traveler i.e. – this marker will send you near Tear and will take 7 days, 3 hours.



"Ring of Calm Mind" by Malessa D. Danford

Ring of Calm Mind

(by Ben Ring)

Type: *Ter'angreal*

Activation: Wear (non-channeler)

Size: Tiny

Weight: 0.1

Occurrence: Common

These rings appear as plain silver rings with a strangely cloudy surface. Once per day the bearer of one of these rings may take ten on a skill check regardless of being rushed, threatened or distracted. The character must still have ranks in the skill to use, and other rules may still prevent a character from taking ten.

Ring of Guise

(by Ben Ring)

Type: *Ter'angreal*

Activation: Wear (Alternate: Weave Sacrifice)

Affinity: Spirit

Size: Tiny

Weight: 0.3

Occurrence: Rare

Heavy gold rings with silver marbling; rings of guise may take different shapes (signet, plain circle, etc), but they always have silver marbling.

Effect: Once per day the possessor of this ring may wear it on their finger to add +10 to the next CHA-based skill they use. The bonus applies to this skill for the entire length of the duration, which is 10 + 2 per-character-level minutes. If the ring is removed and then put back on later in the same day, the effect does not occur.

Alternate Effect: Once per day the possessor of this ring may wear it on their finger and sacrifice a 0 level weave slot to add +8 to the next several CHA-based skills used, with the total number of skills effected being equal to his CHA modifier. This bonus applies for the entire length of the duration, which is 5 + 1 per-character-level minutes. If the ring is removed and then put back on later in the same day, the effect cannot be achieved.



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"Ring of Guise" by Malessa D. Danford

Ruby Eagle Ring

(by Hunter G. Hill)

Type: *Ter'angreal*

Activation: Worn by *Saidar* channeler

Affinities: None

Size: Tiny

Weight: 2 oz.

Occurrence: Rare

This slender silver woman's ring has an eagle outlined in tiny ruby chips on the surface. When worn, it gives the wearer the ability to mask her channeling ability as per the *Diffuse Strength* weave (as presented on the Call of the Horn website). Anyone attempting to judge her channeling ability must make a Weavesight check at DC 35 in order to see through the ward created by the ring. Otherwise, the wearer of the ring appears to be unable to channel.

Note: if the wearer is embraced to the source, the effect of the ring is negated until the channeler releases the True Source.

Shadow's Bane

(by Ben Ring)

Type: *Ter'angreal*

Activation: Wield (non-channeler)

Size: Large

Weight: 5 lb.

Occurrence: Unique

A 9-ft.-long spear with a crystal leaf-shaped blade and three sinuous, deeply etched marks that run along the length of the spear. The weapon seems light in the wielder's hand.

Shadow's Bane was one of the first attempts by the Aes Sedai of the Age of Legends to create a weapon against the Shadow at the beginning of the War of Light and Shadow. The spear was created by Sarran Mattai, an adamant enemy of the Shadow and all shadowspawn. His attempt to imbue this spear with additional powers against the Dark was successful, but with some unfortunate side effects. The weaves Sarran used to create the weapon granted the powers he intended, but in an unforeseen twist also transferred his absolute hatred for the shadow into the spear as well. The spear was a powerful weapon against the Shadow for many years, but the effect it had on its wielders eventually led to the spear's disappearance in a long-forgotten battle.

Effect: This weapon is equivalent to a Seanchan Spear (1d8 damage, crit 20/x3, 20ft range increment). Against Shadowspawn, this weapon increases its threat range one increment. This stacks with any other critical threat range modifiers. The damage die also increases by 2 from d8 to d10. Additionally the spear's wielder may select one shadowspawn within 40 feet of the wielder. The creature must make a Will save against DC 15 or be shaken for 1d6 rounds. This ability may be used a number of times per day equal to 3 + CHA modifier, but never more than once per round. Use of this ability is a standard action.

The spear will drive its user into combat with Shadowspawn; in order to take an action other

than moving towards and attacking the nearest shadowspawn, the user must make a Will save (DC 12). If the initial save is failed, the character will make every attempt to attack the nearest shadowspawn within line of sight that round. In the next round the character may attempt to stop attacking with a Will save DC 20, and again each round with the Will save decreasing by increments of 2 each round thereafter, but no lower than 12 (i.e. First round attack, second round dc 20, third round dc 18, etc.).

(Optional: Use of the weapon against shadowspawn may be addictive. Not in the sense that the character will actively seek out shadowspawn, but in the form of a penalty to the will saves. When that penalty applies and when it should be increased is left at the storyteller's discretion.)

The Singer

(by Leonard Farnsworth)

Type: *Ter'angreal*

Activation: Wield

Affinities: None

Size: Tiny

Weight: 1/2 lbs

Occurrence: Unique

A small crystal statuette of a nude woman singing. When light shines through the *ter'angreal* it produces music, the nature of which varies based on the type and quality of light passing through it.

The Spinner

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; 1 level weave

Affinities: Water, Earth

Size: Small

Weight: 2 pounds

Occurrence: Unique

This small *ter'angreal* resembles a pure white, alabaster spider with a body over a hand wide. The spider is curled up and looks quite lifelike as if petrified. The only color of note on it is its eight multifaceted gemstone eyes, all of amber. Once activated this item uncurls and begins to spin a rope of spider silk, for as long as the weave is held.

The Spinner will produce approximately 1 foot of spider silk rope per round and may continue to do so until it has produced up to 500 ft. of rope per day, at which time it will require 10 hours of rest before it can produce more. The spider silk rope has the following properties; it has 6 hit points and can be burst with a successful Strength check (DC 30), it can hold up to 800 lb, it weighs 2 lb. Per 50 ft. and is so supple it provides a +2 circumstance bonus to Use Rope checks.

Spiral Disk

(by Leonard Farnsworth)

Type: *Ter'angreal*

Activation: Weave Sacrifice (0 level)

Affinities: Spirit

Size: Tiny

Weight: 1/2 lbs

Occurrence: Unique

A palm sized disk of silvery metal, inscribed with a strange twisting spiral pattern. When a small flow of spirit is channeled into the center of the pattern, everyone within 15 ft of the Disk, including the channeler, suffers a horribly painful headache (dealing 4d6 points of subdual damage, -4 circumstance penalty to all actions, and channelers are unable to embrace the Source. The

latter two effects last for 1d4 hours. A successful Will save of DC 16 reduces these effects by half).

The Three Sisters

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; variable level weave

Affinities: Air, Fire, Spirit, Water

Size: Large

Weight: 2,200 lb.

Occurrence: Unique

This striking *Ter'angreal* was recently uncovered in the ruins of Jar' Copan in what was one Manetheren. Its appearance is that of three women dressed in flowing robes all of a similar face and made of a curious blue / grey stone. The three women stand apart with their right arm held aloft and all three touching in the center to create an odd triangular arch. The entire *Ter'angreal* stands 9 ft. tall and rests on a stone base, tying the entire piece together.

When activated, this item creates a glowing white nimbus around the subject, forming a cocoon. The channeler that has activated it is able to guide the device to heal the damaged or missing flesh. This remarkable item will allow a subject who is standing in the center of it to re-grow skin, muscle and even limbs depending on the weave level used to activate it. If the physical limb is still present, then cut the regeneration time down by 1/3. The subject must still be alive in order for this item to work as it uses the body's own resources, only enhanced and directed to accomplish near miraculous results. The subject suffers subdual damage depending on the weave sacrifice level each time it is used.

This item can also regenerate damage done that is old and has long since healed, however imperfectly. By sacrificing an additional +2 to the weave level, the channeler is able to direct the *Ter'angreal* to grow new healthy flesh to replace scarred and long-damaged tissue.

Casting Level	Subdual Damage	Brew Time	Regrowth
8	2d8 + 6	1d10 rounds	Small damage, including fingers, ears, toes, skin, etc.
9	4d8 + 8	2d10 rounds	Major Damage, hands, feet, internal organs, etc.
10	6d8+ 10	3d10 rounds	Whole limbs, paralysis, etc.

True North

(by Ben Ring)

Type: *Ter'angreal*

Activation: Wear while embracing the Source (channeler only)

Size: Tiny

Weight: 0.1

Occurrence: Rare

A hair ornament consisting of a three connected silver rings, one inside the other, bisected by a silver arrow. Each time the *ter'angreal* is used, the silver arrow rotates clockwise around the silver rings.

Effect: This *ter'angreal* enhances the wearer's natural sense of direction. It allows the wearer to make a skill roll for Intuit Direction, even if not trained in that skill, and grants a +6 bonus for that roll whether the user has the skill or not. A user may not learn the skill from this item.

Vadin "The Call"

(by Steven Russell)

"The people of Manetheren should be well aware of the dangers they face from the Vadin if it should fall into the hands of the shadow. A ter'angreal is a dangerous thing, the Vadin more dangerous than most. You could change the shape of the pattern, you could create a new world if you knew the numbers of chaos and

understood all the marks of a portal stone. Imagine the disasters a simple fool could create simply using it in ignorance. How much more dangerous would it be in the hands of a Dreadlord like Griela Sedai. The Band of the Red Hand must guard it well" an excerpt from Queen Eldrene's address to the Court of the Red Eagle. 1026 AB

Type: *Ter'angreal*

Affinities: Spirit

Size: Small

Weight: 1 lb.

Occurrence: Unique

This appears to be nothing more than a gray chisel with a tool mark of a rose upon the top end. Upon closer inspection it can be determined the item is actually made from Heartstone. Any one who has an affinity for Spirit can tell it is a *ter'angreal* feeling a resonance of its power. Any one with the Traveling Talent thinks of the Use Portal Stone weave if they know it.

This *Ter'angreal* predates the Age of Legends and can be used to make a mark on a portal stone that could then be used to travel from stone to stone or world to world. It does not require any use of the One Power to activate the *Vadin*. You still must know the mark to be made to travel to a specific place or world, but because the worlds are infinite, any mark made may take a user of the Portal Stone to a previously inaccessible world if placed on the part of the Stone which contains the symbols for other worlds. It is unlikely that if you have to make a mark to travel to a specific world that it will have a mark to return you to your point of origin once you are there, and only one *Vadin* can exist in all the worlds at any one time.

Weave Snare

(by John Bornicke)

Type: *Ter'angreal*

Activation: Weave Sacrifice; 1 level weave

Affinities: Spirit, Fire

Size: Small

Weight: 2 lb.

Occurrence: Rare

This *Ter'angreal* resembles a thin, yet incredibly strong smooth white plaque, four inches long and one inch wide. On one side of these plaques near the bottom is a single raised knotted circle. Although it acts as a kind of well, this item holds a weave instead of the One Power, any weave channeled through the plaque is caught in the item until it is activated by channeling Fire and Spirit into it. The plaque can only hold one weave at a time and any further weaves cast through it while it is full will cause that weave to fail. The weave cannot be cut or seen until released, although it can be once released. Each one of these items is attuned to either *saidar* or *saidin*.

These items are rated with a power rating similar to that of an *angreal*. The snare may only hold a

weave with a casting level no more than the power rating of this item. If a weave is channeled into the item with a casting level greater than the power rating of the *ter'angreal*, then the weave will immediately backlash at the caster or, if an area weave, discharge centered on the caster. In order to successfully use this device, the user must make a Concentration skill check (DC of 15 or if the weave is of a level the user could not normally cast, use the DC on the Overchannel table, pg. 163 WoTRB). A successful skill check allows the user to direct the weave as if the user had cast the weave, using her level to determine range and Save DC (if applicable) for that weave. Any variable factors (damage, healing, area of effect, etc.) are set at the time the weave is initially placed into the snare.

If the concentration check as described fails, then if it is an area of effect weave it forms centered on the user, but if it is a directed weave, it will strike out in a random direction (use the grenadelike weapons table, pg. 152 WoTRB).

It is conjectured that these *Ter'angreal* may have been used quite often and come in any number of different shapes.

Chapter 5

Encounters

Creatures

Blight Tree

(by Ben Ring)

Huge Plant

Hit Dice: 7d8+35 (66 hp)

Initiative: -1

Speed: 30 ft.

Defense: 20 (-2 size, -1 Dex, +13 natural)

Attack: 2 slams +12 melee

Damage: slams 2d6+9

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Tangle, Trample

Special Qualities: Plant, Fire Vulnerability, half damage from piercing

Saves: Fort +10 Ref +1 Will +6

Abilities: Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

Skills: Hide -9, Listen +9, Spot +9, Wilderness Lore +9

Feats: Iron Will, Power Attack

Climate: Blight

Terrain: Forest

Organization: Solitary or grove (4-7)

Challenge Rating: E

Advancement: 7-12 HD (Huge); 13-18 HD (Gargantuan)

Slam: When its prey comes within range of the Tree, it lashes out with its tough, powerful limbs, dealing 2d6+9 damage.

Tangle: A Blight tree can attempt to tangle a Medium-size or smaller opponent in its branches. To do so, the tree must initiate a grapple. If the grapple is successful, the opponent is entangled. The Blight tree can deal 2d6+9 points of damage per attack to an entangled creature.

Trample: A Blight tree can trample Medium-size or smaller creatures for 2d12+5 points of damage.

Opponents who do not make Attacks of Opportunity against the tree can attempt a Reflex save (DC 20) to halve the damage.

Plant: Immune to mind-influencing weaves. Not subject to critical hits.

Fire Vulnerability: A Blight tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing: Piercing weapons deal only half damage to Blight trees, with a minimum of 1 point of damage.

Gargantuan Blight trees gain one of the following abilities (taken from UtDB Blight Creature template):

Lashing Tentacles: The tree gains a set of long vines that grow from its body and enable the tree to use the Improved Grab feat.

Drain Blood: With a successful grapple attack, the tree is able to drain blood from the victim. The creature drains 1d2 points of temporary Constitution damage to the victim per round it remains in contact. Creatures drained to 0 Constitution points or below are dead.

(Developed using John Bornicke's Blight Creature Template (see UtDB))

Blight Vine

(by Ben Ring)

Large Plant

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 0 ft.

Def: 15 (-1 size, +6 natural)

Atk: Slam +7 melee

Dam: Slam 1d6+7

Face/Reach: 5 ft. by 5 ft./10 ft. (20 ft. with vine)
Special Attacks: Improved Grab, Constrict 1d6+7
Special Qualities: Camouflage, Blindsight
Saves: Fort +7, Ref +1, Will +2
Abilities: Str 20, Dex 10, Con 16, Int –, Wis 13, Cha 9
Climate: Blight
Terrain: Forest, Underground
Organization: Solitary or patch (2-4)
Challenge Rating: C
Advancement: 5-10 HD (Huge); 11-16 HD (Gargantuan)

Blight Vines use simple tactics: They lie still until prey comes within reach, then attack. They use their entangle ability both to catch prey and to deter counterattack.

Slam: When its prey comes within range of the Vine, it lashes out with its tough, powerful limb, dealing 1d6+7 damage and automatically attempting to grapple.

Improved Grab: To use this ability, the Blight vine must hit with its slam attack.

Constrict: A Blight vine deals 1d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight: Blight vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage: Since a Blight vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore, Knowledge (plants or herbs), or Knowledge (Blight) can use those skills instead of Spot to notice the plant.

Huge Blight vines gain Poison Attack as a special ability (UtDB Blight Creature template). The thorns of the vine have a 50% chance of introducing a poison into a creature when damage is dealt (select effect from Table 11-5, p. 231 WoTRB).

Gargantuan Blight vines gain Poison Attack and Drain Blood as special abilities (UtDB Blight Creature template). *Drain Blood:* With a successful grapple attack, the vine is able to drain blood from a victim. The vine deals 1d2 points of temporary Constitution damage to the victim per round it remains in contact. Creatures drained to 0 Constitution points or below are dead.

(Developed using John Bornicke's Blight Creature Template)

Legion

(by Jeremy Kempfer)

Huge Construct

Hit Dice: 16d10 (88 hp)

Initiative: +0

Speed: 40 ft.

Defense: 11 (-1 Dex, -2 size, +4 natural)

Attacks: -

Damage: -

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Attacks: Spirit Seeker, Trample 4d8+18

Special Qualities: Immunities, low-light vision

Saves: Fort +5, Ref +8, Will +7

Abilities: Str 28, Dex 8, Con -, Int -, Wis 10, Cha 7

Skills: -

Feats: -

Climate/Terrain: Shayol Ghul

Organization: Solitary

Challenge Code: G

Advancement: 17-19 HD (Gargantuan)

Nearly-dead victims are bound to this massive construct of dark power. It is said by some that the Legion is created by the desire of Mashadar to obtain physical form, but none know its true origins. The Legion is a hideous four-legged beast; composed of the tortured bodies of almost dead victims and animated by an inner force of will. The still-living tendons and muscles in its undying flesh are uncovered and exposed to reveal this creature as the gruesome, lumbering monstrosity it truly is.

Combat: The Legion attacks its victims by releasing a glowing green tendril of Spirit, called a Spirit Seeker. One Spirit Seeker can be released per round, and each one lasts 1d4 rounds until a target has been struck (save vs. Reflex, DC 18). The Legion can have up to 4 Spirit Seekers drifting through the air at one time, each with its own target if necessary. When struck by a Spirit Seeker, the victim immediately takes 2d8 points of damage, and is drawn to the Legion at a speed of 20 feet per round. The victim cannot be set free from the pull until the Legion takes at least 20 points of damage in one round, or is destroyed. Once the victim is bound to the Legion, he takes 1d4 points of temporary Constitution damage every round. This temporary ability damage is added to the Legion's total hit points. When the victim is reduced to zero points of Constitution, he dies, becoming incorporated as a permanent addition to the Legion's fleshy exterior. If the Legion becomes threatened by too many opponents (more than 2/3rds the creature's hit dice), or is badly wounded (having lost more than half its hit points or 2xHD in damage at one time), it charges the largest group nearby. Characters overrun by the Legion may attempt a reflex save DC 25 to avoid the Trample damage if they do not make an Attack of Opportunity.

Wards against Spirit Seekers: Channelers may be able to shield themselves or their allies against this deadly attack by using Master Ward or Ward Against the One Power, in which case the Seekers cannot pass and immediately dissipate upon entering the warded area. Another Weave that will successfully defend against the attacks of Spirit Seekers is Strike of Death, which is effective against each Seeker within the area this Weave is cast.

Immunities: The Legion is immune to all mind-influencing Weaves, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is not at risk of death from massive damage, but when reduced to 0 or lower hit points, it is immediately destroyed. It cannot

be raised from the dead in any way. Victims who were not reduced to 0 Constitution can then be freed from bondage to the Legion once it is destroyed, but not before that.

(Legion is inspired by the Wheel of Time Computer Game, developed by Legend Entertainment and published by Infogrames/Atari. All rights remain theirs, and we ask that they please, please don't sue us.)

Miasma

By Steven Russell

"As the seals holding the Dark One's prison weaken," she said after a time, "it may be inevitable that a... miasma... will escape even while he is still held. Like bubbles rising from the things rotting at the bottom of a pond. But these bubbles will drift through the Pattern until they attach to a thread and burst. . . " an unknown Aes Sedai of the Blue Ajah speaking to the Dragon Reborn.

Miasma

Miasma are abominations to the pattern. They are unwanted, unforeseen warpings of the pattern created by "bubbles of evil" though apparently the pattern corrects for their existence not allowing them to survive long.

Miasma can take any form any shape yet they share some common properties, one they tend to be the expression of what could be called the evil of the heart what a person views as a form of evil will often come to life manifesting itself and attacking the life thread it bursts upon. It also seems that in order to defeat a miasma it requires a person to accept that part of himself as evil.

The power and abilities of a Miasma are based on the life thread that they burst upon.(example 10th level character creates a 10 HD Miasma.)

Hit Dice: d8

Base Attack Bonus: (3/4 HD rounded down)

Good Saving Throws: Fortitude, Reflex, and Will

Skill Points: (2 x Int) +EHD

Feats: 1+1Int+1 per 4 EHD

Special Qualities: Unless otherwise noted, a Miasma has dark-vision with a range of 60ft. Some Miasma can fly 90ft (perfect), a Miasma

generates a Frightful Presence (Ex) when it manifests Opponents within range who witness the action must make a Will save (DC 10+1/2 Miasma's HD+Charisma modifier) or become shaken.

Human life thread Str 13, Dex 11, Con 13, Dmg 1d6+1,

Ogier life thread Str 21, Dex 11, Con 17, Dmg 1d8+5

Ta'veren life thread Str 28, Dex 9, Con 21 Dmg 2d6+9

Int, Wis, Cha are equal to the life thread a Miasma bursts upon.

Combat: Creatures of Miasma take delight in destruction, murder and death. Projecting their own evil and hatred at the life thread that spawned them.

Special: A Miasma never remains in existence for more than one hour.

Minion

(by Jeremy Kempfer)

Medium-Size Shadowspawn

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft.

Defense: 13 (+2 Dex, +1 natural)

Attacks: 2 claws +4 melee and 1 bite -1 melee, or 2 tentacles +4 melee

Damage: Bite 1d4+1, claw 1d4+2, tentacle 1d2+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved Grab

Special Qualities: Light sensitivity, low-light vision

Saves: Fort +1, Ref +4, Will +0

Abilities: Str 13, Dex 14, Con 10, Int 8, Wis 6, Cha 11

Skills: Dodge +4, Listen +2, Hide +4, Move Silently +8, Spot +2

Feats: Weapon Finesse (claw)

Climate/Terrain: Shadar Logoth

Organization: Solitary, band (2-6), pack (7-30), or horde (31-100)

Challenge Code: A

Advancement: 2-3 HD (Medium-Size)

Minions are monstrous humanoid creatures that are the soulless remnants of human beings who were slowly twisted by Shadar Logoth's evil into something as dark as that city's menace. They infest Shadar Logoth's ruins and underground places that have been forgotten since Aridhol's fall. A Minion resembles a black-skinned, hunched, thin, hairless human with long, sinewy arms that end in sharp claws. They have hooked tentacle-like limbs that extend out from their backs, used for grabbing prey in a scorpion-like strike. They have extremely sharp teeth for ripping flesh from bone. A Minion's eyes glow dull red when looking into sources of light from their dark hiding places (Spot DC 20 to notice the glow).

Combat: Born cowards, minions hide in dark crevasses, waiting for the right moment to strike with their tentacles, which pierce into their victims, pulling them into the shadows to rend their flesh.

Improved Grab: To use this ability, a Minion must strike with both its tentacles and can only hold medium-sized creatures or smaller. Once the prey is grabbed, the Minion is free to pull them into its ripping claws and teeth. A successful Escape Artist check (DC 16) allows the victim to pull free from the tentacles, but at the cost of receiving automatic damage (2 tentacles cause 2d2+2 damage total), as the hooks tear free.

Extraordinary Light Sensitivity: In bright light, Minions receive a -2 penalty to all attack rolls.

Danger in the Shadows: When hiding in darkness, a Minion receives a +8 circumstance bonus to Move Silently, and a +4 bonus to its first attack rolls if it can strike before anyone knows it's there.

(Minions are inspired by the Wheel of Time Computer Game, developed by Legend Entertainment and published by Infogrames/Atari. All rights remain theirs, and we ask that they please, please don't sue us.)

Shadar M'taal (shadow dog)

(by Steven Russell)

These dark red wolfhounds have leather collars from which a single copper penny dangles.

Small Corrupted Animal

Hit Dice: 1d12+5 (11 hp)

Initiative: +9

Speed: 40ft

Defense: 21 (+1 size +3 Dex, +6 Def, +1 natural)

Attacks: Bite +2 melee

Damage: Bite 1d4+1

Special Attacks: The Darkness of Shadar Logoth, The Evil of Shadar Logoth

Special Qualities: Scent*, Corrupted, Wasting

Saves: Fort +6, Ref +9, Will +1

Abilities: Str 13 Dex 21, Con 15, Int 2, Cha 4

Skills: Hide +13, Intimidate +4, Listen +13, Move Silently +13, Search +3, Spot +13, Swim +5, Wilderness lore +1*

Feats: Alertness, The Dark One's Own Luck, Great Fortitude, Improved Initiative, Infamy, Lightning Reflexes, and Toughness.

Climate/Terrain: Any land, Shadar Logoth

Organization: Solitary, pair or pack

Challenge Code: Solitary B, Pair C, Pack (3-8)
D

Advancement: -

Upon examination of the copper penny:

On one side of the coin is a crown over an iron gauntlet, on the opposite side is a depiction of many towers with odd pointed domes at their tops. Overhead is an Inscription in the Old Tongue (Appraise by the PC would learn that the coin is valuable to a collector, 50 Gold Crowns. Decipher Script DC 20 if the character can read Old Tongue "The victory of the Light is All!" Amazing Success 30 a battle cry from the Trolloc Wars. Knowledge (Arcana) DC 20 That the Tower considers the coin contraband an amazing success DC 30 tells about Shadar Logoth. Knowledge (Architecture and engineering) DC 20 say the towers were the style of the city of Aridhol Amazing Success DC 30 that many of the towers still stand. Knowledge (history) DC 20 says the coin was minted in Aridhol an

Amazing success DC 30 that it could be from Shadar Logoth. Sense Motive DC 20 a PC senses the "wrongness" of the coin. Amazing Success DC 30 the PC feels he should leave it alone and find the nearest Aes Sedai or Asha'man)

Combat

More than then any normal wolf hound these are vicious hunting dogs and often attack their own masters. These wolfhounds have apparently been trained to hunt and kill Ogier chasing after them before all other prey.

The Darkness of Shadar Logoth (Ex): The smallest wound from the Shadar M'taal's natural attacks or from the creature's Shadar Logoth item will infect and destroy the victim; a darkness spreading quickly out from the initial wound, killing the victim painfully.

(Disease, Incubation: 1 round, No Save, 3d6 Con per round)

The Evil of Shadar Logoth (Ex): The evil that destroyed Aridhol is spread by its very presence. Creatures who spend any time with The Shadar M'taal or its item gain Shadar Logoth madness at a rate of 2d6 per week.

Corrupted (Ex): Corrupted are supernatural creatures tainted by the evil that was once Aridhol now known as Shadar Logoth. Corrupted are Immune to all Shadowspawn special attacks including Thakan'dar forged blades, Machin Shin and Bubbles of Evil. *Special notes:* Shadar M'taal is a corrupted creature, not a Shadowspawn. Corrupted also gain Shadar Logoth Madness at a rate of 3d6 per week. (Current madness 10)

Wasting (Ex): A Shadar M'taal separated from Shadar Logoth, or its Shadar Logoth coin, loses one point of Constitution per week. This has no effect on the creature's ability modifier until it reaches 0, when it dies. However the hound does have the appearance of wasting away.

Scent (Ex): Receives a +8 racial bonus to Wilderness Lore when tracking by scent.

(Developed using Steven Russell's Corrupted Creature Template)

Non Player Characters

Guardsmen-Lieutenant Arnod Tavriel

(by Evan "Skwid" Langlais)

Arnod Tavriel was the son of a Cooper in Caemlyn's New City, but wanted more. His cousin gave him an opportunity to try for a position in the Guard, and he was accepted. His ambition and dedication to his duties soon garnered the attention of his superiors, and he rose in the ranks to his current position. He strives always to be a leader among his fellow Guardsmen, and takes his position and responsibilities in the personal Guard of the Queen very seriously, spending his pay on his equipment rather than on luxuries and high living. There is no doubt he will continue to go far with the Guard.

Arnod: Midlander Armsman 6/Queen's Guard 5; HD 11xd10; HP 88; Init +6 (+2 Dex, +4 other); Def 22 (+4 Armsman, +1 Guard, +5 Armor, +2 Dex); Spd 30 (*20 in armor); Atk 16 / 11 / 6 melee (Masterwork Longsword 1d8+5, 19-20/x2) 14 / 9 / 4 ranged (Masterwork Longbow 1d8+3, 20x3); SQ Armor Compatibility, Dual Strike, No Subdual Penalty, Ever Vigilant, For Queen and Country (1/day), Bonus Feat, Defenders of the Rose Crown; SV Fort +11, Ref +9, Will +4; Rep +5; Str 16, Dex 14, Con 13, Int 13, Wis 11, Cha 12

Skills: Diplomacy 5, Gather Information 8, Intimidate 3, Jump 5 (w/ armor 1), Listen 7, Ride(Horses) 10, Search 7, Sense Motive 6, Spot 10

Feats: Luck of Heroes, Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Toughness, Trustworthy, Weapon Focus(Longsword), Weapon Specialization(Longsword)

Possessions: Masterwork Longsword, Masterwork Longbow, 20 Arrows, Breastplate, Heavy Warhorse, Military Saddle, Saddlebags, Rope (Hemp, 50 ft), Lantern (Hooded), Healer's Kit, 8 GC, 6 Mk, 9 SP, 8 CP

Arnor son of Haldir son of Coren

(by Jonas Christensen)

Arnor is a wandering Ogier Scholar, who not only travels between Ogier Steddings, but is also a well-known visitor in the libraries of the Westlands. Arnor was born in Stedding Chinden, in the Mountains of Mist, and likes to return there whenever his studies allow it. He is tall, even for an Ogier, but of relatively slender built. He has the long tufted ears and broad nose of an Ogier, bright blue eyes and long brown hair, usually worn in a ponytail.

Arnor is very serious, but also incredibly curious and inquisitive. He believes nothing, until he has seen it himself, so he has traveled extensively. He is cautious and level-headed, and always thinks before he acts, but when he has formulated a plan, he can be quite fast.

Arnor: Ogier Wanderer 4/Scholar 5; HP 41; Init: +0; Defense 14 (class +5, size -1); Spd 40 ft.; Atk +8 (1d6+4/x2, quarterstaff); SQ Analyze, Erudite, Illicit Barter, Low-Light Vision, Old Tongue, Reach 10 ft., Scholars Learning; SV Fort +5, Ref +5, Will +7; SZ L; Rep 8; Str 18, Dex 10, Con 12, Int 18, Wis 12, Cha 10.

Skills: Craft (Stonemasonry) 14, Decipher Script 19, Forgery 8, Gather Information 8, Intuit Direction 10, Knowledge (Arcana) 18, Knowledge (Architecture and Engineering) 18, Knowledge (History) 21, Knowledge (Geography) 21, Knowledge (Age of Legends) 18, Knowledge (Local) 18, Listen 15, Search 7.

Feats: The Dark One's Own Luck, Endurance, Fame, Living History, Skill Emphasis (Decipher Script, Knowledge (Geography), Knowledge (History)).

Possessions: Scholar's Outfit, Staff, Artisan's Tools, as many books as he can carry (including a diary full of notes).

Arvin Candovar

(by Felicia Berlanga)

Born in the streets of Ebou Dar, Arvin Candovar knew he had to get out of that rat hole as soon as

he could. He gathered enough resources to leave via simple thievery...a cut purse here, a break-in there. Whatever was necessary. Once in the countryside, he could manage for himself learning to live off the land and what it had to provide. Stealing horses from one country town to sell to a neighboring one...easy money. When the *Hailene* arrived, business became harder. Arvin came to find that his skills were of more use to resistance groups than they had ever been as a simple horse thief. Now, if only they could root out those bloody Seanchan...

Arvin: Ebou Dari Wanderer 4/ Woodsman 3/ Scout 7; Hit Die 4xd6 + 3xd10 + 7xd6; HP 82; Def 24 (+4 Dex, +6 Wanderer/Woodsman, +4 Scout); Init +8 (+4 Dex +4 PartImpInit); Spd 40; Atk +15/+10/+5 melee (Short Sword 1d6+4, 19-20/x2) +15/+10/+5 ranged (Light Crossbow 1d8+0, 19-20/x2); SQ Illicit Barter, Dark One's Own Luck, Skill Emphasis (Move Silently), Nature's Warrior (forest), Track, Partial Improved Initiative, Woodland Stealth +2, Woodland Stride, Fast Movement, Fieldcraft, Sneak Attack +4d6, Concealment 2, Fast Sneak, Opportunist, Sound the Alarm; SV Fort +7 Ref +14 Will +10; SZ M; Rep +4; Str 12 Dex 18 Con 11 Int 12 Wis 16 Cha 12

Skills: Appraise +10, Bluff +16, Diplomacy +9, Disguise +5, Gather Info +15, Handle Animal +13, Hide +23, Listen +17, Move Silently +23, Open Lock +9, Ride +18, Spot +17, Use Rope +10, Wilderness Lore +18

Feats: Street Smart, Alertness, Mounted Combat, Stealthy, Weapon Finesse (Short Sword), Quick Draw

Possessions: Short Sword, Light Crossbow, Throwing Daggers x10, Hemp Rope (50ft), Traveler's Outfit, Masterwork Thief's Tools, Whetstone, Flask, Dice

Charmal Indubai

(by Ben Ring)

Youngest son of a bankrupted Noble house whose name he cannot even remember now, Charmal embraced the ultimate service to the Empire rather than face its dwindling future. Winnowing

out the secret scandals and betrayals of Nobility is what he lives for, the higher ranked the better...and he gets plenty to live on.

Charmal: Seanchan Wanderer 7/ Seeker for Truth 5; Hit Die 7xd6 +7, 5xd8+5; HP 78; Def 21 (+2 Dex, +6 Wanderer, +3 Seeker); Init +2 (+2 Dex); Atk +12/+7 (rapier 1d6 + 1, 18-20/x2); SQ Illicit Barter, Dark One's Own Luck, Skill Emphasis(Sense Motive), Sneak Attack +4d6, Seeker Aura, Marked, Cover Identity(Tailor), Command, Locate Secret, Skill Mastery(Escape Artist), Iron Will, Body Language; SV Fort +4 Ref +11 Will +12; Rep +6 (+1 w/ rapier); Str 12 Dex 14 Con 13 Int 18 Wis 15 Cha 16

Skills: Bluff +19, Concentration +6, Diplomacy +12, Disguise +13, Escape Artist +7, Forgery +9, Gather Information +18, Hide +12, Innuendo +20, Intimidate +19, KS: Nobility and Royalty +9, Listen +19, Move Silently +15, Profession (Tailor) +8, Read Lips +14, Search +19, Sense Motive +22, Spot +19

Feats: Disciplined, Alertness, Dodge, Combat Expertise, Blind Fight, Sharp Eyed

Possessions: Masterwork Rapier, 2x Dagger, Artisan's Outfit, Sewing Kit, 24 gc

Lord Dane Goram

(by Felicia Berlanga)

Lord Dane's father had been one of a handful of men sent to scout the way to Shienar, prior to the removal of the newborn King. It was there that Lord Dane was born and raised, never once allowed to forget his Malkieri heritage. His father, at his death, left Dane a cryptic letter giving elaborate instructions for contacting a Lord Pierce Aegis. Taking the letter to be a final request of his father, Dane followed the odd instructions ("Go into Sweetright's tea shoppe. Ask for frostberry tea. Upon receiving it, open the package and discretely place your meeting request inside. Immediately return the package to the proprietor saying, it is 'out of season'."). At the time of the requested meeting, Lord Pierce arrived and proceeded to initiate Dane into a new phase of his life. As a Knight of the Eighth Tower, sworn to pave the way for al'Lan's

ascendance to the Malkieri throne, Lord Dane re-entered the courts with a new mission.

Lord Dane: Borderlander Noble 6/Knight of the Eighth Tower 1; HD 7xd8; HP 56; Init 0 (0 Dex); Def 16 (+5 Noble, +1 Knight, 0 Dex); Spd 30; Atk +7 melee (MW Longsword 1d8 + 1, 19-20/x2); SQ Bonus Class Skill (Composure), Call in a Favor x3, Inspire Confidence + 2, Command +2, Leadership, Battle Cry; SV Fort +5 Ref +4 Will +7; Rep 8; Str 12, Dex 10, Con 14, Int 16, Wis 12, Cha 18

Languages spoken: Common (Borderlands, Arad Doman, Cairhien, Midlands)

Skills: Bluff 15, Composure 8, Diplomacy 17, Gather Info 10, Innuendo 8, Intimidate 14, KS (History) 8, KS (Nobility & Royalty) 9, Ride 16, Sense Motive 10

Feats: Saddleback, Mounted Combat, Ride-by Attack, Persuasive

Possessions: Noble's Outfit, Signet Ring, Vial of Ink, Paper Sheets x5, Sealing Wax, Masterwork Longsword, Riding Saddle, Light Horse.

Jandin Bakuna

(by Evan "Skwid" Langlinais)

Captain Jandin Bakuna is a Deathwatch Guard. His father was a Deathwatch Guard, and his two sons are already in training to be Deathwatch Guards. He has served the Blood above all else for all of his life, and has never lost a charge it was his duty to defend. His devotion and self-sacrifice in his relentless pursuit of perfection in his performance and those of the men put under his command has led to his several promotions and granted him the honor of guarding members of the immediate family of the Empress, to whom he says devotionals at waking, eating, and laying down to rest. Should ever one of his charges die, he would pursue their killers through any obstacles and destroy every one of them before he would allow himself to fall upon his blade.

Jandin: Seanchan Armsman 7/Deathwatch Guard 7; HD 14xd10; HP 178; Def 24 (+1 Dex, +8 class, +5 Armor); Init +7 (+1 Dex, +4 ImpInit, +2 Blooded); Spd 20 (w/ armor); Atk 17/12/7

melee (Seanchan Scimitar 1d6+3, 16-20/x2), 16/11/6 ranged (Hvy. Crossbow 1d10+1, 19-20/x2); SQ Armor Compatibility, Weapon Specialization(Seanchan Scimitar), Defensive Stance +3, Inspiration +2, Movement Check, Harm's Way, Vitality +6, Staunch Defender; SV Fort +16 Ref +9 Will +8; Rep +7; Str 13 Dex 12 Con 18 Int 16 Wis 14 Cha 12

Skills: Bluff +10, Diplomacy +8, Disguise +3, Intimidate +21, KS: Geography +6, KS: Nobility and Royalty +11, Listen +19, Ride(Horses) 11, Search +8, Spot +21

Feats: Blooded, Alertness, Combat Expertise, Great Fortitude, Improved Initiative, Toughness, Improved Critical(Seanchan Scimitar), Weapon Focus(Seanchan Scimitar)

Possessions: Lacquered Plate (MW +1, +5 Def), Seanchan Scimitar (MW +1), Heavy Crossbow (MW +1), 10 Bolts, Heavy Warhorse, Military Saddle, Saddlebags, Bedroll, Dice, Flint and Steel, Common Lamp, Flask of Oil, Hemp Rope (50 ft.), 2 Healer's Balms, 30 GC, 9 MK, 7 SP, 8 CP

Jarir

(by Jonas Christensen)

Jarir is an Atha'an Miere Seaman serving on the Kingfisher, a Sea Folk Raker. He has dark curly hair and is slender of built, but is wiry and tough. A battle with pirates left him with one eye and an ugly scar on the left side of his face, which makes him seem to scowl all the time. He wears an eye patch over the left eye, earrings, baggy trousers, a red sash and is never without his weapons.

Jarir was born on the sea and loves to sail, especially when the weather is rough, but he has spent some time as a guard on land. He is very loyal to his Saimmistress, but is also rather brash and reckless. He has thought about seeing some of the inland countries. After all, what could be more daring than exploring the one place most Sea Folk fear?

Jarir: male Atha'an Miere Seaman 5; HD 5d10; HP 60; Init +7 (+4 partial improved initiative, +3 Dex); Defense 18 (+3 Dex); Spd 30 ft; Atk +9/+4

melee (1d6+1/18-20/x2 Rapier); SQ partial improved initiative, ship acrobatics +2, warrior of the seas; SV Fort +5, Ref +4, Will +2; SZ M; Rep 1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8. *Skills:* Balance +13, Climb +9, Intimidate +7, Intuit Direction +5, Profession (Sailor) +9, Swim +11, Tumble +7, Use Rope +11. *Feats:* Dodge, Quick Draw, Sea Legs, Weapon Finesse (Rapier), Weapon Focus (Rapier). *Possessions:* Rapier, two curved daggers, sash, 5 SM.

Juilin Sandar

(by Steven Russell)

Lean and handsome in his middle years, he looks as though he were carved from aged wood and has short, black hair and dark eyes. Juilin is the best thief-catcher in Tear. He carries a sword breaker and a thumb thick staff made of bamboo as tall as he is. He doesn't like to be called a thief-taker. Loyal, he likes to repay his debts he is a friend of Mother Guenna in tear, has worked for the Sea Folk, he dislikes all nobles. He has sworn to service of Nynaeve and Elayne, is a close friend of Thom and Matt. He dislikes Bayle Domon. He is currently in love with Thera (former Panarch) yet is know to have a roving eye.

Juilin: male Tairen, Armsmen 3/Wanderer 4/ Thief-taker 7; CR 14; HD 3d10+4d6+7d8+14, HP 78; Init +3 (Dex); Defense 23 (+9 class, +3 Dex); Spd 30ft; Atk +12/+7/+2/+12/+7 melee (Masterwork Quarterstaff, 1d6+1/1d6 x2) or +13/+8/+3 (Sword Breaker, 1d6 19-20x2); SA: Sneak Attack +6d6, Traps, Capture, SQ Armor Compatibility, Illicit Barter, The Dark One's Own Luck, Skill Emphasis (Gather Information) Brotherhood contacts Uncanny Dodge (Def, flanked, +1 traps) Special Abilities: Opportunist, Skill Mastery (Gather Information, Intimidate, Move Silently, Hide, Spot, Listen.), ; SV Fort +7, Ref +14, Will +4; Rep 5; Str 13, Dex 16, Con 12, Int 16, Wis 8, Cha 10
Languages Spoken: Common (Atha'an Miere, Illian, Tairen, Midlander).

Skills: Balance+7, Bluff+5, Climb+8, Disguise+2, Gather Information +20, Hide +20, Intimidate +17, Jump+8, KS: geography +8, KS: Local (Tairen) +8, Listen +20, Move Silently +20, Open Lock+8, Profession-Thief Catcher +16, Search +8, Sense Motive+11, Spot +17, Wilderness Lore +4, Use Rope+8
Feats: Gambler, Exotic Weapon Proficiency (Sword breaker, Net, Ashandarei) Ambidexterity, Track, Two Weapon Fighting, Improved Two Weapon Fighting, Power Attack,
Possessions: Masterwork Bamboo Quarterstaff (double weapon), Swordbreaker (2d6 points of dmg to weapon, +3 Circumstance bonus to disarm), funny hat.

Possible NPC uses of Juilin:

Before Juilin's first appearance (TDR CH 49) in Tear you might need a man caught, not taken (bring him back alive.) Juilin could also help your characters if they just want to locate someone, especially if you know Mother Guenna or the Sea Folk. Or potentially, someone could hire him to go after the characters.

Later, Thom and Juilin volunteer to scout Amadicia and are gone for over a month. You could easily run into him anywhere in Amadicia (LoC, Ch8-ch29) Who would not love to help Thom and Juilin. Or perhaps the characters work for Belwar and want these two Aes Sedai eyes and ears stopped.

Laesi Dornael

(by Andrew Curl)

Laesi Dornael grew up in the streets of the Foregate. Her parents owned an inn, The Dancing Rabbit, near the walls of Cairhien. During the Shaido War the inn, with her parents inside, was consumed and destroyed by fire. She managed to escape the fighting and now resides in the New City of Caemlyn until the Foregate begins to rebuild.

Laesi Dornael: Cairhien Wanderer 6/ Knifeman 4; HP 36; Init +3 (Dex), Defense 19 (+6 Class, +3 Dex), Spd 30 ft; Atk +9/+4/+9 melee/ranged (1d4/x2, Dagger); SQ Illicit Barter, Dark One's Own Luck, Sneak Attack +3d6, Knife Toss, Two

Dagger Fighting, Flick of the Wrist 2/day; SV Fort +3, Ref +12, Will +7; Rep 3; Str 10, Dex 16, Con 10, Int 12, Wis 11, Cha 14.

Skills: Balance +16, Bluff +15, Diplomacy +13, Hide +12, Intimidate +14, Move Silently +16, Sense Motive +6, Spot + 13, Tumble +16, Use Rope +12

Feats: Smooth Talk (Background), Dodge, Weapon Finesse (Dagger), Quick Draw, Point Blank Shot, Weapon Focus (Dagger) (Class), Skill Emphasis (Intimidate) (Class)

Possessions: 6 MW Daggers, Traveling Outfit, 30 MK

Marcus Cordlene

(by Felicia Berlanga)

Marcus Cordlene was born a commoner. Without much, he took to foraging and stealing where he could to get by, until he was forced into the Saldaean Army as punishment. The sentence changed his life. As part of the Army, he learned about discipline, comradeship, and dedication to a higher purpose. Learning his job well, Marcus climbed through the ranks until he was noticed by the Captain of the Queen's personal guard. With only minor smudges on his record from his earliest days, he was accepted as a member of the Order of the Rose, the Queen's personal guard. The years have passed and Marcus has seen both war and peace, and though none ever wishes for war, especially in the Borderlands, Marcus can't help but miss the feeling of riding into battle. Keeping the Queen's peace can be so much harder sometimes...

Marcus: Borderlander Woodsman 2/Armsman 3/Knight of Saldaea 10; Hit Die 15xd10; HP 150; Def 25 (+0 Dex, +3 Armsman, +3 Knight, +7 Armor, +2 Shield); Init 0 (+0 Dex); Spd 20 (w/armor); Atk +19/+14/+9 melee (Heavy Lance 1d8 + 3, 20/x3); SQ Nature's Warrior (Blight), Track, Partial Improved Initiative, Armor Compatibility, For Queen and Country 3/day, Leadership, Strategy, Oath of Righteousness, Hard March, For the Falcon and the Rose; SV Fort +14 Ref +7 Will +6; Rep 1; Str 17 Dex 11 Con 14 Int 14 Wis 14 Cha 10

Skills: Diplomacy +7, Intimidate +15, Intuit Direction +6, Knowledge(Blight) +16, Listen +16, Ride +23, Search +13, Sense Motive +10, Spot +17, Wilderness Lore +8

Feats: Saddleback, Combat Reflexes, Combat Expertise, Heroic Surge, Alertness, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus(Heavy Lance), Power Attack

Armor: Plate and Mail, Large Steel Shield

Possessions: Heavy Lance, Longsword, Heavy Warhorse, Military Saddle, Bit and Bridle, Whetstone, Flint and Steel, Bedroll, Flask, Explorer's Outfit

Matrim Cauthon

(by Ben Ring)

Matrim: Midlander Wanderer 12/Commander 7: HD 12d6+7d8+19; HP 97; Init +9 (+5 Dex, +4 Imp. Init.); Spd 25 ft.; AC 27 (+5 Dex, +12 class); Attack +20/+15/+10 melee (+20/+15 off-hand) (Ashandarei blade 1d8+3, Ashandarei haft 1d6+3), Attack +19/+14/+9 ranged; SQ Illicit Barter, Skill Emphasis (Profession: Gambler, Bluff, Diplomacy), Sneak Attack +2d6, Improved Strategy, Battle Cry, Hard March, Improved Logistics, Tactics; SV Fort +9, Ref +17, Will +10; Rep +15; Str 13, Dex 20†, Con 12, Int 14, Wis 10, Cha 16

Skills: Appraise +10, Balance +15, Bluff +23, Climb +5, Diplomacy +20, Gather Information +20, Handle Animal +9, Hide +17, Intimidate +20, KS: Local +12, KS: History +15*, KS: Tactics +15*, Listen +6, Move Silently +15, Perform (Juggle) +7, Pick Pocket +9, Profession: Gambler +16, Ride +20, Sense Motive +17, Spot +13, Swim +5, Use Rope +6, Wilderness Lore +4

Feats: Latent Old Blood, Dark One's Own Luck (x3)***, Ambidexterity, Power Attack, Luck of Heroes, Old Blood, Improved Initiative, Quick Draw, Exotic Weapon Proficiency (Ashandarei)*, Two-Weapon Fighting*, Improved Two Weapon Fighting*, Weapon Focus (Ashandarei), Weapon Finesse (Ashandarei), Battle Cry***

Possessions: +2 Power-wrought Ashandarei, Foxhead Medallion *ter'angreal*, Traveler's Outfit

† Mat suffered a wound to his knee that limits his mobility: he suffers -2 to Balance, Climb, and Move Silently checks and loses his Dodge bonus; in addition, his base speed drops to 25 ft.

* Mat gained these feats and skills as bonus feats and skills after passing through the *ter'angreal* at Rhuidean.

** Mat gets these feats as bonus feats for being *ta'veren*. If Mat ever stops being *ta'veren*, he loses these feats.

*** Battle Cry is an Old Blood Lost Ability feat as per UtDB. It's effects stack with the Commander Battle Cry ability, granting a +4 Will save bonus and a +2 Morale bonus to attack.

Oren Beltree

(by Felicia Berlanga)

Oren has fought along the Blight borders, what seems like his own life. He is a man in his late-thirties, but the look in his eyes and the evidence of *many* old scars say differently. In his memory, he recalls being a green boy, scared spitless when he entered his first skirmish. He saw men and boys torn apart, and worse, but he also saw the truest kind of courage he's ever seen in his life. The courage to fight...and to die, to hold back the Shadow and his Light-forsaken Spawn. The oath he had only just sworn...to fight the Shadow until his death, now became more than just words he had mouthed with the others. It became his creed. The other men became his Brothers. The fight against the Shadow became his own. And so the years passed, one after the other, battle after battle. But lately, it has been eerily quiet along the Blight borders. That's *never* been a good sign.

Oren: Borderlander Armsman 3/ Woodsman 3/ Veteran of the Blight 10; HD d10x16 + 32; HP 160; Init +5 (+1 Dex, +4 Other); Def 21 (+3 Armsman, +3 Veteran, +4 Armor, +1 Dex); Spd 30; Atk +18/+13/+8 melee (Warder's Sword 1d10 + 2, 19-20/x2); SQ Armor Compatibility, Nature's Warrior (Blight), Track, Partial Improved Initiative, Woodland Stealth +2, Grim Visage, Sworn to Death 3/day, Resist the Darkness, Death is Lighter than a Feather; SV

Fort +16 Ref +7 Will +11; Rep 7; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10

Skills: Handle Animal 9, Hide 7, Intimidate 10, Knowledge(Blight) 10, Listen 16, Move Silently 11, Ride 12, Search 6, Spot 20, Wilderness Lore 23

Feats: Blooded, Shadowspawn Hunter (Trollocs), Power Attack, Cleave, Great Fortitude, Great Cleave, Combat Reflexes, Improved Power Attack, Survivalist, Supreme Power Attack, Quick Draw, Exotic Weapon Proficiency (Warder's Sword), Weapon Focus (Warder's Sword)

Possessions: Warder's Sword, Mail Shirt, Bedroll, Cold Weather Outfit, Heavy Warhorse, Military Saddle, Bit and Bridle, Whetstone, Waterskin, Flint, bag of assorted Trolloc teeth

Per Toram

(by Egbert Schroten)

Per Toram is a 23 year old man, born and raised in Emond's Field, and is well-known for his skills as a hunter. His accuracy with his bow proved a useful feat in the siege of Trollocs and Myrdraal on Emond's Field. Fighting side by side with Perrin during this siege, he was one of the first to join Perrin when he departed to Caemlyn, proudly following the banner of long gone Manetheren alongside Perrin's Wolf banner.

Per: Midlander Woodsman 6/Two Rivers Archer 8; Hit Die 6d10 + 8d8 + 42; HP 109; Def 23 (+4 Dex, +5 Woodsman, +4 Archer); Init +8; Spd 30; Atk +15/+10/+5 melee (Shortsword 1d6+2, 19-20/x2), +18/+18/+13/+8 ranged (Two Rivers Longbow 1d8+3, x3); SQ: Nature's Warrior (Forest), Track, Partial Improved Initiative, Woodland Stealth +2, Massed Fire, Deer On The Run, Close Combat Shot, Eagle-Eye Shot, Class Skill Emphasis (Spot), Luck Of The Draw, Reflex Shot; SV Fort +14 Ref +8 Will +6; Rep 5; Str 15 Dex 18 Con 16 Int 14 Wis 11 Cha 12

Skills: Concentration +11, Craft (Bowyer) +15, Craft (Fletcher) +15, Hide +19 (+21), Listen +13, Move Silently +19 (+21), Spot +21, Swim +11, Wilderness Lore +15

Feats: Point Blank Shot, Far Shot, Weapon Focus (Two Rivers Longbow), Weapon Specialisation (Two Rivers Longbow), Skill Emphasis (Concentration), Rapid Shot, Precise Shot
Possessions: Traveler's Outfit, Cloak, Winter Blanket, Quiver (35 Arrows), Flint And Steel, Waterskin, Whetstone, 3 Sewing Needles, Signal Whistle, Soap, 2 Torches, Dice, 6 Bowstrings, Leather Pouch.

Rakun and Selara

(by Alexander V. Drum)

Rakun and Selara encountered one another in Cairhienin shortly after Dumai's Wells. Selara saw an opportunity to take on an Asha'man as a Warder and immediately sought him out to persuade him. After *much* discussion he agreed, for she promised him to help keep the madness at bay, and would seek a way to cure the Taint upon him. Later in life Rakun offered to Bond Selara in the fashion of the Black Tower. Since the two of them have begun rely on each other more and more, she decided to accept his offer.

Selara Sedai (Yellow Ajah): Tar Valoner Initiate 6/Aes Sedai 3/Dragon Pair 1; HP 34; Init +0; Defense 15; Spd 30; Atk: +4 melee (1d4/x2 dagger); SQ Aes Sedai's Presence, Improved Linking, Resources, Slow Aging, Weavesight, Warder's Bond; SV Fort +8, Ref +4, Will +12; Rep 6; Str 10, Dex 11, Con 12, Int 18, Wis 13, Cha 12

Skills: Composure +9, Concentration +9, Decipher Script +11, Diplomacy +13, Forgery +8, Gather Information +9, Heal +6, Innuendo +6, Intimidate +10, Knowledge (Age of Legends, Arcana, Nobility) +7, Sense Motive +8, Spot +11, Weavesight +18.

Feats: Combat Casting, Iron Will, Multiweave, Power Heightened Senses, Sense Residue, Smooth Talk, Tie Off Weave.

Possessions: Horse, Light; Bit & Bridle; Saddle, Riding; Noble's Outfit; Great Serpent Ring; Dagger

Affinities: Air, Earth, Spirit, Water

Talents: Conjunction, Healing

Weaves Known (4 / 6 / 4 / 4 / 4 / 2):

Cloud Dancing: Foretell Weather
Conjunction: Bond Warder, False Trail, Pass Bond, Sense Shadowspawn, Trace
Elementalism: Arms of Air, Harden Air, Light, Tool of Air
Healing: Delve, Heal, Heal the Mind, Renew

Rakun Graegor: Borderlander Wilder 6/Asha'man 1/Dragon Pair 3; HP 47; Init +1 (Dex); Defense 16 (+1 Dex); Spd 30; Atk +4 melee (1d6/x2 Shortsword); SQ Asha'man's Presence, Control, Improved Linking, Slow Aging, Warder's Bond; SV Fort +7, Ref +7, Will +13; Rep 5; Madness 30; Str 11, Dex 12, Con 13, Int 12, Wis 16, Cha 12.

Skills: Composure +7, Concentration +9, Gather Information +6, Intimidate +9, Knowledge: Blight +5, Listen +12, Move Silently +10, Ride +4, Sense Motive +8, Spot +8, Weavesight +4.

Feats: Eliminate Block, Iron Will, Mental Stability, Multiweave, Shadowspawn Hunter: Trolloc, Tie Off Weave.

Possessions: Horse, Light; Bit & Bridle; Saddle, Riding; Shortsword

Affinities: Earth, Fire, Spirit

Talents: Conjunction, Elementalism

Weaves Known (6 / 7 / 6 / 5 / 3 / 3 / 1):
Conjunction: Bond Warder, False Trail, Sense Shadowspawn, Trace

Earth Singing: Grenade

Elementalism: Arms of Air, Create Fire, False Wall, Fiery Sword, Fireball, Immolate, Tool of Air

Healing: Heal

Rynac Sha'mad Conde of the Shaido Aiel

By Steven Russell

An old short man, with skin darkened from the sun yet pale in some places from the cris-crosses of a thousand scars. He has gray hair cut short except for a tail in the back that hangs to his shoulders. From his soft, laced knee-high boots to the cloth wrapped loosely around his neck, his clothes are all in shades of brown and gray that would blend into rock or earth. A long knife hangs from his hip. In his left hand he grips a large round hide buckler and three short spears,

no more than half as long as he is tall, with points fully as long as those of any lance.

Rynac is an old Cairhienin who joined the Thunder Walkers in the days when the Cairhienin were known as the Watersharers and he was a very young caravan guard. He found a nearly dead Shaído and nursed him back to health. He asked for a chance to join the man, and he was soon made a member of the Thunder Walker Shaído. He joined his society when they went across the Dragonwall to bring justice to the Treekillers. He doesn't like to be reminded of Cairhien and will kill any one who calls him a Treekiller. Loyal, he stayed with the Shaído when they broke with the other clans. Yet since the death of Couladin he has been thinking of becoming Brotherless to join his society and the Dragon Reborn. He is getting on in years and it is nearly his time to lay down the spear.

Rynac, Male Cairhienin, Woodsman
6/Thunderwalker 10: CR 16; HD 6d10+10d12+16 (98); Init +7 (Dex); Defense 22 (+10 class,+2 Shield); Spd 30ft; Atk +23/+18/+13/+8 melee (Short spear 1d6+3 19-20*2; Knife 1d4+1); SA: Natures Environment (Waste), Partial Improved Initiative, Weapon Specialization, Born with the spear, SQ: Track, Woodland Stealth +2, Partial Armor Compatibility, Ji'e'toh, Battle Hymn, Life is a dream, Wash the spears; SV Fort +14, Ref +12, Will +4; SZ M; Rep 5; Str 14 (+3), Dex 16 (+3) Con 12(+2), Int 12 (+1), Wis 8 (-1), Cha 12 (+1)

Languages Spoken: Common (Aiel) Common (Cairhien).

Skills: Bluff +2(Cha), Climb+3 (Str), Craft: pipes +2(Int), Heal (Wis) +8, Hide +19(Dex), Intimidate +30, Intuit Direction +0(Wis), Jump+3 (Str) Move silently+19 (Dex), Perform: pipes +10(Cha), and Sense Motive+18 (Wis).

Feats: Smooth Talk, Run, Combat Reflexes, Great Fortitude, Improved Unarmed Strike, Power Attack, Sha'mad Conde, and Weapon Focus (Short Spear)

Possessions: Cadin'sor (desert environment), 3 masterpiece short spears, masterpiece knife, Large Hide shield, Aiel pipes.

Special note: character is assumed to be encountered in the wetlands these stats do not account for Natures Environment or Cadin'sor.

Possible NPC uses of Rynac

Prior to The Great Hunt Rynac could easily be encountered anywhere in the Waste even as part of a campaign to travel to Shara. The PCs could run into him in the Westlands looking for he who comes with Dawn anytime before the Shadow Rising. They might even have to fight him in Cairhien when the Shaído invade.

Someshta (the Green Man)

(by Douglas Painter)

Someshta, commonly referred to in legend and gleeman song as the Green Man, is the huge man-shaped guardian of the Eye of the World (this established at the Breaking). Standing 18 feet tall (As tall to an Ogier, as an Ogier is taller than a human) Someshta looks as a giant tree. His long hair is made of grass, eyes are hazelnuts, and fingertips acorns. His trousers and clothes are of bark. At some point he received a blow to his head as a deep scar runs its length. He loves to dance and sing, enjoying life and the company of those who walk in the Light. He will express his love of life by making garlands and wreaths of flowers for adorning ladies and children. He has an affinity with Ogier, as a father has of his children. He can be found at the Mountain of Dhoom in a sudden patch of green and verdant land amid the Blight. It presents the same cleansing effects as a Stedding, but does not mimic the Stedding's effect on the One Power.

As plant-life Someshta is immune to mind-influencing effects, paralysis, poison, sleep, stunning and is also not affected by critical hits.

Type: Huge Construct

Hit Dice: 20d8+80 (160 HP)

Initiative: +3 (Dex)

Speed: 40 ft.

Defense: 22 (-3 size, +3 Dex, +12 natural)

Attacks: Strike +24/+18/+13/+8 melee, Grapple +27/+22/+17/+12 melee

Damage: Strike 1d4+8 (not subdual), Grapple 1d4+8 subdual and disease

Face/Reach: 10ft by 10ft / 20 ft

Special Attack: Decay: Fungal Grip, Improved Grab

Special Qualities: Blindsight, Weave Resistance 20, Springheart, Plant, Seed, Misdirection, Woodland Stride, Trackless Step, Half Damage from Pierce weapons (minimum: 1 point damage).

Saves: Fort +13, Ref +10, Will +7

Abilities: Str 23, Dex 17, Con 18, Int 13, Wis 18, Cha 15

Skills: Craft (Treesinging)* +20, Hide* +17, Knowledge (The Age of Legends)† +8, Listen +8, Move Silently +12, Spot +9, Wilderness Lore* +15

Feats: Iron Will, Latent Treesinger, Stealthy, Track, Treesinger, Tree Warden (lvl 16),

Climate/Terrain: Foothills of the Mountains of Dhoom

Organisation: n/a (Individual)

Challenge Code: G

Advancement: 12-22 HD

Special Qualities:

Springheart: Someshta's company will produce a +2 Morale bonus to all who walk in the Light.

Seed: Though Someshta is said to have died all plant life bears at least one seed. The tree which stands where he fell will produce one seed that will rejuvenate into another Green Man in 500 years: and so the Wheel turns again.

Woodland Stride: Someshta can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without taking damage or other impairment.

Trackless Step: Someshta leaves no trail in natural surroundings and cannot be tracked.

Misdirection: Due to the innate link that Someshta has with the land about him, he may cause a creature or group of creatures to wander around lost or to guide them in the direction he chooses. The subject must make a Wilderness Lore skill check (DC 25) or alter its course

according to the wishes of Someshta. Courses can be altered slightly (by as little as five degrees) or radically (creatures may be completely turned around without realizing it). A successful skill check indicates that this ability had no effect. A creature or character that fails his skill check will veer off in the new direction. Disoriented creatures will argue with non-disoriented creatures about which way is the correct way. If persuaded to actually check objective factors like the stars or the direction of plant growth, etc. a successful Wilderness Lore check or know direction will allow for an additional skill check (+2 bonus from the assistance of a non-disoriented comrade). Otherwise, the effect continues for eight hours before the creature has a chance to realize that it has gone the wrong way (Wilderness Lore check against a DC of 25; re-check each hour after eight until a check succeeds).

Combat:

Decay; Fungal Grip: Someshta's deep understanding of the way the natural world works allows him to access the very powers of decomposition in destroying his opponents. With a successful melee attack, Someshta may cause his opponent to begin to fester and succumb to the molds, vines and fungi (such as Stinkweed, Lichens, Deathshad mushrooms and nettles) that break down even the mightiest trees. The target suffers 1d6 points of permanent Constitution ability drain, or if subject to a successful Grapple attack, 2d6 points of Constitution ability drain each round.

* Someshta gains a +10 enhancement bonus due to his plant nature.

† Someshta gains a +8 to indicate his extreme longevity.

Talom din Morra

(by Ben Ring)

Talom was born and bred on the sea, and has embraced his life as an Atha'an Miere. He began sailing at the age of five as a cabin boy on his aunt's ship Sea Borne. As he grew older he was

given more responsibility, rising in rank until he became the ship's Navigator. Talom is a taciturn man who prefers to stay on board the ship when it stops in ports to trade, although he is not above making a little profit on the side.

Talom: Atha'an Miere Wanderer 4/Sailor 5; HD: 9d6 HP: 32; Init +2 (+2 Dex); Def: 18 (+2 Dex, +6 class); Atk: +8/+3 melee (rapier, 1d6+2 18-20/x2); SQ: Illicit Barter, Dark One's Own Luck, Skill Emphasis (Gather Information), Treading the Lines, Navigator, Golden Palm, Sea Eyes, Lash the Sails, Close Sailing 5/day, Master Navigator; SV Fort +3, Ref +10, Will +6; Rep 4; Str 14, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Skills: Appraise +7, Balance +11, Bluff +6, Climb +11, Diplomacy +3, Gather Information +8, Intimidate +7, Intuit Direction +14, Jump +5, KS: Sailing +9, Listen +5, Profession: Sailor +13, Search +6, Sense Motive +8, Spot +5, Swim +11, Tumble +7, Use Rope +7
Feats: Sea Legs, Athletic, Alertness, Heroic Surge, Trustworthy
Possessions: Rapier, Merchant's Scale, 1-Pint Flask Oil, Hemp Rope (50ft), Sewing Needle

Tarim Valorae

(by Egbert Schrotten)

Cairhienin of blood, he joined the White Tower Guard at the age of 19, and quickly worked his way up in the ranks of the Guard by proving his worth in many occasions, particularly the Aiel War. Proving to be a capable leader, he now, at the age of 42, has a squad of the finest men under his command, and is often the first to arrive where the White Tower commands her Guards.

Tarim: Armsman 6/Captain of the Tower Guard 10; HP: 123; Init +3; Def 27 (+3 Dex, +5 Lacquered Plate) or 29-31 (+3 Dex, +5 Lacquered Plate, +4 Formation Stance); Spd 30 ft. (20 ft. in armor, CP: -3); Atk +21/+16/+11 melee (MW longsword, 1d8+8, 19-20/x2), ranged +19/+19/+14/+9 (Longbow, 1d8+3/x3); SQ Armor Compatibility, Warder Trained +4, Combat Expertise, Operate Siege Weapon, Rapid Shot, Formation Stance, Heroic Surge (4/day),

The Shining Walls Have Never Fallen, For The White Tower!; SV Fort +15, Ref +11, Will +7; Rep 8; Str 18, Dex 16, Con 16, Int 12, Wis 11, Cha 10

Skills: Balance; 13, Climb; 16, Handle Animal; 4, Hide; 7, Intimidate; 9, Jump; 14, Listen; 10, Ride; 7, Spot; 15

Feats: Combat Reflexes, Cleave, Far Shot, Great Cleave, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Longsword), Weapon Focus (Longbow), Weapon Spec. (Longsword), Weapon Spec. (Longbow)

Possessions: Dice, Flint & Steel, Torch, Waterskin, Whetstone.

Timothe Lanaesh

(by Andrew Curl)

Timothe grew up in a minor House in Tear, longing for adventure and action. When the time came he joined a standing force in the city of Tear, and eventually found himself under the Dragon Reborn fighting to break the Shaido siege of the city of Cairhien. After the Shaido were run off, Timothe became intrigued by the Aiel and joined a band of young Wetlanders who emulated the Aiel. A few people he knew left Cairhien with the Lady Faile, but he stayed in Cairhien to serve the Dragon.

Timothe: Tairen Noble 3/Armsman 2/Cha Faile 5; hp 60; Init +2 (+2 Dex, +2 DtS); Defense 20 (+4 Noble, +0 Armsman, +4 Cha Faile, +2 Dex); Spd 40 ft; Atk +12/+7 melee (longsword 1d8+1/19-20x2), +11/+6 ranged (light crossbow 1d8/19-20x2); SQ Bonus Class Skill (), Call in a Favor (2), Inspire Confidence +1, Dance the Swords +2/+1, Feet of the Aiel, *Ji'e'toh* (Defender), Agility, Blur of Steel 2/day; SV Fort +6 Ref +9 Will +7; SZ M; Rep 7; Str 12, Dex 14, Con 13, Int 12, Wis 12, Cha 16

Skills: Bluff +15, Diplomacy +17, Gather Information +17, Search +15, Sense Motive +17

Feats: Gambler (Background), Dodge, Heroic Surge, Weapon Focus (Longsword), Sharp-Eyed, Trustworthy

Possessions: MW Longsword, Light Crossbow, Signet Ring (House Lanaesh), Traveling Outfit, Noble's Outfit, 150 MK.

Tolin, son of Hamil son of Orloff

(by Felicia Berlanga)

Tolin heard the Call of the Land early. He was drawn into the forests for days at a time. His learning suffered as a result, but he didn't care. The trees, it seemed, nearly spoke to him...his sense of them was so strong. The words they whispered were unfamiliar, they called him a 'Warden of the Green'. He did not know what these Wardens were, and neither did the Elders. One morning, feeling an almost tangible pull, Tolin packed up his things and snuck out of the Stedding where he had been born. He walked for days, seeing ruined or forgotten Groves which made him weep, yet the pull still tugged at him to continue on. Finally, he came across an overgrown, forgotten stand of trees, which felt like home. A Stedding....abandoned from the Breaking, he could only assume. The pull stopped. Standing in the center of a pristine clearing was the desiccated remains of a tree. A single sprig along a bending branch still showed a tinge of green. Tolin pruned the sprig and replanted it, singing to it to help it grow and to repair the years of neglect. The sprig grew into a tree such as Tolin had only seen in books. An Avendesora tree. "Warden" the tree whispered. Tolin claimed the forgotten Stedding as his home, naming it Stedding Avendesora, and has begun rebuilding...others will be coming to help guard the trees. He knows it is so.

Tolin: Ogier Woodsman 6/Warden of the Green 7; HD: 6xd10, 7xd8; HP: 93; Init +4 (0 Dex, +4 PImpIni); Def 18 (+5 Woodsman, +4 Warden, 0 Dex, -1 size); Spd 40; Atk +14/+9 melee (Hafted Axe, 1d12+5, 20/x3); SQ Nature's Warrior (Forests), Track, Partial Improved Initiative, Woodland Stealth +2, Accelerated Longing, Call of the Land, Nature Sense, One with the Land, Woodland Stride, Skill Emphasis (Wilderness Lore), Strong Soul, Endurance, Alertness, Great Health, Low-Light Vision, Old Tongue, Reach 10ft; SV Fort +11, Ref +6, Will +11; Rep 4; Str 19 Dex 10 Con 14 Int 12 Wis 18 Cha 10

Skills: Animal Empathy 8, Concentration 16, Handle Animal 8, Hide 8, Intuit Direction 10, KS (Nature) 17, Listen 10, Move Silently 8, Sense Motive 10, Spot 10, Wilderness Lore 25

Feats: Martial Weapon Proficiency (Hafted Axe), Quick Draw, Latent Tree Singer, Tree Warden, Tree Singer, Stealthy, Skill Emphasis (Concentration)

Possessions: Hafted Axe, Backpack, Traveler's Outfit, Whetstone, Flint and Steel, and Waterskin.

Toran Relmecla

(by Brian Couchman)

Toran grew up in the Borderlands, a street urchin in Kandor, and he learned to fight, as all in that region must. Toran grew up fighting Shadowspawn, and lost his father to the Blight. His mother died when he was 15 when Trollocs raided his farm. During the raid Toran found out that he could channel, and began a journey south to enroll at the Black Tower founded earlier that year. He has shown himself to be both skillful and controlled while learning to channel. His teachers continue to feel that he will go very far, he may even stand next to the Dragon during the Final Battle.

Toran: Borderlander (Kandor) Armsman 1 / Wilder 8 / Asha'man Hunter 4; HP 71; Init +6; Def 17; Spd 30ft; Atk: +9 melee (Longsword d8+1; 19-20/x2); SQ: Slow Aging, Affinity (Fire), Affinity (Spirit), Talent (Warding), Talent (Elementalism), Talent (Healing); SV Fort +8 Ref +11 Will +16; Rep: 4; Madness 14; Str 12, Dex 10, Con 12, Int 10, Wis 19, Cha 12;

Skills: Composure (Wis) +20, Disguise(Cha) +8, Hide(Dex) +5, Spot(Wis) +22, Weavesight(Int) +16;

Feats: Blooded, Dodge, Extra Affinity (spirit), Extra Talent (Elementalism), Power-Heightened Senses, Mental Stability, Iron Will, Eliminate Block, Extra Talent (Healing), Improved Initiative

Weaves per day (6 / 6 / 5 / 5 / 4 / 2 / 1 / 1):

Elementalism: Arms of Air, Cutting Lines of Fire, Fiery Sword, Fireball, Light

Healing: Delve, Heal, Heal the Mind, Sever

Illusion: Disguise, Mirror of Mists, Voice of Power

Warding: Master Ward, Shield, Ward Against the One Power, Ward Against Shadowspawn, Ward Bore

Possessions: Longsword, Disguise Kit, Traveler's Outfit, Light Horse, Tent

Torinde of the Hotwater Sept of the Taardad Aiel

(by Egbert Schrotten)

Torinde of the Hotwater Sept of the Taardad Aiel is a sinewy woman in her mid-nineties with reddish hair which should have long ago gone grey. Taken as an apprentice to become a Wise One at the age of 21, she has vast experience in matters of the Wise Ones, and is a voice that is reckoned with. Having the ability to enter the World of Dreams and mastering her surroundings in *Tel'aran'rhiod*, she is one of the more capable women concerning Dreamwalking among the Aiel Wise Ones to have crossed the Dragon Wall after the Car'a'carn.

Torinde: Aiel Wilder 6 / Dreamwalker 10; HP: 70; Init: +1; Defense 17 (+1 Dex); Spd 30 ft.; Atk +8/+3 melee (1d4+2/x2, dagger); SQ: Block, Slow Aging, Focus +6, Empathy, Dream Jump, Dream Watch, Reverie, Need, Waking Dream, Dream Capture, Haven, Bind Dream, Dream Made Flesh; SV: Fort +10, Ref +9, Will +15; Rep 4; Str 11, Dex 12, Con 14, Int 13, Wis 18, Cha 16

Skills: Composure +23, Concentration +25 (+31 while in *T'A'R*), Intimidate +6, Knowledge (*T'A'R*) +17, Sense Motive +23 (+27 while in *T'A'R*), Weavesight +20

Feats: Disciplined, Eliminate Block, Extra Affinity x3, Extra Talent, Multiweave, Latent Dreamer, Dream Walk, Bend Dream

Possessions: Dagger, Tent and accoutrements, Bracelets and Necklaces (approx. 300 GC Value), Waterskin

Affinities: Air, Spirit, Water, Fire

Talents: Elementalism, Healing

Weaves Known (5 / 5 / 4 / 4 / 2):

Elementalism: Arms Of Air, Fireball, Harden Air, Immolate, Light, Tool Of Air

Healing: Delve, Heal, Rend, Renew

Chapter 6

Gamemastering

Region Descriptions

Far Madding

By Gerome Abesamis

Symbol: Golden Hand; Sword-and-Hand (A golden hand, palm facing outward and a golden sword, point up. Not to be confused with the Sword and Hand of Arad Domon which is a silver hand grasping the blade of a silver sword, point down.)

The city-state of Far Madding is located on an island that is roughly five miles long and three miles wide, in the middle of a lake about ten miles long and eight miles wide. This city of stone walls and slate roofs lies at the center of the major roads that connect the cities Andor, Illian, and Tear. It is surrounded by the Hills of Kintara to the north and west, the Plains of Maredo to the south, and Haddon Mirk to the east.

With powerful and wealthy neighbors on all sides, Far Madding depends on merchants from Tear, Illian, and Caemlyn as its major source of revenue. Despite the dependency on trade, foreigners are considered troublemakers and hotheads. The High Council is wary of foreigners corrupting their city with their outland ways, so foreigners can only trade in three specific areas, collectively known as the Strangers' Markets. Each market is located between one of the three gates leading into the city and the Hall of the Counsels in the center of the island. Each is named after one of the three most revered women in the history of Far Madding. The Avharin Market lies closest to the Caemlyn Gate, the Amhara Market near the Illian Gate, and the Nethvin Market is between the Tear Gate and the Hall of the Counsels. Each market is surrounded by the houses of bankers, inns, warehouses, stables, and wagonyards. During the winter,

when trade slows down, inns can be expected to be only a quarter full, but when spring arrives, along with the revival of trade, prices can increase to as much as triple the winter prices.

Women take a dominant role in Far Madding. Trade and banking are forbidden to the men of Far Madding. Every inn has a common room that has serving men rather than the more common serving women seen elsewhere. There still are serving women in Far Madding however. Women serve in an inn's Women's room since no man is allowed to enter. A man who is wealthy is one whose wife gave him a generous allowance or is a widower who has been provided for. Perhaps part of the reason for the more submissive role that men play in Far Madding lies at the feet of two men who were born in Far Madding and are now included in almost every history of the world: Raolin Darkbane, who was born in Far Madding when it was known as Aren Mador, and Yurian Stonebow when it was known as Fel Moreina. They were first and second false dragons to shake the world on its foundations.

Keeping the Peace: The peace is rigorously kept in Far Madding. There are three bridges that lead to the city. The names of all foreigners are written down at the fortification at the foot of each bridge before foreigners can proceed. The names are distributed to the other bridges. All men must turn in their weapons at the bridges as well, which will be returned to them when they leave the city, or pay a fee to have their weapons peace-bonded with wire so they cannot be drawn. If the peace-bond is discovered to be broken when leaving the city, the offender receives a large fine, a flogging, and is kept in prison until it is discovered that no other crime has been committed. No man is allowed to carry more than a belt knife within the city, including the Wall Guards when they are off duty.

Within the city, watchstands are strategically placed along the streets so that one Street Guard standing atop them can watch all that is going on from an elevated level while two other Street Guards are on the ground ready to act as soon as any sign of trouble is spotted. Even more Street Guards in groups of three patrol along the streets. However, the windowless alleyways are not watched as carefully.

Not only is there a system in place to ensure safety from physical harm, but there is also one that protects from the One Power itself. A *ter'angreal* inside Hall of the Counsels, or perhaps it is three *ter'angreal*, act as a guardian of the city. This Guardian duplicates the One Power nullification effect of a *stedding*. It nullifies *saidin* within a radius of five miles and nullifies *saidar* within a radius of four miles.

The Guardian is made of three cloudy disks a span wide, inlaid with a long thin crystal wedge. These disks set equally around the edge of the floor of a chamber beneath the blue dome of the Hall of the Counsel. All three usually point towards the center of the chamber, but when someone channels close to the city, or in extremely rare occasions, within the city, each wedge points toward the location of the channeler. Each wedge becomes black if *saidin* was channeled or red if *saidar* was channeled. Thin marks on metal collars surrounding the disks and charts can then be used to triangulate the location of the channeler.

Aleis Barsalla: The High Council is made up of thirteen Counsels. Aleis Barsalla is the current First Counsel of Far Madding. Originally the First Counsels were the advisors to the queens of Maredo, but since Maredo's dissolution, most First Counsels have considered themselves the natural heirs of Maredo's rulers. Besides Aleis Barsalla, twelve other Counsels make up the High Counsel, each of them women. Although the First Counsel is technically considered to be first among equals, the First Counsel is essentially ruler of Far Madding.

Barsalla women have dealt in politics and trade since the city was called Fel Moreina. Aleis Barsalla rules from the Hall of the Counsels, but resides in her palace which is her own property and not attached to her position as First Counsel. Her palace is located on the only point in Far Madding that approaches a hill, known as the Heights.

Since the last visit of Cadsuane Melaidhrin Aes Sedai, Aleis Barsalla's continuing position as First Counsel is uncertain at best. During that visit, Cadsuane Sedai proved to some degree that the protection against channelers was far from absolute, shaking the beliefs of the Counsel and their confidence in their First Counsel..

House Rules

Addiction to the One Power

By Steven Russell

Addiction functions much like a disease. Once each gaming session the channeler must succeed at a Will save (DC 12) or become addicted. While the addiction is in effect, the channeler refuses let go of the source. The character may attempt to release the source by making a second Will save. A comrade may encourage him affording him a +1 to +4 bonus (GM's discretion and role-playing).

Any character that becomes addicted must embrace the source at least once a day or suffer 2 points of temporary wisdom damage if a Will save is not made.

If an Addict fails a second Will save and is embracing the source the character will attempt to Overchannel a weave one level higher than he would ordinarily be able to weave affording him a third Will save. If the Addict fails the third Will save he will attempt to Overchannel a weave two levels higher than he is usually capable of, and may attempt a fourth Will save. If he fails the fourth Will save (and is still able to channel) he will attempt to Overchannel a weave three levels higher than usual and may then attempt a fifth will save. If he fails the fifth Will save he is

allowed one final Will save...if that fails the channeler suffers the same effect as if he had failed the massive Overchanneling and is Severed from the True Source.

Nauseated

By John Bornicke

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast weaves, concentrate on weaves, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Optional: Each round, the gamemaster may allow the player to roll a fortitude check (DC at gamemaster's discretion) to see if the player can manage to act normally during that turn.

Sensing Items of the One Power

By John Bornicke

When holding the One Power, you are able to feel a resonance within an item that uses or enhance the One Power with a successful Search check (DC 15). You may detect an item that uses the One Power that you are not touching on a successful Search check against a DC 25, as long as it is within 30 ft. You may successfully sense one item per day, each use after the first suffers a cumulative +2 to the difficulty check, as overuse blurs your sensitivity. A channeler may only sense a *Ter'angreal* or an *angreal* / *Sa'angreal* that he or she may use. Use of this ability is a standard action.

Furthermore, channelers that have the Latent Maker Feat may also attempt to determine what weave slot level the item uses, what affinities it uses, what it does and finally how to make it. In order to determine what weave slot level or what affinities it uses a channeler must make a successful Knowledge: Arcana skill check (DC equals 1/2 the creation DC as seen in this netbook), these checks must be made separately. In order to find out how to work an item or what it does, the channeler must make a successful

Knowledge: Arcana skill check (DC equals 2/3 the creation DC as seen in this netbook).



"Breaking of the World" by Brian Danford

Sacrificial Weave

By John Bornicke

A character is able to draw in more of the One Power than she can safely handle, allowing her to create weaves of massive power, but risking the destruction of both herself and those around her. This ability allows the character to draw deeply of the One Power at the cost of her own body, as did Lews Therin and Queen Ellisande of Manetheren. The character may only use this ability once she has fully mastered her abilities with the one power, and must have a +10 bonus to attempts to Overchannel (this may come from separate classes such as Wilder / Aes Sedai, but must total to +10).

The character may sacrifice her body in order to channel weaves of a greater casting level than she could even with Overchanneling. The character must first attempt to Overchannel as normal and then may add one or two Bonus Casting Levels. The caster suffers 1d6 x Bonus Casting Level x Effective Casting Level of the weave in hit points of damage. The channeler must make a successful Concentration skill check in order to "hold" a weave vs. the damage

received, if failed then unless the duration is instantaneous the character only succeeds at harming himself; the weave is not successful. If the character dies in the attempt then the weave is still cast successfully, so long as it has a duration of no longer than instantaneous.

If the damage is enough to kill the character then everybody within 20 ft. per Casting Level suffers the same damage. All those within the damage radius in the event of the *caster's* death may attempt a Reflex saving throw (DC = 10+Weave level + Primary attribute modifier) for half damage.

Held Weaves

(by John Bornicke)

While using the Multiweave feat a channeler may hold a weave and cast another if she successfully makes a Concentration check (DC 15). While that weave is held the channeler must remain within a certain distance of the weave or the weave will collapse as if it was released.

The distance a channeler may be from a weave before it collapses is determined by the channelers primary attribute as shown on the chart below. The attribute is modified by such feats and class abilities as Resolve, and Improved Resolve. This distance is in addition to the range noted on the weave at the time of casting.

Primary Attribute	Distance
11 and below	5 ft. per level
12 - 16	15 ft. per level
17 - 21	30 ft. per level
22+	60 ft. per level

Unraveling a Tied off Shield

(by John Bornicke)

It is possible to unravel a Shield that is being used to shield you if you have enough skill to do so. The character must “feel” inside his shield, looking for the points of those that are holding him. While being shielded each person helping

to hold the shield feels like a small “soft” knot from the inside, once that shield is tied off the knot becomes “hard”. Once those knots change from soft you may attempt to force the threads of the knots apart and unravel them. You cannot unravel a weave that is being held through concentration by a channeler.

How Unraveling Works: You probe the weave for 1 round to find a weak spot in the tied off weave. You must make a Weavesight skill check (DC of 15) to feel for the knots. If successful, you are able to determine the knots and know if they are “hard” or “soft”. After you have determined that the shield holding you has been tied off in one or more knots, you may attempt to unravel those tied off knots as a standard action.

You must make a successful Concentration skill check (DC equal to 10 + the level of the target weave + the channelers primary attribute modifier) to unravel each knot. If you fail, you suffer 1d6 points of subdual damage and may not attempt to unravel the knot again until 1 hour has passed. The amount of time it takes to unravel a knot is determined by the amount the DC is exceeded by. You must make this check for each knot that is tied off.

The DC of the knot is	Time to unravel
met or exceeded by 1	3d10 minutes
exceeded by 2-5	1d4 minutes
exceeded by 6-10	1d4 rounds
exceeded by 11 or more	1 round

If a shield is being held by a circle and one or more (but not all) tie off the weave, leaving knots, the subject of the shield may unravel those knots that are tied off. As the knots are unraveled the channelers who remain in the circle must pick up the slack. For every 2 knots unraveled in the shield, the effective weave level is reduced by 1, with the effect of lowering the DC for further knots. When the effective weave level of the shield has been reduced below what would be required to initially shield the target, the target may attempt to burst the shield. The target rolls 1d20 + their Power

Rating (as described in PotD), and is opposed by the highest will save of the channelers in the circle holding the shield + the wisdom modifier of each additional channeler in the circle. If the burst check fails, it cannot be retried until additional knots have been untied, if possible. If the check succeeds by 20 or more, then there is a 5% chance that a channeler that had been holding the shield will be stilled by the target's bursting free.

New Skill Use (Composure) - Embracing the source

By Steven Russell

A channeler sufficiently skilled at composing themselves finds their ability to embrace the source is quickened, and those of great skill find that they may embrace almost instantly.

Embrace the source as a Move Action:
Composure DC 20

Embrace the source as a Free Action: Composure DC 30

If the Composure Skill Check fails by more than 5, the channeler must make a Fortitude save (DC15). If the character succeeds at the Fortitude save, they are unharmed by the attempt to embrace the source, but must begin to Embrace again, taking a full round. If the save fails, the result depends on how badly the roll failed. Subtract the saving throw result from the DC and consult the table on Page 163 of the WoT RPG.



"Rand Al'Thor" by Darryl Sheakly, color by Mike Estlick