

WONDROUS ITEMS

Within this archive you will find all of the collected knowledge of those who have dedicated their lives to unlocking the secrets of the artifacts from the Age of Legends. Every angreal, sa'angreal and ter'angreal studied by Martine Janata can be found here. Martine left good notes on the function and appearance of all her work, before her unfortunate accident.

Affinity Talismans

Activation: Wear

Affinities: Varies

Size: Small

Weight: 1 lb.

Occurrence: Common

These ter'angreal are common but often go unnoted. In the Age of Legends these were used to teach young channelers the feel of the different Affinities. Some are still used for that purpose. Though simple and weak these small talismans are often under appreciated.

Description: Affinity talismans come in many different shapes and designs, but are associated with the Affinity they represent. A Fire Talisman might appear as a ruby brooch, while a Water Talisman might be a string of pearls.

Affinity Talismans grant their user the Feat: Extra Affinity X. Only for the Affinity they represent and only while held or worn.

Weave breakers

Activation: Wear

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare to Unique

Very few of these ter'angreal are believed to have ever been created. In all of the surviving documents from the Age of Legends, these items are never even hinted at. It is possible that they were created after the Breaking, but few entertain that possibility as realistic. Martine believed that only 2 or 3 of these items exist.

Description: The one weave breaker studied was a fragile silver pendant in the shape of a spiders web. It could be worn as a necklace.

Weave breakers provide resistance to One Power weaves meant to affect them. A channeler must make a check to overcome the resistance of these items (d20 + channelers level). The rarity of this item allows for automatic weave breaking the first time a channeler comes against one. Typical resistance of a weave breaker is 21

Wells

Activation: Wear (Gender Specific)

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare

Several sources from the Age of Legends mention the harvesting of the One Power into a concentrated essence. Objects that can hold this essence are called Wells. The largest of these was the Eye of the World. Like all artifacts from other ages, not many of these survived. It is forbidden by tower law to speak of Wells with anyone other than Aes Sedai. No more than a dozen of these are known.

Description: Martine studied two Wells. The first was shaped as a simple thimble and appeared to be made of gold but was very durable. The second was a diamond earring. When full the diamond took on the appearance of a rare blue diamond.

Wells store the One Power. Each is uniquely limited in its capacity. The most common type stores 24 levels of weaves. These levels may be taken out in any combination that the channeler desires.

Channelers may not overcast their level with this item. That is they are still limited to their standard weaves. If a 6th level weave is the highest Nicola can channel by herself then she could not use a Well to channel a 7th using the Wells power.

Pendant of Airflow**Activation:** Wear**Affinities:** None**Size:** Tiny**Weight:** ½ pound**Occurrence:** Rare

The pendant is a blue-quartz hanging from a thin golden chain made to resemble a fat man's face blowing wind through his mouth. It's supposed to hang in the center of the forehead. When worn the ter'angreal grants weave resistance 25 against any weave based on Air; he cannot be moved or picked up with Air or be trapped in hardened air if the channeler does not beat the weave resistance. Of course, a channeler can still harm him indirectly – for example, by hurling boulders at him or crash a building on him. When someone channels against the wearer, the pendant turns icy cold, alerting him to potential assault.

Razul's Flame Ring by Sharn Penndoen**Activation:** Wield, Worn**Affinities:** None**Size:** Tiny**Weight:** 1/10 lb.**Occurrence:** Rare

A creation of a long forgotten Aes Sedai, this ring grants the wearer protection from fire as well as offensive abilities.

The defensive abilities are always active while worn. Any damage from fire (weave based, or naturally occurring) is reduced by 30 hit points per round. The wearer is practically immune to fire while wearing this ring. This protection extends to all of the wearers gear, but not to any other living thing.

The offensive element of this ter'angreal is its ability to generate a blade of fire. This ability only functions on a sword. While holding a sword and concentrating on the thought that it is engulfed in flames (Concentration check DC10), the sword's blade catch fire. This effect sheds light in a radius of 30'. Also while the flame blade ability is active the sword deals an additional 1d6 point of fire damage. Igniting the flame is a partial action. If the wearer takes damage while the flame blade is active, he must, as a free action, make a Concentration check DC10 to maintain the flame.

The ring itself is a gold ring with a single, smoky-clear stone. The ring is always cool to the touch. It is not known for what purpose this ter'angreal was made. Indeed, the only reason the name Razul is associated with it is because the name is inscribed on the inside of the ring. Given the ring's association with fire, it is believed that Razul was a male Aes Sedai from the Age of Legends.

The Crystal of Time (by Aasmund Nordstoga)**Activation:** Within 15 feet**Affinities:** All**Size:** Large?**Weight:** unknown**Occurrence:** Unique

This ter'angreal was made in the Age of Legends. Only one is known to exist. The crystal is formed as a sphere, it pulses with an intense green light, when any human or Ogier creature comes within 15 feet it starts pulsing more and more. At last it explodes in a furious moment of light.

It's purpose is long lost to age, but it still operates, even without the aid of a channeler. In the AoL this ter'angreal was used for time travel, though it extremely rarely worked as planned. Some travelers simply died, some were sent into mirror worlds and some got either forward or back in time. And even if the travelers lived through the experience, they had often lost their memory for the last weeks, months or even years.

Today the Crystal can be found in a cave in the mountains of mist.

The Collar of Shadar M'taal ("Shadow Dog")

Activation: Wear

Affinities: None

Size: Tiny

Weight: 2 pounds

Occurrence: Rare

A wolfhounds collar with a coin attached. the coin is a copper penny on one side is a crown over a Iron Gauntlet, on the opposite side: many towers with odd pointed domes at the top. Overhead is an Inscription in High Chant "The victory of the Light is All!" People can often sense the "wrongness" of the coin and collar (sense motive DC 10).

The coin was stolen from Shadar Logath and attached to a dogs collar by Lixander of Tarabon a devious young merchants son (Diplomat 12) and used by one of his personally trained guard dogs which he kills with a heavy crossbow at the first sign of the dog not obeying him and then gets a new Wolfhound.

Even a scratch from a wolfhounds bite who is wearing the collar will infect and destroy the victim. A darkness spreads out from the initial wound, killing him in a matter of seconds (One point dmg, Disease, Incubation Instantaneous, No save, 3d6 con every round).

Eventually the possessor of the coin will become bonded with the coin and grow increasingly insane (use a variation of Madness chart using suspicion and withdrawn). Lixander uses a heavy lead box to store the collar and an isolated kennel for his wolfhound.

It takes ten full Aes Sedai using the most powerful sa'angreal in the Tower to Heal some one of the bond.

Shadowmask Originally By Calvin Fort modified by Steven Russell

Activation: Wear

Affinities: None (The True Power)

Size: Small

Weight: 2 lb.

Occurrence: Unique

This ter'angreal of the True Power is a black metal mask designed to cover almost 1/3 of a person's face, from the top of her forehead to her upper lip on her left side. The mask does not cover her ears or nose, and does not have any eyeholes.

This terrible object grants it's wearer many advantages. First, she gains blindsight and the ability to feel the One Power being cast. The latter ability has a range of 100 ft per level of the weave being cast. Second

Create a psychic link between herself and 1d6+20 Trollocs. This ability is identical to the Trolloc Link of a Myrddraal. She can also create a link with d100 Shadow vermin. Also the wearer becomes Immune to the taint and disease of Shadow blades. When the mask is worn and the character is mounted her mount can not be unbalanced or spooked and turns a solid black in color. She also gains free use of the feat Taste the Taint. The Wearer gains 2d6 madness points per level from the point she starts wearing the mask if she goes one week week without wearing the mask she must make a will save each day or put the mask on for one hour.

She gains the Saa at 28 points. Once she gains the Saa her cloak stops moving and she can now shadowwalk as a myrddraal she must now make a will save equal to her madness rating to take the mask off or embrace the One Power though she could embrace the True Power (Gm's discession). Once the wearer has gained 61 madness points the wearer's body begins to grow and change in a painful manner. She loses her eyes as her skin grows over them, her skin becomes maggot white, and her proportions change to that of a myrddraal and gender becomes male she is also rendered sterile. When completed The character becomes an NPC and will seek out the nearest myrddraal (dead or alive) and adopt its blade and armor.

Staves of Life (by: Sharn Penndroen)
Activation: Weave Sacrifice level 8
Affinities: Air, Earth, Fire, Spirit, Water
Size: Medium
Weight: 15 lb.
Occurrence: Unique, (maybe rare)

This very powerful ter'angreal was used during the Age of Legends to create the amazing Avendesora. The Staves of Life are actually three staves connected by thin metal wires that causes them to form an enclosure. On one side the wire can be disconnected so that the enclosure is opened. Each staff weighs 5 pounds.

To use the Staves, they must be stuck into the ground, and the enclosure is closed around a tree of any type. Then a channeler must weave Air, Earth, Fire, Spirit, and Water in great amounts into the Staves. A great change overtakes the tree, although the change may not be apparent. All of the seeds of the affected tree are no longer seeds of that type, rather they are now seeds of Avendesora. If planted any of these seeds will become Avendesora trees.

Usually in the Age of Legends, the Aes Sedai worked with Ogier Treesingers to populate their great cities with Avendesora. After the Aes Sedai made the seeds, the Ogier would then cause the seeds to grow rapidly. Unfortunately, during the Breaking, the Staves of Life were lost, and along with them the secret of making the Avendesora.

Ignores the Jenn Aiel in the creation of Chora trees and that both chora and the Jenn aiel were living Ter'angreal.

Rings of Jaren (Draco_Magus)
Attunement: Both
Affinities: All
Activation: Wear
Occurrence: Unique

Created by the Aes Sedai during the breaking, the Rings of Jaren is a set of two rings made of cuendillar, one white and one black. The white ring, when worn on the right hand, not only allows the user to see when a female channeler is embracing the source, but also tells the user the general direction that the channeler is in relation to himself by a soft pulse, which gets louder as the user gets closer. The black ring performs exactly the same way when being worn on the left hand, but only for male channelers and it gives off a different type of pulse. Groups of channelers, especially linked, will sometimes create the illusion that the channelers are closer than they really are.

The Aes Sedai during the breaking forged the Rings and gave them to a very skilled Thieftaker, whose name has been long forgotten. After a confrontation with a male channeler battling his madness, the Thieftaker was killed and the Rings were lost.

A few centuries later, The Rings were found by a man named Jaren, who then began hunting not only male channelers, but also out of control female wilders. Eventually, the Red Ajah met up with Jaren, taking the Ter'angreal back to the White Tower. Recently the set has turned up missing.

The Sifting Tray (by: galadgawyn)
Activation: Weave sacrifice, level varies (saidin or saidar)
Affinities: Air, Earth, Fire, Water
Size: medium 2*2 ft.
Weight: 50 lb.
Occurrence: AoL-common, current era - unique

It looks like a shallow square tray divided into many square pockets. The color is normally a dullish gray. This was made during the Age of Legends mainly for industrial purposes. It could be used to detect the chemical composition of the target material. This would be indicated by the pattern of color changes in the pockets (like the periodic table). With a different weave it could also be used to draw all of a given element out of the target or break the target down into all its base components. During

the Age of Legends they would use this to purify water, gems, building materials, or the materials that would be turned into heartstone and ter'angreal. It was also used to clean up industrial waste or other various accidents. Larger versions of the ter'angreal were made for heavy industrial use. All this was of course forgotten. During the time of Hawkwing an Aes Sedai had reported that she had found something that would help them rebuild Tar Valon but, she was killed on her way back. The Aes Sedai who found her body took the ter'angreal into the Tower to study it. Several days later there was a horrendous noise and when they looked in her room it was scoured clean except for the ter'angreal, puddles of water, and little piles of iron, copper, etc.

It is a lv. 2 weave to test the composition of something and it takes 1 round. (more time to read the results)

It is a lv. 4 weave to draw out a particular element and it takes 3 rounds.

It is a lv. 6 weave to break it down into separate piles and it takes 6 rounds.

The target is up to a 5 ft. sphere and it has 100 ft. range.

It is a +1 weave level for each additional 5 ft. increase to the sphere.

It is also a +1 to double the range.

The casting time doubles for each increase but you can increase the weave by 1 to negate that.

The Fal'wat Fongs (by: Evan "Skwid" Langlinais)

Activation: Weave Sacrifice (level varies, see text)

Affinities: Air, Fire, Spirit, Water

Size: Small

Weight: 3 lbs

Occurrence: Rare

Devised in a collaboration between Semirhage and one of the Shadow's few Ter'angreal masters, Hurst Fal'wat, the Fongs were designed to be used in interrogations, delivering great pain in horrifying ways and yet keeping the victims alive. 19 were made and distributed amongst the Chosen of the Dark One.

In appearance, the Fongs resemble a two tined, large, flat fork without points made of a dark metal with a matte finish, attached by a long neck to a broad handle of some black material unknown to Third Age scholars. The handle has impressed upon it sinuous, intricate markings that are somehow disturbing to look upon, and which actually writhe across it's surface when the Fong is activated.

The Fong is used by pointing it at the flesh of the Target within 1 foot, with effects that vary based on the level of Weave Sacrifice used. Success at a DC 20 Concentration check extends the activation of the Fong to duration Concentration, and allowing it to be swept from one area to another.

A level 1 weave sacrifice causes intense stimulation to every nerve in the skin of the target in the area the Fong is pointed at, inflicting intense pain and 2d6 points of subdual damage per round the Fong is active.

A level 3 weave sacrifice will create a deep wound in the flesh of the target (3d6 real damage per round), all the way to the bone in many cases, but will not sever any major arteries or cause damage to organs other than muscle tissue. The Fong uses a variant of a Healing weave to cause this effect to be largely bloodless, and as a result it cannot reduce a previously undamaged target below 0 HP, regardless of how many times it is used on a target. The exposed muscular, vascular, and organ tissue is extremely sensitive to the slightest contact or pressure, and any application of such will inflict subdual damage at the GM's discretion.

A level 5 weave sacrifice presents the Fong's most horrific effect, in which vascular tissue and other internal organs are actually drawn out of the body through wounds that heal even as the effect is performed (4d8 subdual damage per round). Intestines, veins, kidneys...many different organs are susceptible to this effect, leaving the victim alive and yet turned inside out in a very real way. As with the level 3 effect, the exposed tissues are extremely sensitive. Every hour that this condition is left uncorrected, the target has a 10% chance of instant death, and they must Succeed at a DC15 Will save or go insane from the grotesque phenomenon.

Shadow Hunter's Blade (Sa'Sara)**Activation:** Wield dull edge**Affinities:** Spirit (spirit channeled through it creates resonance but no other effect) both Saidin and Saidar (since both were used to make it)**Size:** small**Weight:** 1lb.**Occurrence:** rare

Only a handful of these blades were made during the War of Power to aid the forces of the light in slaying agents of the Dark which worked within Tel'aran'rhiod. Special assassins, both Aes Sedai and the common man, were given these weapons -- power-wrought daggers with two distinctly different and powerful edges. The dull edge has a dirty luster, as though it has been covered with a film of dust or thick oil and when used it creates a gateway into Tel'aran'rhiod which will close shortly after the making. Gateways can also be made back to the world of origin in this way, but to no other worlds. The sharp edge deals 1d4+2 damage and receives +2 to attack rolls as any +2 power-wrought blade. Upon critical hits, another D20 must be rolled, if the second roll is critical, then the wound produced (if survived) is unhealable except by the One Power. If such a wound is produced but the wounded character is still above 0hp, they are bleeding freely at a rate of 1 point a round loss and will lose hp accordingly until dead or healed.

All mechanics regarding entering Tel'aran'rhiod in the flesh work as they normally would.

Tamon's Weightless Bracers (Lord Schpungus)**Affinities:** Spirit [Both]**Activation:** Wear**Size:** Small**Weight:** N/A**Occurrence:** Rare**Description:**

These bracers appear normal to anyone who sees them. Anyone who wears them, however, soon realizes that they are anything but.

Function:

These bracers must be worn for 12 hours before their powers become apparent. Once the bracers are accustomed to the new wearer, however, they will work for her as long as she wears them at least once a week. These bracers become weightless to the wearer, and as such they give the wearer a +1 to +3 armor bonus to AC, depending on the set found, that stacks with class defense regardless of armor compatibility.

Focus Knot (Tacitcus)**Affinities:** Air, Earth, Fire, Spirit, Water (Either Saidin or Saidar)**Activation:** Channeling, Level 2 weave sacrifice or greater**Size:** Medium**Weight:** 25 lbs**Occurrence:** Rare

Focus Knots were likely created before the Bore was opened, since while they have good military applications they are double edged swords that can be turned against the user; they are much more useful in large scale civilian projects, such as the alteration of the weather. They appear to be polished metallic spheres about the size of a human head, with a ring around the circumference that is half an inch thick and extends 6 inches outward. The sphere itself is plain and smooth, but the ring around it has many lines etched into it that weave around sphere and occasionally twist towards or away from it.

Channeling a thread of each Affinity into the sphere at specific places will activate the Focus Knot, and its effects will continue for 3D4 rounds. Once activated, the Focus Knot gathers large amounts of the Power around itself extending in radius for 100 feet + 50 feet for each weave level greater than 2 the channeler sacrificed; i.e., a 5th Level weave sacrifice will gather the Power for 250 feet radius around the Focus Knot. Any weave that touches this area, either originating in it or entering it, has its

radius, range, and damage increased by 20%. Thus, a weave that has a radius of 50 feet and rolls 13 damage will now have a radius of 60 feet and do 15.6 damage (rounded down to 15).

However, because of the large amount of Power being used and the fact that there is no 'buffer' like in angreal, any checks or saves related to overchanneling made by people whose weave is affected by the Focus Knot have their DCs increased by 20% too. Thus, if a Wilder tries to overchannel and must make a DC 18 Concentration check to succeed, then the DC is now 21.6 (rounded down to 21).

Finally, note that Focus Knots are usually attuned to either Saidin or Saidar, and will have no effect on use of the opposite gender's Power. Also, it is possible to find Focus Knots more powerful than the standard variety; typically these ter'angreal will increase the weave effects and Overchanneling checks and saves by an increased percentage, such as 30%.

Sademuh's Ring (Cisco Lii the Holyone)

Affinities: Earth [Saidin/Saidar]

Activation: Worn

Size: Tiny

Weight: 1/2 lb

Occurrence: Unique

The ring is a plain stone ring, though it is not heavy. Anyone looking directly at it feels paralyzed, but isn't.

Function:

When worn anything that is touched by the wearer, except for metal items, turns into stone. The target is allowed a Fortitude Saving Throw (DC 15 + wearer's level) to negate the effect. A character petrified this way has no way to recover and is dead.

The Dark One's Dice (Lord Schpungus)

Affinities: Spirit [Saidar/Saidin]

Size: Tiny

Weight: --

Activation: Carry

Occurrence: Rare

Description: Eight sets of these dice were made, one for each Ajah: Blue, Green, Red, Yellow, Gray, White, Brown, and Black, and each were imbued with great power. The sets have white dots on each side corresponding to numbers (the White Ajah set has black dots), except where the one would be. Here is painted the head of a Trolloc. Unfortunately, these sets of dice were all split up in the chaos during and after the Breaking.

Use: Carrying one of these dice confers one use of Dark One's Own Luck per day. Anyone lucky enough to be carrying a full set of five same-colored dice is granted six uses of Dark One's Own Luck per day. Also, she may choose to use all six Dark One's Own Luck conferred to have the set of dice come up any way she chooses in one roll per day.

The Dream Shackles (by skyman)

Affinities: Spirit [Saidar/Saidin]

Size: Tiny

Weight: 1/2 lb each

Occurrence: Unique set of two

Description: The dream shackles are a matching set of miniature shackles-and-chains. Each is a chain about three inches long with a clasp at each end. One is bronze color and the other silver. They have a faint emanation of saidar if touched by a female channer, or saidin if touched by a male channeller.

Function: The Shackles are used to bind another person to one's will through the means of their dreams. The user must be able to Dreamwalk and Dreamwatch, either through natural ability or the use of another ter'angreal or such, in order to utilize the Shackles.

First, the user must make sure that the intended victim has the bronze pair within 5 feet of his or her body when going to sleep. This can be accomplished by giving it as a gift, trickery, or any other means. Then, the user must go to sleep with the silver pair within 5 feet of his or her own body.

When someone has either pair of the shackles nearby they sleep very deeply, and only violent shaking or other extreme methods can wake them unless they sleep for 12 hours, or can make a DC20 composure check to wake normally.

Once both are asleep, the user, must use Dreamwatch to view their intended victim's dream. He or she can then access the power of the shackles. The victim must make a will save (DC 10+the user's level+the user's wisdom modifier) or fall under the user's control. The user can suggest any course of action to the victim, from attacking his or her friends to riding north. The suggestions can be as complex as the user wishes.

The victim wakes without any memory of the events unless he or she successfully saved. If not, he or she will attempt to complete whatever action was suggested as soon as possible, rationalizing the actions in his or her own mind. If the actions are very against his or her nature (such as a Tuatha'an attacking someone) the victim gets another save to break the effect, although a successful save here doesn't remind the victim of the dream. If someone attempts to stop the completion of the task, the victim will try to get past them through whatever means is easiest, whether violence or trickery.

The effect always wears off after another night's sleep, so a common suggestion is to keep the Shackles close by the next time the victim goes to bed. The process must be repeated each night.

If someone asks the victim to try to remember his or her dreams, he or she gets a DC20 intelligence check to recall them, which automatically breaks the effect and let's the victim know that something unnatural has been happening in his or her dreams.

Voice Collar (Cisco Lii the Holyone)

Affinities: Air, Fire [Saidin/Saidar]

Size: Tiny

Weight: 1/2 lb.

Occurrence: Rare

The Voice Collars are golden collars imbedded with jewels.

Function: When worn the Voice Collar works like the Voice of Power weave cast on the person wearing it. During the Age of Legends these collars were used to address great crowds that couldn't be addressed normally. Though during that time a channeler could just cast Voice of Power these were mainly used by non-channelers and those that didn't want to waste weaves