

THE WHEEL OF TIME™

Interactive Game

WEB ENHANCEMENT

Design: **CHARLES RYAN, STEVEN S. LONG,
CHRISTIAN MOORE, OWEN K.C. STEPHENS**

Web Production: **JULIA MARTIN**

Design Assistance: **DAVID ECKELBERRY,
JENNIFER CLARKE WILKES,
CORY J. HERNDON**

Web Development: **MARK JINDRA**

Creative Directors: **THOMAS M. REID,
CHRISTOPHER PERKINS**

Development and Editing: **CHARLES RYAN**

Visual Creative Director: **JON SCHINDEHETTE**

Editing: **JOHN D. RATELIFF, BRIAN CAMPBELL,
JENNIFER CLARKE WILKES,
MIRANDA HORNER, CORY J. HERNDON**

Graphic Design: **ROBERT RAPER, DEE BARNETT**

Typesetting: **SUE WEINLEIN COOK**

Cartography: **ELLISA MITCHELL**

Licensing Approval: **ROBERT JORDAN,
WILLIAM P. MCDUGAL, MARIA L. SIMONS**



This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

This d20 System game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

U.S., CANADA,
ASIA, PACIFIC & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

DUNGEONS & DRAGONS, the d20 system logo, and the Wizards of the Coast logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. Wheel of Time is a trademark of Robert Jordan. All characters, character names, and descriptions thereof are trademarks and/or copyrights of Robert Jordan. ©2001 Game Mechanic owned by Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. ©2001 Wizards of the Coast, Inc. Made in the U.S.A.

Visit our website at www.wizards.com/wheeloftime

Play in the world of Robert Jordan's *Wheel of Time*™ novel series with the *Wheel of Time Roleplaying Game*! Not only does it utilize the d20 system's core game mechanics, but it also uses them in such a way as to allow both players and Gamemasters to experience the *Wheel of Time* world fully.

To further enhance your gaming experience, here are a few extras that you can use in your *Wheel of Time* campaign right away! From background feats to items, this web enhancement gives you a wide range of more great material to drop into the game.

BACKGROUND FEAT

In Chapter 2: Backgrounds, you can find a variety of options for your character's background, including your choice of background feats. Wealth is just such a feat that you can choose.

WEALTH

It's good to be rich. It's even better to be born rich.

Background: Tar Valoner, Taraboner, Tairen.

Benefit: You begin the game with an extra 250 silver marks (mk). Furthermore, every time you go up in level, you can draw upon your family's investments, gaining 250 mk for each point of Reputation you have when your level increase occurs. This wealth does not magically appear in your pockets; you must collect it from a family business, a relation, or some other source of your family's wealth. If you cannot collect the money before you go up a level again, you lose the benefit for that level (but you can, of course, collect the money gained for your new level).

For example, you have a Reputation of 4 when you attain 7th level. You are entitled to immediately collect 1,000 mk—but you are traveling and can't collect it right away. After a few weeks, you reach a place where you can collect it. In the meantime, you've gained another point of Reputation, but you still are entitled only to 1,000 mk, because you had only 4 points of Reputation when you reached 7th level. If your travels kept you away from your money until after you reached 8th level, you could not collect your 7th-level wealth. You could, however, collect your wealth for attaining 8th level—in this case, 1,250 mk: 250 mk multiplied by a Reputation score of 5.

ADDITIONAL EQUIPMENT

In Chapter 7: Equipment, you can choose from a wide range of equipment. Here is a special item that you can add to your game, as well.

Illuminator's Flare: A waxen paper cylinder created only by illuminators, this flare burns more brightly than a torch and lasts longer. It can be lighted with flint and steel, or without flint or steel by striking the cap against rough stone or metal. An illuminator's flare clearly illu-

minates a 40-foot radius and burns for 2 hours or until intentionally extinguished. Users must extinguish the flare by crushing the burning end, for the illuminator's flare burns underwater (it still must be ignited in open air). The flare illuminates a 30-foot radius in clear water, a 20-foot radius at depths beyond 30 feet, and only a 5-foot radius in especially murky water.

The Illuminator's Guild protects its secrets closely. Only a renegade Illuminator would sell flares on the open market, and being involved in any such transaction risks the ire of the Guild.

Illuminator's flare 5 mk 1/2 lb.

WEAVE DESCRIPTIONS

Both players and Gamemasters can make use of the weave descriptions found within Chapter 9: The One Power. To add some more options, here are two weaves for the Talents Traveling and Warding, in that order.

HOLD GATEWAY

[Spirit] (Lost)

Level: 5

Casting Time: 1 action

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

Target: Open gateway

Duration: Concentration

Saving Throw: None

Weave Resistance: No

You cast this weave on an open gateway (see the *create gateway* weave). The gateway remains open for the duration of this weave.

WARD AGAINST CHANNELERS

[Fire, Spirit] (Common)

Level: 1–10

Casting Time: 1 full round

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

Target: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

You create a dome-shaped weave around an area, through which channelers of the same gender as you cannot pass. Channelers outside the dome cannot enter it; channelers inside (including the caster) cannot exit it. Physical objects, creatures, channelers of the opposite gender, and people of your gender who cannot channel can pass through the boundaries of the dome without affecting the weave.

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	Area
1	5-ft.-radius circle
2	10-ft.-radius circle or small room
3	25-ft.-radius circle or large room
4	50-ft.-radius circle or moderate-sized building
5	150-ft.-radius circle or large building
6	300-ft.-radius circle or very large building
7	750-ft.-radius circle
8	1,500-ft.-radius circle
9	1-mile circle

MAJOR NONPLAYER CHARACTERS

Gamemasters can use the major nonplayer characters found both in Chapter 11: Encounters and in this web enhancement to make the players feel more a part of the world that their characters live in.

GAWYN TRAKAND

Gawyn Trakand is the First Prince of the Sword of Andor and older brother of Elayne Trakand, Daughter-Heir of Andor. He is taller than Elayne and shares her red-gold hair and fair complexion. When he was just a child he was taken to Elayne's crib and made to swear an oath—that his blood would be shed before hers, and his life given to save hers. Though he was too young to understand what the oath meant at the time, he has taken it to heart as he grew older and will do anything to protect his sister.

When Elayne went to Tar Valon to train, he went with her, in accordance with Andoran tradition. However, when a coup moved to overthrow Suian Sanche, the Amyrlin Seat, Gawyn led a group of Warders-in-training, who called themselves the Younglings, against her. He later aided Sanche in her escape with Min, suggesting his support for the new Amyrlin is less than complete.

Gawyn has heard and believes rumors that Rand al'Thor was responsible for Queen Morgase's death, and as a result he wants to kill Rand. However, he is in love with Egwene, feelings she returns, and she has asked him to take no action against the Dragon Reborn. This leaves Gawyn in a precarious position, which so far he has no way to resolve.

Gawyn Trakand: Midlander Armsman 9/Commander 1; hp 78; Init +6 (+2 Dex, +4 Improved Initiative); Defense 23 (+2 Dex); Spd 20 ft.; Atk +12/+7 melee (1d10+5/19–20, Warder's sword), +11/+6 melee (1d4+2/19–20, dagger); SQ Armor compatibility, strategy; SV Fort +9, Ref +7, Will +5; SZ M; Rep 6; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 14.

Skills: Balance +3, Diplomacy +12, Handle Animal +8, Intimidate +10, Knowledge (nobility and royalty) +6, Listen +5, Ride +14, Speak Language (Cairhien, Midlands), Spot +5.

Feats: Alertness, Bullheaded, Combat Reflexes, Exotic Weapon Proficiency (Warder's sword), Improved Initiative, Power Attack, Weapon Focus (Warder's sword), Weapon Specialization (Warder's sword).

Possessions: Warder's sword, dagger, full mail.

GALADEDRID DAMODRED

Galadedrid Damodred is the son of Tigraine, then the Daughter-Heir of Andor, and Taringail Damodred. This makes him half-brother to both Elayne and Gawyn, though Elayne refuses to acknowledge him as such.

An extremely attractive man, he is commonly called simply Galad. He is tall and graceful and moves with assurance and confidence. He went to train in Tar Valon with Gawyn, though he left shortly before the coup and joined the Whitecloaks.

Galad always does what he believes is right, regardless of the consequences. Though this seems commendable, he is entirely heartless in doing his duty as he sees it. He has saved the life of Gawyn, but he has also started riots in Samara while securing a ship for Nynaeve to flee to security. It is unclear whether he will support Rand (or Elayne) or the Whitecloaks, though it is guaranteed he will do whichever seems right.

Galadedrid Damodred: Midlander Armsman 10; hp 60; Init +4 (Dex); Defense 23 (+4 Dex); Spd 30 ft.; Atk +15/+10 melee (1d10+5/19–20, Warder's sword), +12/+7 melee (1d4+2/19–20, dagger); SQ Armor compatibility; SV Fort +8, Ref +9, Will +5; SZ M; Rep 5; Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 18.

Skills: Balance +8, Diplomacy +6, Handle Animal +8, Intimidate +16, Knowledge (nobility and royalty) +4, Ride +10, Sense Motive +7, Speak Language (Midlands), Spot +3.

Feats: Bullheaded, Combat Reflexes, Exotic Weapon Proficiency (Warder's sword), Dodge, Mobility, Spring Attack, Weapon Finesse (Warder's sword), Weapon Focus (Warder's sword), Weapon Specialization (Warder's sword).

Possessions: Warder's sword, dagger, mail shirt, Children of the Light cloak, traveler's outfit.

THE KINGDOMS OF THE WESTLANDS

The world that surrounds the characters as they adventure in the Wheel of Time setting is filled with magic, wonder, and danger. You can find quite a bit of it in Chapter 12: The Westlands. Gamemasters can add the following areas to their campaign to enhance the adventure.

GHEALDAN

Symbol: The Silver Stars.

A tiny nation wedged between the Mountains of Mist, Amadicia, Altara, and Garen's Wall, Ghealdan has never enjoyed the prosperity of other nations. Its often

rocky soil is not good for farming, and the mines of the southern mountains have never produced as well as those of more northerly regions. Fortunately, the craftsmen of Ghealdan are well known for the quality of their work, which brings traders and gold coins to the kingdom.

Following the War of the Hundred Years, numerous attempts were made to restore Dhowlan, with the longest having an apparent success that lasted only twenty years and collapsed upon the death of the woman who led it. In FY 1109 Lord Kirin Almeyda, Lady Valera Prosnarin, Lord Cynric Talvaen, and Lady Iona Ashmar founded Ghealdan in the same region. This union of four strong Houses, and the balance of power between the King (Kirin) and the Crown High Council (the three other lords and ladies initially, though other Houses were later added), lent the country a stability that allowed its success. Although royal succession is usually hereditary, the Crown High Council can choose a successor if there is no heir or if they feel that the throne would be in better hands with someone else.

For the most part, Kirin's successors have changed little, continuing to rule their quiet little kingdom from the Jheda Palace and doing their best to stave off possible invasion from Amadicia, with which Ghealdan has fought several decidedly minor wars. Things changed for King Johanin in 998 NE, when the Prophet of the Dragon Reborn came to Ghealdan. The Prophet almost instantly attracted swarms of followers, and King Johanin ordered him to leave the kingdom and his people to disperse. A few days later, Johanin had the misfortune to die in a hunting accident. His successor, Queen Elizelle, committed suicide after her armies also failed to drive away the Prophet. The queen that followed, Teresia, abdicated after a mere ten days to marry a commoner (thereby relinquishing all right to the throne under Ghealdan law). With no more heirs of Johanin's body available, the rule passed to a distaff relative of his house, Queen Alliandre Maritha Kigarin.

Queen Alliandre is no fool. She realized that the High Crown Council, deeply concerned about antagonizing the Prophet, had eliminated her predecessors. Preferring to remain alive and on the throne, she has welcomed the Prophet and allowed him to remain in the kingdom. This has caused much unrest and could lead to an attack by the Whitecloaks at any time, but so far Alliandre has retained as much control as she can.

MAYENE

Symbol: The Golden Hawk.

The city-state of Mayene, easternmost city of the westlands, occupies the southern tip of a peninsula pointing at the Sea Folk island of Cindaking. Although not counted among the kingdoms of the westlands because the nation of Tear claims it, Mayene defiantly asserts its independence and struggles constantly for security and recognition.

Protected by its location, guarded by the sea and by the Drowned Lands, Mayene avoided most of the direct warfare that ravaged the rest of Hawkwing's empire, although it was sacked twice during that time. Only Tar

Valon, Tear, and Far Madding, which escaped being sacked altogether, fared better during a time when most cities were taken and looted frequently. (Some suggest that even Tar Valon may have suffered at least partial looting.)

In approximately FY 1004, a youth was brought to the city, calling himself Tyrn sur Paendrag Masher and claiming to be Hawkwing's grandson (or great-grandson; accounts vary). Mayerners believed the claims, and while he and his followers denied any desire to try to retake Hawkwing's empire, Mayene welcomed him, perhaps as a symbol of stability, and styled him the First Lord of Mayene.

Few if any outside Mayene believe that Tyrn sur Paendrag was any relation to Hawkwing, perhaps because no claim was made on his behalf for the empire as a whole, and while great efforts had been expended in killing all of Hawkwing's known descendents, few attempts were made on Tyrn's life. He died of a fever in 1054, whereupon his eldest daughter, Miselle, was given the title First Lady of Mayene. While Tyrn had become extremely influential in the city during his lifetime, Miselle was the first to be acknowledged as actual ruler of Mayene.

Over the years there have been a few coups and other disruptions to the hereditary line, as in most countries. However, only those who descend from Rys have been recognized as legitimate Firsts. (The "Lord" or "Lady" portion of the title was eventually dropped.) Originally there was only one Second, who was usually the successor to the First, but this is no longer the case: In the last century, as many as nine nobles have held the title at the same time. Seconds are always the high seats of their noble Houses, and they are ranked above other lords and ladies.

The Tairen lords have tried many times to conquer Mayene, but the forces of nature, combined with fierce Mayener resistance led by the famed Winged Guards, have foiled every attempt. In recent decades, the Tairens have limited their efforts to political and economic manipulation. They also occasionally employ assassins, which is why every First learns secret fighting skills.

The current First, Berelain sur Paendrag, a young woman of striking beauty, strong passions, and fierce will, continues the long-standing tradition of maintaining her city's independence. High in the favor of the Dragon Reborn, she has served as his regent in Cairhien, and with his protection undoubtedly will maintain her nation's freedom. In her absence, her group of Seconds (loyal nobles she trusts and relies upon for advice and assistance) keep the city running smoothly.

The Drowned Lands: A natural bulwark keeping Mayene safe from landward invasion, the Drowned Lands are a vast saltwater marsh with no lengthy open waterways or truly solid high ground. Junglelike areas grow amid seas of chest-high grass, providing homes for dozens of distinctive creatures that make travel through the swamps even more hazardous. In addition to a plethora of highly venomous serpents, these creatures include the *nedar*, a tusked water-pig that reaches up to 50 pounds;

the *soetam*, a gigantic rat weighing as much as 15 pounds; twenty-foot-long carnivorous water lizards that do not hesitate to attack humans; and the swamp cat, a predatory feline of about 20 pounds.

MURANDY

Symbol: The Red Bull.

A small, almost backwater kingdom north of Altara and Illian and south of Andor, Murandy contains fields and forests to the south, and hills and bluffs toward the north and west. Although mostly quiet, even provincial, it boasts one large city, Lugard, which features all the best and worst of what westland cities have to offer.

Murandy was founded in approximately FY 1047 by Lady Katrine do Catalan a’Coralie, who had just captured the city of Lugard. She named the nation after an ancient term for the region. Katrine was assassinated after less than a year on her new throne, and some historians have estimated that during the War of the Hundred Years Murandy averaged a new ruler every two years.

Even after the war ended, the life expectancy of a new ruler averaged only eight years, with overt assassination or mysterious accident the most common cause of death. By around 200 NE, however, rulers began holding the throne for much longer periods, but this was mainly because the crown had become essentially meaningless in a nation that was only a patchwork of allegiances between towns and local lords. It is believed that Murandy survived as an independent nation in large part because its stronger neighbors all had opponents too strong to ignore long enough to swallow Murandy.

Few of Murandy’s kings have attempted to introduce more centralized authority to the realm, preferring instead to spend their days in dissolution and vapid pursuits. Such a ruler is the present king, Roedran Almaric do Arreloa a’Naloy. He exercises no real control over any of his nobles, and in fact, rarely even bothers to try. Instead, he uses his position as king to indulge his love of food and pleasures of the flesh, and to pursue hobbies of interest to him, such as playing cards, falconry, and painting.

Lugard: Murandy’s capital, Lugard, sits on the banks of the River Storn. An old, decrepit city whose walls are crumbling around its famed Shilene Gate (and have actually collapsed in many other places), it actually has walls (also crumbling) through parts of its interior, where feuding nobles have tried to separate their territory from that of their rivals. Its unpaved streets choke the air with dust during dry periods and become seas of mud in wet.

Though Lugard relies heavily on trade and sees hundreds of visitors every month, its residents bear the usual suspicion and hatred of foreigners. Regarding them as sheep ready for the fleecing, the Lugarders steal from and defraud outsiders whenever they get the chance. The wise traveler keeps hand on purse at all times when visiting King Roedran’s seat of “power.”

BEYOND THE WESTLANDS

In addition to using the kingdoms of the Westlands, Gamemasters can add the following material to their campaigns. These areas are further descriptions of places found in Chapter 12: The Westlands.

ISLES OF THE SEA FOLK—THE AMAYAR

Unbeknownst to most westlanders, the *Atha’an Miere* are not the only people who live on the Sea Folk islands. When the Sea Folk found their islands after the Breaking of the World, they encountered a strange people calling themselves the Amayar already living there. However, the Amayar inhabit the deep interior of the islands, disliking the water and sea travel as much as the Sea Folk dislike being on land.

Followers of the Water Way, a code of pacifism and nonviolence similar to the Way of the Leaf, the Amayar welcomed the newcomers. However, they considered the Sea Folk’s fascination with sailing and the sea, and their sometimes boisterous customs, unpleasant. Despite this distaste, when the Amayar discerned that the *Atha’an Miere* wished to make the islands their territory, for reasons of their own they indicated their willingness for the Sea Folk to “rule” them. This arrangement has worked out well for all concerned, since the Sea Folk don’t want to visit the inland Amayar settlements and effectively leave them to govern themselves most of the time. However, they do trade for Amayar goods—including their exquisite, delicate porcelain and glassware—much of which they in turn trade to the mainland. They also grant the gift of passage to any Amayar who asks it.

Physically, the Amayar are short and stocky compared to the *Atha’an Miere*—they have about the same average height as the folk of Cairhien. Their skin is fair, their eyes typically blue, green, or hazel, and their hair blond or light brown (in short, they bear no physical resemblance to the Sea Folk). Besides crafting porcelain and glass, they farm and raise animals (sheep, goats, cattle, and oxen), though their animals are smaller than typical mainland varieties. A few become fishers, rowing out from the coast in small boats, but that’s as much water travel as they desire.

LAND OF THE MADMEN

Far to the south, across the Sea of Storms, exists another continent known only as the “Land of the Madmen.” Approximately 750 leagues long and 500 leagues wide, it lies within 500 miles of the southern icecap. Between frequent storms, errant icebergs, and wave-generating earthquakes, the seas here pose difficulties for even *Atha’an Miere* mariners.

According to the Sea Folk, the Land of the Madmen contains many active coastal volcanoes. The interior is almost equally hostile, with more volcanoes, some mountain ranges, wastelands, and scrubby forests. The worst threat, they say, is the people who live there. The *Atha’an Miere* believe that civilization there never recovered from

the Breaking. The people live squalid, wretched, impoverished existences, often amid ruins that offer mute testimony to the greatness of their forebears. Sea Folk explorers encountered both male and female channelers, and found the wild and uncontrolled women little better than their insane male counterparts. The ordinary folk are dangerous enough; fearful of strangers and covetous of their goods, they attack in mobs, hoping to kill and rob them.

WONDROUS ITEMS

The following *angreal* and *ter'angreal* are additions to the items found in Chapter 14: Wondrous Items. Each description lists what type of item it is.

GOLD BRACELET-AND-RINGS

Power Rating: 3

Attunement: Female

The oddest *angreal* found in Ebou Dar was this unusual piece of jewelry—an adornment perhaps the height of fashion in the Age of Legends but one that simply looks odd today. It consists of a golden bracelet and four golden finger-rings, the rings connected to the bracelet by four flat gold chains. Intricate, mazelike geometric engravings cover the rings and bracelet. Also attached to the bracelet, by a removable chain, is a tiny key that fits an equally tiny lock on the bracelet. Nynaeve al'Meara currently uses this *angreal*.

ADORNMENTS OF VAERLIN

SHA'RAELLE

Activation: Wear (channeler only)

Affinities: None

Size: Small

Weight: 2 lb.

Occurrence: Rare

The Adornments of Vaerlin Sha'raelle, a set of linked, matching *ter'angreal*, consists of a finger-ring, a belt of leather and gold set with gems, a bracelet set with gems complementing the belt, and a gem-studded necklace that matches them both. Although the Aes Sedai as yet remain uncertain of these objects' nature, powers, and origin, some of the more scholarly sisters believe them to be the Adornments of Vaerlin Sha'raelle, who is thought to be an Aes Sedai from the time of the Breaking. According to the records of the Tower, the Adornments function only if worn together. That information is not entirely true, though. Individually, the items do have effects, although they are fairly subtle. These effects are given below.

When all of the Adornments are worn together, however, the true strength of this *ter'angreal* comes to light. All of the effects below are tripled.

Belt: Increases the wearer's Defense by +1.

Bracelet: Grants the wearer a +2 competence bonus on damage dealt by melee attacks against Shadowspawn.

Ring: Provides a +1 resistance bonus on all saving

throws and an additional +1 bonus on Will saving throws to resist the powers of Shadowspawn.

Necklace: Increases the damage caused by all weaves used to injure Shadowspawn, Friends of the Dark, and other servants of the Shadow by 1d6 points.

Some records say Vaerlin Sha'raelle created a second set of Adornments with additional powers, but if so, they were not among the Ebou Dar hoard.

CHALICE OF SAFETY

Activation: Wield

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare

The Chalice of Safety is a *ter'angreal* that also comes in the shape of many other utensils designed for holding or consuming food and drink. It automatically detects and neutralizes poison. The person eating or drinking from it may still taste the poison (and thus realize someone tried to kill him), but it has no effect on her. On the other hand, if she tries to consume any beneficial drugs or medicines using the chalice, they, too, have no effect on her.

Most Chalice of Safety are made of precious metals and adorned with etching, gems, enamel, or other decorations. Some, however, resemble common utensils.

HELM OF MAJESTY

Activation: Wear

Affinities: None

Size: Small

Weight: 2 lb.

Occurrence: Unique

The Helm of Majesty is a *ter'angreal* that resembles a standard military helm made of metal feathers. It enhances the wearer's leadership and morale-boosting skills. While worn, it increases the wearer's Charisma by +4.