

UNDER THE DRAGONS BANNER

A free sourcebook for the Wheel of Time® Roleplaying Game,
Version 1.0

Credits

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Introduction

At last! The first Wheel of Time netbook for the d20 RPG comes to life! Oh, it was hard work and time consuming, but by the light we did it. I am proud of what has been accomplished in this book. Once again, I would dearly like to thank everyone who participated in some way with this netbook. It is your interest and devotion that will keep this fantasy world alive in our role-playing games.

Why create a WoT netbook? The answer seems obvious to us. While we can't say never, we know that Wizards of the Coast has no plans for another WoT RPG accessory. So many details were left unexplained that a good netbook was in order. Of course, this humble netbook still fails to fully detail the rich world created by Robert Jordan. But, it does help to make the WoT setting a bigger world to play in.

Once again, thank you for your interest in this netbook, and let the adventure continue under the Dragon's Banner...

Marc-André Bédard
Montreal, Qc

A word of caution

Please keep in mind that the rules presented here are the result of many different people whom did not work together. In some cases, these rules may clash with one another, but in general they seem to work well together.

Also, while we tried our best to only include the rules that seemed to be well balanced in our eyes. Some may still present a danger to the balance of your game. As always, the final judge in the matter will be your gamemaster.

Something frequently asked

Will this netbook be periodically updated or not? Will we create other netbooks? Frankly, we do not know yet. Of course, we all dreamed of creating a widely renowned and acclaimed netbook for the Wheel of Time setting. But remember that we are simple fans with a social life to live, with jobs and other responsibilities to fulfill. The feedback we receive about this netbook and the amount of free time we will be able to spare will greatly determine the future of this netbook.

This said, we will most assuredly do some minor adjustments to this netbook after its official release. Just make sure to visit the websites [Call of the Horn](#) and [The Tower Library](#) from time to time to see if you have the latest version of this netbook.

*Should you have any comments about this netbook, send them to:
wotnetbook@ca.inter.net*

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Chapter 1 ò Backgrounds & Classes

Backgrounds

Illuminator

(By Brian Zednick)

Illuminators are a very secretive group of Taraboners who hold the secrets of creating illuminations, or fireworks. Every member is a Taraboner, and only those born into the guild possess the knowledge required to create fireworks. On very rare occasions, a guild member will marry someone outside of the guild.

Personality: Illuminators are very secretive and, aside from those that perform fireworks displays or sell the guild's smaller fireworks, are rarely seen outside their chapterhouses. Illuminators, even rogue ones, never reveal their secrets.

Physical Description: Illuminators appear like Taraboners, only they rarely mask their faces. Many women wear their hair with a multitude of tiny braids.

Relations: The Illuminators are highly secretive. They routinely sell their smaller fireworks and will, from time to time, offer displays of their larger creations, but will never sell the more powerful fireworks. Those fireworks that they are willing to sell are usually extremely expensive and always come with a warning against trying to open the device, as they might go off (which is true, but highly unlikely).

Illuminators and their displays are highly sought by nobility, who can generally afford the high fees charged by the Illuminator's Guild. A small village is lucky to see a fireworks display maybe once a generation. Due to the rarity of the items they sell, Illuminators tend to have the potential for a lot of political power

and favors. Anyone caught on the grounds of a chapterhouse has a greater than average chance of being killed, and any Illuminator that goes rogue is considered to have a death sentence on them by the guild.

Lands: The Illuminators have two chapterhouses, the main one in Tanchico and a second in Cairhien. The Cairhien chapterhouse was destroyed when Rand al'Thor first visited the city, and the Tanchico chapterhouse was destroyed during the fighting following the Dragon's rebirth and the Seanchan invasions. Rumor has it that they are looking to establish a new chapterhouse in Amadicia, however, they have as of yet been unable to do so.

Adventurers: Illuminators rarely become adventurers. The few that do choose the path of the adventurer often lean toward the Armsman Class (for guards) or the Wanderer class.

Bonus Skills: Craft (Fireworks), Knowledge (Illuminations), Diplomacy, Innuendo.

Background Feats: Artist, Cosmopolitan, Master Illuminator, Mercantile Background.

Home Language: Common (Tarabon).

Bonus Languages: Common (Arad Doman), Common (Illian), Common (Cairhien), Common (Tairen).

Equipment:

Artisan's tools, bag of gunpowder, firecracker.

Short sword, dagger, leather armor.

Illuminator's Rocket

Illuminators Optional Variant

(By Kevin Binswanger)

This version of the Illuminator background was inspired by Brian Zednick's version. Only those items that differ from Brian's version are listed here.

Bonus Skills: Knowledge (Fireworks), Intimidate, Diplomacy, Innuendo.

Special: For all those with the Illuminator background, regardless of class, Knowledge (Fireworks) and Craft (Fireworks) are cross-class skills, unless they multiclass into the Illuminator Prestige Class.

Background Feats: Cosmopolitan, Mercantile Background, Fire Working, Exotic Weapon Proficiency (Fireworks).

Home Language: The home language of the home chapterhouse (pages 26-27 of *The Wheel of Time Roleplaying Game*).

Bonus Languages: Any applicable to home chapterhouse (page 26-27 of *The Wheel of Time Roleplaying Game*).

Equipment:

Illuminator's Rocket
Masterwork Artisan's Tools
Bag of gunpowder (about 10 uses)
Short sword, dagger, leather armor

Seanchan

(Anonymous)

Background Skills: Diplomacy, Intimidate, Profession (sailor), Sense Motive, Ride

Background Feats: Bullheaded, Disciplined, Militia, Sea Legs

Home Language: Common (Seanchan)

Bonus Languages: Common (Tarabon), Common (Arad Doman), Common (Ebou Dar), Ogier (Seanchan)

Equipment:

Seanchan Spear
Lacquered armor
Crossbow (light)
Seanchan scimitar
Studded leather armor
Nobles receive Noble's outfit, Seanchan scimitar, jewelry (40 mk)

Seanchan Ogier

(Anonymous)

Living on the continent across the Aryth Ocean, Seanchan Ogiers look, physically, much like their Westlander cousins. It is in their mentality that they differ. The few that have come across the ocean to the Westlands serve as soldiers, and are called Gardeners. They are, generally, members of the Seanchan Deathwatch Guard. It is not known whether they need to rest in a steddung from time to time as their Westlander cousins, but as with any other Seanchan, they take pride in living and dying for their Empress.

Seanchan Ogiers do not automatically receive 4 ranks in one Knowledge or Profession skill, or in Decipher Script. Nor do they gain a +2 background bonus on Craft checks related to working stone or constructing buildings. Instead, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Exotic Weapon Proficiency, and Martial Weapon Proficiency are no longer restricted feats.

Tuatha'an (Tinkers)

(Anonymous)

A wandering folk who travel and live in wagons and follow a totally pacifistic lifestyle, known as the Way of the Leaf. Tinkers are easily recognized by their garishly bright and clashing clothes and equally garish and clashing wagons. They are great lovers of music, song and dancing, though their dances scandalize most women, and many men. Things mended by Tinkers are often better than new. Still, they are shunned by most village folk for their strange lifestyle and rampant rumors that they steal children and corrupt youths.

Background Feats: Seductive, Cosmopolitan, Strong Soul, Dodge

Background Skills: Perform, Handle Animal, Craft (any), Wilderness Lore

Language: Common (Tuatha'an)

Bonus Language: any Westland dialect

Way of the Leaf: Tuatha'an receive no weapon or armor proficiencies, regardless of their class and are forbidden from performing violence. Any Tuatha'an who breaks this restriction becomes a Lost One, outcast from their culture. Lost Ones are treated as Infamous when dealing with other Tuatha'an.

Crafter: Tuatha'an are gifted craftsmen, they receive a +2 competence bonus to any one Craft skill.

Standard Classes

Algai'd'siswai (Revised)

(By Jax Ryan)

This is a revised version of the Algai'd'siswai. Taking into account the renowned unarmed combat style of the Aiel and adding some new features to the already fearsome spear-fighter.

(Note: For those who still prefer the former version of this class, this netbook also present a special prestige class for the Algai'd'siswai, 2 class combos to represent some of the Aiel societies and one new feat to represent the Aiel hand fighting style.)

Hit Dice: d10

Class Skills: The Algai'd'siswai's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Def	Rep	Unarmed	AB	BUD	Special
1	+1	+1	+2	+0	+4	0	+1		1d6	Spears of Death (Aiel Flurry), Fast movement, Hardiness, Unarmed strike, Ji'e'toh
2	+2	+2	+3	+0	+5	1	+2		1d6	Uncanny dodge (retain Dex bonus to Defense), Dance the spears (+2 bonus to initiative)
3	+3	+2	+3	+1	+5	1	+3		1d6	Partial armor compatibility
4	+4	+2	+4	+1	+6	1	+4		1d6	Stealthy movement
5	+5	+3	+4	+1	+6	2	+5/+1		1d6	Uncanny dodge (can't be flanked)
6	+6/+1	+3	+5	+2	+7	2	+6/+2		1d8	Spears of Death (+1d6)
7	+7/+2	+4	+5	+2	+7	3	+7/+3		1d8	
8	+8/+3	+4	+6	+2	+8	3	+8/+4		1d8	Trackless step (+2 DC), Dance the spears (+4 bonus to initiative)
9	+9/+4	+4	+6	+3	+8	3	+9/+5/+1		1d8	
10	+10/+5	+5	+7	+3	+9	4	+10/+6/+2		1d8	Uncanny dodge (+1 against traps)
11	+11/+6/+1	+5	+7	+3	+9	4	+11/+7/+3		1d10	
12	+12/+7/+2	+6	+8	+4	+10	5	+12/+8/+4		1d10	
13	+13/+8/+3	+6	+8	+4	+10	5	+13/+9/+5/+1		1d10	Uncanny dodge (+2 against traps)
14	+14/+9/+4	+6	+9	+4	+11	5	+14/+10/+6/+2		1d10	Trackless step (+4 DC), Dance the spears (+6 bonus to initiative)
15	+15/+10/+5	+7	+9	+5	+11	6	+15/+11/+7/+3		1d10	Spears of Death (+2d6)
16	+16/+11/+6/+1	+7	+10	+5	+12	6	+16/+12/+8/+4		1d12	Uncanny dodge (+3 against traps)
17	+17/+12/+7/+2	+8	+10	+5	+12	7	+17/+13/+9/+5/+1		1d12	
18	+18/+15/+8/+3	+8	+11	+6	+13	7	+18/+14/+10/+6/+2		1d12	
19	+19/+14/+9/+4	+8	+11	+6	+13	7	+19/+15/+11/+7/+3		1d12	Uncanny dodge (+4 against traps)
20	+20/+15/+10/+5	+9	+12	+6	+14	8	+20/+16/+12/+8/+4		1d12	Trackless step (+6 DC), Dance the spears (+8 bonus to initiative)

* BUD stands for Base Unarmed Damage.

Class Features: All of the following are class features of the Algai'd'siswai.

Weapon and Armor Proficiency: An Algai'd'siswai is proficient with the dagger, Aiel spear, shortbow, and Aiel shortbow. Algai'd'siswai are not proficient with any type of armor, except the Aiel buckler.

Ji'e'toh: All Algai'd'siswai follow a strict code of honor. Should an Algai'd'siswai ever break this code, they must atone for their actions or be unable to progress in levels as an Algai'd'siswai.

Fast Movement: When wearing no armor, the Algai'd'siswai has a speed modifier of +10.

Hardiness: Algai'd'siswai have nearly unstoppable endurance. Once per day, they may attempt a Con ability check (DC 15) when fatigued. If successful, they are no longer fatigued, as if they had rested for 8 hours.

Unarmed Strike: Algai'd'siswai are highly trained in fighting unarmed, giving them a considerable advantage when doing so against "weaker" Wetlanders. An Algai'd'siswai fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents. He may choose to deal regular or subdual damage at no penalty, and can also make a critical hit (20/x2) while dealing regular damage.

An Algai'd'siswai's unarmed attacks may be with either fist interchangeably or even from elbows, knees, and feet. Making an off-hand attack makes no sense for an Algai'd'siswai striking unarmed. An Algai'd'siswai using a dagger or Aiel spear can strike with his unarmed base attack, including his more favorable number of attacks per round. His damage, however, is standard for the weapon, not his unarmed damage, but gains the extra damage granted by his Spears of Death ability (see below).

An Algai'd'siswai fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but he suffers the standard penalties for two-weapon fighting. Likewise, an Algai'd'siswai with a weapon (other than a dagger or Aiel spear) in his off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with Aiel Flurry (see below).

Uncanny Dodge: Starting at 2nd level, the Algai'd'siswai gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 5th level, the Algai'd'siswai can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a Wanderer the ability to use a flank attack to sneak attack the Algai'd'siswai. The exception to this defense is that a Wanderer at least four levels higher than the Algai'd'siswai can flank him (and thus sneak attack him). At 10th level, the Algai'd'siswai gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks by traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th they rise to +4.

Partial Armor Compatibility: Algai'd'siswai are well trained in the use of the Aiel buckler. Beginning at 3rd level, the Aiel's Defense bonus from class levels and the bonus granted by an Aiel buckler will stack.

Stealthy movement: Algai'd'siswai may add half their Reflex save bonus to all Move Silently and Hide checks.

Dance the Spears: Works exactly as in the rulebook.

Spears of Death: The Algai'd'siswai master a deadly fighting style of grace and perfection, so smooth and confident are their actions that, to others, it looks as beautiful as a dance. At level one, an Algai'd'siswai may make a flurry of attacks. When taking a full-attack action, they can make one extra attack at their full base attack bonus, but receive a -2 penalty on all attack rolls for one round. At level six, all their attacks with a single-handed piercing weapon deals an extra +1d6 damage. At level fifteen, this damage increases by another +1d6. Anything immune to critical hits is also immune to this extra damage.

Trackless Step: An Algai'd'siswai can step lightly, as to leave no trail. At level 8, when wearing no armor and moving no faster than a hustle, the DC to track an Aiel is increased by two. This bonus rises by two at level fourteen, and again at level twenty.

Dai'dore

(By Geoff Hall)

The graceful warrior moves swiftly and surely through the battlefield, as if dancing with his opponents. This is the *Dai'dore*, the battle dancer in the common tongue. *Dai'dore* are among the greatest warriors in the known world, shunning armor and encumbrance for speed and mobility, they glide through combats with fluid motions that are no less deadly for their dark beauty. They can also be some of the basest and lowest individuals, still undoubtedly skilled, but using that skill for their own profit or even for the furtherance of the Dark One's plans. Alternately, they can also be the noblest of men, using their abilities to further the cause of the Light and strike out against oppression and evil, often willing to die for their beliefs.

Adventures: Most *Dai'dore* consider adventuring to be their profession. Whether it is as a mercenary, a lone warrior wandering the Westlands, a bodyguard, champion to a noble, or a member of some military force, fighting and dying is what they do. Some *Dai'dore* are paid by those who employ them, some do what they do for the love of it, whether that is love for battle itself, or simply attaining great skill with their chosen weapon. In either case, the *Dai'dore* will find that adventure and excitement are often a part of their lives until the time of their death.

Characteristics: *Dai'dore* are excellent in combat as they are dangerous and deadly fighters. They do not have the raw speed of *Algai'd'siswai*, nor the all around training of an Armsman, but they are focused at what they do and can readily learn some of the tricks and fancy maneuvers associated with high level skill at fighting. They will tend to specialize in one or two specific weapons and become masters of these; the most frequent choice

is the sword. In fact, most Blademasters were originally *Dai'dore*. They use their Dexterity and speed to move gracefully in combat, tumbling past their opponents and springing up to gain the best position to strike a killing blow. They are as at home fighting multiple combatants as they are in one on one duels.

Origin: *Dai'dore* can become as they are through many different ways. They may have learned their trade through formal training in some nobles' house or in the military, although most armed forces in the Westlands tend to train people as armsmen, or they may have taught themselves. They may be following in the footsteps of many before them or have chosen their path so as to stand out from the norm and make something more of themselves than a simple fisherman or farmer. Whatever the reasons, unless they were trained by the same people *Dai'dore* are unlikely to feel any special bond to others of their kind. They will undoubtedly recognize others of their class from their demeanor and stance, but will have no kinship with them. They will, however, generally respect one of their own.

Background: *Dai'dore* can be from almost any background, although an Aiel is far more likely to become an *Algai'd'siswai* than a *Dai'dore*. An Ogier of this class is virtually unheard of. A *Dai'dore* is far more likely to be self taught or trained by a single mentor than an Armsman, so their nation of origin is completely variable. They are not likely to be a member of one of the armed forces and are far more likely to be a rogue Wanderer, mercenary, or someone in the employ of a noble. Still, where war and fighting is common, there a *Dai'dore* is most likely to take up arms. The constant fighting along the Blight in the Borderlands and the frequent wars and battles between Tear and Illian and Tarabon and Arad Doman has produced many *Dai'dore* from those backgrounds.

Examples of Dai'dore in the *Wheel of Time* Novels: Aram, Birgitte, Rand al'Thor, Tam al'Thor, Toram Riatan

Game Rule Information: Dai'dore have the following game statistics:

Abilities: Dexterity is the Dai'dore's main forte and is the main ability that they rely on in combat and is also important due to the benefits to Defense that it provides. Strength is also important to them as it dictates melee bonuses to hit and damage and their lack of armor means that a good Constitution is also advisable. Some of the

Dai'dore's more important skills rely on Wisdom.

Hit Dice: d10.

Class Skills: The Dai'dore's class skills (and the key abilities for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int Modifier.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+0	+2	+0	+3	0	Dodge
2	+2	+0	+3	+0	+4	1	Bonus Feat
3	+3	+1	+3	+1	+4	1	Improved Weapon Finesse
4	+4	+1	+4	+1	+4	1	Uncanny Dodge (retain Dex bonus to Def)
5	+5	+1	+4	+1	+5	2	Weapon Specialization
6	+6/+1	+2	+5	+2	+5	2	Bonus Feat
7	+7/+2	+2	+5	+2	+6	3	
8	+8/+3	+2	+6	+2	+6	3	Uncanny Dodge (can't be flanked)
9	+9/+4	+3	+6	+3	+6	3	
10	+10/+5	+3	+7	+3	+7	4	Bonus Feat
11	+11/+6/+1	+3	+7	+3	+7	4	
12	+12/+7/+2	+4	+8	+4	+8	5	
13	+13/+8/+3	+4	+8	+4	+8	5	
14	+14/+9/+4	+4	+9	+4	+8	5	Bonus Feat
15	+15/+10/+5	+5	+9	+5	+9	6	
16	+16/+11/+6/+1	+5	+10	+5	+9	6	
17	+17/+12/+7/+2	+5	+10	+5	+10	7	
18	+18/+13/+8/+3	+6	+11	+6	+10	7	Bonus Feat
19	+19/+14/+9/+4	+6	+11	+6	+10	7	
20	+20/+15/+10/+5	+6	+12	+6	+11	8	

Class Features: All of the following are class features of the Dai'dore.

Weapon and Armor Proficiency: Dai'dore are proficient with simple weapons and light armor. They are not proficient with medium or heavy armors or shields. Also, at character creation, they may select three martial weapons that they are proficient in. These are the weapons in which their training has focused and in which they are most skilled. Note that some armor types incur penalties to the

skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Dodge: At 1st level the *Dai'dore* gains the Dodge feat as a bonus feat. This is in addition to the feat that any 1st level character gets.

Bonus Feats: At 3rd level and every 4 levels thereafter (6th, 10th, 14th and 18th),

the Dai'dore gets a bonus feat. These feats must be drawn from the following list: Ambidexterity, Blind Fight, Combat Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Combat Reflexes, Exotic Weapon Proficiency*, Improved Critical*, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency*, Mobility (Spring Attack), Mounted Combat (Mounted Archery, Trample, Ride By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Sunder), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a Dai'dore cannot be acquired until the Dai'dore has one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A Dai'dore can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Dai'dore must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Important: These feats are in addition to the feat that a character of any class gets every three levels. The *Dai'dore* is not limited to the list given here when choosing those feats.

Improved Weapon Finesse: At 3rd level, the Dai'dore can select one weapon that he is proficient with and apply the Weapon Finesse feat to this weapon. He can do this even if the weapon does not normally allow for weapon finesse. The weapon

must be of the same size category or smaller than the character. The only exception to this is the quarterstaff which can have this ability applied to it by medium sized characters.

Uncanny Dodge: Starting at 4th level, the Dai'dore gains the extraordinary ability to react to danger before his senses would normally allow him to. At 4th level and above he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 8th level, the Dai'dore can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a Wanderer or Thief-taker the ability to use a flank attack to sneak attack the Dai'dore. The exception to this is that a Wanderer or Thief-taker at least four levels higher than the Dai'dore can flank him (and thus sneak attack him).

Weapon Specialization: On achieving 5th level or higher, as a feat, the Dai'dore may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The Dai'dore must have Weapon Focus with the weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 ft., because only at that range can the Dai'dore strike precisely enough to hit more effectively. The Dai'dore may take this feat as a bonus feat or as a regular one. Other classes may not take Weapon Specialization as a feat unless so noted in their descriptions.

Noble (Revised)

(By John Bornicke)

Here is a revised version of the Noble character class presented in the rulebook. The general description of what is a noble has obviously not changed, but this version presents alternate game mechanics to deal with favors and the ruling of those of lower station in life.

Hit Die: d8.

Class Skills: The Noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Cha), Intimidate (Cha), Knowledge (all skills, taken individually (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search, Sense Motive (Wis), and Speak Language (None).

Skill Points at 1st level: (4 + Int Modifier) x 4

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+0	+1	+2	+3	3	Favor +1
2	+1	+0	+2	+3	+4	4	Inspire Confidence
3	+2	+1	+2	+3	+4	4	Favor +2, Resource Access
4	+3	+1	+2	+4	+4	5	Coordinate +1
5	+3	+1	+3	+4	+5	5	
6	+4	+2	+3	+5	+5	6	Bonus Feat
7	+5	+2	+4	+5	+6	6	Favor +3
8	+6 /+1	+2	+4	+6	+6	7	Coordinate +2
9	+6 /+1	+3	+4	+6	+6	7	Bonus Feat
10	+7 /+2	+3	+5	+7	+7	8	
11	+8/+3	+3	+5	+7	+7	8	Inspire Greatness
12	+9/+4	+4	+6	+8	+8	9	Favor +4
13	+9/+4	+4	+6	+8	+8	9	Coordinate +3
14	+10/+5	+4	+6	+9	+8	10	Bonus Feat
15	+11/+6/+1	+5	+7	+9	+9	10	
16	+12/+7/+2	+5	+7	+10	+9	11	Favor +5
17	+12/+7/+2	+5	+8	+10	+10	11	
18	+13/+8/+3	+6	+8	+11	+10	12	Coordinate +4
19	+14/+9/+4	+6	+8	+11	+10	12	Bonus Feat
20	+15/+10/+5	+6	+9	+12	+11	13	Coordinate +5

Weapon and Armor Proficiency: A Noble is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that some armor types incur armor check penalties to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a cumulative -1 penalty for every 5 lbs. of armor and equipment.

Favor: The Noble has the ability to call in favors from those she knows. By making a favor check, the noble can call upon contacts to gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Noble makes a favor check. Roll a d20 and add the character's favor bonus plus Charisma bonus. The GM sets the DC based on the scope of the favor being requested. The DC ranges

from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Noble may not take 10 or 20 on this check, nor can she retry the check for the same (or virtually the same) favor. A Noble may try to call in a favor a number of times in a game week equal to half her Noble levels, rounded down (minimum of one).

Inspire Confidence: At 2nd level, the Noble may use oratory to inspire confidence in allies. The Noble must speak for at least 1 round, with the effect lasting for 5 rounds. The Noble can inspire a number of allies equal to half her Noble levels, rounded up. An ally inspired with confidence gains a +2 moral bonus on saving throws and a +1 moral bonus on attack and weapon damage rolls. The Noble cannot inspire confidence in herself, only her allies.

Resource Access: With this ability, the Noble has access to an array of resources (usually from family, influential friends or patrons). Once per day, the noble can make a Charisma check to use those resources during the adventure.

The value of the resources gained equals the Noble's class level multiplied by the result of the Charisma check, multiplied by 20. These resources can take almost any form the Noble wishes (within reason) and are hers to do with as she pleases. She can give them away, or sell them as she sees fit. The resources gained arrive in the Noble's possession 1d8 hours after she makes the check. These resources must be reasonably available. Should the Noble attempt to access resources in a more rural environment, such as the countryside, the value multiplier is reduced to 10. While in

an area controlled by unfriendly forces, the value multiplier is reduced to 5.

Resource access tends to be monetary, whereas favors tend to be benefits that can't necessarily be measured in coin.

Coordinate: A Noble has a knack for commanding groups and getting people to work together. When a Noble can aid others and give directions, she provides a bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus of +2, and it increases as the Noble gains levels. This bonus cannot be used to assist in combat.

Bonus Feat: Nobles may pick a bonus feat from the following list (must meet prerequisites). Ambidexterity, Dodge, Exotic Weapon Proficiency, Fame, Heroic Surge, Improved Initiative, Influence, Iron Will, Mounted Combat (Trample, Ride-By Attack, Spirited Charge), Persuasive, Sharp Eyed, Skill Emphasis, Trustworthy, Weapon Finesse, Weapon Focus.

Inspire Greatness: Beginning at 11th level, a Noble can inspire greatness in an ally, granting extra fighting capability. This works in a fashion similar to inspire confidence, except it affects but a single ally. An ally inspired to greatness gains +2d6 temporary hit points, a +2 competence bonus to attacks, and a +2 morale bonus to saving throws. The effects last for 5 rounds. The Noble can inspire greatness once per day, and for every three Noble levels attained beyond 11th level, the Noble can inspire greatness in one additional ally. The effects of inspire greatness stack with inspire confidence.

Prestige Classes

Aiel Spear Dancer

(By John Bornicke)

These fast and agile warriors are the epitome of the *Algai'd'siswai* and are the pinnacle of the Aiel warrior. Clad in their shoufa and cadin'sor, these warriors strike quickly and then softly fade back into the terrain. In order to become a Spear Dancer, the character can be of any society, but must be picked by another Spear Dancer. The mentor usually watches a young warrior (or maiden), looking for the dedication and mindset required. They are looking for others who have the strength, skill, and desire to become a living weapon, not for clan or sept, but for the sheer joy of the Dance of the Spears.

Hit Die: d10

Requirements: To qualify to become a Spear Dancer, a character must fulfill the following criteria:

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+0	+2	+0	+2	+1	Mobility Feat
2	+2	+0	+3	+0	+3	+0	Bonus Feat
3	+3	+1	+3	+1	+3	+1	
4	+4	+1	+4	+1	+4	+0	Sand in the Wind
5	+5	+1	+4	+1	+4	+1	Bonus Feat
6	+6/+1	+2	+5	+2	+5	+0	
7	+7/+2	+2	+5	+2	+5	+1	Spring Attack
8	+8/+3	+2	+6	+2	+6	+0	Bonus Feat
9	+9/+4	+3	+6	+3	+6	+1	Moving Target
10	+10/+5	+3	+7	+3	+7	+0	Storm of Spears

Class Features: All of the following are class features of the Spear Dancer:

Weapon and Armor Proficiency: Spear Dancer's do not gain additional proficiency with weapons or armor.

Mobility: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character

Base Attack Bonus: +7

Skills: Run 5 ranks, Hide 5 ranks, Move Silently 5 ranks

Feats: Expertise, Dodge, Weapon Finesse (Aiel spear).

Special: Must have been selected by another Spear Dancer.

Class Skills: The Aiel Spear Dancers class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Chr), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Int), Search (Int), Tumble (Dex), Run (Con), and Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier.

moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Sand in the Wind: While fighting, the Spear Dancer's constant movement and rapid changes of direction serve to confuse

his opponent so that they lose track of his exact location from moment to moment. The Dancer gains the benefit of one-half concealment (20% miss chance). If the dancer uses the Full defense combat option, he gains three-quarters concealment (30% miss chance). He loses this benefit whenever he loses his Dexterity bonus to AC.

Spring Attack: When using this attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if in heavy armor.

Moving Target: If the Spear Dancer moves more than 5 ft. during his combat

action, he gains a +4 bonus to his Armor Class until his next action.

Storm of Spears: The Character may, once per day as a full round action, give up all regular attacks and, instead, make one melee attack at the full base attack bonus against each opponent within 5 feet. He may move no more than 5 feet between targets and this action continues until there are no more targets within range.

Bonus Feat: The character may choose a bonus feat from the following list; Aiel Handfighting, Ambidexterity, Blindfight, Combat Reflexes, Great Fortitude, Instant Stand, Improved Initiative, Improved Critical, Iron Will, Power Attack, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Shot on the Run, Quick Draw, Two-Weapon Fighting, Improved Two-Weapon Fighting, Run, Weapon Focus, Weapon Specialization.

Bodyguard Maiden of the Spear

(By Mario Moreau)

This is a prestige class for the Maidens who protect Rand and other important people. As the main purpose of the Maiden of the Spear is scouting, this will give the Maiden abilities inspired by the Warders, but while the Warders are powerful with their cleaving attacks, the Maidens are lightning fast

Hit Dice: d10

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

Must be a female Algai'd'siswai.

Base Attack Bonus: +6

Feats: Alertness, Improved Initiative, Combat Reflex

Skills: Spot 8 ranks, Listen 8 ranks, Intimidate 5 ranks

Class Skills: The Bodyguard Maiden of the Spear's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha) Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Search (Int), Sense motive (Wis), Spot (Wis) Tumble (Dex)

Skill Points at Each Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+1	+2	+1	+2	+1	Maiden's Shield
2	+2	+2	+3	+2	+3	+0	Dark One's Own Luck
3	+3	+2	+3	+2	+3	+1	Deflect Arrow
4	+4	+2	+4	+2	+4	+0	
5	+5	+3	+4	+3	+4	+1	Heroic Surge
6	+6/+1	+3	+5	+3	+5	+0	Maiden's Eyes
7	+7/+2	+4	+5	+4	+5	+1	Lightning Reflex
8	+8/+3	+4	+6	+4	+6	+0	No Man's Bride
9	+9/+4	+4	+6	+4	+6	+1	Endurance
10	+10/+5	+5	+7	+5	+7	+0	Maiden's Fury

Class Features:

Weapon and Armor proficiency: Same as Algai'd'siswai.

Maiden's Shield: The Maiden becomes a living shield for her ward. If the Maiden is less than 5 feet away, she can take any attack directed at her ward on a Ref save vs. the total attack roll of the attacker once per round.

Maiden's Eyes: At 6th level, when taking the full attack action in melee, the character may make one attack per encounter per level in this class with such speed that it strikes her opponent as if they were flat footed.

No Man's Bride: The Maidens are known for their stubbornness and their indomitable will, even in the face of overwhelming odds. At 8th Level, a member of the Maiden Bodyguard gains a morale bonus of +2 to all attack and damage roll while defending their ward.

Maiden's Fury: At level 10, the Maiden Bodyguard can sacrifice her ability to defend herself in order to gain an extra attack for the round. The Maiden is considered flat footed (even if she cannot be flat footed normally) for the rest of the turn. The extra attack is made at the highest bonus modifier and can only be done if the character takes the full attack action in melee combat.

Defender of the Stone

(By Randy Madden)

Clad in breastplates and welding spear and sword, the Defenders of the Stone are the finest Tear has to offer. The Defenders serve both their own lords and the Stone as need arises. Their allegiance is noted by the colored slashes on their arms. They carry a strong military history and have successfully resisted siege over one hundred times.

Hit Die: d10

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

Base Attack Bonus: +7

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+2	+1	+0	+1	+1	The Stone Still Stands
2	+2	+3	+2	+0	+2	+0	Defending the Lords
3	+3	+3	+2	+1	+2	+1	
4	+4	+4	+2	+1	+2	+0	Bonus Feat
5	+5	+4	+3	+1	+3	+1	
6	+6/+1	+5	+3	+2	+3	+0	Keeping the Stone
7	+7/+2	+5	+4	+2	+4	+1	
8	+8/+3	+6	+4	+2	+4	+0	Inspire Courage
9	+9/+4	+6	+4	+3	+4	+1	Bonus Feat
10	+10/+5	+7	+5	+3	+5	+0	Supreme Cleave

Class Features: All of the following are class features of Defenders of the Stone:

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

Keeping the Stone: While defending the Stone or his High Lord, the Defender is capable of withstanding tremendous punishment. He gains the following benefits when the Stone or his Lord is threatened: +2 Strength. +4 Constitution and +2 bonus on all saves.

Skills: Intimidate 5 ranks, Ride 3 ranks, Spot 3 ranks.

Feats: Combat Reflexes, Cleave.

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

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

Skill Points at Each Level: 4 + Int modifier.

The Constitution bonus will increase the Defender's hit points, giving him 2 more per level. These hit points are not lost first. When the Defender's Constitution returns to normal, all bonus hit points will also go away. If the character's hit points fall below -10, he has perished.

The Stone Still Stands: A rally cry for the Defenders. All allies who can hear the cry gain a +1 morale bonus to attack rolls for the next 5 rounds.

Defending the Lords: When using the Defend Another action, the Defender grants a +4 bonus to AC instead of the normal +2 (pg 135 of PHB).

Inspire Courage: Functions as the Gleeman ability - Inspire Courage (pg 213 WoT RPG).

Supreme Cleave: The Defender of the Stone is allowed to make a 5-foot step between an attack and his Cleave or Great Cleave. Only a single 5-foot step is allowed.

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

Dreadlord

(By Randy Madden)

There have always been men and women willing to serve the Dark One, but none are as feared as the Dreadlords. Dreadlords are channelers, who use the One Power to kill and destroy. All Dreadlords must travel to Shayol Ghul to dedicate themselves to the Great Lord. During the Age of Legends many flocked to the banner of the Shadow, but Dreadlords have been known to exist in other ages.

Hit Die: d4

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

Base Attack Bonus: +2.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+2	+1	+0	+0	+1	Shadow Sign, Dark Resources
2	+1	+3	+2	+0	+1	+0	Weave Power +1
3	+1	+3	+2	+1	+1	+1	Offensive Control
4	+2	+4	+2	+1	+1	+0	Reckless
5	+2	+4	+3	+1	+2	+1	Weave Power +2

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

Channeling: A Dreadlord's channeling functions in the same manner as that of all other channeling prestige classes. Add all channeling levels together to determine weaves per day.

Weapon and Armor Proficiency: Dreadlords gain no proficiency with any weapon or armor.

Shadow Sign: at the beginning of their indoctrination, Dreadlords are taught a special set of codes which allow them to identify themselves. Some measure of a Dreadlord's power can be gauged by the codes they use.

Skills: Concentration 8 ranks, KS: the Shadow 3 ranks.

Feats: Multiweave, Tie off Weave

Channeling: Two or more Talents

Special: Must travel to Shayol Ghul and dedicate life to the Dark One.

Class Skills: The Dreadlord's class skills (and the key ability for each skill) are Bluff (Cha), Composure (Wis), Concentration (Con), Disguise (Cha), Gather Information (Cha), Innuendo (Wis), Invert (Int), Knowledge (any) (Int), Sense Motive (Cha), Speak Language (Int), Spot (Wis), Weavesight (Int).

Skill Points at Each Level: 4 + Int modifier.

Dark Resources: a Dreadlord is allowed to call on the resources of the shadow to perform their duties. This functions exactly like the Aes Sedai ability of the same name. An Aes Sedai who has taken levels as a Dreadlord may attempt to use both of the abilities, as they represent different means to achieve the same ends. If an Aes Sedai is ever exposed as a Dreadlord, each attempt to use Aes Sedai resources risks capture and gives the enemy valuable information.

Weave Power: All offensive weaves cast by the channeler add this value to the DC for saving throws. This value is a +1 at 2nd level, and goes up to a +2 at 5th level.

Offensive Control: As the Asha'man ability of the same name, pg 208.

Reckless: At 3rd level, the Dreadlord's recklessness has expanded their ability to channel. This power functions like the Aes Sedai and Asha'man ability called Resolve, pg 208. This does not represent an increase in ability, merely a greater capacity to channel.

Notes: This prestige class is meant to be taken by Aes Sedai or Asha'man who have gone over to the Shadow. It is short to

accommodate an Initiate/ Aes Sedai/ Dreadlord. Where similar abilities are gained in both classes, they are considered to stack.

Example: Reckless and Resolve: If Mazrim had both of these abilities, he would stack the bonuses. If he also managed to have Improved Resolve (1 epic level required) the bonus would be a +6 instead of the normal +4.

Friend of the Dark

(By Randy Madden)

Many serve the Great Lord, yet few rise high enough in rank to achieve the many rewards promised them. For those who excel in the shadows, it is a small matter to command all but the mightiest of the Great Lord's servants. From king to beggar, the Friends of the Dark measure their success by whom they answer to while in the shadows, rather than the false power of those outside this elite circle. There are few who deserve the distinction of commanding the forces of the shadow. These men and women serve the Chosen directly. They are privy to secret signs and are often given missions of importance by the Great Lord himself. They inspire terror among other Darkfriends. They can command the beasts that serve the Great Lord. They are Friends of the Dark.

Hit Dice: d6

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

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+2	+1	+2	+0	+0	Shadow Sign, Resources
2	+1	+3	+2	+3	+1	+0	Authority
3	+2	+3	+2	+3	+1	+1	Hard to Kill

Class Features: All of the following are class features of the Friends of the Dark:

Weapon and Armor Proficiency: Friends of the Dark gain no proficiency with any weapon or armor.

Shadow Sign: At the beginning of their indoctrination, Friends of the Dark are taught a special set of codes which allow them to identify themselves. Some measure of the Darkfriend's power can be gauged by the codes they use.

Base Attack Bonus: +4

Skills: Intimidate 8 ranks, KS: the Shadow 3 Ranks.

Reputation: 4

Special: The character must have attracted the attention of the greater servants of the shadow through cunning, resourcefulness, and ruthlessness. The character will then become an assistant to one of them. If they please their new master, eventually they will be elevated to Friend of the Dark.

Class Skills: The Friend of the Dark class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Wis), KS: The Shadow (Int), Sense Motive (Cha), Speak Language (Int)

Skill Points at Each Level: 6 + Int modifier.

Resources: a Friend of the Dark is allowed to call on the resources of the shadow to perform their duties. This functions identically to the Aes Sedai ability of the same name.

Hard to Kill: At 3rd level, the Friend of the Dark has learned how to sacrifice his servants in order to ensure his survival. If a Friend of the Dark is attacked and has a minion within 5 feet, they may make a Reflex save with a DC of 10 + Attacker's BAB. If the save is successful, they have managed to place their minion in the way of the danger. The minion takes the damage.

Hand of the Light (Questioner)

(By John Bornicke)

Known amongst themselves as the Hand that digs out the Truth, they are more commonly known as the Questioners, although never to their face. The purpose of the Hand of the Light is to discover the truth in disputations and uncover Darkfriends. They are hampered by few rules, and torture is used extensively during most of their inquiries. Their methods, and the fact that anyone at all may be put to the question, including other Children of the Light, have made them deeply feared, within the Children and without. Their symbol is the Golden sunburst with a red shepherd's crook behind it.

Hit Die: 1d6

Requirement: To qualify to become a Whitecloak Questioner, a character must fulfill all the following criteria.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+0	+1	+2	+1	+1	Negative Perception, Infamous
2	+1	+0	+2	+3	+2	+0	Authority
3	+2	+1	+2	+3	+2	+1	Sharp Eyed
4	+3	+1	+2	+4	+2	+0	Penetrate Falsehoods
5	+3	+1	+3	+4	+3	+1	
6	+4	+2	+3	+5	+3	+0	Devotion to the Light
7	+5	+2	+4	+5	+4	+1	Relentless Pursuit
8	+6/+1	+2	+4	+6	+4	+0	
9	+6/+1	+3	+4	+6	+4	+1	Zeal
10	+7/+2	+3	+5	+7	+5	+0	The Creator's Work

Class Features: All the following are class features of the Whitecloak Questioner.

Weapon and Armor Proficiency: The Questioner gains no new weapon or armor proficiencies.

Negative Perception: The Questioner and his ways are perceived in a very negative way outside of Amadicia and their own organization; they therefore suffer a -4 penalty on all Charisma based skill checks

Base Attack Bonus: +3

Skills: Intimidate 4 ranks, Sense Motive 6 ranks

Feats: Iron Will, Dark One's Own Luck

Special: Membership of the Hand of the Light order.

Class Skills: The Whitecloak Questioner's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Spot (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

when trying to influence others (Diplomacy, Bluff, and Gather Information).

Infamous: The Questioner's reputation gains him a +2 bonus on intimidate checks.

Authority: In pursuit of his duties, the Questioner is granted special privileges within the Children to facilitate the capture and trial of Darkfriends. The Questioner may add his Intimidate skill rank to his

Diplomacy checks when dealing with other Children or those in occupied areas.

Sharp Eyed: The character gains the Sharp-Eyed feat for free.

Penetrate Falsehoods: The Questioner's searching nature and vigilant attitude allows him to spot lies and disguises more easily. He gains a +4 competence bonus to spot checks when opposing Disguise checks, and Innuendo checks.

Devotion to the Light: With his increased importance in the war against the shadow, the character begins to understand his place is not in the forefront of battle. When executing the total defense action, he gains a dodge bonus to his AC equal to his Will save.

Relentless Pursuit: A Questioner may select a single opponent within 60 feet and declare that opponent a Darkfriend. As long as the Questioner is pursuing that person, he gains a +4 competence bonus on Skill checks and Will saves against that opponent. Furthermore, whenever confronting the declared Darkfriend, the Questioner may impart a +2 morale bonus on melee attack rolls and weapon damage rolls made against the Darkfriend by his allies. The Questioner may impart this bonus to a number of allies equal to half his Questioner level. The Questioner cannot pursue more Darkfriends than his level at any one time.

Zeal: The Questioner's knowledge of Darkfriends and his realization that, without him, many other evil acts will be perpetrated, gives the Questioner a sense of self-preservation in order to continue his cause. Once per day, the Questioner, when reduced to 0 hit points or less, may attempt a Reflex save to roll with the damage and live to fight another day. The DC of the Ref save is equal to the amount of damage dealt to him. If successful, he only suffers half damage from the blow. He must be aware of the attack and able to react to it. If he is denied his Dex modifier, this ability does not work.

The Creator's Work: The Questioner may, in the pursuit of Darkfriends, bring the fear of the Creator upon a targeted creature. The Questioner may, once per day, invoke a despair effect on up to 10 subjects who can understand and hear him. The affected creature must make a Will saving throw (DC = 15 + Cha modifier), or suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks and damage rolls. Furthermore, the targets of this ability who failed their save are unable to attack the Questioner for 1d6 rounds, but may still defend themselves.

Illianer Companion

(By John Bornicke)

Clad in full plate, shield, and wielding lance and sword, the Companions are the finest Illian has to offer. These crack troops traditionally ride with the commanding general during any military action; to be deployed wherever their extraordinary abilities are needed, usually in the heart of the battle. They also act as the personal bodyguards to the King of Illian.

Hit Die: d10

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

Base Attack Bonus: +7

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+2	+1	+0	+1	+1	Ride Bonus +2, Expertise
2	+2	+3	+2	+0	+2	+0	Deadly Charge 1/day
3	+3	+3	+2	+1	+2	+1	Burst of Speed
4	+4	+4	+2	+1	+2	+0	Deadly Charge 2/day, +4 Ride Bonus
5	+5	+4	+3	+1	+3	+1	Bonus Feat
6	+6/+1	+5	+3	+2	+3	+0	Deadly Charge 3/day, Full mounted attack
7	+7/+2	+5	+4	+2	+4	+1	Ride Bonus +6
8	+8/+3	+6	+4	+2	+4	+0	Deadly Charge 4/day
9	+9/+4	+6	+4	+3	+4	+1	Bonus Feat
10	+10/+5	+7	+5	+3	+5	+0	Deadly Charge 5/day, +8 Ride Bonus

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

Weapon and Armor Proficiency: Companions do not gain additional proficiency with weapons or armor.

Expertise: At first level, a Companion learns to use his weapon to help protect vital parts of himself and his mount. He gains the Expertise feat for free, even if he does not have the prerequisite Intelligence score.

Skills: Intimidate 3 ranks, Ride 8 ranks, Spot 2 ranks.

Feats: Mounted Combat, Ride-by Attack, Spirited Charge.

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

Class Skills: The Illianer Companion's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Gather Information (Cha), Innuendo (Wis), Jump (Str), Listen (Int), Ride (Dex), Search (Int), Sense Motive (Cha), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Ride Bonus: A Companion gains a competence bonus on all ride skill checks. The bonus is +2 at first level and increases by +2 every three levels thereafter.

Deadly Charge: When mounted and using the charge action, A Companion of 2nd level or higher deals triple damage with a melee weapon (or quadruple damage with a lance). Up to a number of times indicated per day. This ability supersedes the spirited charge feat.

Burst of Speed: At third level, the Companion can urge his mount to greater than normal speeds. This ability doubles the distance of the mount's normal charge movement. This ability can be used once per day without penalty. Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the charge; failure results in the mount taking 2d6 subdual damage.

Full Mounted Attack: At 6th level, the Companion gains the ability to make a full attack from horseback, even if the mount has moved more than 5 ft. in that round.

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

Master Illuminator

(By Kevin Binswanger)

The secret art of illumination may not be as powerful as channeling the One Power; it is however, a very powerful tool to use. A good Illuminator earns much respect for his abilities, often using his skills to gain favors of all sorts. When it comes to combat, the Illuminator is able to put his knowledge of fireworks to good use, often surprising his enemies. As always, only one born to an Illuminator family may become a Master Illuminator.

Hit die: d6

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

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+0	+2	+1	+1	+0	Fire Caution
2	+0	+0	+3	+1	+1	+1	Dazzle
3	+1	+1	+3	+2	+2	+1	Illuminator Connections, Illuminator Protection
4	+1	+1	+4	+2	+2	+1	
5	+2	+1	+4	+3	+2	+1	Sleight of Hand, Illuminator's Tools
6	+2	+2	+5	+3	+3	+1	Aura of Danger
7	+3	+2	+5	+4	+3	+0	Firestarter
8	+3	+2	+6	+4	+3	+1	Powerful Fireworks
9	+4	+3	+7	+5	+4	+0	Bonus Feat
10	+4	+3	+7	+5	+4	+2	Lethal fireworks, Master Illuminator

Class Features:

Weapon and Armor Proficiency: Illuminators gain no proficiency with any weapon or armor

Dues: If an Illuminator sells a firework, and passes through a city with another Illuminator (that they know of) or chapterhouse and does not pay the chapterhouse its due for the sale of the fireworks, they are considered rogue, and the chapterhouse will hunt them down.

Support: Through the alliance with the chapterhouse, the Illuminator can expect to receive all the necessary requirements of

Background: Illuminator Background - Must be the child of Illuminators.

Skills: Intimidate 4 ranks, Concentration 6 ranks, Perform 8 ranks, Craft (Fireworks) 4 ranks, Knowledge (Fireworks) 6 ranks

Feats: Exotic Weapon Proficiency (Fireworks)

Class Skills: The Illuminator's class skills and the key ability for each skill are: Concentration (Con), Craft (Fireworks) (Int), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Fireworks) (Int), Perform (Cha), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

life from their chapterhouse. This includes room and board, necessary weapons, and equipment, and funds needed for specific purposes or missions. This does not include Illuminator's Rockets, which must be bought from the chapterhouse for 10 Gold Crowns each, and cannot be resold or given away. Illuminators may purchase flares or firecrackers for 7 Crowns each, and are generally resold for no less than 10 Crowns. When an Illuminator is in the same city as a chapterhouse or another Illuminator, they may requisition for travel twice as many units of gunpowder as they have ranks in Craft (Fireworks).

Fire Caution: It is deeply ingrained in Illuminator's from the beginning of their training how to control a fire and prevent it from getting out of control. As a result, they gain +1 save against fire for every level in the class.

Dazzle: Illuminators are capable of using fireworks to blind, but not damage. The attack is made as normal, but the Illuminator must state his intent to dazzle. Every creature within a five-foot radius of the firework is blinded for 10 rounds (Ref DC 14), and any creature less than five feet away is blinded for 20 rounds (Ref DC 17).

Illuminator Connections: Through the connections with the chapterhouse, if the Illuminator is in any city hosting a chapterhouse, they may requisition fireworks for their own benefit. These may be sold to others, but fifty percent of the profit must be returned to the chapterhouse. They may also requisition flares or firecrackers for free, but if sold, the Illuminator must pay 50% of all profit to the chapterhouse.

Illuminator Protection: Fireworks are precious commodities and Illuminators more so. The chapterhouse takes pains to protect valuable Illuminators. They may requisition from the chapterhouse (assuming they are in a city hosting one) an Enforcer (warrior class NPC, level half that of the player's total level). He is utterly loyal to the Illuminator, and will die to protect the Illuminator.

Sleight of Hand: Illuminators learn to use gestures to make it seem like something happens when it really doesn't. They gain +1 to Intimidate or Perform checks.

Illuminator's Tools: At this level, the Illuminator receives a set of artisan's tools for crafting fireworks. When used to craft fireworks, they grant a bonus of +2. They also receive a set of fireproof gloves that grant +2 save against fire when worn.

Aura of Danger: An Illuminator who handles fireworks handles fire itself, and the people notice. Illuminators who have been seen or are performing with fireworks or are in uniform gain +2 to Perform and Intimidate checks.

Firestarter: Illuminators are capable of kindling fire in adverse conditions, except in heavy rain, provided they have fuel and tools to produce a spark.

Powerful Fireworks: These kinds of fireworks are too dangerous to hand out to non-Illuminators. They cannot be sold or given out, nor are they ever even mentioned to commoners. When used in combat, Powerful Fireworks give a +1 to all attack and damage rolls.

Lethal Fireworks: Only entrusted to senior Illuminators, lethal fireworks are the most powerful fireworks Illuminators make. Like Powerful Fireworks, Lethal Fireworks cannot be sold, given out, or mentioned. They give +2 to all attack and damage rolls.

Master Illuminator: Once an Illuminator has reached the title Master, they gain special privileges and skills. Illuminators at this rank gain +2 to any skill checks using fireworks, and never have their fireworks explode on them (fumbled attack, craft, or perform).

Master Treesinger

(By Gabby Ovidia & Marc-André Bédard)

Treesinging is a talent exclusive to Ogier, and it is a rare talent even among them. Treesinging is a unique cooperation with nature. Treesingers are thus gifted with the fabulous ability to work wood in marvelous ways and to help trees and vegetation to grow strong and healthy. The Master Treesinger has spent his entire life developing this close relationship with nature, advancing their skill and power to a level far beyond the ability of most Treesingers.

Hit Die: 1d8

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

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+2	+0	+2	+0	+1	Natural Attitude, Nature Feel
2	+1	+2	+0	+3	+0	+0	Entangle
3	+2	+2	+1	+3	+1	+0	Wooden Skin
4	+2	+3	+1	+4	+1	+1	Nature Ode
5	+3	+3	+1	+4	+1	+0	Blend in Nature
6	+3	+4	+2	+5	+2	+0	
7	+4	+4	+2	+5	+2	+1	Nature Hymn
8	+4	+4	+2	+6	+3	+0	Nature Speech
9	+5	+5	+3	+6	+3	+0	Nature Sense, Plant Passage
10	+5	+5	+3	+7	+3	+1	Nature Symphony

Class Features: All the following are class features of the Master Treesinger.

Weapon and Armor Proficiency: Master Treesingers are only allowed to use natural weapons such as stone or sung wood. They may not wear or use un-sung wood items.

Natural Attitude: The Master Treesinger receives +2 to all Spot, Listen, Climb and Hide checks in natural areas.

Nature Feel: The Master Treesinger receives a +1 bonus per 2 class levels to all Craft (Treesinger), Knowledge (Plant), and Profession (Herbalist).

Background: Ogier

Skills: Animal Empathy 4 ranks, Wilderness Lore 4 ranks, Profession (Herbalist) 8 ranks, Craft (Treesinging) 8 ranks.

Feats: Treesinger, Treewarden, Latent Old-Blood.

Class skills: The Master Treesinger's class skills are Animal Empathy (Cha), Climb (Str), Concentration (Con), Composure (Wis), Jump (Str), Handle animal (Cha), Heal (Wis), Intuit direction (Wis), Listen (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis), Knowledge (Plants, Nature, Animals) (Int).

Skill Points at Each level: 2 + Int Modifier.

Entangle: When in a natural environment, the Master Treesinger may call upon the bushes, trees, vines, and even grasses to entangle and disable his foes. Unless the victim of this power succeeds in a reflex save DC 10 + level in the Master Treesinger class + Wis modifier, he will find himself trapped in the restraining vegetation, unable to move and suffering a -4 penalty to hit nearby targets. To activate this power, the Master Treesinger must sing for at least a full combat round and it will remain active as long as the Master Treesinger is singing + 1d4 round after that.

Wooden Skin: The Master Treesinger is able to turn his skin to wood by merging with a wooden object (Treesinging DC 15, casting time: full round, Duration: 5 rounds per Class level). The Master Treesinger must touch the wood. The object is consumed after the song, being one with the singer. Then, after the duration is over, it turns to ashes and seeds returning back to the earth. The defense provided by the skin is +2 per 3 class levels.

Nature Ode: A Master Treesinger singing the Nature Ode will not only help a tree to grow healthy as per the Tree Warden feat, but will also cause a healing dew to form on the leaves and trunk of that tree. The Treesinger must sing at least 10 minutes for the dew to form in sufficient quantity to be of use. Carefully collected and brewed for 20 minutes, this dew can make up to 1d6 portions of a healing elixir. Each portion can heal 1d6 hit points + the Master Treesinger's Wisdom modifier. These healing potions last only up to 1 week. This Treesong may only be used once a week.

Blend in Nature: As he takes care of the forest, the forest takes care of the Master Treesinger. In an almost imperceptible way, all the vegetation helps the master Treesinger to blend and hide easily in its surrounding, thus giving a +1 bonus to Hide check for each level in the Master Treesinger class.

Nature Hymn: A Master Treesinger singing the nature hymn will not only help a tree to grow healthy as per the Tree Warden feat, but will also cause a healing dew to form on the leaves and trunk of that tree. The Master Treesinger must sing at least 20 minutes for the dew to form in sufficient quantity to be of use. Carefully collected and brewed for 40 minutes, this dew can make up to 1d4 portions of a strong healing elixir. Each portion can heal 1d12 hit points + the Master

Treesinger's Wisdom modifier. These healing potions last only up to 1 week. This Treesong may only be used twice in a month.

Nature Speech: The ability allows the Master Treesinger to speak with plants and animals. To speak with plants, the singer must succeed in a Treesinger check vs. DC 20. With animals, the Master Treesinger will have to succeed in an Animal Empathy check vs. DC 20.

Nature Sense: The Master Treesinger is able to detect all life forms (including general type and size), water and plant sources within a one mile radius.

Plant Passage: The Master Treesinger, with all his gear, is able to travel from a plant to another plant up to 25 miles away. The entrance and exit plants must be able to contain the character's volume. In order to leave the "gate" open for more creatures to pass, the Treesinger will have to sing to the tree one additional full round per round the passage is to be left open, and succeed in a skill check (DC 20+1 per additional round).

Nature Symphony: It is said that when the Master Treesinger sings the Earth Symphony it is as if all the sounds of the forest join in a majestic, unearthly choir. After a full hour of singing, a potent mystic dew to forms on the leaves and trunk of the tree. When it is carefully collected and brewed for a full hour, it may produce up to 1d2 portions of a powerful elixir that can instantly heal any wounds or poisons, except wounds caused by something extremely powerful and evil, like the dagger of Shadar Logoth. The Nature Symphony can only be sung once a month and the dew it creates keeps its potency for a full month.

The Professional

(By Randy Madden)

In each age, there are those who are willing to kill for fame, belief, power, or money. The most feared are those who kill for money. They strike without provocation or warning. Using subterfuge and stealth, they study their prey and choose when and where to strike, often with deadly results.

Hit Die: d6

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

Skills: Bluff 5 ranks, Disguise 5 ranks, Hide 8 ranks, and Move Silently 8 ranks.

Feats: Improved Initiative, Weapon Finesse.

Special: The Professional must kill another person in cold blood.

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+1	+2	+1	+1	+1	Sneak Attack +1d6, Death Attack
2	+1	+2	+3	+2	+2	+0	Uncanny Speed
3	+2	+2	+3	+2	+2	+1	Blend with the Crowd
4	+3	+2	+4	+2	+2	+0	Sneak Attack +2d6
5	+3	+3	+4	+3	+3	+1	Improved Critical
6	+4	+3	+5	+3	+3	+0	Opportunist
7	+5	+4	+5	+4	+4	+1	Sneak Attack +3d6
8	+6/+1	+4	+6	+4	+4	+0	Focused Attack
9	+6/+1	+4	+6	+4	+4	+1	Critical Focus
10	+7	+5	+7	+5	+5	+0	Sneak Attack +4d6, Greater Critical

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

Weapon and Armor Proficiency: Professional's gain no additional armor, shield, or weapon proficiency.

Sneak Attack: If the professional can catch an opponent when they are unable to defend, the Professional may strike vital locations. Anytime an opponent is denied their Dexterity bonus to AC or the character is flanked, the Professional does additional damage. Ranged sneak attacks

Class Skills: The Professional's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 8 + Int modifier.

may be delivered as long as the target is within 30 feet.

Death Attack: If the Professional can study their victim before striking, they may deal a fatal blow. After spending 5 rounds (1 min) studying the intended victim, the Professional performs a sneak attack. If the attack deals damage, the victim must make a Fortitude save DC (10 + Professional level + Int modifier). Failure indicates that the victim is brought to zero hit points and is dying. The Professional may move casually during the period of study, but may not engage in any other actions (except using Hide in Plain Sight). The Professional has but one minute after

this period of study to launch the attack, if more time elapses, he will be forced to study the victim again.

Uncanny Speed: The Professional has learned to anticipate his target's reactions; The Professional may add his Intelligence modifier to his Initiative.

Blend with the Crowd: The Professional has learned to blend into large gatherings of people. They may use their Hide skill when approaching the target in any area that is well populated, such as a market, great hall, tavern, or any other suitable assemblage.

Improved Critical: As the feat of the same name.

Opportunist: Once per round, the Professional 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 Professional can make in a round.

Focused Attack: The Professional has learned to focus on the kill. This ability functions in everyway as the feat, Power Attack. The character may perform this maneuver even if they lack the requisite strength.

Critical Focus: The character may select one weapon with which they have the feat Weapon Focus. The critical damage multiplier for that weapon is increased by one step. This may only be used with size small weapons. For example, if a character chose the shortsword as his Weapon Focus, the multiplier for that sword would increase from x2 to x3. Characters may take Improved Critical with the same weapon.

Greater Critical: When the Professional reaches 10th level, they have mastered dealing death with their weapons. They receive the Improved Critical feat with a new weapon or they can elect to increase the threat range of their weapon of choice. If they elect to further improve a weapon that they already have Improved Critical with, they may add an additional +2 to the threat range. This +2 is applied last, after all multipliers are considered.

Whitecloak

(By Jax Ryan)

The Children of the Light, disparagingly called Whitecloaks, are an organization of zealous foes of the Dark and defenders of the Light. They were organized during the War of the Hundred Years by Lothair Mantelar to combat the increasing number of Darkfriends. They follow the teachings of Mantelar, written down in his book, *The Way of the Light*. Their symbol is a golden sunburst on a field of white, and their trademark is a spotless white cloak, from which they gained their nickname. Their headquarters is the Fortress of the Light in the city of Amador in Amadicia, a nation which they in truth (if not openly) rule. They believe that any use of the One Power is the work of the Dark One and thus all Aes Sedai are Darkfriends. Both feared and respected, most give a wide berth to those called Whitecloaks.

Hit Die: d10

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+1	+2	+0	+1	+1	+0	Armor Compatibility, Unnerving Aura
2	+2	+3	+0	+2	+2	+0	Hold the Line
3	+3	+3	+1	+2	+2	+1	Tall in the Saddle +2
4	+4	+4	+1	+2	+2	+0	Shield Expertise
5	+5	+4	+1	+3	+3	+0	Tall in the Saddle +3
6	+6/+1	+5	+2	+3	+3	+1	Persuasive Feat
7	+7/+2	+5	+2	+4	+4	+0	Tall in the Saddle +4
8	+8/+3	+6	+2	+4	+4	+0	Regroup
9	+9/+4	+6	+3	+4	+4	+1	Tall in the Saddle +5
10	+10/+5	+7	+3	+5	+5	+0	Burning Hatred

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

Weapon and Armor Proficiency: Whitecloaks are proficient with all simple and martial weapons, all types of armor, and shields.

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

Base Attack Bonus: +6

Feats: Combat Reflexes, Mounted Combat, Trustworthy

Skills: Diplomacy 5 ranks, Intimidate 10 ranks, Ride 10 ranks

Special: At least six months of training after meeting all other requirements.

Class Skills: The Whitecloak's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Support: A Whitecloak can expect to receive all the necessary requirements of life from the Children of the Light. This includes room and board, necessary weapons and equipment, and funds needed for specific purposes or missions.

Code of Conduct: A Whitecloak is expected to uphold the virtues set forth in The Way of the Light and laws of their organization. Should a Whitecloak ever be found guilty, by the Hand of the Light, of breaking this code, he is expelled from the Children of the Light. This means they can no longer gain levels in the Whitecloak prestige class, and lose their Support, Standard Issue, and Unnerving Aura abilities.

Standard Issue: At first level, a Whitecloak receives a masterpiece breastplate and pure-white cloak emblazoned with the Children of the Light's insignia. When wearing both pieces of equipment, the Whitecloak gains a +4 enhancement bonus to Charisma.

Armor Compatibility: Children of the Light take great pride in their clean and gleaming armor, and are well trained in its use. When a Whitecloak wears armor or carries a shield, his class Defense bonus stacks with the equipment bonuses of the armor and shield. An Armsman who adds levels in the Whitecloak prestige class may add both class Defense bonuses together and add that total to the equipment bonuses of the armor and shield.

Unnerving Aura (Ex): Whether feared or respected, people typically pause to give way to members of the Children of the Light, and obey when confronted. When wearing their cloaks, Whitecloaks add their number of class levels to all Intimidate checks.

Group Fighting: If you and an ally both have this ability and are flanking an opponent, you both get a +4 flanking bonus on attack rolls, rather than the standard +2.

Capture: At first level, a Whitecloak can use flexible weapons to bind and capture an enemy without causing harm. He must

be within melee attack range and make a melee attack roll, modifying it with his Dexterity bonus rather than his Strength bonus. If he hits, he has entangled the target. The entangled creature can attempt to escape with a Strength or Escape Artist check opposed by the Whitecloak's attack result; on a success, it slithers or fights its way free (of course, a Whitecloak can always use a net or whip in the usual way if he prefers). This ability works only on Small and Medium-size creatures.

Hold the Line: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately, before the charge attack is resolved.

Tall in the Saddle: Whenever attacking from higher ground (including medium-sized or smaller opponents while on horseback), the Whitecloak receives this number as a circumstance bonus to attack rolls, replacing the usual +1 bonus. This same number is also added as a bonus to ride checks.

Shield Expertise: Whitecloaks are trained to use shields to their maximum efficiency. When making an off-hand attack with their shield, they retain its Defense bonus for that round.

Persuasive: At sixth level, Whitecloaks gain this feat for free.

Regroup: If a Whitecloak disengages from combat, the next round he receives a +2 insight bonus to all attack and damage rolls.

Burning Hatred: At level 10, whenever a Whitecloak is battling a known Darkfriend or Channeler, or when fighting Shadowspawn, he receives a +2 morale bonus to all attack and damage rolls.

Wisdom

(By John Bornicke)

Part healer and part arbiter, the Wisdom stands in a unique position in most villages and even some small towns. They usually work hand in hand with the women's circle (or the equivalent). The Wisdom tends to the injured (emotional and physical) and cares of her people (whether they want it or not). Most Wisdoms cannot use the One Power. The few who can and survive the ordeal usually barely manage to overcome their block. Fewer still are able to teach others the use of the One Power.

Hit Die: d4

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

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1	+0	+1	+0	+1	+0	+1	Iron Will, Wisdom Presence
2	+1	+2	+0	+2	+1	+0	Bonus Channeling Level
3	+1	+2	+1	+2	+1	+1	The Still Waters
4	+2	+3	+1	+3	+1	+0	Bonus Channeling Level
5	+2	+3	+1	+3	+2	+1	The Eyes See the Heart

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

Weapon and Armor Proficiency: Wisdoms gain no proficiency with any weapon or armor.

Iron Will: The Wisdom gains the Iron Will feat for free.

Wisdom Presence: The Village Wisdom is respected for both their abilities and their often strong personalities. These women gain a +4 bonus to their Intimidate rolls.

Channeling: Some Wisdoms have the ability to channel. Those that do, increase their channeling class at 2nd and 4th level in the same manner that all other channeling prestige classes function. Add all

Base Attack Bonus: +2

Skills: Intimidate 5 ranks, Sense Motive 5 ranks, Profession: Herbalist 6 ranks, Knowledge: Nature 4 ranks

Special: Must have been chosen as a Wisdom from a village council or was an apprentice Wisdom.

Class Skills: The Wisdom's class skills (and the key ability for each skill) are Bluff (Cha), Composure (Wis), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), (Int), Knowledge (any) (Int), Profession (any) (Int), Sense Motive (Cha), Speak Language (Int), Spot (Wis), Weavesight (Int).

Skill Points at Each Level: 4 + Int modifier.

channeling levels together to determine weaves per day.

The Still Waters: You are able to read a person's motives and motivations clearly, like a reflection in still water. At 3rd level, the Wisdom's ability to read other people is so ingrained that it becomes second nature. The Wisdom adds +5 to all Sense Motive checks.

The Eyes See the Heart: The Wisdom has developed a keen awareness of lying. Anyone attempting to lie in the Wisdom's presence must make a Will save (DC 15 + Wisdom's Charisma modifier). If this save fails, the Wisdom immediately knows the subject is lying.

Class Combos

Stone Dogs

(By Randy Madden)

Stone Dogs are one of the 12 Warrior Societies of the Aiel. They often perform rear-scouting duties, using their skills in the wilderness to prevent surprise attacks. Stone Dogs take a pledge that once fighting begins, they will fight until death or victory. They have a high opinion of their worth to the Aiel military institution and are very touchy about Ji'e'toh. Known Stone Dogs include (Quick List thanks to Encyclopedia WOT):

Turol (leader of the Society), Darin (a Shaido), Gaul (a Shaarad and friend of Perrin) and Mangin (a Taardad.)

Compared to single-class Algai'd'siswai Advantages

- Better Saving Throws and Defense than a woodsman

- Much better saves than an Algai'd'siswai
- More skill points than an Algai'd'siswai
- Access to Weapon Specialization
- Access to Nature's Warrior

Disadvantages

- With Commander, slightly lower BAB
- Lose 1 from Defense Bonus
- Lose 1 from Reputation

Character Choices

Stone Dogs have a great number of cross over skills with the Woodsman, but fewer with the Armsman. Several of the outdoor skills, including Spot, Listen, and Wilderness Lore, play a vital part in their function as a rear guard and should be kept at near max

Feat selection for the Stone Dogs should focus on making their attacks more powerful. To qualify for Commander, the character will need to increase Diplomacy as a cross-class skill.

Level	Class levels	BAB	Fort	Ref	Will	Def	Rep	Hp	Abilities gained
1	Wood1	+1	+1	+0	+0	+3	0	10	Nature's Warrior, Track
2	Wood1/Alg1	+2	+1	+1	+0	+5	0	15	Fast Move, Wpn Focus
3	Wood2/Alg1	+3	+2	+1	+0	+6	0	20	Partial II, Feat
4	Wood2/Alg2	+4	+2	+2	+0	+7	1	25	Dance the Spear +2
5	Wood2/Alg2/Arm1	+5	+4	+3	+0	+7	1	30	Bonus Feat
6	Wood3/Alg2/Arm1	+6	+4	+4	+1	+7	2	35	Woodland Stealth, Feat
7	Wood4/Alg2/Arm1	+7	+4	+4	+1	+7	2	40	Bonus Feat
8	Wood4/Alg3/Arm1	+8	+5	+4	+2	+7	2	45	Uncanny Dodge
9	Wood4/Alg4/Arm1	+9	+5	+4	+2	+8	2	50	Stealthy Move, Feat
10	Wood5/Alg4/Arm1	+10	+6	+4	+2	+9	2	55	
11	Wood6/Alg4/Arm1	+11	+6	+5	+3	+9	3	60	Weapon Specialization
12	Wood6/Alg5/Arm1	+12	+6	+6	+3	+9	4	65	Feat
13	Wood6/Alg6/Arm1	+13	+7	+6	+4	+10	4	70	Uncanny Dodge
14	Wood7/Alg6/Arm1	+14	+8	+6	+4	+11	4	75	
15	Wood8/Alg6/Arm1	+15	+8	+6	+4	+11	4	80	Nature's Warrior, Feat
16	Wood8/Alg7/Arm1	+16	+8	+7	+4	+11	5	85	
17	Wood8/Alg8/Arm1	+17	+8	+7	+4	+11	5	90	Dance the Spear +4
18	Wood9/Alg8/Arm1	+18	+8	+8	+5	+11	5	95	Feat, Bonus Feat
19	Wood9/Alg8/Arm1/Commander1	+18	+9	+9	+6	+12	6	99	Strategy
20	Wood9/Alg8/Arm1/Commander2	+19	+10	+10	+7	+13	7	103	Battle Cry

Recommended Feat Progression: [BG] Blooded, [1st] Survivor, [Class] Track, [Class] Weapon Focus, [Class] Partial Improved Initiative, [3rd] Run, [BF 5th] Power Attack, [6th] MA, [BF 7th] Combat Expertise, [9th] Improved Trip, [Class] Weapon spec., [12th] Improved Critical, [15th] Combat Reflexes, [18th] Iron Will, [BF 18th] Cleave.

A few design notes: The Stone Dog receives some of his fighting ability from Dexterity. A score of 14 yields a +1, while an 18 gives him +2 to his attack bonus. The Stone Dog is also very fast; by 4th level he has a +8 to Initiative without adding his Dex. When the character reaches 4th level in Algai'd'siswai, they have a bonus of +6 to Move Silently and Hide skills.

Maidens of the Spear

(By Randy Madden)

The Maidens of the Spear are the only female Warrior Society among the Aiel. This distinction may be related to their nearly foolish bravery. The Maidens act as advance scouts for large formations and are often the first to see battle. The Maidens hold the honor of the Car'a'carn, a duty they take very seriously, even if he does not. Like the Stone Dogs, they have a high opinion of their worth to the Aiel military institution and a very touchy about Ji'e'toh.

Compared to single-class Algai'd'siswai

Advantages

- Better Saving Throws and Defense than a woodsman
- Better saves than an Algai'd'siswai
- More skill points than an Algai'd'siswai
- Access to Sneak Attack
- Access to Nature's Warrior

Disadvantages

- A reduced BAB
- Lower Hit Points
- Lose 1 from reputation

Character Choices

The Maidens have a great number of cross over skills with both the Wanderer and the Woodsman. Like the Stone Dogs, the Maidens act as scouts, many of the outdoor skills, including Spot, Listen, and Wilderness Lore, play a vital part in their function as a forward scout and should be kept at near max.

The Maidens rely on hit and run tactics. They rely on speed and agility, rather than raw power. Many have found, much to their surprise that it is a mistake to think of the Maidens as weak.

Level	Class levels	BAB	Fort	Ref	Will	Def	Rep	Hp	Abilities gained
1	Alg1	+1	+0	+1	+0	+4	0	10	Fast Move, Weapon Focus
2	Alg2	+2	+0	+2	+0	+5	1	15	Dance the Spear +2
3	Alg2/Wood1	+3	+1	+2	+0	+6	1	20	Nature's Warrior, Track, Feat
4	Alg2/Wood1/Wand1	+3	+1	+4	+1	+7	1	23	Illicit Barter
5	Alg2/Wood1/Wand2	+4	+1	+5	+2	+8	2	27	The Dark One's Own Luck
6	Alg2/Wood2/Wand2	+5	+2	+5	+2	+9	2	32	Partial Improved Initiative, Feat
7	Alg3/Wood2/Wand2	+6	+3	+5	+3	+9	2	37	Uncanny Dodge
8	Alg4/Wood2/Wand2	+7	+3	+5	+3	+10	2	42	Stealthy Move
9	Alg4/Wood2/Wand3	+8	+4	+5	+3	+10	2	45	Feat
10	Alg4/Wood2/Wand4	+9	+4	+6	+3	+10	2	48	Skill Emphasis
11	Alg4/Wood2/Wand5	+9	+4	+6	+4	+11	3	51	Sneak Attack +2d6
12	Alg4/Wood3/Wand5	+10	+4	+7	+5	+11	4	56	Woodland Stealth, Feat
13	Alg4/Wood4/Wand5	+11	+4	+7	+5	+11	4	61	Bonus Feat
14	Alg5/Wood4/Wand5	+12	+4	+8	+5	+11	5	66	
15	Alg6/Wood4/Wand5	+13	+5	+8	+6	+12	5	71	Uncanny Dodge, Feat
16	Alg7/Wood4/Wand5	+14	+5	+9	+6	+12	6	76	
17	Alg8/Wood4/Wand5	+15	+5	+9	+6	+13	6	81	Dance the Spear +4
18	Alg9/Wood4/Wand5	+16	+6	+9	+7	+13	6	86	Feat
19	Alg10/Wood4/Wand5	+17	+6	+10	+7	+14	7	91	
20	Alg10/Wood4/Wand6	+18	+7	+11	+7	+14	7	95	

Recommended Feat Progression: [BG] Blooded, [1st] Dodge, [Class] Weapon Focus, [Class] Track, [3rd] Mobility, [Class] Dark One's Luck, [Class] Partial Improved Init, [6th] Spring Attack, [9th] Combat Expertise, [10th] Skill Emphasis [12th] Hamstring (S&S pg 39), [BF 13th] Imp. Disarm, [15th] Combat Reflexes, [18th] Improved Trip.

A few design notes: Dexterity is important to the Maiden. Not only do a large number of her skills rely on it, but she gets some combat bonuses from Nature's Warrior. As she advances, she gains sneak attack ability, which is capitalized on by having the best initiative. If the GM allows Weapon Finesse with the Aiel Spear, that should be your first feat. Bump the other feats back 3 levels. Another feat to consider is the Great Teamwork from OA as it increases the bonus from flanking attacks to +4.

Templates

(By Randy Madden)

To simulate diverse creatures that have a commonality, the d20 system uses a set of rules that are added to the base creature or character. These rules are called Templates. Many creatures in 3e are made from templates, such as the vampire, lich, ghost, and others. The Template allows for an equitable bonus to all characters that receive it, the major difference is the base character. Conan the vampire is a much tougher opponent than Peewee Herman the vampire, but using a Template you can make both into a vampire. I think that a Template is the best route to creating the Forsaken and for differentiating the Ajahs of the Aes Sedai. A bonus to using Templates is that you can use these rules to create new Forsaken in your home game.

The Forsaken are the most powerful servants of the Dark One from the Age of Legends. The Hundred Companions trapped 13 of the Forsaken in the Bore with the Dark One during the War of Power. Now they are once again free.

The Great Lord of the Dark has given them power and ability, transforming the Forsaken into something beyond human, but short of divinity. The greatest enemy of the Forsaken is other Forsaken. The Dark One wants only the strongest to serve him, and encourages a deadly power struggle within the ranks of his greatest servants. They have been promised many things by the Great Lord, but none yet have been raised to the rank of Nae'blis – the one above all others. This elusive title is what all of the Forsaken seek and they are willing to destroy anything that stands in the way of ultimate power.

There are 3 Templates provided for the Forsaken: Chosen, Forsaken, and Nae'blis. These templates can change if the Dark

One is unsatisfied with the service of his chosen. In the books, it is not uncommon to see a Forsaken reincarnated or be raised or lowered in power depending on the whim of Sightblinder. Choose the most appropriate Template for each individual, but remember that it can easily be removed and replaced with a more or less powerful Template. This is a new use of Templates in 3e, if you are uncomfortable with it - assign a Template to a character and ensure that there is no reason to change it.

The Chosen

The Chosen are the lowest rank among the Forsaken. When the servants of the Dark One fail, they often receive a demotion to this rank. Should they fail their master again, final death awaits.

Chosen is a template that can be added to any human, provided they can channel the One Power and have dedicated themselves to the service of the Great Lord. The character's type changes to 'immortal.' It uses all of the base character's statistics and special abilities except as noted here.

Hit Dice: Increase to d8

Speed: Same as base character

AC: Defense improves by +1.

Attacks: Same as base character.

Special Attacks: Same as base character.

Special Qualities: A Chosen retains all of the special qualities of the base character and those listed below.

Immortal (Su): A Chosen no longer ages, nor will they succumb to natural diseases. They may still be affected by poison and traumatic death.

True Power (Su): The Chosen may tap into the power of the Dark One directly. This is incredibly dangerous for all but the

most favored of his servants and most are unwilling to attempt it. See notes on the use of True Power.

Command (Ex): The Chosen are able to command nearly all servants of the Dark One. They can gather armies of Shadowspawn including Myrddraal and Draghkar, but are unable to command the most feared Shadowspawn such as the Dark Hounds or Gray Men.

Immunity to the Taint (Su): All male Dreadlords and Forsaken are immune to the Taint on saidin. See notes on True Power.

Weave Power (Ex): The DC of all weaves channeled by a Chosen is increased by 1.

Dark Resolve (Ex): The Chosen have a virtual +2 to their Wisdom. This bonus is only used for determining the number, DC, and level of weaves they channel.

Saves: Same as base character.

Abilities: Same as base character – but see reincarnation.

Skills: All Age of Legends Forsaken receive a +8 to KS: Age of Legends, otherwise same as base creature.

Feats: All Forsaken gain the feat Exotic Weapon Proficiency, Age of Legends simple weapons, Latent Dreamer, and Dreamer.

Forsaken

The Forsaken have pleased their dark master, or more importantly, they have not displeased him. Nearly all of the Forsaken have this template.

Forsaken is a template that can be added to any human, provided they can channel the One Power and have dedicated themselves to the service of the Great Lord. The

character's type changes to 'immortal.' It uses all of the base character's statistics and special abilities except as noted here.

Hit Dice: Increase to d8

Speed: Same as base character

AC: Defense improves by +2.

Attacks: Same as base character.

Special Attacks: Same as base character.

Special Qualities: A Forsaken retains all of the special qualities of the base character and those listed below.

Immortal (Su): A Forsaken no longer ages, nor will they succumb to natural diseases. They may still be affected by poison and traumatic death.

True Power (Su): The Forsaken may tap into the power of the Dark One directly. Few servants of the Dark One choose to use the True Power at this level, though they might attempt it if their life depended on it. Forsaken receive a +2 on their Wisdom check to avoid the addiction effects of the True Power. See notes on the use of True Power.

Command (Ex): The Forsaken are able to command nearly all servants of the Dark One. They can gather armies of Shadowspawn, including the most feared Shadowspawn such as the Dark Hounds or Gray Men. Even favored as they are, at this level they are unlikely to be able to command the Slayer or a Gholam.

Immunity to the Taint (Su): All male Dreadlords and Forsaken are immune to the Taint on saidin. See notes on True Power.

Weave Power (Ex): The DC of all weaves channeled by a Forsaken is increased by 2.

Dark Resolve (Ex): The Forsaken have a virtual +4 to their Wisdom. This bonus is only used for determining the number, DC, and level of weaves they channel. It does not affect skills or saves.

Saves: Same as base character.

Abilities: Same as base character – but see reincarnation.

Skills: All Age of Legends Forsaken receive a +8 to KS: Age of Legends, otherwise same as base creature.

Feats: All Forsaken gain the feat Exotic Weapon Proficiency, Age of Legends simple weapons, Latent Dreamer, and Dreamer.

Nae'blis

The Nae'blis is the one above all others; the highest rank among those sworn to the shadow. There can only be one Nae'blis at any given time. He is the voice of the Dark One himself and all others are subservient.

Nae'blis is a template that can be added to any human, provided they can channel the One Power and have dedicated themselves to the service of the Great Lord. The character's type changes to 'immortal.' It uses all of the base character's statistics and special abilities except as noted here.

Hit Dice: Increase to d10

Speed: Same as base character

AC: Defense improves by +2.

Attacks: Same as base character.

Special Attacks: Same as base character.

Special Qualities: The Nae'blis retains all of the special qualities of the base character and those listed below.

Immortal (Su): The Nae'blis no longer ages, nor will he succumb to natural diseases. He may still be affected by poison and traumatic death.

True Power (Su): The Nae'blis may tap into the power of the Dark One directly. This is incredibly dangerous for any not truly favored by the Great Lord. The Nae'blis receives a +5 on his Wisdom check to avoid the addiction effects of the True Power. See notes on the use of True Power.

Command (Ex): The Nae'blis is able to command all servants of the Dark One. He can gather armies of Shadowspawn, including Myrddraal and Draghkar. He can command the greatest Shadowspawn, including the Slayer and the Gholam.

Immunity to the Taint (Su): The Nae'blis is immune to the Taint on saidin. See notes on True Power.

Weave Power (Ex): The DC of all weaves channeled by the Nae'blis is increased by 3.

Dark Resolve (Ex): The Nae'blis has a virtual +6 to Wisdom. This bonus is only used for determining the number, DC, and level of weaves they channel.

Saves: +1 to all saves.

Abilities: Same as base character – but see reincarnation.

Skills: All Age of Legends Forsaken receive a +8 to KS: Age of Legends, otherwise same as base creature.

Feats: All Forsaken gain the feat Exotic Weapon Proficiency, Age of Legends simple weapons, Latent Dreamer, and Dreamer.

Aes Sedai Templates

The Aes Sedai Ajahs focus on special skills based on interest. The Ajah's are collections of Aes Sedai with similar interests and ambition. To reflect this in game play, a simple template can provide that distinction. Each Aes Sedai gains the following bonus based on the Ajah they select.

Red Ajah - The largest of the seven Ajahs. Their mission is to protect the Westlands from men who can channel. They are trained and prepared to deal with channeling males in combat.

Bonus: Male channelers who face a Red in battle suffer a +2 DC to all One Power saves.

Blue Ajah - One of the smaller Ajahs. Blues champion just causes throughout the Westlands. They are skilled diplomats and administrators. They are also skilled at collecting information.

Bonus - Blue sisters receive a bonus +2 to their Resources check (+4 at 2nd level and +6 at 5th). Their chance for obtaining the desired resource is +10% higher.

Brown Ajah - A Brown sister has devoted her life to preserving and discovering knowledge.

Bonus - Gleeman's lore, pg 214.

Green Ajah - Also called the Battle Ajah. They lead the fight against the Shadow.

Bonus - A Green sister may Bond more than one Warder. Her Charisma* is counted as +2 higher for this purpose.

Yellow Ajah – Yellow sisters specialize in Healing. They are devoted to helping the sick and injured.

Bonus - Yellow sister are more proficient at healing weaves; reduce time requirement to lower time increment. [Example - a 3rd level Heal weave takes 10 min for effect. A Yellow sister would act as if the weave was 2nd level for casting time only, taking 1 min to finish].

Grey Ajah - A Grey sister is usually a skilled mediator and diplomat. They seek unity and consensus.

Bonus - Grey sisters receive a +2 in any contested Charisma roll.

White Ajah - The White sisters are dedicated to philosophy and logic.

Bonus - White sisters receive a +2 bonus when resisting mind affecting weaves or powers.

Black Ajah - Black sisters have dedicated themselves to the Shadow. They operate in secret within the ranks of the other Aes Sedai.

Bonus - Black sisters retain their Ajah bonus and are freed from the Three Oaths.

Chapter 2 ò Skills & Feats

Skills

Craft (fireworks)

(Intelligence skill)

(By Brian Zednick, slightly modified by Kevin Binswanger)

You are trained in the creation of fireworks.

Check: Fireworks are different than normal crafting skills. Guild members can obtain the materials for creating an object from the chapterhouse, or from natural surroundings. If they have to obtain materials themselves, raw materials cost 1/4 the selling price (instead of 1/3 like normal items). Like normal craft skills, there is a -2 penalty if artisan's tools are not used.

Item	DC	Gunpowder
Flare	15	5
Firecracker	20	10
Rocket	30	20
Powerful Rocket	40	30
Lethal Rocket	50	40

If the craft check fails, the item is useless. If it fails by 5 or more, a mishap occurs and the object explodes. A firecracker causes 1d4 damage to the crafter, a firework causes 1d8, and an Illuminator's rocket causes 2d6. Splash damage occurs for a firework (1d4) and a rocket (2d4), a powerful rocket (3d4) and a lethal rocket (3d6). If there are other fireworks in the area, there is a 10% chance that they will go off as well. The Illuminator may double the gunpowder used in the firework. This adds 10 to the DC, and +2 to all checks, and -2 to all saves when the firework is used. In addition, fireworks created in this manner give an additional +1 to all hit and damage rolls (if

applicable) stackable with all the other bonuses.

Special: This is a cross-class skill for all non-Illuminators, and may only be learned through specific instruction from a guild member. Only a rogue guild member would even consider it, and then it would be extremely rare. If the guild finds out that a non-guild member knows how to make fireworks, they will attempt to kill both that person and whoever taught him.

Trace Gateway

(By John Bornicke)

Not actually a new skill, but an alternate use for the Weavesight skill. With the Sense Residue feat, a channeler may, with a successful Weave sight skill check, recreate a gateway to the same location to which another channeler has just gone. The channeler must still cast the Create Gateway weave himself in order to open it. Furthermore, with a successful concentration roll (DC of 20 + casting level of the weave) the channeler may alter the destination so as not to appear at the exact location. Use the grenade chart (p.152 of the WoT Rulebook) to determine direction and 2d100 (percentile) to determine distance from the original destination of the gateway.

Background Feats

Hand Fighting

(By Randy Madden)

You are skilled in the Aiel techniques of fighting with your hands and feet.

Prerequisite: You must be trained by the Aiel.

Benefit: Your hand-to-hand combat does 1d6 damage. You are considered armed for provoking attacks of opportunity. You also threat for a critical hit with a natural 20 on the die, doing double damage.

Exiled

(By Sean Driscoll)

You were exiled for some crime, sent away with nothing but the clothes on your back. You had to fend for yourself, cold and alone for so many years.

Prerequisite: Any background must be taken at 1st level.

Benefit: +1 damage with simple Melee and Ranged weapons.

Penalty: You are hunted in your homeland and may be killed if you return.

Illuminator Knowledge

(By Brian Zednick)

You are familiar with the skills needed to be an Illuminator.

Prerequisite: Illuminator background.

Benefit: Craft (fireworks) and Knowledge (Illuminations) are class skills. Normally Craft (fireworks) and Knowledge (Illuminations) are cross-class skills, and may only be learned through specific instructions.

Master Illuminator

(By Brian Zednick)

You have mastered the craft of the Illuminators.

Prerequisite: Illuminator background, Craft (fireworks) 6 ranks, Knowledge (Illuminations) 6 ranks.

Benefit: +2 to Craft (Fireworks) and Knowledge (Illuminations) checks, as well as +1 to Diplomacy checks for guild matters (including arranging for displays and selling fireworks).

Miner

(By Sean Driscoll)

All your life you have worked in the mines, assisting your Father and brothers to mine gold, jewels, and precious metals for the Lords of your homeland. You have gained much strength from this work, but also a couple of scars to boot.

Prerequisite: Any background except Atha'an Miere and Aiel. This feat may only be taken at 1st level.

Benefit: +2 bonus to Strength.

Penalty: -2 to Charisma.

General Feats

Charisma Talent

(By Jax Ryan)

You are gifted with great natural Charisma.

Prerequisite: Cha 15+, Persuasive.

Benefit: You gain a +1 inherent bonus to Charisma.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Constitution Talent

(By Jax Ryan)

You are gifted with great natural Constitution.

Prerequisite: Con 15+, Endurance

Benefit: You gain a +1 inherent bonus to Constitution.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Dexterity Talent

(By Jax Ryan)

You are gifted with great natural Dexterity.

Prerequisite: Dex 15+, Nimble

Benefit: You gain a +1 inherent bonus to Dexterity.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Eidetic Memory

(By Brian Zednick)

(Alternate version as presented in Core Rulebook IV)

You can recall anything you have ever read, seen, or heard.

Prerequisite: Int 17+

Benefit: Knowledge skills require only half the cost after the first rank. (Example: Knowledge (Shadowspawn) requires 1 skill point if it is a class skill to earn the first rank. Afterwards, it only requires 1/2 a skill point).

Special: You may only take this feat as a 1st-level character.

Enhanced Speed

(By Jerome Abesamis)

You are faster than the average person.

Benefit: Your speed is increased by 5 feet.

Special: You can gain this feat one additional time to have a total of 10 feet added to your speed.

Flame & Void

(By Randy Madden)

You have learned to focus past external stimuli. Body, mind, and soul become one in combat. Instinct and intuition guide your blade as surly as muscle and agility.

Prerequisite: Base attack bonus +5, Wis 13+, Training by a Blademaster.

Benefit: By spending a Standard Action focusing, the character can use their Wisdom modifier in place of their Strength modifier for the remainder of the melee. With a Composure check (DC 25), the two modifiers will stack.

Hate

(By Sean Driscoll)

You hate someone with all the depths of your soul, you want to kill them, maim them and make them suffer.

Prerequisite: You must hate someone.

Benefit: If you are fighting the person you hate, you gain a +3 morale bonus to attack rolls. If you are fighting followers of that person, you gain a +1 morale bonus to attack rolls against them.

Restriction: You can't benefit from the Rational Thought feat.

Intelligence Talent

(By Jax Ryan)

You are gifted with great natural Intelligence.

Prerequisite: Int 15+, Skill Emphasis (for any skill with Intelligence as the modifier).

Benefit: You gain a +1 inherent bonus to Intelligence.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Light Sleeper

(By Jax Ryan)

Through either the experience of many adventures or pure chance, loud or unusual noises easily wake you from slumber.

Benefit: Even while asleep, you can make a Listen skill check at no penalty to detect any noise (such as footsteps or voices) that might wake you.

Love

(By Sean Driscoll)

You are in love. Your heart is set on fire by a man or woman you care about.

Prerequisite: You must love someone with great passion.

Benefit: If your love is endangered, you gain a +5 to initiative to protect him or her. Otherwise, you gain a +2 initiative bonus on any actions that directly benefit your love.

Restriction: You can't benefit from the Rational Thought feat.

Rational Thought

(By Sean Driscoll)

You like to ponder things over, slowly and carefully; trying to ensure that your actions are wise.

Benefit: +2 to Composure, Concentration and Spot Checks.

Penalty: You always go last in battle, no matter your Initiative.

Restriction: You can't benefit from the Love or Hate feats.

Strength Talent

(By Jax Ryan)

You are gifted with great natural Strength.

Prerequisite: Str 15+, Athletic.

Benefit: You gain a +1 inherent bonus to Strength.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Wisdom Talent

(By Jax Ryan)

You are gifted with great natural Wisdom.

Prerequisite: Wis 15+, Iron Will.

Benefit: You gain a +1 inherent bonus to Wisdom.

Special: This feat can be gained up to two times, for a maximum +2 inherent bonus.

Channeling Feats

Attenuated Affinity

(By John Bornicke)

Your strength and knowledge of an affinity afford you greater understanding and allow you to better defend yourself against weaves that use that affinity.

Prerequisite: For Initiates Wisdom 13+, for Wilders Charisma 13+, must possess base affinity.

Benefit: The character gains a +5 enhancement bonus to identify any weaves with the Weavesight check that uses the affinity he is strong in. Furthermore, the character gains a +2 bonus to saving throws against weaves with this affinity.

The character must be able to see the weave being used in order to gain this bonus; therefore, it is useless against channelers of the opposite gender.

Breaking a Shield

(By Kevin Binswanger)

Once per combat round as a move action (or once a minute outside of combat), a shielded channeler may make an additional Will save against the shield weave being held against them. If the weave is maintained, the Will save has a -4 circumstance penalty, and a tied weave has a -2 circumstance penalty to the save. Failure means that the character did not break the shield and cannot access the One Power.

Chain Weave

(By Robert Poulin)

You can cast weaves that arcs to other targets after striking the primary target.

Prerequisite: Channeling levels 2+.

Benefits: You can chain any weave that specifies one target and has a range greater than touch. The primary target is affected

by the weave normally, and then the weave arcs to a number of secondary targets equal to half the channeler's levels. Secondary targets are chosen by the channeler, but must be within 30ft from the primary target. Secondary targets take ½ the dice damage (rounded down) that the weave normally deals and may save for half. Non-damaging affects allow the target a +4 bonus to their saving throw. Chain Weaves are cast at 2 slots above the level of the weave being cast + another slot level for each additional target after the second.

Double Knot

(By David Benson)

You are especially adept at tying off weaves, so much so that your tied-off weaves last twice as long before they begin to unravel.

Prerequisite: Wisdom 16+, Tie off Weave

Benefit: The duration of your tied-off weave is equal to twice your channeler level in days, minus 2 times the casting level of the weave, in hours. Take, for example, a 4th-level weave cast by a 7th-level Initiate with the Double Knot feat and tied off. Tied off, the weave remains in effect for thirteen days and 16 hours (fourteen days minus 8 hours).

Tying off a weave with the Double Knot feat is a full-round action.

Experience with the Power

(By Kevin Binswanger)

You have been channeling long enough to have experience holding on to the One Power.

Prerequisites: Wis 13+, at least level 4 in a channeling class.

Benefit: You gain a +3 bonus to your Concentration checks when dealing with using the One Power in distracting circumstances.

Extraordinary Affinity

(By John Bornicke)

You are strong in an affinity that is unusual for your gender.

Benefit: With this feat, you are able to use the Extra Affinity feat to choose an affinity that is not normally available to your gender. A woman can choose from Earth or Fire, even if she does not have Air, Spirit, and Water. A man can choose from Air or Water. This feat does not give you the affinity, only the ability to choose it out of order.

Special: This feat must be chosen at 1st level.

Extra Slot

(By Robert Poulin)

You are able to cast an additional weave each day.

Prerequisite: Channeler Level 4.

Benefit: You gain an extra slot in your daily allowance. The slot can be at any level up to one level below your highest weave slot.

Special: This feat can be taken multiple times.

Favored Weave

(By Matthew Krebs)

You are so familiar with a specific weave that you can cast it almost without thinking.

Prerequisites: Composure 6 Ranks, Wis 12+ for Wilders or Int 12+ for Initiates, Talent for favored weave, all affinities of favored weave.

Benefits: Choose one, single-action weave in one of your Talents and for which you have all the necessary affinities. You can cast that weave as a free action once for each point of primary ability modifier for your channeling class (Wis for Wilders, and Int for Initiates), per day. For example, if your Wilder has a Wisdom modifier of

+2, you can cast your favored weave twice per day as a free action.

You cannot take this free action more frequently than once per round. You cannot cast the favored weave at a level higher than the primary ability modifier for your channeler class (i.e. Int for Initiates, Wis for Wilders).

In the example above, your Wilder could only use weaves up to 2nd level. This feat can only be taken once. Weave slots are used up normally when using this feat.

Instant Embrace

(By John Bornicke)

Embracing the True Source comes naturally to you.

Prerequisite: Composure 11 ranks, Quickened Embrace feat.

Benefit: You embrace the True Source as a Free-action. Embracing the True Source this quickly is tiring, allowing you to only use this feat once per day for every three channeler levels you have acquired.

Normal: Without this feat, embracing the True Source is a full-round action.

Special: Wilders cannot acquire this feat before they have taken the Eliminate Block feat.

Improved Counterweaving

(By John Bornicke)

You are able to react quickly to weaves cast by opponents.

Prerequisite: Improved Initiative

Benefit: Once per round, you may Counterweave an opponent as a free action, even if you have not first readied an action. The Counterweaving action takes the place of your regular action for the round. You are unable to use this feat flat-footed or to use it with Simultaneous Casting. The character must be able to see the weave being used in order to react; therefore it is useless against channelers of the opposite gender.

Quickened Embrace

(By Alarius)

Embracing the True Source comes naturally to you.

Prerequisite: Composure 8 ranks.

Benefit: You embrace the True Source as a move-action. Embracing the True Source this quick is tiring, forcing you to only use this feat once per day for every two channeler levels you have acquired.

Normal: Without this feat embracing the True Source is a full-round action.

Special: Wilders cannot acquire this feat before they have taken the Eliminate Block feat.

Sense Wondrous Items

(By John Bornicke)

You can use the One Power to detect *angreal*, *sa'angreal*, and *ter'angreal*.

Prerequisite: Primary Attribute Modifier of 13+

Benefit: You are able to sense the presence of the Once Power within an item. Your character must first embrace or seize the One Power (*saidin* or *saidar*) and, while holding the item, make a successful Search Check (DC 15) to feel the echo of the True Source within the item. You can detect the presence of the One Power within an item that you are not touching on a successful Search Check (DC 20 + number of feet away you are from the item). Items that are attuned to either *saidin* or *saidar* can only be felt by the appropriate gender. Using this ability is a standard action.

Shield Affinity

(By John Bornicke)

The character's skill with the Shield weave is so great that it could almost be considered a talent.

Prerequisite: Must have the Strong Talent feat in Warding.

Benefit: The character gains a +2 Casting Level bonus to his Shield weave.

Simultaneous Casting

(By John Bornicke)

You are able cast more than one weave at a time.

Prerequisites: For Initiates Wisdom 16+, for Wilders Charisma 16+, Multiweave

Benefit: You may cast more than one weave at the same time. Attempting to simultaneously cast multiple weaves requires a Concentration check (DC10 + the total number of weave levels being cast). If the check fails, you cannot cast any weave this round.

The caster gains the ability to cast a second (or more) weave each time that he takes this feat. He can only cast a maximum number of weaves equal to 1/3 his channeler level and no more than he can "hold" at one time. If he is distracted while holding multiple weaves, he must make a separate Concentration check for each one held (see Distractions, page 162).

Note: This feat cannot be used while the character is attempting to overchannel. The character can use this feat to counterweave multiple threats at once, and can both counterweave and cast a weave in the same round; all other aspects of counterweaving apply.

Special: This feat can be taken multiple times, each time add +1 to the base number of weaves the caster can channel.

Splitting the Flows

(By Matthew Krebs)

You are deft with the One Power and can split the flows of your weaves so that you can cast more than one weave at the same time, albeit at a weaker effect.

Prerequisite: Concentration 9 ranks, Multiweave.

Benefits: You can create a number of simultaneous weaves equal to your Intelligence modifier (for Initiate) or Wisdom modifier (for Wilder). Each weave still requires a weave slot, but it's a number of levels higher equal to the

number of simultaneous weaves. Also, it requires a Concentration check for each weave. The DC is 16 for the first weave, and then each additional weave adds another +4 to the DC.

For example, Lexia Sedai wishes to cast a level-3 Harden Air, a level-4 Harden Air, and a level-4 Shield on a Black Ajah Aes Sedai attacking her. She has the Air affinity, so the Harden Air weaves are 1-level lower in cost. However, there are three simultaneous weaves, so the weave cost is level 5, 6, and 7, respectively. She rolls a concentration check that beats DC 16, so she forms the first weave. She rolls again and beats the concentration check at DC 20, which means she splits the weave in two. She rolls poorly and fails the Concentration check at DC 24, meaning she's not able to split the weave any further this round. She decides the two weaves will form a Shield around the Black Sister and a barrier of Air directly in front of herself (to protect from being hit by other objects). She spends level 5 and level 7 weave slots, but doesn't have to sacrifice a weave slot for the Harden Air she didn't get to cast. Although, the attempt to cast 3 weaves at once still made the 2 successful weaves more expensive, in terms of weave slots.

Strong Talent

(By Randy Madden)

You are stronger in one Talent than comparable channelers.

Benefit: With this feat, weaves from a selected Talent you possess are considered to be one level lower than the listed level. For Example, a character who had the feat - Strong Talent: Healing could cast Restore the Power, normally a 6th level weave, as a 5th level weave. If they have all of the Affinities for that particular weave, these abilities stack. Restore the Power requires all Affinities. If Jahar has all five Affinities and the Strong Talent: Healing then he could channel this weave as a 4th level slot instead of the normal 6th level.

Weave Boon

(By Clockwork Deity)

You can use an inanimate object to gain better focus while channelling the power.

Prerequisite: Wis13+

Benefits: Choose a normal, solid, non-angreal object, up to a maximum weight of 5 pounds. By spending five minutes of meditation with it, you can attune it to the preparation of one type of weave. For the remainder of the day, whenever you attempt to cast the attuned weave while holding the object in your hand, you gain a +4 bonus to all Concentration checks made in relation to it. Only one weave boon may be created per day. A weave boon lasts 24 hours, but may be refreshed with an additional period of meditation.

Offensive weaves (fireball, lightning, etc) attuned in this manner may force the object to make a save (DC 10 + casting level) or take the amount of damage that weave would normally do. This side effect does not harm the channeler. Example: a channeler casting a 2nd level fireball weave would inflict 2d6 + channeler level of fire damage to her weave boon, should it fail its save.

Lost Ability Feats

Battle Cry

(By Jax Ryan)

The ancient cries of war re-establish old ties and inspire confidence.

Prerequisite: Latent Old Blood.

Benefit: When making a charge action and shouting a battle cry of your forebears, you receive a +1 morale bonus to attack and damage rolls, for that round. Any ally with Latent Old Blood gains a +2 morale bonus to all Will saves for the same round.

Normal: A character receives no special bonus for shouting out their battle cries.

Dream Capture

(By John Bornicke)

You can enter into another person's dreams and forcefully pull them into Tel'aran'rhiod, keeping them there until you release them.

Prerequisites: Latent Dreamer, Dreamwalk, Dreamwatch.

Benefit: Using the Dreamwatch feat, you may enter another person's dream. If you are able to resist being pulled into their dream, you can then attempt to pull that person into Tel'aran'rhiod by making a Concentration check (DC 25). The target receives a Will saving throw (DC is equal to the Concentration skill check) or an opposed Concentration check. Furthermore, a character with this feat can prevent someone in Tel'aran'rhiod from leaving by making an opposed Concentration check.

Latent Animal Talker

(By Sean Driscoll)

You have the untapped ability to speak to animals.

Benefit: This feat is a prerequisite to the Animal Talker feat.

Animal Talker

(By Sean Driscoll)

You have the ability to speak with and understand animals. Your communication with animals is mental and cannot be heard by others, even if they, too, can speak with animals.

Prerequisite: Latent Animal Talker

Benefit: You can talk to animals by making a successful Animal Empathy skill Check (DC on chart below). No modifiers are applied to that roll.

Animal Size Examples		DC
Small	Squirrels, Rabbit	10
Average	Fox, Dog, Cat	15
Large	Wolf, Bear, Lion	20

Obscure Knowledge

(By Jax Ryan)

You can pull strange, obscure knowledge from the bits of other people's memories filling your head.

Prerequisite: Latent Old Blood

Benefit: To recall any obscure or trivial fact that any given person would have a reasonable chance of knowing, you can make an Int check at a DC of 10 to pull the information from the dim recesses of your mind. If it is unlikely someone would know the fact, the DC is 15; improbable has a DC of 20; and impossible a DC of 25.

Special: The knowledge gained from this feat is always considered trivial, such as the motto of a forgotten nation or population of a city. It can never be used to gain the knowledge necessary to perform some important function, only a single, irrelevant fact about something.

Sense Ta'veren

(By Brian Zednick)

You can sense when you are near a Ta'veren possibly seeing a luminous glow around them.

Benefit: You can either sense when you are near a Ta'veren or see a glow around them. Sensing can only be done within thirty feet (modified slightly by the power of the Ta'veren), and if a glow is seen, it is brighter depending on how strong the Ta'veren is.

Special Feat

Minor Weaving

(By Marc-André Bédard)

You discovered that you possess a very minor talent for channeling. You can only use very basic weaves; perhaps because your potential is still unfulfilled or that you simply are not strong enough in the One Power to reach the standard required of full Initiates and Wilders.

Prerequisite: Any non-Initiate and non-Wilder.

Benefit: You know 2 0-level weaves that you may use each once per day, or one of them twice a day.

Restriction: The weaves are always cast as if the character was 1st level. The character can never overchannel, nor can they use an angreal to boost the level of the weave. The character is just not attuned enough to the True Source to be able to use them. If the character is a male, he gains 1d4 madness points when he selects this feat and gains another madness point each time he reaches a new level. Should the character multiclass into the Initiate or Wilder class, he still knows the weaves, but this feat is not cumulative with the number of weaves the character can cast each day. This feat cannot be taken more than once.

Optional rule: A non-channeling character must have this feat for at least one level before multiclassing into Initiate or Wilder.

Wolfbrother Feats

(By Geoff Hall)

Old things come again, what once was lost is discovered again and what is moves as much backwards as it does forward. Abilities and talents lost to Man since time unrecorded once more emerge in the most unlikely of individuals.

Sniffers, Viewers, and Wolfbrothers all have abilities not linked to the One Power, but to something else, something different. They are linked to some power from the old times, which return with the infinite turnings of the Wheel at the decree of the Pattern.

This article describes an alternate method of handling Wolfbrothers from that presented in the core rulebook. The game designers decided to use a prestige class to handle Wolfbrother characters and yet, for all of the other lost abilities they used a new mechanic, Latent feats. I have always had the impression that a tree of Latent feats, like the Dreaming feats, would far better represent Wolfbrothers than a prestige class and so below I present a set of feats to be used in this manner: Latent Wolfbrother, Wolfbrother, Heightened Senses, Wolf Dream, Acceptance of Fate and Pack Alpha. Below these I also present an alternate set of madness characteristics for Wolfbrothers.

Note from the editors: See chapter 10 for Geoff's Wolfbrother madness system.

Latent Wolfbrother

You have an untapped ability to communicate with wolves.

Benefit: This feat is a prerequisite for other feats associated with the lost ability to be a Wolfbrother. It provides no other benefits in and of itself.

Wolfbrother

Your ability as a Wolfbrother manifests itself and you begin to communicate with the pack.

Prerequisites: Latent Wolfbrother.

Benefits: You gain the ability to communicate with wolves telepathically over a distance of your level \times 5 miles. This link allows you to ask for the aid of wolves within your communication range. 1d6 wolves will come to you if you succeed at an Animal Empathy check (DC 15), unless it specifically endangers the wolves. In that case, the DC rises to 20. No check is needed if you are asking for aid against Shadowspawn creatures and you gain an extra 1d3 wolves if you ask for aid in fighting a Myrddraal. The wolves will arrive 10 minutes \times your distance in miles from them when they are summoned and will leave once their aid has been given for that situation. This can only be done once per day. You also develop golden eyes like those of a wolf. This grants the character a +2 circumstance bonus to Bluff and Intimidate checks, but a -2 penalty to Diplomacy and Disguise checks and adds +1 Reputation.

Special: Wolf Rage: Each time the Wolfbrother fights, he must make a Will saving throw, DC 15 (DC 20 when fighting alongside wolves), or he will go into a rage. This rage grants him a temporary +2 bonus to Str and Con, but a -2 penalty to AC. All of these modifiers cease at the end of the fight (note that the Con bonus gives the Wolfbrother a temporary boost in HP for the duration of the fight and that these extra HP are lost at the end of the fight along with the other effects of the Wolf Rage which could conceivably lead to the death of the Wolfbrother).

Wolf name: The wolves that you first befriend give you a wolf name to describe you in your dealings with wolves. This name and the associated image (and scent, etc.) may develop and change as you become more integrated with the pack.

Madness: Upon taking this feat, the character gains a madness rating (1d6

rolled secretly by the GM) and gains 1 point of madness each time he communicates telepathically with wolves or enters a Wolf Rage. Taking the Mental Stability feat can still reduce this rating. Additionally, for every 10 points of madness gained through communicating with wolves or entering a Wolf Rage, the character may gain one of the feats Heightened Senses or Wolfdream for free.

Accelerated Madness: At a cost of an additional 1d6 madness points, the character may take the Wolfbrother feat in conjunction with the Latent Wolfbrother feat at 1st level.

Heightened Senses

You gain the senses of a wolf.

Prerequisites: Wolfbrother.

Benefits: The character gains senses far superior to an ordinary human. He gains the ability to see twice as far as a normal human in daylight and in dim light (such as star light) and can see as far in moonlight as a normal human can during the daytime. The character also gains the Scent and Sense Emotion abilities as described in the Wolfbrother prestige class. Also, your relationship to the pack has grown. You can now summon an additional 1d4 wolves to your aid as described in the Wolfbrother feat (this die stacks with the other Wolfbrother feats) and the Animal Empathy check to summon them is reduced to DC 10, or DC 15 if they will be endangered.

Special: Madness: Upon taking this feat the character gains 1d6 madness points.

Wolfdream

You gain the ability to enter the wolf dream in Tel'aran'rhiod.

Prerequisites: Wolfbrother.

Benefits: You gain the ability to enter Tel'aran'rhiod as if possessed of the Dreamwalk feat. While there, you must make a successful Concentration check (DC 15) or assume the form of a wolf. Also your relationship to the pack has

grown. You can now summon an additional 1d4 wolves to your aid as described in the Wolfbrother feat (this die stacks with the other Wolfbrother feats) and the Animal Empathy check to summon them is reduced to DC 10, or DC 15 if they will be endangered.

Special: Dream Jump: The character may now take the Dream Jump feat as a regular feat but may take no other Dreaming feats.

Madness: Upon taking this feat the character gains 1d6 madness points.

Acceptance of Fate

You have finally come to accept and understand your fate as a Wolfbrother.

Prerequisites: Wolfbrother.

Benefits: Your Madness rating no longer increases when you communicate with wolves or enter a Wolf Rage and you may subtract 10 points from your madness rating. Also, the Will save to enter a Wolf Rage is no longer needed. The character has the strength of will and experience to choose whether or not to enter the Wolf Rage at any point during a fight.

Pack Alpha

You have mastered your abilities as a Wolfbrother and become the leader of the pack.

Prerequisites: Heightened Senses, Wolfdream.

Benefits: The wolves of the Westlands recognize your wolf name and respect it. They will now answer your call to battle or offer other aid in great numbers. In addition to the wolves that you are able to summon to your aid from the other Wolfbrother feats, you can now summon $2d6 \times$ your character level in wolves and all the wolves respond twice as quickly as described in the Wolfbrother feat. In addition, an Animal Empathy check is no longer required to summon the wolves even if, in giving their aid, they will endanger themselves.

Chapter 3 - New Equipment

Fireworks

(By Kevin Binswanger)

Type	Cost	Direct Hit	Splash	Range Increment	Weight
Illuminator's Flare	5 mk	1 pt	None	10 ft	½ lb
Illuminator's Firecracker	10 mk	1d4	1pt ***	10 ft	½ lb
Illuminator's Rocket	100 mk	2d6 **	1d6 ***	40 ft	2 lb
Illuminator's Powerful Rocket	1000 mk	* 2d6 +1 **	1d6 + ***	150 ft	3 lb
Illuminator's Lethal Rocket	5000 mk	* 2d6 +2 **	1d6 + ***	260 ft	5 lb

* Not available on the open market

** This damage is to every creature within a five-foot radius

*** Fireworks deal splash damage to all creatures within 10 feet, not just 5

General Rules: Fireworks are not thrown like most grenade-like weapons. Instead, make a ranged attack roll at a -4 penalty (unless you possess the Exotic Weapon Proficiency (Fireworks) feat). You must ignite the firework before throwing it.

Illuminator's Flare: Flares are small tubes that create a bright light. Often colored and used as decoration, flares can also be used in self-defense. Everything within a ten-foot radius that is looking at the flare when it goes off gets a -5 to Spot checks and -1 to defense for 5 rounds. Any creatures less than five feet from the flare when it goes off are blinded for five rounds.

Illuminator's Firecrackers: Firecrackers are simple fireworks that create a loud bang and a colorful display of light. Everything within a five-foot radius when it goes off receives -5 Listen checks for 20 rounds and for those that are looking directly at it in a five-foot radius get a -5 to Spot checks for 5 rounds. Those in a ten-foot radius receive -5 to Listen checks for 10 rounds. Any creatures less than five feet from the flare when it goes off are deafened for ten rounds and blinded for five rounds.

Illuminator's Rocket: Rules for an Illuminator's Rocket are on page 128 of *The Wheel of Time Roleplaying Game*. Additionally, any creature less than five feet of the rocket when it goes off is blinded for 5 rounds.

Illuminator's Powerful Rocket: An Illuminator's Rocket +1

Illuminator's Lethal Rocket: An Illuminator's Rocket +2

Chapter 4 ò Weaves

Cloud Dancing

Crushing Sphere of Air

(By Jacob A. Branham)

[Air] (Rare)

Level: 7

Casting time: 1 action

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

Area: 20 ft. radius circle

Target: creature or creatures within area of effect.

Duration: Concentration

Saving Throw: Reflex negates

Weave Resistance: No

This weave creates a sphere of air that encompasses a target, similar to the weave harden air, and then collapses, dealing crushing damage to those trapped within. The target, or targets, of the weave take 1d4 points of damage per round. This damage is cumulative (i.e. 1d4 the first round 2d4 the second 3d4 the third, etc). If the target makes its reflex save, it manages to jump clear of the area and takes no damage. The sphere of air will act as a barrier to all physical objects, but not to the One Power or the True Power.

+1 Casting level: For each additional casting level, the channeler may target one additional creature, as long as they are within the 20 ft. radius area of effect.

+2 Casting Levels: By casting the weave two levels higher, the channeler can cause the sphere to collapse faster. This will raise the damage one step (1d4 to 1d6, 1d6 to 1d8, etc). Damage can be raised in this manner multiple times.

Fist of the Storm

(By John Bornicke)

[Air, Water] (Rare)

Level: 5-9

Casting Time: 1 action

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

Area: See text

Duration: Concentration

Saving Throw: Reflex half

Weave Resistance: No

This weave allows you to conjure a cyclone of powerful raging winds that move through the air, along the ground or over the water at a speed of 100 ft. per round. With concentration (move equivalent action) you may direct the cyclone's movements, otherwise it continues on its previous course. If the whirlwind exceeds your maximum range or is tied off it will move in a random, uncontrolled fashion for 1d4 rounds and then dissipate.

Any huge or smaller creature that comes in contact with the whirlwind must succeed at a Reflex saving throw or suffer the damage listed on the chart below; if successful he receives only half damage. Medium sized or smaller creatures, or objects, that fail their save must succeed at a second one or be picked up bodily by the cyclone and held suspended for 1d3 rounds and suffer 1d8 points of damage per round, with no save allowed. Creatures are ejected in a random direction (use the random grenade like weapons chart on pg 152.) and suffer falling damage from the height of the whirlwind (see chart below).

Casting Level	Area of Cyclone	Damage	Brew time
5	5 ft radius wide at the bottom, 15 ft. radius wide at the top, and 30 ft. tall	2d6	2 rounds
7	10 ft radius wide at the bottom, 30 ft. radius wide at the top,	3d6	4 rounds

	and 60 ft. tall	
9	15 ft radius wide at the bottom, 45 ft. radius wide at the top, 4d6	6 rounds and 90 ft. tall

Conjunction

Adoption

(By John Bornicke)

[Spirit] (Common)

Level: 5

Casting Time: 1 Minute

Range: Touch

Target: Person touched

Duration: Instantaneous

Saving Throw: Will negates

Weave Resistance: Yes

You are able to create a special, permanent bond between two subjects. This weave is commonly used among the Aiel Wise Ones in the adoption ceremony between First sisters or brothers; although it is almost entirely unknown outside of that select group. The Wise Ones are very careful regarding the suitability of the candidates, as the emotional connection could cause a great deal of pain to both unless there was already a deep respect and caring. The bond that this weave creates has several special properties.

The subjects gain a deep and personal connection. They each have a sense of the direction, distance (very roughly), and emotional and physical state of the other. Each knows when the other is awake, asleep, injured, or in pain. Awareness of the other's state dims over greater distances, but can be sensed over an unlimited distance with a bit of concentration (DC 10). It is assumed that the subject could temporarily mask this connection, as the Aes Sedai can with their Warder bond, with a successful concentration check against DC 20.

If more than two people wish to be bonded together, or an additional person is to be added at a later time, then the channeler must recast this weave at the higher Casting level (see below). The subject(s) of this weave may only be bonded to one

such person (or group) at any one time; this does not include other weaves such as the Bond Warder weave. All members of the bond must be present at the time of casting or the weave fails.

The bond this weave creates ends only with the death of either party, or in the case of several people, with all but one subject. The death of any member of the bond is a powerful emotional and physical blow to the other. Subjects take 1d6 points of subdual damage per level of the deceased.

+1 Casting Level: The weave affects one additional person, allowing you to add a third person to the bond. This effect can be added multiple times (in other words, at +2 casting levels, the channeler may add two additional people to the bond).

Awaken

(By John Bornicke)

[Air, Spirit] (Rare)

Level: 0-3

Casting Time: 1 action

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

Target: See text

Duration: Concentration

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

This weave will cause an unconscious target to become immediately awake and alert. If the target has been rendered unconscious, or is below 0 hit points, the creature affected will remain conscious for as long as the channeler remains concentrating. Otherwise the target will remain awake or return to sleep as he chooses.

Casting Level	Area of Effect
0	1 creature or target
1	5ft. radius circle
2	10 ft. radius circle
3	20 ft. radius circle

Imprint

(By John Bornicke)

[Spirit, Water] (Rare)

Level: 5-9

Casting Time: One full round

Range: Touch

Target: One person

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

This unique weave enables the caster to create an echo of knowledge that he possesses, and temporarily place that knowledge into the mind of his target.

At the time of casting, the channeler chooses the skill he wishes to impart. The casting level depends on whether the skill chosen is a “mental” skill, such as any skill modified by the Intelligence or Wisdom attributes or a “physical” skill, one that is modified by an attribute such as Strength, Dexterity, or Constitution. Skills that are modified by the Charisma attribute may not be imprinted. Skills that are associated with Channeling, regardless of their modifying attribute, are more difficult to imprint and require a higher casting level.

The subject gains the chosen skill at ½ the channeler’s base rank, rounded down, or, if he already possesses that skill, gains a +2 enhancement bonus to his existing skill level. The knowledge will stay with the target for a number of hours equal to the caster’s channeling level, minus the skill level bonus gained, and will then fade at -2 points per hour thereafter. For example, a 12th level wilder wishes to impart her Wilderness Lore skill to a noble. The channeler possesses 8 ranks, while the noble does not possess any ranks in that skill. The result of the weave will grant the noble 4 ranks in the Wilderness Lore skill, modified by the noble’s Wisdom attribute modifier. The knowledge granted will last for 8 hours, but will begin to fade by 2 points per level beyond that time until it is gone completely.

While this weave is in effect, the channeler does not lose the use of the chosen skill.

Casting Level	Skill Type
5	Mental Skill
7	Physical Skill
9	Channeling Skill

Minor Compulsion

(By Geoff Hall)

[Spirit] (Common)

Level: 1

Casting Time: 1 action

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

Target: One person

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

The use of this weave allows the caster to implant a suggestion into the mind of his target. The suggestion must be simple, such as “meet me at the corner in an hour.” Any suggestions that put the subject at risk, or are counter to their nature, will allow them a second saving throw to negate the weave’s effect.

This weave can never be used to implant more than one suggestion in a target’s mind at a time. If a new suggestion is implanted later using a new casting of the weave, it supersedes the old suggestion, even if the old one has not yet been fulfilled. Multiple targets cannot be affected with a single casting of this weave.

Painted Memories

(By John Bornicke)

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

Level: 4

Casting Time: 1 action

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

Target: One person or creature

Duration: Instantaneous

Saving Throw: Will negates

Weave Resistance: Yes

With a successful casting of this weave, the channeler is able to insert a memory of her choosing into the mind of her target. The memory to be implanted may not have occurred more than one week prior to the casting of the weave, and may not be more than one minute per caster level in duration.

This weave does not allow the caster to read the target's memory, so unless the caster has specific knowledge of her target's activities in the last week, can only implant memories that are vague and general in nature.

Inserting a false memory is tricky. If it is not done right, the subject's mind can recognize the memory as false. If the implanted memory is too out of context with the subject's past activities, a dissonance may occur, allowing the subject a second save Will save with a +1 to +4 modifier, based on the magnitude of the dissonance, as determined by the DM. Inserting a memory that could not possibly have occurred, like the subject's death, will cause the weave to automatically fail.

+1 Casting Level: The weave affects one additional person per casting. This effect can be added multiple times (in other words, at +2 casting levels, the weave affects two additional people, and so forth).

Preservation

(By John Bornicke)

[Earth, Spirit, Water] (Rare)

Level: 0-2

Casting Time: 1 round

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

Area: 1 Creature or object

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This little used weave prevents organic matter from drying out, decaying, or

putrefying. It can be used to prevent such mundane things as food or drink from spoiling, or flowers from wilting, but can also be used to prevent a body from decomposing. This weave is obviously most useful when tied off.

Casting Area of Effect	
Level	
0	Tiny sized creatures or objects
1	Small sized creature or object
2	Medium sized creature or object

Shrouded Mind

(By John Bornicke)

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

Level: 3

Casting Time: 1 action

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

Target: One creature or person

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

This weave was developed during the war of power to allow a channeler to move through hostile areas without being noticed, or forcing them to resort to such intrusive measures as *Compulsion*. This weave subtly diverts the targets attention; causing them to look in the other direction, to daydream, or allows their eyes to slide around the caster without seeing him. Subtle noises made by the caster are assumed to have come from another source.

The weave is in effect as long as the caster makes a reasonable effort to remain quiet and move slowly and steadily. Any loud noises (like screaming, yelling, or combat) or sudden, quick movements allow the subject an additional saving throw. Attacking the target of this weave automatically negates it.

Threading the Needle

(By John Bornicke)

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

Level: 3

Casting Time: 1 action

Range: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This weave allows a channeler to detect the use of either *saidin* or *saidar*, depending on their sex. Female channelers can detect the male use of *saidin*, while male channelers can detect a female using *saidar*.

The channeler may determine whether the opposite power has been embraced or channeled within the area of effect. They may not ascertain the strength of the power, nor the direction or location of the channeler.

Use of this weave requires a great deal of concentration and can be very taxing on the channeler. A Concentration check (DC of 20) is required each round to maintain this weave. Failure means the channeler must drop the weave and suffers a -4 circumstance penalty to all skill/ability checks for a number of rounds equal to the time the weave was held. If the weave was held for four rounds prior to a failed concentration check, then the channeler suffers the penalty for four rounds.

The range at which a channeler can sense the One Power in the opposite sex is 50 ft radius circle per channeler level.

Whispers Through the Black Gate

(By John Bornicke)

[Earth, Fire, Spirit] (Lost)

Level: 2

Casting Time: 1 Full Round

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

Area of Effect: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This weave allows the channeler to use the One Power to access the visual memories of a corpse and see the final moments of a victim's life, from the victim's perspective. This weave causes the subject's mind to temporarily begin working again in a limited fashion. Since it actually uses the target's physical mind, decomposition will cause access to these memories to become increasingly difficult. Originally created shortly after the bore was drilled into the Dark One's prison, the drastic increase of violence made its use unfortunately necessary.

By casting this weave and peering into the dead person's eyes, the caster may recall one minute per level of visual memories preceding the corpse's death. The caster views the events in a compressed amount of time, one round for every minute of the corpse's past he envisions. A successful Concentration check against a DC of 15 (+ 2 to the DC for every 5 min since the target has died) will give near perfect recall of the events; failure indicates fuzzy recall and partial details. Rolling a natural one gives the caster a mangled, inaccurate version of the events leading up to the corpse's demise.

The caster may dismiss the viewing at any point. However, if he witnesses the victim's final moment and the victim died violently, the caster immediately suffers 2d6 points of subdual damage from the empathic resonance of the victim's death.

Earth Singing

Breaking the World's Bones

(By John Bornicke)

[Earth, Fire, Spirit] (Lost)

Level: 4-9

Casting Time: 1 round

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

Area: One creature of object

Duration: Instantaneous

Saving Throw: None

Weave Resistance: Yes

Casting this weave upon an inanimate object allows the channeler to release the bonds that hold it together, reducing it to dust. This weave will only affect a single object or a group of objects connected together (a pile of stones, a building). If the area of effect is not large enough to encompass the entire object, the target is partially destroyed (see chart below). Channeling this weave requires that the object is not moved at any time during the casting or the brew time.

The level of the spell must exceed the hardness rating of the object being affected as per the chart below. Objects that are not reduced to dust completely take structural damage as a result of the weave. Damage is listed per casting level on the chart below.

Casting Level	Hardness	Area of Effect	Damage	Brew Time
4	5	5 cubic ft.	5d6	2 rounds
5	10	10 cubic ft.	6d6	3 rounds
6	15	20 cubic ft.	7d6	4 rounds
7	20	30 cubic ft.	8d6	5 rounds
8	25	40 cubic ft.	9d6	6 rounds
9	30	50 cubic ft.	10d6	7 rounds

+1 Casting Level: You may increase or decrease the area affected by this weave by one step on the table above.

Corrosion

(By John Bornicke)

[Earth] (Rare)

Level: 0-4

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: Reflex negates

Weave Resistance: Yes

This weave targets all the iron or steel objects within the area of effect, causing tarnish, rust and corrosion to appear on an item or group of items (the area of effect and degree of corrosion must be selected at the time of casting the weave, use the highest selection as the casting level).

A weapon or armor that is heavily rusted is reduced to half its effectiveness, be it damage or protective value (rounding down). Items that are crumbling are reduced to 1/4 effectiveness.

Damage done to object does not bypass the object's hardness rating.

Casting Level	Degree of Corrosion	Damage done	Area of effect
0	Surface tarnished or lightly rusted	1D6	hand sized object
1	Surface crusted with corrosion or rust	2D6	One creature
2	Objects seized up, heavily rusted	4D6	10-ft radius circle
3	Objects crumbling, heavily pitted	6D6	25-ft radius circle
4	Objects crumble to dust, completely destroyed	8D6	50-ft radius circle

Common Weapon Hardness & Hit Points			
Weapon	Example	Hardness	Hit Points
Tiny Blade	Dagger	10	1
Small Blade	Shortsword	10	2
Medium Blade	Longsword	10	5
Large Blade	Warder's Sword	10	10
Small Metal Hafted Weapon	Light Mace	10	10
Medium Metal Hafted Weapon	Heavy Mace	10	25
Small Wood Hafted Weapon	Handaxe	5	2
Medium Wood Hafted Weapon	Battleaxe	5	5
Large Wood Hafted Weapon	Hafted Axe	5	10
Small Metal Object	Shield chest	or 10	25
Large Metal Object	Door Gate	or 10	60

Earth Cunning

(By John Bornicke)

[Earth] (Rare)

Level: 2-5

Casting Time: 1 action

Range: See text

Effect: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This weave is similar in effect to *Earth Delving*, in that the channeler uses threads of *Earth* to cast his senses deep into the ground beneath him. For the duration of the weave, the caster may make a Search skill check with a +10 enhancement modifier to detect unusual stonework (different kind of stone, freshly dug dirt, rich natural soil, etc) sliding walls, unsafe or shaky stone surfaces, hollows within the earth or stone, new construction, and stonework traps. He may intuitively determine his approximate depth underground and gain a sense of the general layout of an area (stone corridors, caves, etc) as long as it's made of earth or stone.

This weave can be used in total darkness, as the character senses the makeup of the earth around him.

Casting Level	Area of Effect
2	5 ft. radius circle
3	25 ft. radius circle
4	150 ft. radius circle
5	750 ft. radius circle

Embrace of Spring

(By John Bornicke)

[Earth, Spirit, Water] (Lost)

Level: 2-5

Casting Time: 1 round

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

Area: See text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

Embrace of Spring has different effects depending on the version chosen.

Overgrowth: The first effect causes normal small vegetation (grasses, briars, bushes, creepers, thistles, vines, etc.) within long range (400 feet + 40 feet per level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force their way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures (The DM may allow faster movement for very small or very large creatures). The area must have brush and trees in it for this weave to take effect.

At the character's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The character may also designate exclusion areas that are unaffected within the overall area of effect.

In order to affect a Tree or large bush, the channeler must exclusively focus on that object.

Enrichment: The second effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Any area or tree that has been affected by this weave cannot be affected again for 1 month per casting level of this weave, as

the nutrients and energy of the plants must be replenished naturally.

The area of effect or the type of plant that may be affected is shown on the chart below.

Casting Level	Total growth: Tree	Total growth: small plants	Brew time
2	50%	250%	5 min
3	100%	500%	10 min
4	150%	750%	15 min
5	200%	1000%	20 min

Forge Metal

(By Brian Zednick)

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

Level: 3-6

Casting Time: See Text

Range: Touch

Duration: Instantaneous

Saving Throw: None (harmless)

Weave Resistance: Yes

This weave allows you to fashion metal into any shape you wish, tempering it with the One Power and your hands alone. In days past, this weave was used to shape extraordinary suits of armor and weapons of the finest quality, including Power-wrought blades. Objects wrought with the One Power are indestructible, lighter, more flexible, and easier to use.

This power has been outlawed by the Aes Sedai, as it conflicts with the Second Oath, which forbids any Aes Sedai from creating a weapon with which one man may kill another.

Blades wrought with the One Power are supernaturally sharper and stronger than ordinary blades, giving them a +1 bonus to both attack and damage rolls. Armor and other items made are considered masterwork items, if applicable.

Furthermore, item hardness is increased by 2. Note that this weave only creates the metal parts. An appropriate Craft skill roll will still be necessary to finish the item. However, the difficulty rating for creating an item made with power-wrought material is 10 less than if the item were made with mundane material. If the item to be created is made entirely of metal, then a craft check may not be necessary, at the DM's discretion.

Arrow and bolt heads are considered tiny. Dagger blades, darts, spear points, and lance heads are considered small. Axe

blades, Pole arm blades, and mace and flail heads are considered medium in size. Sword blade sizes are consistent with the size listed in the WOT manual, Pages 116-117.

+2 Casting Levels: Blade created is a +2 power-wrought blade. Object hardness is increased by 4. Tools and armor are considered masterpiece.

+3 Casting Levels: Blade created is a +3 power-wrought blade. Object hardness is increased by 6. Tools and armor are considered masterpiece.

Castin g Level	Volume Require d	Castin g Time	Blade Size	Armor/Shield Type	Typical Items
3	1 in ³	1 min	Tiny	N/A	Thief's picks
4	1 ft ³	10 min	Small	Light, bucklers	Tankards
5	1 span ³	30 min	Mediu m	Medium, shields	small/medium Chamber pot
6	3 span ³	1 hour	Large	Heavy	Bath tub

Liquefy Earth

(By Matthew Krebs)

[Earth, Fire, Water] (Common)

Level: 3-7

Casting Time: Full-Round

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

Area: See Text

Duration: Concentration

Saving Throw: Reflex negates

Weave Resistance: No

You can change solid rock, stone or metal into a liquid form, only slightly thicker than water. This weave generates no heat; it only makes the matter affected unable to hold its form. Any creature caught in the area of effect must make a Swim check or start drowning. Another Swim check is necessary to move about while in the liquefied pool. When the weave ends, the rock begins to solidify. Anyone or anything still in the pool 5 rounds after the weave ends is trapped inside.

Objects composed of a single type of matter, all gold or iron for example, are easier to affect. The casting level of the weave is reduced by one when cast upon such objects.

Level	Casting Area Affected
3	5 ft radius; medium object (or smaller)
4	15 ft radius; large object
5	25 ft radius; huge object
6	50 ft radius; gargantuan object
7	100 ft radius; colossal object

Sculpting the Land

(By John Bornicke)

[Earth] (Rare)

Level: 0-12

Casting Time: See Text

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

Target: A hard non-metal earthen surface

Duration: Concentration

Saving Throw: None

Weave Resistance: Yes

This powerful weave allows a channeler to reshape a volume of earth, or other natural material, into any simple shape. Throughout the casting time, the caster must maintain concentration and sculpt the shape with the force of his willpower. At higher levels, the casting times can be quite long, often requiring channelers to overcome physical and mental exhaustion. At the DM's discretion, Willpower checks may be required to complete these grueling sessions.

This weave does not allow the channeler to disregard the basic laws of nature, so such things as inverted pyramids and tilting towers are not possible to shape.

Casting Level	Volume Affected	Casting Time
0	1 cubic in.	1 action
1	5 cubic in.	1 round
2	1 cubic ft.	2 rounds
3	3 cubic ft.	3 rounds
4	10 cubic ft.	1 minute
5	30 cubic ft.	5 minutes
6	100 cubic ft.	10 minutes
7	300 cubic ft.	30 minutes
8	1,000 cubic ft.	1 hour
9	3,000 cubic ft.	3 hours
10	1 cubic mile	6 hours
11	3 cubic miles	12 hours
12	1 cubic league	24 hours

+1 Casting Level: The channeler may sculpt and shape more complex structures, such as buildings or bridges. The DM may, at his discretion, require the appropriate knowledge skill check to accomplish this shaping, such as engineering or architecture.

Spinning Earthfire

(By John Bornicke)

[Earth, Fire] (Lost)

Level: 9-12

Casting Time: 1 full round

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

Area of Effect: See text.

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: No

For those who know to listen, the land has a rhythm; the slow grinding of the mountains, the pulse of fire far beneath the cities, the music of the ages. The pinnacle of the Earth Singing talent is the ability to sense the slow dance of the earth itself and to manipulate it; to feel the pulsing of the planet's life blood and to shape it to your bidding.

During the Age of Legends, this weave was used to protect the people of the land from vulcanism and earthquakes. At the time of the breaking, this same weave was used by insane male channelers to destroy and reshape great swaths of the world.

This weave touches and awakens pockets of magma lying dormant deep in the earth, causing them to surge upward in great, fiery geysers. Anyone caught in the primary area of effect will suffer 20d6 points of damage per round. Those people in the secondary zone of effect suffer 12d6 damage. In both cases, a Reflex save drops the damage to half.

Casting level	Primary Area Effect	Secondary Area Effect	Brewing Time
9	5 ft. radius circle	10 ft. radius circle	1 minute
10	10 ft. radius circle	20 ft. radius circle	5 minutes
11	15 ft. radius circle	30 ft. radius circle	10 minutes
12	20 ft. radius circle	40 ft. radius circle	30 minutes

Treading the Earth

(By John Bornicke)

[Air, Earth] (Rare)

Level: 0-3

Casting Time: 1 action

Range: See text

Effect: Allows detection of those walking on ground

Duration: Concentration

Saving Throw: None

Weave Resistance: Yes

This weave was recently discovered by Dedicated Jaram Son'l, Asha'man of the Black Tower and its discovery is only now becoming known to others. It is unknown whether this was an instinctive casting of a lost weave or something he created.

When this weave is cast, the channeler is able to sense even the most minute vibrations along the surface of the ground, within the area of effect. While maintaining concentration, the channeler gains a +20 bonus to his spot check to detect any creature moving within the area of effect. He need not see the creature detected and can act as if he had the *Blindsight* feat. The channeler can attempt to determine the direction, distance, and number of creatures moving within his sphere of detection by making an Intelligence check (DC 12, with a -2 modifier to DC for every 3 people moving within the area).

Casting Level	Area of Effect
0	20 ft. radius circle
1	40 ft. radius circle
2	80 ft. radius circle
3	160 ft. radius circle

Weaken

(By Katharn Quellion)

[Earth, Fire, Water] (Lost)

Level: 3-7

Casting Time: 1 Action

Range: Touch

Duration: Instantaneous

Saving Throw: See text

Weave Resistance: No

With this weave, a channeler may weaken objects of metal, stone, and wood, making them easier to bend and break. The use of this weave reduces the hardness rating of an object and lowers the DC required to break it. Objects being used or worn by another person, such as armor and weapons, receive a reflex save to avoid the effect.

Only one material type may be affected per casting of this weave.

+1 Casting Level: The range of the weave is extended to close (25 ft. + 5 ft/2 levels).

+2 Casting Levels: You affect all objects of one type in a 5 ft. radius circle.

+3 Casting Levels: You affect all objects of one type in a 10 ft. radius circle.

Casting	
Level	Effect
3	The hardness and DC is lowered by 2
4	The hardness and DC is lowered by 4
5	The hardness and DC is lowered by 6
6	The hardness and DC is lowered by 8
7	The hardness and DC is lowered by 10

Elementalism

Aura of Flame

(By Robert Poulin)

[Air, Fire] (Common)

Level: 3-5

Casting Time: 1 Action

Range: 5ft.

Area of effect: 5 or 10 feet radius emanating from the caster.

Duration: Concentration

Saving Throw: Reflex half

Weave Resistance: Yes

The channeler creates a pulsing ring of fire that appears to emanate from her body. The pulsing flames spread 5 feet from the caster in all directions and do 1d6+1 of fire damage per casting level. If cast at third level, for example, the weave would do 3d6+3 points of damage. Creatures within 5ft of the weave may make a Reflex save for half damage. The channeler cannot walk while maintaining the aura of flame.

+2 casting levels: The channeler may extend the radius of the pulsing ring to 10ft.

Bastion of Force

(By John Bornicke)

[Air, Earth, Fire] (Rare)

Level: 7-9

Casting Time: 1 action

Range: Self

Effect: Creates a personal shield around yourself that will block most forms of damage.

Duration: Concentration

Saving Throw: None

Weave Resistance: No

A channeler may create a cocoon of force around herself in order to deflect physical damage. Like the weave harden air, this weave will block out physical damage

directed at the channeler. It will also protect the caster from any weave of a physical nature, short of balefire. By the same token, the caster cannot cast weaves outside of the mantle.

The mantle created is formed closely around the body of the caster, resting just outside of her clothing. Damage reduction varies with the casting level (see chart below) and any damage that exceeds this amount is applied to the target. Saving throws made by the caster may reduce the damage dealt by a weave targeted at a protected channeler before the damage reduction is factored in. The shield created prevents actual physical contact and imposes a ½ move penalty and a -5 to all skill check requiring feeling or deft manipulation by the caster. Furthermore, this cocoon is airtight, with enough air for the caster to last 4 rounds without holding her breath.

Casting Level	Damage Reduction
7	25 / -
8	30 / -
9	35 / -

Cascaded Lightning

(By John Bornicke)

[Air, Fire] (Rare)

Level: 2-5

Casting Time: 1 action

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

Area: 5 ft. wide to range limit.

Duration: Instantaneous

Saving Throw: Special (see text)

Weave Resistance: Yes

This weave allows a channeler to conjure forth a crackling stream of lightning that leaps from his hand, striking all targets in a 5 foot wide swath that extends in a straight line from the caster to the range limit of the weave.

All those in the lightning's path may make a Reflex save to have the damage reduced to half. Those who failed their Reflex saving throw must make an additional Fortitude saving throw or drop whatever items they are holding and suffer the secondary effects listed below.

Castin g Level	Damage	Secondary Effect
2	2d4 + channeler level	Shaken for 1d4 rounds
3	3d4 + channeler level	Dazed for 1d2 rounds
4	4d4 + channeler level	Dazed for 1d4 + 2 rounds
5	5d4 + channeler level	Stunned for 1d4 rounds

Cast Off

(By John Bornicke)

[Air] (Common)

Level: 2

Casting Time: 1 action

Range: See text

Duration: Instantaneous

Saving Throw: Fort negates

Weave Resistance: Yes

With this weave, a channeler is able to emit from her hands a 25-foot cone of force. Those in the area of effect who fails their Fortitude save are swept from their feet and toppled to the ground. Objects in the area of effect are swept away from the caster, to the limit of the cone. Large creatures, or objects that weigh more than 300 pounds, receive a +2 to their saving throw. For every size increment increase over Large, or for every additional 100 pounds over 300, the creature or object receives another +2 to its save.

This weave does not cause damage in and of itself. Nor does it discriminate between friend and foe. It is a sudden push, not a sustained force.

+2 Casting Levels: The caster may emit the force of this weave in a full circle around her, with a 25 ft. radius.

Clean

(By John Bornicke)

[Earth] (Common)

Level: 0-2

Casting Time: 1 action

Range: Touch

Area: See text

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

This simple weave allows the caster to draw out particles of dirt, mud, grease, blood, etc from an object or area (see text), leaving a clean, freshly scrubbed look. If directed at an object, the excess matter will fall to the floor or if an area, then it will be pushed to the outer edge of the effect. A channeler may not move more material than is allowed by the level of the spell.

Casting Level	Area of effect	Maximum Weight
0	3 ft. radius circle or medium sized object.	2 lbs.
1	5 ft. radius circle or large sized object	8 lbs.
2	10 ft. radius circle or huge sized object.	16 lbs.

Create Ice

(By Brian Zednick)

[Air, Water] (Common)

Level: 0-5

Casting Time: 1 action

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

Area: See text

Duration: Permanent

Saving Throw: None

Weave Resistance: No

This weave draws forth moisture from the air and freezes it into a block of ice.

Larger blocks require more time to create (see brew times on table below).

A skilled sculptor may use this weave to create sculptures of ice. The quality and complexity of the sculpture is determined by the sculptor's skill (Craft: Sculpting). The sculpture's size is based upon the level at which the weave is cast, as shown on the table below.

The weave may be used to create ice around a creature, entrapping it. Damage caused by such use is 1d4+1 per round to the creature entrapped. If the creature is completely covered, there is a chance that it may suffocate (see *Harden Air*).

Casting Level	Area of ice created	Brew Time
0	1 cubic inch (ice cube)	none
1	3 cubic inches (small block)	none
2	1 cubic ft (large block)	1 round
3	3 cubic feet (sculpture-size block)	2 rounds
4	10 cubic feet (large sculpture, encase most creatures)	3 rounds
5	25 cubic feet	4 rounds

Drawing the Breath

(By John Bornicke)

[Air, Water] (Rare)

Level: 0-4

Casting Time: 1 action

Range: Touch

Target: One creature or object

Duration: Concentration

Saving Throw: Will negates (See text)

Weave Resistance: Yes

This simple weave allows the caster to create a sphere of pure air around himself, another person, or an object designated by the caster. The sphere's size and amount of air it will hold is based on the casting level (see chart below). The air pressure of the sphere is enough to hold out water (up to 50 ft. below the surface of water) and

will filter out most harmful gases and smoke, unless those effects were created inside the sphere. The amount of breathable air within the sphere is based on the chart below. After the designated number of rounds elapses, the air becomes stale and unbreathable.

If more than one person or creature shares the sphere, then divide the number of rounds of usable air by the number of creatures, with 4 small equaling one medium and 4 mediums equaling one large.

Casting Level	Area of effect	Usable air	Example
0	1 ft. radius	20 rounds of air	Head sized
1	3 ft. radius	40 rounds of air	Closet sized bubble
2	6 ft. radius	80 rounds of air	Small room
3	9 ft. radius	160 rounds of air	Normal room
4	12 ft. radius	320 rounds of air	Large room

Forge Storm

(By John Bornicke)

[Air, Fire] (Rare)

Level: 7-10

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

This little know weave is neither subtle, nor quiet, throwing roaring sheets of flame throughout the entire area designated by the casting level and causing damage to all creatures within this area. The storm of fire ignites all combustibles material, such as parchment, straw, sticks, and cloth; it can also melt metals with a low melting point, such as lead, gold, copper, silver or bronze. As this effect takes place

simultaneously over the entire area, targets only gain a cover bonus if the cover is at least $\frac{3}{4}$ and from all direction (such as a hole in the ground, or a small building). Damage and area affected vary with the casting level (see below).

Casting Level	Radius of Sphere	Damage
7	50 ft. radius	8d6 + the channeler's level.
8	75 ft radius	12d6 + the channeler's level.
9	100 ft. radius	16d6 + the channeler's level.
10	150 ft. radius	20d6 + the channeler's level.

+1 Casting Level: You may increase or decrease the area affected by this weave by one step on the table above.

Freeze

(By Matthew Krebs)

[Air, Spirit] (Rare)

Level: 4-7

Casting Time: 1 action

Range: Close (25 ft + 5ft/level)

Area: Cone

Duration: Instantaneous

Saving Throw: Will half

Weave Resistance: Yes

All objects or creatures caught within the cone of effect of this weave start to freeze solid, suffering cold damage as indicated below. If a target of this weave is reduced to zero hit points, it becomes brittle and can shatter easily. Treat the target as if it were ice (Hardness: 0; HP 3 per inch of thickness).

Casting Level	Damage
4	1d10 + 1/level of channeler
5	2d10 + 1/level of channeler
6	4d10 + 1/level of channeler
7	8d10 + 1/level of channeler

Geyser

(By Andrzej Betolme)

[Fire, Water] (Common)

Level: 4-8

Casting time: 1 full Round

Range: Long (120 ft. + 5 ft. /2 levels)

Area of effect: See text

Target: See effect

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

This weave causes a great explosion to erupt upwards from any large body of water. This weave can only be used in bodies of water at least as large as a small lake. Ponds, rivers etc. are too small.

Although created in water, the geyser erupts with potentially lethal force and heat, but will not ignite combustible materials.

Casting Level	Damage	Area of Effect
4	2d8	20ft radius
5	2d8+4	20ft radius
6	3d8+2	30ft radius
7	4d8	35ft radius
8	4d8+4	35ft radius

Hammerhands

(By Andrzej Betolme)

[Air, Earth, Spirit] (Rare)

Level: 3

Casting time: 1 action

Area of effect: One target

Range: Close (25 ft + 5ft/level)

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

With this weave, a channeler can create from the One Power a net of pure force and hurl it at a potential target. The net resembles a spider web, 4' wide x 4' high and is invisible to those who cannot see *saidar* or *saidin*.

The net is hurled in a straight line from the caster toward his target and strikes for 2d8 points of damage. The channeler must make a ranged touch attack to strike his target and the target may make a reflex save for half damage. The net does not pass through or around obstacles. Should the net strike an object in its path, it delivers the damage to the object.

Although requiring a certain level of strength in the One Power to produce, these nets are remarkably simple to weave. As a result, it is possible to spin and hurl multiple nets in a very short time.

+1 Casting Level: One extra net created and hurled per round. Only one ranged touch attack is required to hit with multiple nets.

+2 Casting Levels: Two extra nets fired. Only one ranged touch attack is required to hit with multiple nets.

Heat

(By John Bornicke)

[Fire] (Common)

Level: 0-5

Casting Time: 1 action

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

Target: One object

Area: See text

Duration: Instantaneous

Saving Throw: Fortitude half

Weave Resistance: Yes

This simple weave enables the channeler to heat an object without a catalyst, such as fire. It is commonly used to heat objects such as water and metals or to cook food, and can cause damage to those in sustained contact with the heated material.

The maximum weight that a channeler can affect with this weave per round is shown on the table below. For example, a 100 pound object being heated with a second level channeling of this weave would take

4 rounds to increase one heat category on the effect table instead of one.

Casting Level	Weight Effected
0	2 lbs.
1	5 lbs.
2	25 lbs.
3	100 lbs.
4	200 lbs.
5	400 lbs.

The table below lists the damage and brew time for affected objects. Each round, those in contact with the object sustain damage. Once the object is heated, it will remain at the desired heat for a number of rounds equal to its weight category and then will lose heat, dropping one step on the chart below each round.

Heat level	Damage	Brew Time
Warm	None	1 round
Hot	1 pt	2 rounds
Scalding	1d4 pts	3 rounds
Searing	2d4 pts	4 rounds

Killing Mist

(By John Bornicke)

[Air, Earth, Water] (Rare)

Level: 3-7

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: Fortitude half

Weave Resistance: No

With this weave, a caster may create a volume of highly acidic vapors. Those caught within the mist suffer 2d6 points of acid damage per round, but are allowed a Fortitude save for half damage. The mist will dissipate completely over a period of time as detailed on the chart below. Mild winds will cut the duration of the mist in half, while strong winds will completely dissipate the mist in one round.

In addition to the sustained damage, all those within the weave receive a ½ concealment bonus.

Casting Level	Area of Effect	Duration
3	5 ft. radius circle	1 round
4	10 ft. radius circle	2 rounds
5	20 ft. radius circle	3 rounds
6	30 ft. radius circle	4 rounds
7	40 ft. radius circle	5 rounds

Kiss of the Storm

(By John Bornicke)

[Air, Water] (Rare)

Level: 1-5

Casting Time: 1 action

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

Target: See text

Duration: Instant

Saving Throw: Reflex half

Weave Resistance: Yes

With this weave, a channeler is able to conjure a ball of highly compressed air. He may then direct the ball toward his intended targets, where it detonates.

All creatures and objects within the burst radius take damage from the blast pressure and flung debris. The caster must designate the direction and determine range (distance and height) at which the ball is to burst.

Those within the area of effect may make a Reflex save for half damage. Those that fail must make an additional Fortitude save or be knocked to the ground by the overpressure effect of the detonation.

Casting Level	Area of effect	Damage
1	Person	2d4
2	5 ft. radius	4d4
3	10 ft. radius	6d4
4	20 ft. radius	8d4
5	30 ft. radius	10d4

+1 Casting Level: the channeler may modify this weave in order to reduce the amount of damage, while maintaining the overpressure effect.

Opening the Way

(By John Bornicke)

[Air or Earth] (Common)

Level: 2

Casting Time: 1 action

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

Area: One lock

Duration: Concentration

Saving Throw: None

Weave resistance: No

This weave allows a female channeler to focus strands of Air into the keyhole of a lock, twisting and manipulating the lock until it opens. Male channelers can accomplish the same feat, but use strands of Earth to directly manipulate the metal of the lock.

Especially complex locks may, at the DM's discretion, require an open lock roll by the channeler when using this weave. If such is the case, the channeler receives a +20 situational modifier to the roll and may use the Open Lock skill even if she does not have it.

This weave will unlock one lock per use but will not prevent a trapped lock from triggering.

Thunderclap

(By John Bornicke)

[Air, Fire] (Rare)

Level: 0-3

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: See text

Weave Resistance: No

Casting this weave creates a thunderous explosion of sound and pressure. All creatures caught within the area of effect (as given on the chart below) must make a Will save or suffer the damage listed based on their casting level. Those that fail the first save must make an additional Will save or be stricken deaf. Duration of the deafening effect is determined per casting level and is also detailed on the chart below.

Casting Level	Area of effect	of Damage	Rounds Deafened
0	5 ft. radius circle	Shaken for 1 round	2 rounds
1	10 ft. radius circle	Dazed for 1 round	4 rounds
2	20 ft. radius circle	Stunned for 1 round	2d4 rounds
3	30 ft. radius circle	Stunned for 2 rounds	3d4 rounds

+1 Casting Level: You may increase or decrease the area affected by this weave by one step on the table above.

Wall of Flames

(By John Bornicke)

[Air, Fire] (Rare)

Level: 2-6

Casting Time: 1 action

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

Area: See text

Duration: Concentration

Saving Throw: Reflex half

Weave Resistance: Yes

This weave allows a channeler to create a wall of roaring flames, 10 feet high and up to 80 feet long. Without fuel, the wall will only last for the duration of the weave, but it will ignite combustible objects that come in contact with or pass through the wall.

Those creatures or objects within the area of effect when the wall is created or choose to pass into or through the wall will suffer 1D10 + casting level of fire damage per round that they remain within. Additionally, one side of the wall, as determined by the channeler, emits waves of searing heat. Any creatures or objects within 10 feet of the wall suffers 2d4 points of damage per round; any creatures or objects up to 20 feet from the wall suffers 1d4 points of damage per round.

Casting Level	Length of the wall	Brew time
2	5 ft.	0 rounds
3	10 ft.	0 rounds
4	20 ft.	1 round
5	40 ft.	2 rounds
6	80 ft.	3 rounds

Healing

Blight of Flesh

(By John Bornicke)

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

Level: 4

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Weave Resistance: Yes

This particularly nasty weave induces a chemical reaction to occur within the body of a victim, causing the subject's own body to slowly consume and destroy itself.

The casting of this weave requires the channeler to touch the bare skin of his victim. No immediate effect is noticed, but the victim must make a Fortitude saving throw or begin to suffer numbness and fatigue within the next 1d6 hours. This effect causes a -2 circumstance penalty to all attacks and Dexterity based skill checks. The victim must make a Fortitude check thereafter every day or suffer 1d4 hit points of damage as his body is ravaged by its own immunity system. During this time, no wounds can be healed naturally and no subdual damage may be recovered through rest.

The effects of this weave will continue until the victim dies or until a Healing weave is administered, or the subject successfully makes 4 consecutive Fortitude saves.

Crisis of Breath

(By John Bornicke)

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

Level: 5

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

By touching your target and channeling the One Power, you are able to take control of the target's autonomic bodily functions (breathing, heart beat, etc.) thereby attempting to resuscitate a body after it has died.

This weave can only be used on a creature that has stopped breathing due to suffocation or drowning within 9 rounds of its death. After casting this weave, the subject is allowed a Fortitude saving throw (DC of 20). If the saving throw is successful, the character is now considered disabled at 0 hit points and is permanently drained of 1 Constitution point.

+3 Casting Levels: This weave can be cast on a creature that has died in the last 9 rounds by violence or trauma. The target must first have all damage converted to subdual through Healing before this weave may be attempted. As above, a successful Fortitude save (DC 25) will revive the corpse, but drain it of 1 point of Constitution permanently.

Should this weave be rediscovered, it is unlikely that any Aes Sedai would use it, as it violates their strong belief that only the Creator may give life.

Major Healing

(By Geoff Hall)

(Healing)

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

Level: 1-9

Casting Time: See text

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: No

This more complex form of Healing is harder to cast and requires all five affinities of the One Power. Instead of converting real damage to Subdual damage, this powerful weave fully heals the damage. Subdual damage may not be healed with the use of this weave. The amount of damage healed is dependant upon the level at which the weave is cast, as detailed on the chart below.

Though this weave fully heals a damaged creature, it is also extremely draining to the target and the caster alike. A caster who uses this weave must make a Fortitude save (DC 15 + casting level) or be extremely exhausted, suffering a -4 penalty to all rolls for the next 8 hours. Likewise, the target of the weave is similarly exhausted, but receives no saving throw.

This weave can only be cast once per target per day and cannot be combined with the Healing weave on the same target.

Casting Level	Casting Time	Recovered Hit Points
1	1 action	1d8 + channeler level
2	full action	2d8 + channeler level
3	1 minute	3d8 + channeler level
4	5 minutes	4d8 + channeler level
5	10 minutes	5d8 + channeler level
6	15 minutes	6d8 + channeler level
7	20 minutes	7d8 + channeler level
8	25 minutes	8d8 + channeler level
9	30 minutes	9d8 + channeler level

Quicken

(By David Benson)

[Air, Spirit, Water] (Rare)

Level: 3-6

Casting Time: Full round action

Range: Touch

Target: Creature touched

Duration: Concentration

Saving Throw: Fortitude negates

Weave Resistance: Yes

This weave allows the caster to increase the flow of adrenaline in a target, offering them heightened strength and speed. The effect lasts as long as the caster maintains concentration. The longer the weave affects a target, though, the more physical damage might result.

Effect:

Level	Str/Dex Mod	Init Mod	Damage /Round	Fortitude Save
3	+2	+2	1D4	15
4	+4	+3	1D6	20
5	+6	+4	1D8	25
6	+6*	+4	1D10	30

* Target also receives an extra move-equivalent action each round.

Each round that a creature is Quickened, it is subject to subdual damage according to the level that the weave was cast as per the chart above, unless a Fortitude save is successfully rolled. Additionally, when the target is released from the weave, he must make an additional Fortitude Save at the same DC as the per round damage rolls. Failure means that the character suffers 1d4 temporary STR loss as a result of the intense strain placed upon his body. This strength loss can be regained at a rate of 1 point per day of rest. Complete bed rest restores 2 points per day.

Bonuses applied by stat increases due to Quickening are enhancements. Therefore, they do not stack with any other enhancement bonuses, such as those

supplied by some ter'angreal. Initiative modifiers resulting from the increase in Dexterity are NOT applied, as they are inclusive of the Initiative modifier on the Effect table.

Should a creature lose consciousness while under the effects of the Quicken weave, the weave automatically ends as the body shuts down and will no longer respond to the weave. A channeler may not use this weave on himself as it is impossible to channel while Quickened.

Rejuvenate

(By Robert Poulin)

[Fire, Spirit, Water] (Rare)

Level: 5

Casting Time: 5 minutes

Range: Touch

Duration: 5 hours

Saving Throw: Will negates (harmless)

Weave Resistance: No

The weave, a specialty of the Yellow and Green Ajahs, allows a channeler to accelerate the healing potential of her target, allowing them to naturally heal twice their level per hour of damage, regardless of their activity level.

In order to fuel this accelerated healing, the target is required to consume large quantities of food. If the target does not consume the equivalent of three large meals during the duration of the weave, he will succumb to exhaustion as his body will run out of fuel and begin to consume itself. Targets so exhausted suffer a -4 circumstance penalty to all rolls until they gain 8 hours of uninterrupted rest.

This weave may only be cast upon an individual once every 2 days due to the high demands placed upon the body.

Sand Casting

(By John Bornicke)

[Air, Spirit, Water] (Rare)

Level: 2

Casting Time: 1 action

Range: Touch

Target: One person or creature

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

This weave allows a channeler to deepen a target's level of exhaustion. It can be used to make a rested person feel suddenly tired and sluggish, or cause a person who is sleeping to slip so deeply into sleep that they are difficult to awaken.

While the channeler maintains concentration, exhausted targets suffer a -2 circumstance penalty to all rolls. Sleeping targets require one full round of shaking and shouting to be awakened; they cannot be awakened by peripheral noise, even noise generated by combat. Sleeping targets awaken normally 1d3 hours after the weave ends.

+1 Casting Level: The channeler can cause an alert target to immediately fall into a comatose-like slumber and are treated thereafter as sleeping targets as detailed above.

Taming the Broken Thought

(By John Bornicke)

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

Level: 8-9

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

With this lost weave, a channeler is able to permanently heal damage inflicted upon the mind of a targeted creature, whether it

was caused by blunt trauma or the One Power. This ability is considered to be impossible by modern Aes Sedai.

Successful casting of this weave enables the channeler to remove any Compulsion effects, including implanted suggestions, remove implanted memories, and restore erased memories and drained ability points (wisdom, charisma, and intelligence only). This weave may also be used to reduce the level of insanity suffered by male channelers and Wolfbrothers.

Targets of this weave that have Insanity Points reduced must make a successful Will saving throw (DC is equal to the targets Insanity Point total). With a successful save, the target's insanity total will be reduced by 2d6. However, the target must pay 100 XP per point of insanity reduced. Primary Ability stats are restored at a rate of 1d4 points per casting.

Casting Magnitude	
Level	
8	Cure mental damage, erased memories, remove compulsion
9	Remove insanity points, restore lost attribute points

Vigil of Silence

(By John Bornicke)

[Air, Spirit, Water] (Rare)

Level: 3-5

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Concentration

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

This weave places a creature in a state of near suspended animation; slowing breathing, heart rate, and metabolism almost to the point of death. As a result of this stasis, blood loss is greatly slowed and poisons in the system are prevented from spreading and damaging tissue.

The level of suspension is determined by the casting level, as shown on the table below. For example, an injured and unconscious character placed into suspension with a 3rd level casting of this weave would lose an additional hit point from bleeding every 4th round, instead of every round.

So deep is the suspension that a creature is placed into that it is almost indistinguishable from actual death (healing skill check DC 25). While in suspension, the target is unaware of what occurs around him and cannot reawaken until the weave ends.

Casting Magnitude slowed	
Level	
3	1/4 of normal
4	1/8 of normal
5	1/12 of normal

Illusion

Disguise Clothing

(By Kevin Binswanger)

[Air, Fire, Spirit] (Common)

Level: 1-4

Casting Time: 1 full round

Range: Touch

Target: Person touched

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

This weave allows a channeler to place a complex weave around a person, changing the appearance of their clothing. This weave cannot alter the actual appearance of a target, only the clothing that they are wearing. The weave allows almost any imaginable change to a target's clothing, including making them appear as if they were wearing no clothes at all! The actual properties of the clothing, their comfort level, protective value, and material cannot be altered. A silk dress may look like stout Two Rivers woolens, but to the touch it is still a silk dress.

Minor changes, such as clothing color or pattern, allow the target a +2 circumstance bonus to Disguise checks. Major changes, such as nudity or major style changes, offer a bonus ranging from +4 to +10 to Disguise checks, at the DM's discretion.

Anyone interacting with a person with illusory clothing is allowed a Will save to recognize the illusion.

Casting Change	
Level	
1	Minor change to self
2	Major change to self
3	Minor change to other
4	Major change to other

Far Speaking

(By John Bornicke)

[Air, Spirit] (Rare)

Level: 1

Casting Time: 1 action

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

Target: One creature

Duration: Concentration

Saving Throw: Will negates (harmless)

Weave Resistance: No

With this weave, you are able to extend a narrow tendril of intertwined Air and Spirit to any target within range. Anyone in contact with the tendril may communicate with you as if they were standing right beside you. As long as you maintain concentration, you may move the tendril once per round to any other target within range or maintain contact with the original target. The target may move about, but the weave will end should he move outside of the range of the weave. Tied-off, this weave becomes immobile, so is broken if you or your target move from the location you were in when the weave was tied-off.

While this weave is in effect, you are unable to speak to those around you as your voice is propagated through the tendril of Air and Spirit.

Mantle of Shadows

(By John Bornicke)

[Air, Fire] (Rare)

Level: 2-7

Casting Time: 1 action

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

Area of Effect: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

With steady concentration, a channeler may use this weave to manipulate the amount and the diffusion of light in a given area in order to intensify the shadows

within that area. Depending upon the casting level, the channeler can vary the size of the area to be cast into deep shadow and can even manipulate the weave enough to cause the shadows to seem to move at his command.

The area of shadow is dependant upon the level at which the weave is cast, per the table below. Anyone within the area of shadow receives a +4 circumstance bonus to their Hide skill checks as long as the area of darkness is large enough to completely encompass them. Strong and constant light introduced into the area of shadow, such as sunlight, a glowbulb, or light generated from the One Power, is enough to dispel the shadow. Weaker sources, torches, lanterns, or campfires for example, will generally not be strong enough to dispel the weave.

The channeler may, alternately, use the shadows to conjure images and figures. He may manipulate these shadows to make them appear as if they are moving, but this requires a Concentration skill check (DC 10 + weave level).

Casting Level	Area Effect	Example
2	1 ft. radius circle.	A persons face or small object
3	5 ft. radius circle	Cover a large creature or 4 people
4	10 ft. radius circle	A pair of horses with riders
5	20 ft. radius circle	A small building
6	40 ft. radius circle	A large group of men
7	80 ft. radius circle	A troop of cavalry with horses. Or a medium sized building.

Mirror of the Mind's Eye

(By John Bornicke)

[Air, Fire, Spirit] (Lost)

Level: 0-6

Casting Time: 1 round

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

Area: See text

Duration: Concentration

Saving Throw: Will negates (See text)

Weave Resistance: No

By casting this complex and powerful weave you may create a number of effects including realistic sights and sounds. The effects created by this weave are made up of actual light and sounds produced by the One Power and guided by the imagination of the caster and can, therefore, be seen as well as heard well beyond the range limit noted in the weave description. You may move the image within the limits of the area of effect while concentrating; otherwise the image remains static after casting.

A creature may make a Wisdom check (DC 20) in order to determine a flaw in the illusion and realize its unreal nature. Otherwise, the save for this power only applies to those who actually touch or interact with the illusion.

A caster who has an appropriate Perform or Craft skill of +8 or higher (singing, painting, sculpting, instrument, ventriloquism etc. at the DM's discretion), may add a +2 synergy bonus to the Wisdom check difficulty number.

Casting Level	Area effect	Effect	Example
0	Hand sized object	Simple sounds or sights only, no movement.	Animal growling, a tree, a wall over a door.
1	Man sized object	Able to produce both simple sights and sounds together.	A door opening with a creak, a crossbow firing a bolt.
2	10-ft radius circle	Detailed images, people, and conversations.	Two people talking in another room, a leader giving a speech, a wagon traveling on a road.
4	25-ft radius circle	Multiple images, landscapes.	A group of lancers charging, or hide a bridge over a river; create a small grove of trees, etc.
6	50-ft radius circle	Alter sounds and sights from original.	Change a scream to a laugh, change group to look like Trollocs walking and grunting

Warding

Aeriform Shield

(By David Benson)

[Air] (Lost)

Level: 2-5

Casting Time: 1 action

Range: Personal

Effect: Creates mobile shield of air that protects the caster while in melee combat

Duration: Concentration (see text)

Saving Throw: None

Weave Resistance: No

The Aeriform Shield weave allows a caster to create a shield of air, similar to that which is created with the zero level Harden Air weave. The Aeriform Shield, however, can be moved about quickly so as to protect the caster during melee combat. The caster need not actually wield the shield; it hovers about his body and is moved mentally. Maintaining the shield during combat is difficult and requires concentration checks each round, regardless of the caster's activity during the round (DC determined by level and version of weave used). Aeriform Shield may not be tied-off; to do so would render it immobile and of little value as a protective device. The actual size of the shield and its protective value varies with the level of the weave, as detailed below. Entries marked with an asterisk denote alternate castings of the weave at each level. When casting the alternate version, the additional persons being protected must be within 10 feet of the caster and must be visible.

Casting Level	Defense Bonus	Concentration Check
2	+2 AC	15
2*	+1 AC, 1 additional person	25
3	+3 AC	20

3*	+2 AC, 2 additional people	30
4	+4 AC	25
4*	+3 AC, 3 additional people	35
5	+5 AC	30
5*	+4 AC, 4 additional people	40

Circle of Sounds

(By John Bornicke)

[Air, Fire, Spirit] (Common)

Level: 0-7

Casting Time: 1 Full round

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

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

With this weave, a channeler is able to create a dome-shaped area, within which all sound is amplified, but only for the channeler. The dome is invisible to those who cannot see *saidin* or *saidar*. While inside the dome, the channeler receives a +30 circumstance bonus to all listen checks made to hear sounds generated inside the dome.

Physical objects and people can pass through the boundaries of the dome without affecting the weave.

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

Cut Weave

(By Kevin Binswanger)

[Spirit] (Common)

Level: See text

Casting Time: 1 action

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

Target: One weave

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

This weave fashions a knife made of pure Spirit and attacks any weave it's directed at, be they just forming, tied-off or held through concentration. The casting level of this weave must be at least one higher than the weave it is used against. The weave does not need to be identified, but it must first be known that the weave is being cast. To cut a weave, make an opposing concentration check, where both channelers add their Power Level (sum of the subject's Intelligence bonus, Wisdom bonus, Charisma bonus, and levels in channeling class, as detailed in *Prophecies of the Dragon*). For every level cast higher than the target weave affords the channeler a +1 modifier to her opposed skill check. A success instantly unravels or cuts a held or tied-off weave. If used as a ready action to sever a weave as it is being formed, the weave is disrupted and does not form, but the weave is lost as if it had been cast.

Deflecting the Shot

(By Randy Madden)

[Air] (Lost)

Level: 3

Casting Time: 1 Action

Range: Personal

Effect: Protects caster from projectile attacks

Duration: Concentration

Saving Throw: None

Weave Resistance: No

The channeler of this weave is able to create an immobile shield of air, 6 feet tall and 3 feet wide. The shield is invisible to anyone who cannot see *saidin* or *saidar*. While behind the shield, the channeler is afforded 100 percent cover from incoming missiles attacks, up to and including large projectiles such as ballista and catapult shot. The channeler, at his option, may elect to leave the projectiles that strike the shield suspended in the air, or allow them to harmlessly deflect away.

Notes: This weave was used by Aginor in EotW & Rand in FoH.

Forbiddance

(By John Bornicke)

[Air, Earth, Spirit] (Rare)

Level: 1-6

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

With this weave, a channeler is able to create a zone of forbiddance. Any living creature passing into the zone must make a Will save or suffer one of two effects, determined by the caster at the time the weave was created.

Fear: This effect causes all living beings that enter the area of effect to have feelings of imminent danger; fear and unease.

Creatures suffering the fear effect have a -4 modifier to attack and skill rolls and will attempt to leave the area of effect immediately. Once outside of the area of effect, the feelings of dread will subside in 2d4 rounds.

Distraction: This effect is much more subtle, causing those who fail their Will saves to easily forget their intended course of action and become distracted by all manner of irrelevant events. Those that are so distracted suffer a -2 AC penalty and a -2 penalty to all attack roles.

Casting Level	Area of Effect
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

+1 Casting Level: The channeler is able to designate a group of people who are immune to the effect of the weave (women, channelers, Aiel, Ogier, etc).

Shield (Revised)

(By Kevin Binswanger)

[Spirit] (Common)

Level: Level 3+

Casting Time: 1 action

Range: Line of Sight to cast, No range to maintain

Target: One person

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

You cut a channeler of the same gender off from the True Source, preventing him from channeling and immediately ending any weaves he is maintaining through concentration. Although the target cannot channel, he remains embraced to the True Source and does not need to embrace it again once the *shield* is dropped.

Revised version 1:

The level of the weave cast must be at least equal to the level of the target. Each level at which the weave is cast higher than the level of the target increases the DC of his Will save by one. For example, a 6th level *shield* cast against a 4th level target will increase the DC of the target's Will save by two.

-2 Casting Levels: If the target is not embracing the True Source, reduce the level of this weave by 2 casting levels. The target's Will save is still modified as if the weave were cast two levels higher. So, in the example above, the effect of the weave is still cast at 6th level, but the channeler only uses a 4th level weave slot.

Revised version 2:

This version of *shield* is cast at 3rd level.

To shield a target, make an opposed Concentration check. The Concentration check for both participants is modified by their Power Rating (sum of the subject's Intelligence bonus, Wisdom bonus, Charisma bonus, and levels in channeling class, as detailed in *Prophecies of the Dragon*). A victory by the shielding character indicates that the victim is shielded, as detailed in the weave description. Should the victim win the opposed roll, she is not shielded. Should she win by 10 or more, and has the ability to weave *shield* herself, she may immediately attempt to shield her attacker. This is a free action and requires another opposed skill roll. The battle of wills may continue until one character is shielded or a character wins the opposed skill check by less than 10, which disallows a retaliative shielding attempt.

If the target is not channeling and has not embraced the True Source, the channeler receives a +6 modifier to the opposed skill check.

Strangle the Flow

(By Andrzej Betolme)

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

Level: 9

Casting Time: 1/2 hour

Range: Touch

Effect: Restricts a channeler's strength with the One Power

Area: One person

Duration: Concentration (must be tied-off to be used effectively)

Saving Throw: Will negates

Weave Resistance: Yes

This powerful weave allows a channeler to restrict a target's access to the One Power, reducing the amount of *saidin* or *saidar* that they can draw upon.

To represent this restricted access, the target's channeler levels are cut in half while this weave is in effect. So, a 10 level channeler would function as if she were only 5th level. No channeler may be reduced below 1st level in this manner. The target does not lose feats, skills, saving throws, or hit points, nor are non-channeler levels affected in any way.

+1 Casting Level: The target is reduced to ¼ effective channeling level, round down. So, an 8th level channeler is reduced to level 2 while the weave is in effect. Channeling the weave at this level usually requires the use of *linking* or an *angreal*.

Ward Against Intrusion

(By John Bornicke)

[Air, Spirit] (Rare)

Level: 1-5

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 enables a channeler to create a dome shaped weave around herself through which no person, object or the One Power may pass without collapsing the ward and sounding an alarm. The alarm itself can be audible or mental, as determined by the channeler and triggers each time a creature of Tiny or larger size enters the warded area. A creature that speaks a password, determined by the channeler at the time of casting, does not set off the alarm.

Mental Alarm: A mental alarm alerts the channeler that the warded area has been breached. The alarm will sound as a mental "chime" which can only be heard by the channeler. The mental alarm will awaken the channeler from normal sleep, but not otherwise disturb her concentration. The channeler must tie-off the weave in order to sleep while this weave is in effect.

Audible Alarm: An audible alarm warns those within the area of effect that the warded area has been breached. The audible sound that is created can be either that of a small bell ringing, or a spoken message in the channeler's voice. The message may be no longer than a few sentences and is spoken during the creation of the weave. The alarm can be heard by anyone within the area of effect.

Casting Level	Area of Effect
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

Weave Deflection

(Unkonwn)

[Spirit] (Common)

Level: 1+

Casting time: See text

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

Target: One weave

Duration: Instantaneous

Saving Throw: Special

Weave Resistance: No

This weave is used to deflect harmful weaves sent by other channelers. Only weaves that directly affect objects or people, such as Fireball, Shield or Cutting Lines of Fire may be deflected. Stationary weaves, such as Fiery Sword, Current or Wand of Fire may not be deflected. Weave

deflection must be cast at a level equal to or greater than the weave being deflected. To use this weave, an action must be held ready. When an opponent casts a weave you wish to deflect, make opposing concentration checks, both channelers adding their Power Rating (sum of the subject's Intelligence bonus, Wisdom bonus, Charisma bonus, and levels in channeling class, as detailed in *Prophecies of the Dragon*). If you succeed, the weave will be deflected from its intended target. With a success of 10 or more, the weave can be directed to a different target at the deflecting character's discretion. A success of 15 or more allows the deflecting character to retarget the weave back at the original caster. A failure means that the weave hits its intended target.

Chapter 5 - Game Mastering

The True Power

(By Randy Madden)

Description

The True Power is different from the One Power. It originates from the Dark One and is accessible only to his greatest servants. Male or female channelers can use it equally well.

It is far more addicting than the One Power; many of the Forsaken believe that it would be impossible to resist. The lure of its use is that it cannot be detected by either sex and it appears to be impossible to cut a weave made of the True Power (see *Cut Weave* in chapter 6). It appears not only to be an extra source of power, but also a more potent one. The physical manifestation of the addiction seems to be the *saa*, black flecks that float across the eyes. Eventually, the use of the True Power will lead all those who use it to insanity, death, or possibly even worse. Even among the Forsaken, it is believed that only 29 people have ever used this power. Only the Forsaken, Moridin, freely uses the True Power.

Addiction Game Mechanic

Use of the True Power will eventually addict anyone, unless the Dark Lord shields him or her from it. Only the Nae'blis has the possibility of earning this distinction. Each time the True Power is used, it requires a Wisdom check vs. a DC of 12 (a 1 automatically fails). Each failure accumulates until the number of failures reaches half of the character's current Wisdom; at that time the character is considered addicted. They must make a Will saves (DC 25) from that point on in order to use the One Power. They have

taught themselves to instinctually reach for the True Power.

A character with even 1 failed check will have the *saa* markings, the closer they are to addiction the more pronounced the *saa*. If a character accumulates as many failures as they have points in Wisdom, they will pay the Dark Lord's price.

True Power Mechanics

Any person entitled to use the True Power may draw upon it to channel any weave that they know, even if they do not have the Talent. They do not use a One Power slot for this weave. They must immediately make a Wisdom Check vs. a DC of 12; handle failure as noted in the Addiction section. This weave may not be detected or cut. It leaves no residue that is discernible to other channelers.

Severing True Power

If a Forsaken is in the place between worlds with someone of the same gender, that person can see the black tendril of the Dark One touching the Forsaken. It is possible in that place to either Shield or Sever the Forsaken from his master. The mechanics for doing this work in an identical fashion to the two weaves, but they have a different effect. Cutting a Forsaken free of the Dark One instantly strips them of their Forsaken Template. They may not wield the True Power, they begin to accumulate Madness, and they no longer have command over Shadowspawn. The Dark One looks unfavorably on any servant that has been sundered from him.

It might be possible to come back into the graces of the Dark One. This would require a trip to Shayol Ghul and a re-pledging of fealty. This unenviable task is just as likely

to result in the death of the Forsaken as it is to restore his connection to the Dark One.

Reincarnation

The Forsaken have the possibility to be reincarnated if they are killed while serving the Dark One. The new body they inhabit is often a sign of the Great Lord's esteem for that character. The rules for this are left to individual DMs, but there are some things to consider:

The reincarnated Forsaken should keep their Int, Wis, and Cha, but the host will determine new values for Str, Dex, and Con.

If pleased, the Great Lord will have his servants go to great lengths to find a suitable host. This results in above average Str, Dex, and Con in the new body.

Some who have been reincarnated have lost some of their ability with the One Power. Treat this as being subject to a Restore the Power weave.

Sex of the host is not an issue. A reincarnated male Forsaken is just as likely to return in a female body as a male one.

Other House Rules

Algai'd'siswai's Cadin'sor

(By Kevin Binswanger)

An Algai'd'siswai wearing a cadin'sor in the environment for which the garment was intended will receive a +1 circumstance bonus to all Hide skill checks. For example, If the cadin'sor was designed for use in the Waste, an Algai'd'siswai will receive the Hide bonus while in that environment. The Aiel have designed cadin'sor to be used in other environments, such as forests, green fields, and even in snow.

Shields and Defense

(By Mark Etter)

Using this rule, shield defense bonuses stack with the class defense bonuses without the need for *armor compatibility*.

Skill Point Conversion

(By Mark Etter)

With the permission of the Gamemaster, a player may convert 10 skill points into a bonus feat of the player's choice.

Linking

(By Stéphane Côté)

Roles

The *Leader* is the channeler who draws power from the circle and uses that power to increase the effectiveness of her weaves. This role is normally assumed by the channeler who initiates the circle, or the highest level channeler in the circle. The leader may transfer control of the circle to any other member at any time. The *Leader* is the channeler who controls the flow of the One Power and actually casts the weaves.

The *Linked* are channelers who supply their weave slots to the circle. They have no control over how the weaves are being used, but they may drop from the linked circle at any time.

Actions

Transfer of *Leadership* within the circle requires a standard action. *Leadership* may be changed as a free action, but the channeler receiving the transfer must succeed at a Will save (DC 15) or be stunned for 1d4 rounds and ejected from the circle. *Leadership* remains with the original channeler if the transfer target is ejected from the circle.

New members may be added at any time by the *Leader*. This action also requires a standard action. Dropping from the link is a free action.

Weaving

The *Leader* chooses which weave to cast; but instead of using her own weave slots, may draw weave slots from those *Linked* in the circle. The *Leader* determines which circle member to draw the slot from. For example, the *Leader* of a circle of 10 casts a 5th level weave. Because of the added power granted from the circle, she would cast the weave at 8th level, but only burn a 5th level slot. She may, at her discretion, burn that 5th level slot from any member of the circle instead of her own. When a *Linked* member has no more weave slots to contribute to the circle, she is mentally and physically exhausted, but remains in the link.

While in the circle, *Linked* members can only perform partial actions.

Angreal and sa'angreal possessed by circle members may be used in the following ways by the circle *Leader*:

If there are multiple angreal owned by members within the circle, the *Leader* may only use the highest powered angreal to increase the level bonus afforded to her by the circle. For example, a 10 member circle has among its members a +1 angreal and two +2 angreal. The *Leader* may only use one of the +2 angreal to increase the level bonus from +3, the normal level increase allowed based on the circle size, to +5. The *Linked* members must voluntarily allow their angreal to be used in the circle.

The *Leader* may elect not to use an angreal to increase the additional levels supplied by the circle. She may, instead, use the angreal to reduce the level of the weave burned by a *Linked* member. She may use

the angreal to decrease the level of weave burned for any member of the circle, regardless of who within the circle owns the angreal. For example, the *Leader* of a 10 member circle casts a 5th level weave. She elects to burn the 5th level slot from one of her members, but, using a +1 angreal, burns only a 4th level slot. The weave is still cast at 5th level, modified by the +3 bonus afforded by the circle. A *Linked* member may also elect to hold back an angreal from the circle and use it to reduce the level of the weave that the *Leader* takes from her. If the angreal is held back for this reason, it may not be used by the leader to assist in channeling.

Total Circle Size	Number of Linked*	Additional Levels	Minimum Number of Males
2	1	+1	0
5	4	+2	0
10	9	+3	0
14	13	+3	1
17	16	+4	2
26	25	+5	3
37	36	+6	4
50	49	+7	5
65	64	+8	6
72	71	+9	7

Mass Combat Rules

(By Robert Poulin)

Here are some simple rules to resolve large-scale battles:

Unit Statistics

(Definitions and Explanations):

Size: This represents the number of warriors in a given unit. There are four unit Size Scores, based on the numerical strength of the unit. The Size Score is used in subsequent calculations:

Numerical Size	Unit	Size Score
500		1
1000		2
2000		3
4000+		4

Hit Points: This stat represents the amount of damage a unit can take before being destroyed. To get a unit's Hit Point total, multiply the Class Hit Die of the unit by 4, then multiply that figure by the unit's size, as calculated on the unit size chart above.

$(4 \times \text{HD}) \times \text{Size Score}$. A unit that loses 50% its total hit points is reduced one Size Score category level.

Defense: The Defense rating of a unit is determined by the skill and training of the particular unit. To determine a unit's Defense rating, add $10 + \text{Size Score} + \text{AC}$ modifier. Armor bonuses have the same value to a unit as they would to a character. It is assumed that all members of a given unit are wearing similar armor.

Attack: This score is used to determine how well a unit performs in battle. The unit's skill level value (as determined on the chart below) plus the unit's Size Score determines the attack score.

Unit Skill Level	Skill Level Value
Commoner	1
Recruit	2
Militia/Grunt	3
Veteran	4
Elite	5

Damage: Damage is determined by the damage code of the primary weapon used by a unit in any given round and is multiplied by the unit's size. (example: A unit of 1000 men use longswords against enemy Trollocs, the damage they inflict is $1d8 \times 2 = 2d8$). A minimum amount of damage is always done in mass combat and is equal to half of a unit's size modifier, rounded down.

Survivability: This number determines how many of the casualties are able to keep on fighting. This number is purely based on the heartiness of a people or race. After taking damage in a round, make a survivability roll against the following DCs: If the unit you are fighting is 1 size category smaller than you are, the DC is 12; if the enemy unit is the same size, the DC is 15; if the other unit is 1 size larger, the DC is 18; if the opposing unit is 2 sizes larger, then the DC is 21; and if the unit is 3 times larger, the DC is 25. For every point above the DC, you add that number back to your unit's Hit Points. Each race of creature has a base survivability between 1 and 6 with 6 being the heartiest of folk and 1 being the weakest.

Speed: This represents how far a unit can move in a single round. Movement is done the same way as a single character, with a unit's movement being represented by its slowest components. A mixed unit of cavalry and infantry will have the base movement score of the infantry.

Initiative: Initiative is determined normally. The roll is modified based on the Units Commander's initiative modifier.

Morale: The loss of morale in battle subtracts from the survivability of a unit. A unit loses 2 points of survivability when their commander is killed. A unit loses 2 points of survivability for every 25% of casualties they take in the course of battle.

Detachment: It is possible for a larger unit to split into a smaller unit; the stats for each unit will now change to reflect its smaller size.

Flanking: A unit that manages to flank or attack another unit from the rear receives the same standard bonuses to attacks as do characters.

The One Power: The One Power can be particularly dangerous in mass combat. Because troops are densely packed, they do not get saving throws and damage can be heightened by their fellows trampling each other in an attempt to be somewhere else. A channeler rolls their normal weave damage and it applies to the whole unit they are attacking, that's a lot of damage from one person.

Order of Battle:

Initiative
Movement
Ranged and Spell attacks
Melee Attacks
Damage
Determine survivors and Unit Morale

Example of Unit Stats:

Trolloc Grunt Unit

Unit Size: 3 (2000 Trollocs)
Unit Hit Points: $(8 \times 4) \times 3 = 96$
Unit Defense: $10 + 3 + 3 = 16$
Unit Attack: $3 + 3 = +6$
Unit Damage: $2d4 \times 3$ (scythes)
Unit Speed: 40
Survivability: 3

Aiel Stone Dogs (veterans)

Unit Size: 2 (1000)

Unit Hit Points: $(10 \times 4) \times 2 = 80$

Unit Defense: $10 + 4 + 2 = 16$

Unit Attack: $4 + 2 = +6$

Unit Damage: $1d6 \times 2$ (Aiel Spear)

Unit Speed: 40

Survivability: 6

Example of Battle:

The Aiel Chief wins the initiative and strikes the Trollocs. The Aiel unit rolls a 12 with its skill of +6 to attack and hits $(12 + 6 = 18)$ the Trollocs, whose defense is 16. The Aiel rolls a 4 on damage and multiplies that by its unit size of 2 for a total damage of 8 hit points to the Trolloc unit. The Trolloc makes survivability save to see if any of those casualties can remain in the fight. The Trolloc unit rolls a 6 and adds it to its heartiness of 3 for a total of 9, but it needed a 12 to save, so all casualties are out of the fight. Now the Trollocs attack. They roll a 7 and add it to their attack of +6 for a total of 13, which misses the Aiel defense of 16. Since it's unlikely that an entire unit would miss, the minimum damage is done, which is 1 half of the units size modifier rounded down. In this case, The Trolloc unit would still inflict 1 hit point of damage on the Aiel unit. The combat continues in this fashion until one side loses or is driven from the field.

The One Power Slot Pool System

(By Ishamael)

The Slot Pool system functions, in most ways, identically to the system already established in the Wheel of Time Role Playing game produced by Wizards of the Coast. This system was designed to better simulate how the One Power functions in the series of novels that the game was based from. Changes to the existing system are as follows:

The Slot Pool

All channeling characters have a Slot or Weave Pool. The number of slots in the pool is determined by adding up all the slots granted under the Initiate's and Wilder's Weaves per day table. The value of each slot is as follows:

Level	Slots per level of Weave
0	½ slot (Round down.)
1st	1 slot
2nd	2 slots
3rd	3 slots
4th	4 slots
5th	5 slots
6th	6 slots
7th	7 slots
8th	8 slots
9th	9 slots

Example: Kale, a Wilder has three 0 level slots, two 1st level slots, and two 2nd level slots and one 3rd level slot. To determine his slot pool, he adds one slot from his 0 levels slots, two from his 1st level slots, four from his 2nd level slots, and 3 from his 3rd level slot. He now has a slot pool of 10 weave slots. (1+2+4+3=10)

Casting of Weaves

Casting of weaves is done the same way as described in the original rules. If you want to cast a 4th level Fireball, you simply burn

4 weave slots. The 4 slots are deducted from the weave pool.

0 level weaves are handled differently. The channeler may make a Concentration check (DC: 20) to attempt to weave the 0 level power at no cost. If he fails, he must spend 1 slot. A channeler must have at least one slot in his pool to attempt to use a 0 level slot.

Overchanneling and Angreal

Overchanneling is different, in that you do not have to be out of slots to attempt it. At any time, you may attempt to overchannel to get a higher level effect.

Example: You have a weave pool of 10. You want to cast a 4th level Fireball. You may spend 3 slots and attempt to overchannel. If successful, you cast the Fireball at 4th level and still have 7 weave slots in your pool.

Angreal and sa'angreal are not changed; you simply get to add their level bonus to whatever you're trying to weave.

Example: You have a +2 angreal and want to cast a 7th level weave. You need only use 5 slots. Additionally, you may also attempt to overchannel. This could possibly reduce the cost from 2-4 slots.

CAUTION:

This system potentially makes channeler classes much more versatile. It was created to more accurately imitate the One Power as it was described in Robert Jordan's novels, and little attention was given to game balance. Use only if you are not overly concerned with the power level of the channeling classes in your campaign. Gamemasters are strongly encouraged to look over this system before letting players use it.

Wolfbrother Madness, Revised

Randy Madden's version

Like male channelers, a Wolfbrother risks madness. Unlike a male channeler, the madness does not stem from the taint, but rather from the animalistic urges that threaten to overwhelm their human side. The speed at which Wolfbrother powers are developed has a great deal to do with the risk of madness. Slow integration allows the Wolfbrother time to deal with the changes.

Rather than use the generic chart on page 210 of the WoT RPG guide, a specific madness progression for the Wolfbrother should be used.

Madness Rating	Trigger Conditions
0-15	-
16-30	Injury
31-40	Injured friend or mate
41-50	Large crowd, hostile scent
51-60	Threat
61+	Constant

Explanation of Trigger Conditions:

Injured friend or mate:

Pack instinct has begun to take root in the Wolfbrother's mind. If he witnesses harm occurring to someone that might be considered part of his pack, he must check for madness effects.

Large crowd, hostile scent:

The Wolfbrother has become accustomed to the instincts of the wolves and has developed a distrust of humans in large crowds. When placed in densely populated areas, such as at large feasts or public gatherings, the crush of humanity triggers a fight or flight response in the Wolfbrother. Also at this stage, if the Wolfbrother scents

someone who intends him harm, He will have great difficulty controlling himself.

Check for Madness: See second column page 210.

Madness Rating	Symptoms	Duration
5 or less	Pacing	1d6 hours
06-15	Withdrawal	2d6 hours
16-25	Animal Fury	2d6 rounds
26-35	Hostile	2d6 minutes
36-45	Panic	2d6 rounds
46-55	Fury	2d6 rounds
56+	Lost	See Text

Explanation of Symptoms: When a Wolfbrother fails a madness check, he often behaves in an animalistic and dangerous fashion. The effects listed serve as guidelines for role-playing, but the specific effects are left to GM's discretion.

Pacing: The Wolfbrother feels a great need to escape the situation; this often manifests itself as pacing and irritability.

Withdrawal: The Wolfbrother wages an internal struggle against his feral side. The concentration required often leads him to sequester himself from others for fear of doing them harm.

Animal Fury: The Wolfbrother still controls the animal inside, but manifestations have begun to show. He growls, shed his clothes, and looks off into the distance, as if talking to someone else. Others who see this behavior will often assume he is insane and likely dangerous.

Hostile: The Wolfbrother is threatening to those around him. Like a wounded animal, He is lost in himself. Any stimulus is perceived to be a threat, even from friends. He will remain disassociated from those around him for the duration of this effect.

Panic: The Wolfbrother has lost all identity, unsure if he is wolf or human. He will flee without thought or plan, seeking only to escape.

Fury: The Wolfbrother, in a state of frenzy and confusion, behaves as a rabid animal. He will attack any available target.

Lost: The human side of the Wolfbrother is lost to the animal. There is no return from this stage. He will always seek to be free and running with his pack.

Wolfbrother Madness, revised

Geoff Hall's version

This is not a completely new madness mechanic but rather a reworking of the trigger conditions and symptoms presented in the core book. I contend that the system in the core book works perfectly well for male Channelers affected by the Taint, but that Wolfbrother madness is a different condition. It is about losing yourself to the pack rather than succumbing to a disease created by the Dark One.

Hence the trigger conditions and symptoms given in the core rules should be retained for male channelers, but the following tables should be used for Wolfbrother madness. In addition, Wolfbrother madness and Taint madness should be recorded separately as they are separate conditions.

Madness	
Rating	Trigger Condition
0-15	None
16-30	Injury
31-40	Will save
41-50	Communicating with Wolves
51-60	Threat
61+	Constant

Madness Symptoms		Duration
Rating		
5 or less	Wolf Aspect	2d6 minutes
06-15	Aversion	2d6 hours
16-25	Paranoia	2d6 minutes
26-35	Claustrophobia	2d6 minutes
36-45	Rage	2d6 rounds
46-55	Run with the Wolves	2d6 hours
56+	Lost to the Pack	See Text

Wolf Aspect:

The character displays wolf-like actions; sniffing the air, panting, trotting with a wolf's easy gait, etc.

Aversion:

The character develops a distinct aversion to humans and their trappings, especially buildings. They will want to head off into the wilderness and spend time away from other humans and their world.

Paranoia:

They're all out to get you! The character develops acute paranoia and begins to believe that all of the humans around him are out to get him. He will fight or run at the slightest provocation.

Claustrophobia:

The character suffers from acute claustrophobia. The confined and enclosed places of the human world are too much for him and he has to get out, back to nature, now.

Rage:

The character flies into a fit of uncontrollable rage, lashing out at the nearest person or object to him.

Run with the Wolves:

The character develops an irresistible urge to run with the pack. He will seek out the nearest wolves and run with them, losing himself to them for the duration of the madness before he comes around, perhaps many miles from where he started.

Lost to the Pack:

His wolf side has permanently subsumed the character's personality. He has ceased to be a thinking, reasoning human and is now fully a wolf, if not in body then certainly in mind. He will flee human settlements and head into the wilderness to join his pack, with whom he will run as another wolf. At this point, the character becomes an NPC.

Revised Shadowspawn

(By LuciusT)

I have made some revisions to some of the existing Shadowspawn. With the exception of the Draghkar, most of these revisions center on the skills of the various Shadowspawn creatures. In creating my own Shadowspawn, I found that there appeared to be no logical consistency in the number of starting skill points the various Shadowspawn creatures received. So, using the D&D 3E Monster Manual as a guide, I created my own system for creating Shadowspawn and revised the existing Shadowspawn, both to fit that system and to better reflect the books. It is interesting to note that under this system, Darkhounds needed no revisions. Also, I did not revise the Gholam stats for the simple reason that we have no intension of ever using a Gholam in our campaign. The general descriptions of these Shadowspawn stay the same as in the rulebook.

Shadowspawn are divided into two types: Shadowspawn humanoids and Shadowspawn beasts.

Shadowspawn humanoids receive 6+Int mod skill points, plus 2 skill points per Extra Hit Die (as defined by the D&D 3E Monster Manual).

Shadowspawn beasts receive 2xInt skill points, plus 2 skill points per Extra Hit Die (as defined by the D&D 3E Monster Manual).

Myrddraal

Type: Medium Shadowspawn Humanoid

Hit Dice: 9d8+36 (76 hp)

Initiative: +6 (Dex)

Speed: 40 ft

Defense: 22 (+6 Dex, +2 natural, +4 black plate)

Attacks: Shadow - Blade +13/+8 melee

Damage: Shadow - Blade 1d10+4 and disease

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Shadow Blade, Fear Gaze

Special Qualities: Blightsight, Dark Vitality, Trolloc Link, One Power Sense, Shadow Walk

Saves: Fort +10, Ref +12, Will +5

Abilities: Str 18, Dex 22, Con 18, Int 15, Wis 14, Cha 16

Skills: Hide +10, Intimidate +10, Listen +6, Move Silently +10, Ride +8, Spot +6

Feats: Cleave, Dodge, Power Attack

Climate/Terrain: Any Land

Organization: Solitary or Band (2 - 4)

Challenge Code: E (CR 11)

Advancement: As character class

Combat

Shadow Blade: Wounds delivered by a Shadow Blade never heal naturally; only the One Power can restore hit points lost in this way.

Furthermore, wounds caused by a Shadow Blade fester easily. Any hit by such a weapon must make a Fortitude check (DC 18) or contract a terrible wasting disease. The disease deals 1d6 points of temporary Con damage and has an incubation period of one day. Anyone, other than Shadowspawn, foolish enough to carry a Shadow Blade is also subject to this disease and must make a Fortitude check each day he carries the weapon.

Fear Gaze: Anyone facing a Myrddraal within 30 feet must make a Will save (DC 17) or be shaken for 1d6 minutes. Shaken creatures suffer a -2 morale penalty to attack rolls, damage rolls and saving throws.

Dark Vitality: Myrddraal do not die, regardless of damage, until the next sunset. Myrddraal who suffer enough damage to be killed can only make partial actions and often attack randomly. They do not heal naturally, but can be revived.

Trolloc Link: A Myrddraal can psychically link with 20 + 1d6 Trollocs, directing their actions. If the Myrddraal

suffers enough damage to be killed, all linked Trollocs die immediately.

Shadow Walk: By entering a shadow, a Myrddraal can instantly travel to another shadow many miles away.

Trolloc

Type: Large Shadowspawn Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +1 (Dex)

Speed: 40 ft

Defense: 14 (-1 size, +1 Dex, +4 mail shirt)

Attacks: scythesword +4 melee; or short bow +3 ranged

Damage: scythesword 2d4+3; or short bow 1d6

Face/Reach: 5 ft by 5ft / 10 ft

Special Qualities: Low Light Vision, Light Sensitivity, Myrddraal link

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9

Skills: Climb +2, Hide +4, Listen +4, Move Silently +4, Spot +4

Feats: Alertness

Climate/Terrain: Any Land

Organization: gang (2 - 6), band (11 - 20 plus 1 2nd level warrior sergeant and sometimes 1 Myrddraal) or fit (100 - 200 plus 5 2nd level warrior sergeants, 1 3rd - 5th level warrior leader, and 1 - 4 Myrddraal)

Challenge Code: B (CR 3)

Advancement: by character class

Combat

Light Sensitivity: Trollocs suffer a -2 circumstance penalty to attack rolls in bright light

Myrddraal Link: A Myrddraal can psychically link itself to 20+1d6 Trollocs, directing their actions. If the Myrddraal suffers enough damage to be killed, all linked Trollocs die immediately.

Skills: Trollocs receive a +4 racial bonus to Hide and Move Silently checks.

Scent: 1 in 6 Trollocs have the Scent ability.

Draghkar

Type: Medium Shadowspawn Humanoid

Hit Dice: 5d8 (23 hp)

Initiative: +3 (Dex)

Speed: 30 ft; fly 40 ft (poor)

Defense: 15 (+3 Dex, +2 natural)

Attacks: 2 talons +4

Damage: talon 1d4-1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Captivating song; kiss

Special Qualities: low light vision

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 8, Dex 17, Con 11, Int 6, Wis 14, Cha 22

Skills: Listen +8, Move Silently +7, Spot +8

Feats: Alertness, Flyby Attack

Climate/Terrain: Any land

Organization: Solitary or Band (2 - 4)

Challenge Code: D (CR 7)

Advancement: 6 - 8 HD (medium)

Combat

Captivating Song: The song of the Draghkar has a range of 120 feet. Using the song is a free action and can affect one creature. The target must make a Will save (DC 19) or become utterly captivated. A captivated target will move toward the Draghkar, unable to take any other action. If the path to the Draghkar is dangerous, the target is allowed a second saving throw. Once within 5 ft of the Draghkar the target stands, docile, and offers no resistance to the Draghkar's kiss.

Kiss: The Draghkar must make a melee touch attack to kiss an unwilling victim, which provokes an attack of opportunity. The kissed target must make a Fortitude save (DC 19) every round or be permanently drained of 1d6 Wis. When the target's Wis is reduced to 0, their soul is destroyed. While effectively dead, the target's body continues to live. If the Draghkar continues the kiss, the target loses 1d6 Con until the body dies.

Creator's notes: The Draghkar have been completely revised from their original

write-up to bring them more into line with the books.

Grey Man

Type: Medium Shadowspawn Humanoid

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: 30 ft

Defense: 14 (+2 Dex, +2 natural)

Attacks: Dagger +7 melee

Damage: Dagger 1d4+3

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Sneak Attack, Death Attack

Special Qualities: Beneath Notice

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 2

Skills: Hide +14, Listen +4, Move Silently +14, Spot +4

Feats: Alertness, Stealthy

Climate/Terrain: Any land

Organization: Solitary or band (2 - 4)

Challenge Rating: E (CR 10)

Advancement: -

Combat

Sneak Attack: If a target is unable to use their Dex bonus for defense or the Grey Man flanks the target, the Grey Man's attack deals +3d6 extra damage. This ability works in the same manner as a Wanderer's Sneak Attack ability.

Death Attack: If the Grey Man spends 3 rounds studying a target and then makes a successful Sneak Attack that deals damage, the attack has the additional possibility of killing the target, regardless of their total hit points. If the victim of the attack fails a Fortitude Save (DC 14) he dies, otherwise the damage is resolved as normal.

Beneath Notice: A Grey Man can use his Hide skill even when completely in the open, with no cover. Once a Grey Man attacks, he suffers a -10 penalty to his Hide check until he can escape immediate observers.

Skills: Grey Men received a +8 racial bonus to Hide and Move Silently

Trolloc Development Chart

(By Robert Poulin)

The following Trolloc stats represent the Trollocs at different stages of their development.

	Grunt	Veteran	Elite	Commander
Hit Points	3d8+3(16)	5d10+5(38)	7d10+14(64)	10d10+30(96)
Initiative	+1 (Dex)	+1	+2 (+2 Dex)	+6
Defense	14 (-1 size, +1 Dex, +4 mail)	18 (-1 size, +4 class, +4 mail, +1 Dex)	20 (-1 size, +2 Dex, +5 class, +4 mail)	22 (-1 size, +2 Dex, +6 class, +6 plate, -1 Dex adjustment)
Attack	+5 scythesword, +4 shortbow	+8 scythesword, +6 shortbow, +8 spear	+12 Axe, +9 shortbow	+15 Axe, +14 spear, +12 shortbow
Damage	2d4+3 scythesword, 1d6 shortbow	2d4+3 scythesword, 1d6 shortbow, 1d8+3 spear	1d12+4 Axe, 1d6 shortbow	1d12+6 Axe, 1d8+4 spear, 1d6 shortbow
Saves	Fort 4, Ref: 3, Will: 1	Fort 5, Ref: 4, Will: 2	Fort 7, Ref: 6, Will: 4	Fort 12, Ref: 8, Will: 6
Attributes	Str 16, Dex 12, Con 13, Int 9, Wis 10, Cha 9	Str 17, Dex 13, Con 13, Int 9, Wis 10, Cha 9	Str 18, Dex 14, Con 14, Int 9, Wis 10, Cha 9	Str 19, Dex 14, Con 16, Int 11, Wis 10, Cha 11
Feats	Alertness	Alertness, Power Attack	Alertness, Power Attack, Cleave, Weapon focus (Axe)	Alertness, Power attack, Cleave, Imp. Initiative, Weapons Focus (Axe), Weapons Specialization (Axe)

- All Trollocs are large
- All Trollocs have a base movement of 40
- Trollocs all speak Trolloc, a few Elites and higher may speak common.
- The Following are base skills for the Grunt. To find skill levels for each additional rank of Trolloc, at 1 rank to 5 skills for each level of development a Trolloc has achieved. For example, a Commander will have 3 additional ranks in at least 5 skills.

Grunt Skills:

Climb 3, Hide 2, Intimidate 5, Jump 2, Knowledge (Blight) 4, Listen 3, Move Silently 2, Search 1, Spot 3, Wilderness Lore 3.

Trolloc Categories:

Grunt

This is the common Trolloc fighter. They are the most numerous and least skilled.

Veteran

These Trollocs are experienced warriors who have been blooded in several battles. Veterans are slightly stronger, faster, and heartier than Grunts. Veterans also gain the armor compatibility feat, which makes them much tougher than grunts. Although not as numerous as grunts, veterans are still fairly common.

Elite

The Elite Trolloc is the special operations trooper of the Dark One. Elites are veteran soldiers who have survived a multitude of raids and military campaigns and, as a result, have developed skills that surpass the common veteran. Elite Trollocs become the leaders of Fists and other military units. They sometimes form their own highly specialized units which are capable of striking behind enemy lines or taking on special missions. These Trollocs are stronger and faster than others and their skills with various weapons and armor make them a real threat to even the best troops the Borderlands can put in the field. Fortunately, most Trollocs don't live long enough to become as skilled as an Elite trooper. Elites make up less than 10 percent of the Trolloc armies.

Commander

A Trolloc Commander is exceedingly rare. They are by far the most powerful of Trollocs, perhaps even able to stand up to a Myrddraal, though they rarely have to courage to do so. These Commanders become the leaders of Trolloc tribes. Any tribe lucky enough to have a real Commander soon dominates other tribes that don't have one. Being a Trolloc Commander is even more dangerous than normal because they are often a target from their own kind. These Trollocs are seldom seen outside the Blight. In fact, none have gone south since the Trolloc Wars, but

with Tarmon Gai'don approaching, perhaps they will issue forth from the Blight once more.

Trolloc Organization:

The Fist: The Fist is the most common Trolloc organizational Unit. It consists of 200 Trollocs led by an Elite Trolloc. Usually there are about 20 Elites in a Fist. The rest of the Fist is comprised of around 80 veterans and 100 grunts. The Fist is easily split into a Half-Fist (100 Trollocs) and a Quarter-Fist (50 Trollocs).

Trolloc Tribes: Trollocs have formed into 12 tribes according to the animal form they represent. (Disclaimer-This match-up of the tribes with the animal head is mostly guess work. The books do give us some matches but most of the rest remain guess work. If we should learn that some of these, indeed many of them, are wrong we will simply make the adjustments)

Ahf'frait- Hawk
Al'Ghol- Panther
Bhansheen- Hyena
Dhjin'nen- Leopard
Ghar'ghael- Boar
Ghob'hlin- Wolf
Gho'hlem- Bear
Graem'lan- Mountain Lion
Ko'bal- Eagle
Kno'mon- Rhino
Dha'vol- Ram
Dhai'mon- Goat

New Creatures

Nightmare Spider

(By Helge Blonn)

There are many alternate worlds, Tel'aran'rhiod is one of them, but beyond the world of dreams is the world of dark dreams. If someone dreams himself into this realm, he may become caught by a nightmare spider. The spider hooks a Nightmare thread into him and separates his soul from his body. The soul must stay in the dark realm, but the body is now under the control of the spider.

Most of the time, the spider simply kills the body of the victim; usually by forcing him to jump to his death from a high position, so that the soul is forever trapped into the world of nightmares. The connection to the body of the victim is weak, if the spider is in the realm of dark dreams and the body of the victim is in our world, the body only moves clumsily and is not able to manipulate delicate devices. If the spider and the victim are on the same realm, the control is more complete and the body can function normally.

The Nightmare Spider looks like a great spider, 8 feet in diameter and 5 feet high. It is a horrifying sight to behold. A character who first gazes upon a Nightmare Spider must succeed at a Will save against fear (DC 20) or flee in terror as fast as he can.

Large-Size Outsider

Hit Dice: 5D8+10 (28 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

Defense: 15 (-1 size, +2 Dex, +4 natural)

Attacks: bite +7 melee; Nightmare thread +7 ranged

Damage: Bite 1d6 +1 and poison, Nightmare thread (Special Attacks)

Special Attacks: Poison, Nightmare thread

Face / Reach: 10x10 / 5 ft.

Saves: Fort +6, Ref +5 Will +2

Abilities: Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills: Hide +14, Move Silently +14

Poison

The bite of a nightmare spider delivers a weak paralytic poison.

Poison type: Injury DC 14

Initial Damage: 1d4 Dex

Secondary damage: 1d4 Dex

Nightmare thread

The nightmare spider can produce a nightmarish thread, which it is able to shoot up to 20 feet away. If someone is hit with this ranged attack, the victim must succeed at a Will Save (DC 16) or his soul and body become separated. When this happens, the victim takes 1d6 points of madness (whatever his class) and another 1D6 points for every 24 hours the soul cannot return to the body. The body is now under the control of the nightmare spider. The spider maintains control of the body so long as it remains within 400 feet of the spider. The domination ends should the victim exceed this range.

Spider Puppet

Type: Same as Victim

HP: Same as Victim

Initiative: (new Dex Modifier)

Speed: 20 ft (cannot run)

AC: Same as Victim (calculated with new Dex Modifier)

Attacks: Fist +1 (+ Str) or Weapon +1 (+ Str)

Damage: Fist 1D3 (+ Str), by Weapon (+ Str)

Facing / Reach: Same as Victim

SQ: Soulless, Controlled

Saves: Same as Victim (Ref modified by reduced Dex)

Abilities: Same as Victim except as follows: Dex 2, Int and Wis as Spider, Cha 10

Soulless: The body is immune to all mind affecting spells.

Controlled: The controlled body is immune to subdual damage and is more difficult to kill. The controlled body can still function at -20 Hit Points, but is utterly destroyed should it receive any more damage. If the body has been reduced to -10 Hit Points and then freed from the domination, the victim is dead. The body can't run and can only perform partial actions. If the victim is more than 400 ft. away from the nightmare spider, the thread is separated and the victim is free (The Soul returns to the body).

Note: If the victim was caught by the Nightmare thread while dreaming in Tel'aran'rhiod, his soul remains in the dreamworld. The Nightmare spider has very limited control of the victim, only able to shuffle it about as if it were a zombie. The body has an effective Dex of 1 and may only perform partial actions. The body is freed from the Nightmare spider's domination should it move more than 400 feet from the location where the victim entered the dreamworld, normally his bed or other sleeping location. Damage to the body will also force the Spider to release the trapped soul.

Shadow Steed

(By LuciusT)

Shadow Steeds are great black horses, bred in the Blight to serve as mounts of the Myrddraals. They are strong and viciously aggressive. Worse, the corruption of the Blight has twisted them, giving them unnatural abilities.

Type: Large Shadowspawn Beast
Hit Dice: 4d8+12 (30 hp)
Initiative: +1 (Dex)
Speed: 50 ft
AC: 16 (-1 size, +1 Dex, +6 natural)
Attacks: 2 hooves +7 melee, bite +2 melee
Damage: Hoof 1d6+4, bite 1d4+2
Face/Reach: 5 ft by 10 ft / 5 ft
Special Attacks: Trample 2d6+8
Special Qualities: Scent

Saves: Fort +7, Ref +3, Will +2
Abilities: Str 18, Dex 13, Con 17, Int 4, Wis 13, Cha 6.
Skills: Move Silently +9, Listen +7, Spot +7
Feats: Alertness
Climate/Terrain: Any land
Organization: Domesticated or Herd (6 - 20)
Challenge Code: C
Advancement: 5 - 6 HD (Large)

Skills: Shadow Steeds are unnaturally quiet and sure-footed. They receive a +4 racial bonus to all Move Silently checks and a +4 racial bonus to any Dexterity rolls or Reflex saves to keep their footing.

Combat: Shadow Steeds are vicious and dangerous, attacking anything they do not fear and fearing very little. Unlike normal horses, they cannot be spooked. A Shadow Steed can attack while carrying a rider, but the rider cannot attack in the same round unless he makes a Ride check (DC 10).

Trample: Their uncanny balance allows Shadow Steeds to run down and trample their enemies, doing 2d6+8 damage. Any target that does not attempt an Attack of Opportunity can attempt a Reflex save (DC 16) for half damage.

GM note: Shadow Steeds are designed to reflect the abilities of the Myrddraal's mounts seen in Eye of the World.

Tauroc

(By Matthew Krebs)

Another dreadful creation made by Aginor. Akin to Trollocs, but whereas Trollocs were made from predator stock, the Forsaken made Taurocs from bulls.

Type: Large Shadowspawn
Hit Dice: 6d8+12 (39 hp)
Initiative: 0
Speed: 30 ft
Defense: 14 (-1 size, +5 natural)

Attacks: Huge hafted axe +9/+4 melee; gore +4 melee

Damage: Huge hafted axe 2d8+4; gore 1d8+2

Face/Reach: 5'x5'/10'

Special Attack: Charge 4d6+6

Special Qualities: Low-light vision, scent, light sensitivity

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8

Skills: Climb +4, Hide +2, Intimidate +5, Jump +8, Listen +8, Move Silently +3, Search +6, Spot +6

Feats: Alertness, Great Fortitude, Power Attack

Climate/Terrain: Any land

Organization: Solitary

Challenge Code: C

Advancement: By character class

Description:

Aginor's goal was to harness the great endurance and physical strength of bulls. He succeeded, but he didn't foresee how territorial they would be. A Tauroc will kill any other creature it perceives as a rival. This includes other Taurocs, Trollocs and Myrddraal. For this reason, not many survived to maturity and they are not known in the current age. However, rumors persist that some may have been saved in stasis boxes known only to the Forsaken. With the Forsaken loose in the world and searching out their hidden caches of stasis boxes, it is possible a small number of Taurocs may be loose as well.

Combat:

Taurocs prefer melee combat, where their great strength serves them well.

Charge: A Tauroc typically begins a battle by charging into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Skills: Taurocs receive a +4 racial bonus to Hide, Move Silently, Search, Spot, and Listen checks.

Light Sensitivity: Taurocs suffer a -2 circumstance penalty on attack rolls in bright light.

Worm

(By LuciusT)

Nightmarish creatures lurking in the Blight.

Type: Gargantuan Shadowspawn Beast

Hit Dice: 11d8+77 (127 hp)

Initiative: -2 (Dex)

Speed: 30 ft; burrow 20 ft

Defense: 19 (-4 size, -2 Dex, +15 natural)

Attacks: Bite +19

Damage: Bite 2d8+12

Face/Reach: 15 ft by 40 ft / 20 ft

Special Attacks: Improved grab, swallow whole.

Special Qualities: Tremorsense, Damage Reduction 15 / Slashing

Saves: Fort +14, Ref +3, Will +4

Abilities: Str 35, Dex 6, Con 25, Int 3, Wis 12, Cha 8.

Skills: Listen +15, Spot +15, Climb +14

Feats: Power Attack, Improved Bull Rush, Alertness.

Climate/Terrain: Blight

Organization: Solitary or pack (2 - 6)

Challenge Code: D (CR 12)

Advancement: 12 - 31 HD (Gargantuan)

Combat:

Improved Grapple: If the worm hits with a bite attack, it may make a grapple check. If it successfully grapples, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole: A worm may swallow a grappled opponent of size Large or smaller by making a successful grapple check. Once swallowed, the opponent takes 2d8+12 crushing damage and 1d8 acid damage every round. A swallowed target can try to cut their way out using a Tiny or Small weapon to deal 25 points of damage to the Worm's gut (Defense 20). A Worm gullet can hold up to 2 Large or Medium creatures.

Tremorsense: A Worm can automatically sense any creature within 60 feet of it, as long as they are in contact with the ground.

Damage Reduction: A Worm has a Damage Reduction of 15 against all attacks, except those that do slashing damage.

Creator's note: I created the Worms based on scaled down Purple Worm from the D&D 3E Monster Manual. The intent was to create a creature which Lan could have a slim hope of defeating single-handedly, but which could credibly threaten a Myrddraal.

Blight Creature Template

(By John Bornicke)

The legendary dangers of the Creatures from the Blight are known throughout all the Westlands. The following tables will help GMs build these nasty creatures. This work uses many of the concepts found in the various beastie manuals.

Hit Dice: The base creature's hit dice increases by one die type. For instance, if the creature had 4d4 hit dice, it now becomes 4d6 HD.

Speed: Same as base creature.

AC: Defense improves by +2.

Attacks: Same as base character.

Attacks: The creature gains a bite attack if it did not already have one. If the creature does not have a claw attack, there is a 25% chance that it will grow long claws or twisted limbs and gain one.

Damage: Use the table below to determine the damage value of the new bite/claw attack if the creature does not already have one.

Size	Bite Damage	Claw Damage
Fine	1d2	1
Diminutive	1d3	1d2
Tiny	1d4	1d3
Small	1d6	1d4
Medium	1d8	1d6

Large	1d10	1d8
Huge	2d8	2d4
Gargantuan	2d10	2d6
Colossal	4d8	2d8

Special Attacks: The Blight Creature retains all special attacks of the base creature, plus there is a 50% chance that the creature will develop a special attack. If a special attack is indicated, roll a 1d10 on the table below. Alternately, the GM may assign a special attack to the creature.

Roll	Special Attack
1	Electrical Discharge : The creature is able to make a Touch Attack, and if successful, release a discharge of electricity into the victim doing 1d6 / per 2 HD in damage. The victim may attempt a Reflex saving throw for half damage (DC: 10 + 1/2 the creature's base HD + Constitution modifier.)
2	Blinding Attack : The creature is able to spit out a stream of corrosive saliva at one target that may blind the victim if it hits, use the creature's Base Attack Bonus plus any modifiers. If the victim is hit, it must succeed at a Fortitude saving throw (DC: 10 + 1/2 the creature's base HD + Constitution modifier.) or be blinded for 2d8 minutes.
3	Lashing Tentacles : The creature gains a set of long tentacles that grow from its body and enables the creature to use the Improved Grab feat.
4	Poison Attack : The creature's bite introduces into the victim a poison. Type varies (Select effect from Table 11-5, pg 231 <i>core rulebook I</i>)
5	Bleeding Wounds : The saliva of this creature interferes with the normal blood clotting process of any living victim that it bites. Any wound from the creature continues to bleed for 1 extra point of damage per round until it is healed or by a successful first aid application using the Heal skill.
6	Spines : The creature has one or more layers of spines on its body that it may bring to bear when the creature is involved in combat or is enraged. Whenever an opponent makes a successful hit in melee combat, the creature may make a free attack of opportunity with the spines (Base attack Bonus) doing 1d6 + the creature's HD in damage.
7	Crushing Jaws : The creature's massive jaws are capable of biting through, or

	crushing even the strongest armor. When making a bite attack, ignore any armor modifiers, although the victim still retains Dexterity and Size modifiers to its AC.
8	Drain Blood : With a successful grapple attack, the creature is able to drain blood from the victim. The creature 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.
9	Foul Odor : The stench of corruption clings to the creature's body. Upon first encountering the creature, all those within 10 ft. must succeed at a Fortitude check (DC 12) or become nauseated, suffering a -2 penalty to all attacks, saves and skill checks for 2d4 rounds.
10	Terrifying Howl : Before the creature attacks, it is able to, once per day, emit a horrifying and ear-shattering howl. Everyone within earshot must make a Willpower saving throw (DC 18) or suffer a -3 morale modifier to initiative and attack rolls for the duration of the fight.

Special Qualities: Blight creatures retain all special qualities of the base creature and gain the following special qualities.

Bloodlust (Ex): The creature is such a ferocious and terrible opponent that it will continue to fight without penalty even while disabled or dying.

There is a 25% chance that the Blight Creature has a random special quality and a 10% chance that it will have two special qualities from the table below. If a special quality is indicated, roll 1d12 on the following table. (0 – 65 none, 66 – 90 one ability, 91 – 00 two abilities).

Roll	Special Quality
1	Abnormally Large : The creature is one size larger than is normal for its type. It gains all the modifiers as listed on table 11-8 and 11-9 pg 236, core rulebook I.
2	Extraordinary Senses : Creatures gains an extraordinary sense (1-2 Tremor sense, 3-4 Blindsight, 5-6 Scent). As per the abilities in the core rulebook III.
3	Swiftiness : The blight creature is much faster than its normal type. The creature may take one extra partial action per round with no penalty.

4	Keen Senses : The creature is able to see four times as far as a human in both day and night and gains a +6 to Search and Spot checks.
5	Extra Limbs : The creature gains one or more extra limbs on its body. (1-4 extra legs or arms, 5-6 extra head). These extra limbs may be useless or can give the creature extra bite/claw attacks or more speed (GM's discretion)
6	Leap : The mutant has extraordinary strong legs that will propel it much farther than is normal for its type. The creature gains a +10 to its Jump skill and is no longer limited by its height.
7	Iron Hide : The creature gains either a +6 bonus to its armor class or a 5/- damage reduction due to its thick hard hide or bony ridge-like armor.
8	Fast Healer : The creature gains the fast healing ability (1 + 1d4 is the healing rate.)
9	Camouflage : The creature's mottled and sickly hide blends in with the corruption of the blight. The animal gains a +10 to its Hide skill.
10	Enhanced Attributes : The creature gains a +1d4 to one of its attributes (1-2 Str, 2-3 Con, 5-6 Dex.)
11	Frenzy: 1d4 rounds after entering battle; the blight creature enters a frenzied state from the blood scent. A frenzied blight creature adds +2 to its Str and Con and +2 hit points per hit die and remains frenzied for 1d6 rounds after the fight ends.
12	Death Throw : Once the creature has been brought to -10 HP or lower, the body will thrash around for 2d4 rounds causing 1d4 points of damage per size category, medium and above, in a 5 ft. radius.

Saves: Same as base creature.

Abilities: Increase from the base creatures' abilities as follows: Str +2, Con +2, and Dex 2.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Blight

Challenge Rating: Same as base creature +1 (+1 for special quality/attack)

Advancement: Same as base creature.

Practical Charts

Feats Chart

(By Marc André Bédard)

This chart updates the one found in page 90 of the Wheel of Time rulebook (WoTRB), correcting some errors and also including the feats found in the web enhancement (WE), this netbook (UtDB), and the game module Prophecies of the Dragon (PotD).

Background Feats	Prerequisite	Source
Artist	Ogier, Seanchan, Taraboner	WoTRB
Blooded	Aiel, Borderlander, Seanchan	WoTRB
Bullheaded	Aiel, Midlander, Seanchan	WoTRB
Cosmopolitan	Cairhienin, Domani, Ebou Dari, Illianer, Tar Valoner	WoTRB
Disciplined	Aial, Atha'an Miere, Seanchan	WoTRB
Duelist	Ebou Dari	WoTRB
Education	Tar Valoner, Ogier	WoTRB
Gambler	Ebou Dari, Tairen	WoTRB
Handler	Seanchan	PotD
Hand Fighting	Aiel	UtDB
Illuminator Knowledge	Illuminator	UtDB
Living History	Taraboner, Ogier	WoTRB
Luck of Heroes	Midlander	WoTRB
Master Illuminator	Illuminator (Craft (fireworks) 6 ranks, Knowledge (Illuminations) 6 ranks.)	UtDB
Mercantile Background	Atha'an Miere, Ebou Dari, Illianer, Taraboner, Tairen	WoTRB
Militia	Cairhienin, Domani, Illianer, Midlander, Tar Valoner, Tairen, Seanchan	WoTRB
Miner	Any, except Atha'an Miere and Aiel	UtDB
Saddleback	Borderlander, Tairen	WoTRB
Sea Legs	Atha'an Miere	WoTRB
Seductive	Domani	WoTRB
Shadowspawn Hunter	Borderlander	WoTRB
Silver Palm	Atha'an Miere, Cairhienin, Illianer	WoTRB
Smooth Talk	Atha'an Miere, Cairhienin, Ogier, Tar Valoner	WoTRB
Stealthy	Aiel, Borderlander	WoTRB
Street Smart	Cairhienin, Domani, Ebou Dari, Illianer	WoTRB
Strong Soul	Borderlander, Midlander	WoTRB
Survivor	Aiel	WoTRB
Wealth	Tar Valoner, Taraboner, Tairen	WE

General Feats	Prerequisite	Source
Alertness		WoTRB
Ambidexterity	Dex 15+	WoTRB
Animal Affinity		WoTRB
Armor Proficiency (Heavy)	Medium Armor Proficiency	WoTRB
Armor Proficiency (Light)		WoTRB
Armor Proficiency (Medium)	Light Armor Proficiency	WoTRB
Athletic		WoTRB
Blind Fight		WoTRB
Charisma Talent	Cha 15+, Persuasive	UtDB
Cleave	Power Attack	WoTRB
Combat Expertise	Int 13+	WoTRB
Combat Reflexes		WoTRB
Constitution Talent	Con 15+, Endurance	UtDB
The Dark One Own's Luck		WoTRB

Dexterity Talent	Dex 15+, Nimble	UtDB
Dodge	Dex 13+	WoTRB
Eidetic Memory	Int 17+	UtDB
Endurance		WoTRB
Enhanced Speed		UtDB
Exotic Weapon Proficiency	Base Attack Bonus +1	WoTRB
Fame		WoTRB
Far Shot	Point Blank Shot	WoTRB
Flame & Void	BaB +5, Wis 13+, Training by a Blademaster	UtDB
Great Cleave	Cleave, Base Attack Bonus +4	WoTRB
Great Fortitude		WoTRB
Hate	Hate someone with passion	UtDB
Heroic Surge		WoTRB
Improved Bull Rush	Power Attack	WoTRB
Improved Critical	Proficient with weapon, Base Attack Bonus +8	WoTRB
Improved Disarm	Combat Expertise	WoTRB
Improved Initiative		WoTRB
Improved Trip	Combat Expertise	WoTRB
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, BaB +9	WoTRB
Improved Unarmed Strike		WoTRB
Infamy		WoTRB
Intelligence Talent	Int 15+, Skill Emphasis (for any skill with Intelligence as the modifier).	UtDB
Iron Will		WoTRB
Lightning Reflexes		WoTRB
Light Sleeper	Love someone with passion	UtDB
Love		UtDB
Low Profile		WoTRB
Martial Weapon Proficiency		WoTRB
Mental Stability		WoTRB
Mimic		WoTRB
Mobility	Dodge	WoTRB
Mounted Archery	Mounted Combat	WoTRB
Mounted Combat	Ride Skill	WoTRB
Nimble		WoTRB
Persuasive		WoTRB
Point Blank Shot		WoTRB
Power Attack	Str 13+	WoTRB
Precise Shot	Point Blank Shot	WoTRB
Quick Draw	Base Attack Bonus +1	WoTRB
Rapid Shot	Point Blank Shot, Dex 13+	WoTRB
Rational Thought		
Ride-By Attack	Mounted Combat	WoTRB
Run		WoTRB
Sharp-Eyed		WoTRB
Shield Proficiency		WoTRB
Shot on the Run	Point Blank Shot, Mobility	WoTRB
Simple Weapon Proficiency		WoTRB
Skill Emphasis		WoTRB
Spirited Charge	Ride-By Attack	WoTRB
Spring Attack	Mobility, Base Attack Bonus +4	WoTRB
Stealthy		WoTRB
Strength	Str 15+, Athletic.	UtDB
Toughness		WoTRB
Track		WoTRB
Trample	Mounted Combat	WoTRB
Trustworthy		WoTRB
Two-Weapon Fighting		WoTRB
Weapon Finesse	Proficient with weapon, Base Attack Bonus +1	WoTRB

Weapon Focus	Proficient with weapon, Base Attack Bonus +1	WoTRB
Wisdom Talent	Wis 15+, Iron Will.	UtDB
Whirlwind Attack	Combat Expertise, Spring Attack	WoTRB

Channeling Feats	Prerequisite	Source
	For Initiates Wisdom 13+, for Wilders Charisma 13+, must possess base affinity.	
Attenuated Affinity		UtDB
Breaking a Shield		UtDB
Chain Weave	Channeling levels 2+.	UtDB
Combat Casting		WoTBR
Double Knot	Wisdom 16+, Tie off Weave	UtDB
Experience with the Power	Wis 13+, at least level 4 in a channeling class.	UtDB
Extra Affinity		WoTBR
Extra Slot	Channeler Level 4	UtDB
Extra Talent		WoTBR
Extraordinary Affinity		UtDB
Favored Weave	Composure 6 ranks, Wis 12+ for wilders or Int 12+ for initiates, talent and all affinities of favored weave.	UtDB
Improved Counterweaving	Improved Initiative	UtDB
Improved Multiweave	For Initiates Wisdom 13+, for Wilders Charisma 13+	UtDB
Instant Embrace	Composure 11 ranks, Quickened Embrace.	UtDB
Multiweave	Wis 13+	WoTBR
Power-Heightened Senses		WoTBR
Quickened Embrace	Composure 8 ranks	UtDB
Sense Residue		WoTBR
Sense Wondrous Item	Primary Attribute Modifier of 13+	UtDB
Shield Infinity	Must have the Strong Talent feat in Warding.	UtDB
Simultaneous Casting	Wis 16+ for initiates, Cha 16+ for wilders, Multiweave	UtDB
Splitting the Flows	Concentration 9 ranks, Multiweave.	UtDB
Strong Talent		UtDB
Tie Off Weave	Wis 13+	WoTBR
Weave Boon	Wis13+	UtDB

Lost Ability Feats	Prerequisite	Source
Latent Animal Talker		UtDB
Animal Talker	Latent Animal Talker	UtDB
Latent Dreamer		WoTBR
Dreamwalk	Latent Dreamer	WoTBR
Bend Dream	Dreamwalk	WoTBR
Dream Jump	Dreamwalk	WoTBR
Waking Dream	Dreamwalk	WoTBR
Dreamwatch	Latent Dreamer	WoTBR
Dream Capture	Latent Dreamer, Dreamwalk, Dreamwatch	UtDB
Latent Foreteller		WoTBR
Foreteller	Latent Foreteller	WoTBR
Latent Old Blood		WoTBR
Battle Cry	Latent Old Blood	UtDB
Obscure Knowledge	Latent Old Blood	UtDB
Old Blood	Latent Old Blood	WoTBR
Latent Sniffer		WoTBR
Sniffer	Latent Sniffer	WoTBR
Latent Treesinger	Ogier	WoTBR
Treesinger	Latent Treesinger	WoTBR
Latent Viewer		WoTBR
Viewer	Latent Viewer	WoTBR
Sense Ta'veren		UtDB

Special Feats	Prerequisite	Source
Eliminate Block	1st level male wilder or 3rd level female wilder	WoTBR
Minor Weaving	Any non-initiate and non-wilder	UtDB

Weapon Specialization	4th Armsman or 6th level Woodsman	WoTBR
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Wolfbrother Feats	Prerequisite	Source
Latent Wolfbrother		UtDB
Wolfbrother	Latent Wolfbrother	UtDB
Acceptance of Fate	Wolfbrother	UtDB
Heightened Senses	Wolfbrother	UtDB
Pack Alpha	Heightened Senses, Wolfbrother	UtDB
Wolfdream	Wolfbrother	UtDB

Weaves Chart

(By Marc-André Bédard, original idea by Randy Madden)

This chart is based on 2 charts first created by Randy Madden to help players to plan the progression of their channelers. It is also a handy tool to use during the creation of channeler characters, as it makes the selection of starting weaves easier.

While his first chart sorted the rulebook's weaves by talent and level, his second sorted all weaves by affinities. I combined these charts and added a few touches of my own.

First of all, I included all the weaves presented in this netbook, the weaves from the web enhancement, and the ones in Prophecies of the Dragon, indicating the source for each. WoTRB refers to the *Wheel of Time* rulebook, WE to the web enhancement, UtDB to this netbook, and PotD refers to *Prophecies of the Dragon*.

I also indicated the frequency of the weaves, indicating which ones are rare and which are common.

Finally, the category code column act as an index to quickly find weaves with particular affinities. Refer to the sub-table on the right to learn which code is

associated with which affinities on the main chart.

Air	A
Earth	B
Fire	C
Spirit	D
Water	E
Air, Earth	F
Air, Fire	G
Air, Spirit	H
Air, Water	I
Earth, Fire	J
Earth, Spirit	K
Earth, Water	L
Fire, Spirit	M
Fire, Water	N
Spirit, Water	O
Air, Earth, Fire	P
Air, Earth, Spirit	Q
Air, Earth, Water	R
Air, Fire, Spirit	S
Air, Fire, Water	T
Air, Spirit, Water	U
Earth, Fire, Spirit	V
Earth, Fire, Water	W
Earth, Spirit, Water	X
Fire, Spirit, Water	Y
Air, Earth, Fire, Spirit	Z
Air, Earth, Fire, Water	AA
Air, Earth, Spirit, Water	BB
Air, Fire, Spirit, Water	CC
Earth, Fire, Spirit, Water	DD
Air, Earth, Fire, Spirit, Water	EE

Name of the Weave	Levels	Affinities	Frequency	Source	Category
BALEFIRE					
Balefire	8-13	Air, Earth, Fire, Water, Spirit	Lost	WoTRB	EE
CLOUD DANCING					
Crushing Sphere of Air	7	Air	Rare	UtDB	A
Fist of the Storm	5-9	Air, Water	Rare	UtDB	I
Fortell Weather	0-3	Air, Water	Common	WoTRB	I
Harness the Wind	0-7	Air, Water	Common	WoTRB	I
Lightning	5-9	Air, Fire	Common	WoTRB	G
Raise Fog	2-8	Air, Water	Common	WoTRB	I
Warmth	0-3	Air, Fire	Common	WoTRB	G
CONJUNCTION					
Adoption	5	Spirit	Common	UtDB	D

Awaken	0-3	Air, Spirit	Rare	UtDB	H
Bond Warder	5	Spirit	Common	WoTRB	D
Compulsion	3-5	Air, Earth, Fire, Water, Spirit	Lost	WoTRB	EE
False Trail	0-8	Air, Earth, Spirit	Common	WoTRB	Q
Imprint	5-9	Spirit, Water	Rare	UtDB	O
Minor Compulsion	1	Spirit	Common	UtDB	D
Painted Memories	4	Air, Earth, Fire, Water, Spirit	Lost	UtDB	EE
Pass Bond	7	Spirit	Common	WoTRB	D
Sense Shadowspawn	0	Spirit	Common	WoTRB	D
Shrouded Mind	3	Air, Earth, Fire, Water, Spirit	Lost	UtDB	EE
Threading the Needle	3	Air, Earth, Fire, Water, Spirit	Lost	UtDB	EE
Trace	0-4	Spirit	Common	WoTRB	D
Whispers Through the Black Gate	2	Earth, Fire, Spirit	Lost	UtDB	V
EARTH SINGING					
Breaking the Worlds Bones	4-9	Earth, Fire, Spirit	Lost	UtDB	V
Corrosion	0-4	Earth	Rare	UtDB	B
Earth Cunning	2-5	Earth	Rare	UtDB	B
Earth Delving	0-3	Earth	Common	WoTRB	B
Earthquake	7-12	Earth	Common	WoTRB	B
Embrace of Spring	2-5	Earth, Spirit, Water	Lost	UtDB	X
Forge Metal	3-6	Air, Earth, Fire, Spirit	Rare	UtDB	Z
Grenade	0-4	Earth, Fire	Common	WoTRB	J
Liquefy Earth	3-7	Earth, Fire, Water	Common	UtDB	V
Polish	0-2	Earth	Common	WoTRB	B
Riven Earth	4-6	Earth, Fire	Common	WoTRB	J
Sculpting the Land	0-12	Earth	Common	UtDB	B
Spinning Earthfire	9-12	Earth, Fire	Lost	UtDB	J
Treading the Earth	0-3	Air, Earth	Rare	UtDB	F
Weaken	3-7	Earth, Fire, Water	Lost	UtDB	V
ELEMENTALISM					
Aura of Flame	3-5	Air, Fire	Common	UtDB	G
Arms of Air	0-12	Air	Common	WoTRB	A
Bastion of Force	7-9	Air, Earth, Fire	Rare	UtDB	P
Blade of Fire	1-5	Air, Fire	Common	WoTRB	G
Cascaded Lightning	2-5	Air, Fire	Rare	UtDB	G
Cast Off	2-4	Air	Common	UtDB	A
Clean	0-2	Earth	Common	UtDB	B
Create Fire	0-6	Fire	Common	WoTRB	C
Create Ice	0-5	Air, Water	Common	UtDB	I
Current	0-7	Spirit, Water	Common	WoTRB	O
Cutting Lines of Fire	7-9	Air, Fire	Lost	WoTRB	G
Drawing the Breath	0-4	Air, Water	Rare	UtDB	I
Dry	1	Water	Common	WoTRB	E
False Wall	1-6	Air, Earth	Common	WoTRB	F
Fiercy Sword	2-4	Air, Fire, Spirit	Common	WoTRB	S
Fireball	2-6	Air, Fire	Common	WoTRB	G
Fly	5	Air, Spirit	Lost	WoTRB	H
Forge Storm	7-10	Air, Fire	Rare	UtDB	G
Freeze	4-7	Air, Spirit	Rare	UtDB	H
Geyser	4-8	Fire, Water	Common	UtDB	N
Hammerheads	4	Air, Earth, Spirit	Rare	UtDB	Q
Harden Air	0-5	Air	Common	WoTRB	A

Heat	0-5	Fire	Common	UtDB	C
Immolate	4-7	Fire, Spirit	Common	WoTRB	M
Killing Mist	3-7	Air, Earth, Water	Rare	UtDB	R
Kiss of the Storm	1-5	Air, Water	Rare	UtDB	I
Light	0-3	Air, Fire	Common	WoTRB	G
Move Water	3	Water	Common	WoTRB	E
Opening the Way	2	Air or Earth	Common	UtDB	A or B
Thunderclap	0-3	Air, Fire	Rare	UtDB	H
Wall of Flames	2-6	Air, Fire	Rare	UtDB	H
Tools of Air	0-4	Air	Common	WoTRB	A
Wand of Fire	1	Earth, Fire	Common	WoTRB	J
Whirlpool	3-7	Spirit, Water	Common	WoTRB	O
HEALING					
Blight of Flesh	4	Air, Fire, Spirit, Water	Lost	UtDB	CC
Cleanse	3	Spirit, Water	Common	PotD	O
Crisis of Breath	5	Air, Fire, Spirit, Water	Lost	UtDB	O
Delve	0-3	Spirit	Common	WoTRB	D
Heal	0-8	Air, Spirit, Water	Common	WoTRB	U
Heal the Mind	1-4	Air, Spirit, Water	Common	WoTRB	U
Major Healing	1-9	Air, Earth, Fire, Water, Spirit	Rare	UtDB	EE
Quicken	3-6	Air, Spirit, Water	Rare	UtDB	U
Rend	0-4	Air, Spirit, Water	Rare	WoTRB	U
Renew	0-4	Air, Spirit, Water	Common	WoTRB	U
Restore	2-6	Earth, Spirit, Water	Common	PotD	X
Restore the Power	6-12	Air, Earth, Fire, Water, Spirit	Lost	WoTRB	EE
Rejuvenate	5	Fire, Spirit, Water	Rare	UtDB	Y
Sand Casting	2	Air, Spirit, Water	Rare	UtDB	U
Sever	6	Spirit	Common	WoTRB	D
Taming the Broken Thought	9-10	Air, Earth, Fire, Water, Spirit	Lost	UtDB	EE
Touch of Death	5-8	Earth, Fire, Spirit, Water	Lost	WoTRB	DD
Vigil of Silence	3-5	Air, Spirit, Water	Rare	UtDB	U
ILLUSION					
Disguise	1-4	Air, Fire, Spirit	Common	WoTRB	S
Disguise Clothing	1-4	Air, Fire, Spirit	Common	UtDB	S
Distant Eye	3	Air, Spirit	Lost	WoTRB	H
Eavesdrop	1	Air, Spirit	Common	WoTRB	H
Far Speaking	1	Air, Spirit	Rare	UtDB	H
Folded Light	1-4	Air, Fire	Common	WoTRB	G
Mantle of Shadows	2-8	Air, Fire	Rare	UtDB	G
Mirror of Mists	0-2	Air, Fire, Spirit	Common	WoTRB	S
Mirror of the Mind's Eye	0-6	Air, Fire, Spirit	Lost	UtDB	S
Voice of Power	0-1	Air, Fire	Common	WoTRB	G

TRAVELING						
Bridge between Worlds	7-11	Earth, Spirit	Lost	WoTRB	K	
Create Gateway	4-8	Spirit	Lost	WoTRB	D	
Hold Gateway	5	Spirit	Lost	WE	D	
Skimming	4-8	Air, Earth, Spirit	Lost	WoTRB	Q	
Use Portal Stone	4-7	Spirit	Rare	WoTRB	D	
WARDING						
Aeriform Shield	2-5	Air	Lost	UtDB	A	
Barrier to Sight	1-10	Air, Fire, Spirit	Common	WoTRB	S	
Circle of Silence	0-9	Air, Fire, Water	Common	WoTRB	T	
Circle of Sounds	0-7	Air, Fire, Spirit	Common	UtDB	S	
Cut Weave	See text	Spirit	Common	UtDB	D	
Deflecting the Shoot	4	Air	Lost	UtDB	A	
Dream Shielding	1-11	Spirit	Common	WoTRB	D	
Fire Trap	3-5	Air, Fire, Spirit	Rare	WoTRB	U	
Forbiddance	1-10	Air, Earth, Spirit	Rare	UtDB	Q	
Master Ward	4-12	Air, Earth, Fire, Spirit, Water	Common	WoTRB	EE	
Seal	2-4	Air, Fire, Spirit	Common	WoTRB	S	
Shield	3-7	Spirit	Common	WoTRB	D	
Shield (Revised)	3+	Spirit	Common	UtDB	D	
Strangle the Flow	9-10	Air, Earth, Fire, Spirit, Water	Lost	UtDB	EE	
Strike of Death	8-12	Air, Fire, Spirit	Common	WoTRB	S	
				PotD &		
Ward Against Channelers	1-10	Fire, Spirit	Common	WE	M	
Ward Against Intrusion	1-10	Air, Spirit	Rare	UtDB	H	
Ward against People	2-11	Air, Fire, Spirit	Common	WoTRB	S	
Ward against the One Power	3-12	Air, Earth, Fire, Spirit, Water	Common	WoTRB	EE	
Ward against Shadowspawn	1-10	Air, Fire, Spirit	Common	WoTRB	S	
Ward Bore	4	Air, Earth, Fire, Spirit, Water	Lost	WoTRB	EE	
Weave Deflection	1+	Spirit	Common	UtDB	D	

Chapter 6- Wondrous Items

Affinity Talismans

(By Randy Madden)

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.

Anchors

(By John Bornicke)

Activation: Wield or carry

Affinities: None

Size: varies

Weight: varies

Occurrence: Common

These ter'angreal were used during the Age of Legends to teach novice users of the One Power how to hold multiple weaves at once and to assist in casting when the channeler became distracted

Anchors come in many different shapes, often appearing as jewelry or small statues. These ter'angreal allow the user to hold one weave as if he had the Multiweave feat without requiring a Concentration check,

regardless of the circumstances. The user must still hold *saidin* or *saidar* and must remain in contact with the item.

Binding Chair

(By John Bornicke)

Activation: Weave Sacrifice; 5 level

Affinities: Fire, Spirit

Size: Medium

Weight: 120 lb.

Occurrence: Unique

This item appears as a plain four legged, high back chair made of cut and polished dull red crystal. Centered on the back, and slightly raised from the surface is the Dragon's Fang. After placing a male channeler on the chair and directing a flow of the One Power into the symbol on the back, the caster is able to place restrictions upon the subject that act as bindings to his actions for the rest of his days (unless removed by the chair at a later date).

If a channeler directs a weave of Fire and Spirit into the center of the Dragon's Fang, he or she is able to place restrictions of the subject's actions similar to that of the Oath Rod. The major difference in this case is that the subjects need not swear to anything or even have an active part in it. Each separate restriction uses a new Weave Sacrifice slot, although they can be accomplished in the same session or multiple. Once instilled into the subject, anytime he attempts to perform that action he suffers extreme pain (4d6 subdual damage) and must attempt a Will saving throw or Concentration check (DC equal to the damage suffered) to perform any action that round. If the channeler is ever gentled / stilled then the restriction placed upon him are nullified and do not come back if he is restored.

Brooch of Speed

(By Thomas Daniels)

Activation: Wear

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare

Made from Power hardened silver or gold, and crafted to look like various animals, mythological beasts, or monsters, these ter'angreal were worn by commandos on both side of the War of Shadow. They provided the wearer with a boost of speed, allowing them to act and move more quickly. There are more silver brooches than gold, making the Tower believe that only the leaders of the commandos wore the gold brooches.

When used, the brooch of speed affords the user one extra partial action, which may be taken before or after his regular action. In addition, the user gains a +2 Defense bonus, which is lost should the user also lose his Dex bonus. Finally, the user is granted a +4 initiative modifier when the brooch is activated. The brooch may be activated but once per day and the effects last for 5 rounds.

Chain of Gazes

(By John Bornicke)

Activation: Weave sacrifice; level one slot

Affinities: Fire, Spirit

Size: Tiny

Weight: 1 lb.

Occurrence: Rare

The Chain of Gazes is a smoky amber medallion, 3 ½ inches in diameter with a carved relief of a chora tree attached to a 2 ft. chain with 13 ½ in. amber beads evenly spaced along it.

Once activated, this item causes any creature to which the channeler presents it to make a Will saving throw (DC 15) or be overcome by a powerful aversion to the wielder. The creature will not approach within 30 ft. and will avoid even looking at

the bearer, if possible. This effect will last for 5 + 1d4 minutes and can be used no more than 3 times a day.

Baldric of Flames

(By John Bornicke)

Activation: Wear

Affinities: None

Size: Small

Weight: 2 pounds

Occurrence: Rare

The Baldric of Flames is made of a strange substance with the flexibility of cloth, but the hardness of metal; a deep red color with golden flames across the front and back. Made before the War of Power, this ter'angreal both empowers the channeler and helps to protect him.

First, this ter'angreal increases the effect of any weave cast by the channeler with the fire affinity by +1 casting level. Second, it gives the bearer a +2 bonus to all saving throws against all fire based damage (fire balls, torch, alchemist fire, etc.)

Chimes of Jen'Hadar

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Small

Weight: 4 pounds

Occurrence: Unique

This ter'angreal consists of a 2 ft. tall crescent made of a silver-like substance with four 1 ft. long hollow cylinders hanging from it in succession. Written along the side of the crescent in the Old Tongue is "Silence sings the safety of the world". On each of the four chimes is the ancient symbol of the Aes Sedai.

This ter'angreal is activated when a man channels saidin within 400 ft. The chimes will sing out with a clear, soft tone, easily heard by anyone within 60 feet. The chimes will make no sound if actually struck.

Disk of Waves

(By John Bornicke)

Activation: Wear

Affinities: None

Size: Tiny

Weight: ½ lb.

Occurrence: Rare

This ter'angreal is an eight-sided, palm-sized disc made of a watery blue/green stone engraved with a stylized crashing wave on both sides. The disc feels slightly damp to the touch, although no traces of water have ever been discovered on it. To the bearer, the disc affords two powers.

First, this ter'angreal doubles the user's base movement rate and adds a +10 enhancement bonus to the Running skill check.

Furthermore, the character receives a +20 enhancement bonus to his jump skill, while removing the height and distance maximum based on the character's height.

Focal Lens

(By John Bornicke)

Activation: Wear

Affinities: None

Size: Tiny

Weight: 1 lb.

Occurrence: Rare

Little mention of these ter'angreal exists in the surviving documents of the Tower library, and until recently, no actual example of these devices was thought to still exist. It is assumed that these items were made in a variety of shapes and designs suited to the bearer.

The one focal lens that has been discovered is a sturdy bronze bracer, 6 in. in length with a raised stag across the upper surface.

Each focal lens comes with a power rating similar to an angreal or sa'angreal. When held or worn, they allow the channeler to extend the range increment of any spell cast at a lower level than the power rating of the lens. For example, a lens with a

rating of 4 will extend the range of any weave cast at 4th level or lower. No weave may be extended beyond Long range.

Earring of Luck

(By Mark Etter)

Activation: Wear

Affinities: None

Size: Diminutive

Weight: negligible

Occurrence: Very Rare

Very few of these silver earrings were ever made. They are linked by a small chain that connects to a small stud, which is worn on the upper part of the ear. While worn, the earring grants the wearer a +1 bonus to all saves and increases the user's defense by one.

Heartbeat

(By Joshua Borlase)

Activation: Weave sacrifice equals to target's character level.

Affinities: Fire, Spirit, Water

Size: Small

Weight: 1.5 lb.

Occurrence: Unique

Range: Close

Saving throw: Negates (Fort)

This device appears to be a small leather drum, colored red with blue flecks. It was originally created to aid in healing by maintaining the patient's heart beats. Unfortunately, power is amoral. As such, it can be used to kill as well as to heal. If the target chooses, she can make a Will save to resist the effect. If she fails, the wielder takes control of the beating of her heart. This control will last for a number of rounds equal to the wielder's channeler level. During this time, the wielder can inflict 1d4 points of damage per round or stabilize a character with less than 0 hit points.

Heightened Senses Amulet

(By Kevin Binswanger)

Activation: Wear

Size: Small

Weight: 2 lb.

Occurrence: Rare

Ter'angreal of this type may vary slightly in appearance, but all have the same attributes. They are small circles, usually porcelain, in the design of the ancient symbol of the Aes Sedai. They are worn about the neck on a chain or rope of some sort; this rope or chain is part of the ter'angreal.

While wearing the amulet, anyone, channeler or not, gains the ability Power-Heightened Senses (p. 97). This does not stack with anyone actually having the feat and holding the True Source.

Kondor's Iron Stomach

(By Joshua Borlase)

Activation: Wear

Affinities: None

Size: Medium

Weight: 1 lb.

Occurrence: Unique

This ter'angreal is a thin tan colored vest that clings to the wearer's body as though it was specially fitted for them. It was in the possession of a Ghealdan soldier who made bets on drinking and eating unorthodox foods. While this vest is worn the user is impervious to food and alcohol poisoning. The downside is that everything consumed tastes bland, which led Kondor to sell the article.

Kumera's Mystery

(By John Bornicke)

Activation: Weave Sacrifice; level 1 weave slot

Affinities: Spirit

Size: small

Weight: 2 lb.

Occurrence: Unique

This ter'angreal is named for Kumera Sedai, who found it during the Trolloc war; though she never discovered its use or activation. This ter'angreal resembles a small sphere, 4 in. diameter and made of some kind of dark brownish stone. The sphere itself is hollow and carved throughout with shapes of branches and birds, leaving the entire object perforated.

In order to activate this item, it must first be moistened or immersed in water. Once that is done and a thread of spirit is channeled into the item, the channeler may seize control of any bird within 500 paces. The channeler uses the birds' senses and controls the creature's actions for the duration. This ter'angreal ceases to work once it has completely dried, usually in 5 to 10 minutes (4 + 1d6). The channeler may use the item again once the duration has expired, but there is no guarantee that the same target will be accessed again as each use affects a random bird within range. If there are no suitable targets within range, this item does not function.

Last Chance

(By John Bornicke)

Activation: Carry

Affinities: None

Size: Tiny

Weight: 1/8 lb.

Occurrence: Unique

This odd ter'angreal was just recently found in the possession of a Domani sailor, who won it in a game of chance. It appears to be a small cube of age darkened bone with unidentifiable symbols on 5 sides. On the sixth side is the ancient symbol of the Aes Sedai. This ter'angreal gives the bearer a +2 bonus to Reflex saves and a +2 enhancement bonus to the Tumble, Escape Artist, and Spot skills.

Medallion of Khiber

(By John Bornicke)

Activation: Wear

Affinities: None

Size: Tiny

Weight: 1/2 lb.

Occurrence: Unique

This simple bronze, circular medallion engraved on one side with a picture of a mountain is the famous ter'angreal spoken of in the legends of the warrior hero Khiber and thought lost long ago.

Recently unearthed during an enlargement of the cellar of a tavern in Saldea, the medallion seems to conform to legends and increases the bearer's strength and resistance.

As long as the bearer is in contact with unworked earth or stone he gains a +2 bonus to his strength attribute and a 4/- damage reduction.

Merchant's Labor

(By Joshua Borlase)

Activation: Touch

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare

This object resembles an oversized gold coin, but is heavier than it should be. When held, mathematical problems and tasks become exceedingly easy. Balancing accounts that used to take hours now take minutes. Add +8 to all checks using Profession (mathematician). The only discovered exemplar of this ter'angreal is rumored to be owned by the Cargo master of the Mistress of the Ships.

Pinky Ring

(By Kevin Binswanger)

Power Rating: 1

Attunement: Female

Semirhage found this angreal among Sammael's possessions in Illian; a rarity

for him to have an angreal attuned to women. It barely fits on any finger but the last, and has only a small amount of the Power, but enough to catch someone off-guard.

Portal Lens

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Small

Weight: 3 lb.

Occurrence: Unique

This unique ter'angreal has been lying in the secret storerooms of the White Tower for generations, its use entirely unknown until recently. Alandra, an accepted in the tower, working under the supervision of the Janya Sedai, linked the description from an ancient text with this item in the storerooms. So far she has not been able to test the application of it, but is certain it will work as described.

The appearance of this item is of an age darkened silver ring, 1 ft. across and flattened in 13 places along both sides as if by a precise hammer blow. The channeler may use this item to assist in the casting of the Use Portal Stone weave, consider it an angreal with a power level of 1. Furthermore, if the channeler cast the weave through the lens she (only the channeler) may see into the world or place she is traveling (see Use Portal Stone weave) before she enters and may choose whether or not to cross. The duration of the weave is changed to "concentration" for as long as the ring is held. The view seen during the initial casting may not be changed around by moving and will only last for as long as touch is maintained with the Portal Stone.

Puzzle Box

(By John Bornicke)

Activation: Weave Sacrifice; level 1 weave slot

Affinities: Spirit

Size: Tiny

Weight: 1 lb.

Occurrence: Unique

This ter'angreal was recently brought in to the sisters at Salidar by a young woman hoping to test for novice and claimed that her family had possessed it for generations. She said that she felt something funny about it and thought that maybe she too could be Aes Sedai. As it turns out, she was correct on both counts and it is hoped that her surprising strength and seeming affinity with these items will allow her to become adept at the creation of ter'angreal.

The appearance of this item is a black glass stone box, 4 in. square. Across the surface on five sides are gold seams in odd shapes similar to a child's toy puzzle box. Spanning across the remaining surface is a solid gold circle. It is surmised that this device was used during the Age of Legends as a teaching tool.

While touching this device, the user channels Spirit into the gold circle and creates a dome-shaped weave, in a 25ft radius circle. The user must maintain concentration and be within Long range or the Puzzle Box will stop functioning. All those who enter the area of effect must make a Will saving throw (DC 18) or become entrapped in a mental maze, while their bodies stand unmoving and unresponsive. Those entrapped are aware of what happens to their bodies but can do nothing about it while still in the maze. Targets must make three Intelligence Check (DC 16) to successfully navigate the maze. Each consecutive time a character enters the maze, the Int check DC is reduced by 2.

Ring of Sense Channeling

(By Mark Etter)

Activation: Wear

Affinities: None

Size: Diminutive

Weight: Negligible

Occurrence: Common

A ring made of silver with several criss-cross patterns of gold wire surrounding it. It grows cold whenever the One Power is used within a range of 60ft.

Rod of Night

(By John Bornicke)

Activation: Touch

Affinities: None

Size: Small

Weight: 3 lb.

Occurrence: Rare

The ter'angreal that became known as the Rod of Night was discovered buried in the foundation of an inn in Whitebridge. The Rod looks to be made of obsidian, though it is harder than steel, and is covered with oddly twisting carvings along its entire length. It is only 1 inch in diameter with an overall length of 2 ft.

It was quickly discovered that any bearer of this item possesses Darkvision out to a range of 120 feet, as long as he remains in contact with it.

Searing Rod

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Small

Weight: 2 lb.

Occurrence: Unique

This disturbing ter'angreal was found with a cache of items at the hall of Council in the apartments of Lord Bren, or also known as the Forsaken Sammael by several Asha'man. Its appearance is that of a thin rod, 2 ft. in length and made of a deep black and oily feeling stone. Carved along its length are numerous human faces wailing in agony.

This terrible item inflicts searing damage upon all those by it, as if the rod were white hot metal. The wielder of the rod is immune to this effect. Although this item will affect people through clothes or other light garments, it is ineffective through any kind of armor. Those affected suffer 2d6 hp of damage and must make a Fortitude save (DC 16) or be stunned for 1 round. This item does not actually produce any heat and cannot ignite any material.

Serpent's Eye

(By John Bornicke)

Activation: Touch

Affinities: None

Size: Tiny

Weight: ½ lb.

Occurrence: Rare

This Strange ter'angreal was recently found in the possession of a wilder in Arad Doman who graciously turned it over to Teslan Sedai when questioned about it. It appears to be a snake coiled about itself into a ball 2 inches in diameter, made entirely of a moss colored stone.

When held, this ter'angreal prevents the bearer from speaking any untruth (Will save DC 30). It does not force the subject to answer questions and does not prevent misconceptions, it only prevents any word being spoken that the holder knows to be a lie.

Sheath of the Keen Blade

(By Mark Etter)

Activation: Special

Affinities: None

Size: Medium

Weight: 1 lb.

Occurrence: Rare

Made during the War of Power in conjunction with power-wrought blades, these leather scabbards appear to be well made, masterwork sheaths. But when a sword is placed in the sheath, an enchantment is placed upon it. The blade becomes sharper than before and more

powerful. The swords become keen (double the critical threat range) and grant a +1 bonus to the critical multiplier (example: x2 becomes x3). This last only for a single strike however, after that the sword must be re-sheathed to use the power again. Unfortunately many past users did not realize that the added power was from the sheath, as a consequence, many have been discarded throughout the centuries.

Sheath of Regeneration

(By Thomas Daniels)

Activation: Wear

Affinities: None

Size: Small or medium

Weight: 1 lb.

Occurrence: Rare

These finely crafted sheaths may or may not be decorated, but all are made of a hard, nearly indestructible wood (hardness 7, hit points 10, DC to break 28), possibly strengthen through the one power. These sheaths had the power to keep the wearer alive through most attacks

When wounded, the sheath instantly converts the wounds to subdual damage. One important thing to remember is that, the damage when done, is real, and then turned into subdual damage (as if healed by a heal weave) so, if the damage done is enough to kill the person, they will die.

The Stone Leaf

(Unknown)

Activation: Wield

Affinities: None

Size: Tiny

Weight: ½ lb.

Occurrence: Rare

This item was recently found in the possession of a sister of the Green Ajah, suspected of certain actions while in the company of Darkfriends, after she was killed in her capture. It allows a channeler to use the lost (and mostly unknown) skill of inversion while channeling through the

item. Its appearance is of a small single leaf, delicate with traces of veins across it made of a vibrant green stone.

The user of this ter'angreal, when channeling a weave through this item may make a Invert skill check, even if not trained in that skill (d20 + users Int modifier + 5). If the user has the Inversion skill, she gains a +5 enhancement bonus when using it. A user may not learn the skill from this item, as its function is still hidden.

Storage Sphere of Muradar

(By Trevor Phillips)

Activation: Special

Affinities: Spirit

Size: Small

Weight: 3 lb.

Occurrence: Unique

The Aes Sedai, Muradar, was a powerful yet reclusive male channeler before the Breaking, who researched alternate and variant weaves, especially in the fields of space and time distortion, and related fields such as traveling and alternate worlds. One of his greatest accomplishments is the Storage Sphere of Muradar. This sphere appears to be of polished black stone, and is a little less than a hand-span in diameter. Engraved into the black surface is a wavy pattern of thin grey lines. This item is a storage device, and can only be unlocked by a channeler touching it with a certain combination of weaves, at which point, part of the surface will slide back inside itself, revealing the hollowed-out center. What makes this object even more interesting is that there may be several ways of opening it, and each way opens an equivalent-sized storage area, with different content. The weave combinations may involve saidin or saidar, or even a combination of both.

The basic weave to open it requires a level 1 weave of Spirit, while other combinations may require more complex, and higher levels of channelling. Weaving

in a valid combination, but with insufficient power, causes some of the lines on the surface of the sphere to glow. Weaving an invalid combination usually gives the channeler a headache, but some combinations may have varying effects of a temporary, permanent, or even fatal condition. The actual storage space opened by each weave combination is up to the gamemaster.

The Clasp of Vision

(By John Bornicke)

Activation: Weave Sacrifice; level 1 weave slot

Affinities: Earth, Spirit

Size: Tiny

Weight: ½ lb.

Occurrence: Unique

This remarkable ter'angreal, when activated, allows the user to receive images or impressions of objects or locations past, including things about the owners or places it has been.

The appearance of this item is of an open-ended bracelet, 1 ½ in. wide at the top and tapering at the ends. It is made of a greenish stone and positioned on the top is a circular pattern, layer within layer of shining copper covering the entire face.

The user may attempt to make a Search check to reveal information about the item he is touching. The higher the result, the more information he is presented with in a pattern he can understand (image of an owner, events that happened at the location or with the item, items function, vague sense of or scene from owner's current location, emotions associated with the scene or object, etc.) This can be used multiple times on the same object or location but may result in no new information.

DM Note: Use this item as you see fit. It is an item that can help out a party as much as you want.

Teaching Crystals

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Rare

While several sources in the hidden libraries at the White Tower mention teaching crystals, or Moilin a'tat in the old tongue, only one has been recently discovered in Rhuidean. These ter'angreal were used to store knowledge of certain weaves and teach channelers how to cast those weaves. Each of these devices was attuned to either *saidin* or *saidar*, limiting who could learn from one.

The recovered crystal is a hand-sized blue crystal flame. It contains the following weaves; *Delve*, *Heal*, *Heal the Mind*, *Renew*, *Cleanse*, and *Sever*. It is attuned to *saidar* (DM's discretion: This ter'angreal may contain any other weave, even lost weaves).

Each Crystal contains 1d6+1 weaves of one affinity. The channeler using it must have the affinity associated with these weaves, although he can use the Crystal to learn that affinity (In the case of Lost Affinities). The character must make a successful Weavesight check (pg 87), which takes 1d4 hours for each weave learned.

The Gazing Font of Paraan Disaan

(By John Bornicke)

Activation: Weave Sacrifice; level 3 weave slot.

Affinities: Spirit

Size: Medium

Weight: 200 pounds

Occurrence: Unique

One of the many ter'angreal found in the storage rooms of Tear. This ter'angreal has two basins in two tiers sitting on top of a block of oddly glittering charcoal grey stone. Each basin is a long silver rectangle, one at waist height and the other

higher than an average man's head, set slightly back. Carved into the stone face, on either side of the upper basin, are two symbols of power known as Gazing Keys.

In order to use this item, the channeler first fills the upper basin with clear water and channels into the gazing keys. He then must place his hands on the proper symbols, one to each side. A knife edge sheet of water will spill across the face of the upper basin allowing the caster to see far off people, places and times.

The user must make a Concentration check (DC of 20). If the check fails, then nothing happens and the weave slot is lost. If he succeeds, the Gazing Font displays a picture of the desired place or person. The picture displays both sight and sound, and can be changed as often as the user desires, with a new Concentration check required each time.

The Gazing font can be used only 1/day for 5 minutes. If the channeler wishes to view Tel'aran'rhiod, increase the Weave sacrifice slot by +1. If the person he is trying to see is not in the dream world, the does not function.

In order to view the past, the character must know exactly when and where he wants to view, or else it will not work. Strangely, trying to view a time before the breaking of the world is almost impossible. Increase the Weave sacrifice by +3 levels to view this time period.

Note: The character using this ter'angreal must maintain contact with the Gazing keys while viewing or risk losing the weave slot sacrificed permanently (requires a Fort save DC 16)

The Hourglass of Destiny

(By Marc-André Bédard)

Activation: As any hourglass.

Affinities: None

Size: Small

Weight: 3 lb.

Occurrence: Unique

The secret archives of the White Tower speak of a dangerous ter'angreal from the Age of Legend, called the Hourglass of Destiny. The few bits of information surviving the Breaking of the World mention that this ter'angreal truly was a useful and benevolent tool, if a bit difficult to control. Whatever it might have been, its utility and the knowledge required for its safe operation are lost to the mist of time. Now only its most nefarious characteristic is known, and that function makes this ter'angreal a wicked tool of sorrow.

Whoever activates the hourglass (willingly or not) will find himself bonded with weaves of spirit to the passing of the silvery sand within it. From this moment, should the sand in the hourglass ever stop flowing between the two halves of the device, the one bonded to the ter'angreal will literally drop dead; dying of a sudden heart attack. The hourglass can only be bonded to one person at a time and once activated, can be manipulated freely so long as the sands do not stop moving. In the present age, no one has ever succeeded in freeing someone bonded to the hourglass once activated, but there is a way: the Hourglass of Salvation.

The Hourglass of Destiny is made of glass, white ivory and gold; the sand in it has a silver taint and take about 1 hour to completely pass from one half to another, but this is a fact no one ever cared to verify for obvious reasons. The current whereabouts of the Hourglass is unknown, since its mysterious disappearing in 783 NE.

The Hourglass of Salvation

(By Marc-André Bédard)

Activation: As any hourglass.

Affinities: None

Size: Small

Weight: 3 lb.

Occurrence: Unique

The second hourglass is less well known than the first one, simply because this one is not lethal. But again, the sisters misunderstood its true purpose. Never did it occur to them that it might be linked to the Hourglass of Destiny.

This ter'angreal has the power to free a person from their bond to the Hourglass of Destiny. To free someone from their bond is tricky and dangerous, however, as the one bonded must time the passing of the sands in each hourglass so that both stop at the exact same time. Easier said than done. Failure to succeed means death all the same.

Another power of this ter'angreal, the one known by the sisters, is the ability to neutralize any poisons in the body of the person who activates the hourglass, so long as the poisoned person can survive the hour it takes for the hourglass to act. The hourglass is finely sculpted of an ebony wood and is filled with normal sand. Its current whereabouts are unknown.

The Jade Circle of Bienne Nemora

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Small

Weight: 4 lb.

Occurrence: Unique

Nemora Sedai discovered the Jade Circle during the terrible fighting that occurred during the Trolloc Wars. From her partially recovered journals, we know when she found it, but as to where she was, other than in the ancient kingdom of Jaramide, nothing is known. It wasn't until a short time ago that Martine Janata determined its

use. This ter'angreal is a shaded green jade circle 2 ft. in diameter with a 1ft. circle centered in it. Across the face on both sides are intricate geometric, maze-like carvings.

This powerful artifact from the Age of Legends aids in guarding one's dreams. It is considered the equivalent of a sa'angreal with a power rating of 6 for purposes of casting the Dream Shielding weave.

The Veiled Widow

(By John Bornicke)

Activation: Weave sacrifice; 1 level weave slot

Affinities: Air, Spirit, Water

Size: Medium

Weight: 35 lbs.

Occurrence: Unique

This unusual statue was recently unearthed in the ruins of ancient Corantheren in a farmer's field, south of Baerlon. Through circumstance it has been traded several times and eventually ended up in the hands of the Salidar sisters while in Murandy.

This ter'angreal appears to be a brilliantly clear crystal statue, a pace high, of a veiled and hooded woman with her hands folded serenely together. Inscribed delicately along the base in the Old Tongue are the words "*Grieve for thou art able, give comfort to the tears of the widow.*"

This ter'angreal has two powers. First, all those within a 50 ft. radius circle, while it is activated, will be immune to any disease or infection. Furthermore, those within the area of effect also heal 3 extra hit points per hour of rest. The duration for this power is one full day from activation (sunrise to sunrise, or sunset etc.) The weave used for activation does not have to be held for this period. Once used, this function only works once per week.

Secondly, it can aid the user in casting any weave within the Healing talent as an angreal with a power rating of 3.

The Weeping Women

(By John Bornicke)

Activation: Wield

Affinities: None

Size: Tiny

Weight: ½ pounds

Occurrence: Unique

This rather simple statuette resembles a kneeling, robed woman with long hair, hands to her face as if she was crying. It seems to be made of age darkened Ivory.

The Aes Sedai of the Tower have known about the benefits of this ter'angreal for some time, thanks to an ancient scroll located in the Tower library. It is only recently that it has come back into their possession, and is currently being studied by Elayne Sedai.

In order to use this item, it must be touched to the bare skin of any person wounded and bleeding. The touch of the statuette slows bleeding so that an injured person will only bleed one Hit Point every 10 rounds, instead of each round.

Vraelia's Ring of Renewal

(By Timothy Flynn)

Activation: wear

Affinities: Spirit, Air, Water

Occurrence: Unique

Vraelia was an Aes Sedai of some renown during the years of the Compact of the Ten Nations. She was a remarkable healer, and almost legendary for her help in battles against the Trollocs. She fought with the brave warriors of Manetheren, but died roughly 3 years before the fall of that great nation. It is believed that many of her belongings were not brought back to the tower; it is believed they could be found in her home that was once on the outskirts of Jara'copan. None have found her home yet, but many have tried. It is further believed she kept other "trinkets" hidden, as she often clashed (privately) with the leadership of the White Tower.

With this ring, all weaves within the Healing Talent use one weave slot lower than normal. The effect stacks with all other features of angreal, ter'angreal, or affinities (i.e., if you have all the listed affinities for a weave).

Wand of Storage

(By Kevin Binswanger)

Activation: Weave Sacrifice: Level Varies; Wield

Size: Medium

Weight: 5 lb.

Occurrence: Unique

The ter'angreal appears as a long, smooth and pure white rod. No matter the temperature, the wand feels cool to the touch. It has a round half-globe at the back end.

The rod has two uses. First, a channeler can imbue the rod with any weave by holding the rod and channeling the weave into it. The rod will hold the weave indefinitely until used. The weave cannot be cut or seen until released. Only one weave can be stored at a time.

When the rod is charged, and anyone wields it and presses the bottom to trigger it, the weave will be released as if the channeler had just woven it. It will persist for one hour if it is a non-instantaneous weave. The flows will be visible to anyone that makes an appropriate check. For these checks, the gender of the person who charged the rod, not who released it, will be used.

Weave Breakers

(By Randy Madden)

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 spider's 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 but could be as low as 15.

Wells

(By Randy Madden)

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 level weave.

Whetstone Scabbard

(By Joshua Borlase)

Activation: Wield

Affinities: none

Size: Medium

Weight: 4 lb.

Occurrence: Rare

Because scabbards were lost far less frequently than swords, Aes Sedai during the Age of Legends devised this ter'angreal to protect and repair damaged weapons. Any sword capable of fitting the scabbard will regain 1hp per full day spent inside the scabbard. All rust or other maladies of metal will reknit until the blade is identical to the condition when first placed in the scabbard. Only one blade may be repaired at a time.

White Marble Rod

(By Mark Etter)

Power Rating: 3

Attunement: Female

Size: Small

Weight: 10 lb.

This powerful angreal is a polished white marble rod, a pace in length. But some consider it too heavy and unwieldy to use properly.

Writing Tablet of Guise

(By Mark Etter)

Activation: Special

Affinities: None

Size: Medium

Weight: 5 lbs.

Occurrence: Unique

One of the oddest ter'angreal ever found is one that the Aes Sedai have named the Writing Tablet of Guise. The piece was given to the White Tower by an Ogier who had uncovered its abilities one day when

he left the steddung to write in private. He gave a verbose tale of how it had been in his family for 4 generations and then told what had happened. He began writing, then laid down the paper and put the quill in the ink jar and began to speak his thoughts out loud and then the most peculiar thing happened. The pen jumped up and started to write what he was speaking on another sheet of parchment. And it matched the handwriting of the Ogier perfectly. After consulting the Ogier counsel, he was asked to take the writing tablet to the Aes Sedai and deliver it to them.

The writing tablet is a very well made wooden box that is 3ft. long, 2ft. wide, and 6 inches thick. It has ornate carvings and scrollwork all along the outside. When the cover is removed, the box reveals an ink jar, a feather quill, sealing wax, candleholder, several shapes and sizes of seal presses, a writing area with enough space for two pieces of parchment. Each of the seal presses is blank, oddly enough. The Aes Sedai have yet to uncover all of the secrets of this ter'angreal. They have only been able to reproduce the effect from the Ogier's tale.

This is how it works: Place a copy of the handwriting of the intended forgery in one of the writing areas. Place the paper to be written in the other. Place the quill in the ink jar and begin to speak. The quill will write what you speak exactly in the handwriting of the sample supplied. The seal presses will simulate any seal face that it comes in contact with. Press a signet ring or seal to the blank press provided and the impression will transfer perfectly. If any piece from the writing tablet is removed for more than 2 hours it will lose its abilities until replaced in the tablet.

In game terms, this ter'angreal grants a +10 equipment bonus to all forgery checks (+15 if a seal is used) and allows one for one transfers of any type of seal or signet ring. You still need to speak the way the

other person would have written. So, someone close to the intended author would know something is wrong by the way the letter is written (grammar, dialect, inflection, etc).

Chapter 7 ò Adventures

A Conspiracy in Shadows

(By Phil Norfleet)

(For 6 Characters of 1st or 2nd Level)

Introduction

This is a Wheel of Time adventure suitable for six 1-2 level characters. It can accommodate characters of higher or lower level with some adjustment. It may also be tailored for fewer adventurers. While it is not necessary for adventurers to have completed the introductory adventure in the Core Rulebook, it is recommended as the adventure begins with the characters lost in the Ways. If DM does not plan to run that adventure, some adjustment must be made. Further, it is presumed that the characters will get lost while attempting to make their way out of the Ways instead of being able to retrace their steps to Caemlyn.

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

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

Adventure background

This adventure takes place in Baerlon, at about the same time as Rand al'Thor is fighting Ba'alzamon at the Eye of the World. Once again, the Cloak (or other suitable MacGuffin as established by the GM in the introductory adventure) has a role, although it is quite a bit less significant than in the previous adventure. By this time, the characters are aware that there is something special about this item, although they may still be unaware of its

properties. The adventure presumes that they remain ignorant of them.

Baerlon has been in a state of chaos since the burning of the Stag and Lion Inn, with several near riots being barely contained by the overworked and harassed City Guard. During the riots, Caleb Nolan, the most powerful Darkfriend in Baerlon, arranged for the abduction of Governor Heran Adan's young niece and, through intermediaries which concealed his identity, managed to blackmail the Governor into banning the Whitecloaks from the city. It is a sad irony that the Children of the Light were actually doing good work in Baerlon, having begun to suspect Nolan as a Darkfriend, but were forced out.

Hoping to avoid problems with the city guards, Nolan arranged for his nephew, also a Darkfriend, to become one of the officers. When Aeron Nolan was unable to subvert the captain of the guards, Caleb arranged for the abduction of the captain's daughter, hoping to use her as a bargaining tool. Unfortunately, Aeron had a crisis of faith and fled the city with his young wife. Fearing they would reveal too much, a team of assassins was sent to hunt down the man. As of the beginning of the game, they are still looking for Aeron, unaware that he is already dead.

Caleb needs only a few more pieces to be in place before he can make an open grab for power. He has already set into motion a plan to abduct the son of his primary competitor and has plans for the further subversion of the Governor. Things are going exactly as he had planned them.

When the characters arrive in Baerlon, however, he panics. The character wearing the Cloak is similar in appearance to a man

Nolan suspects to be a Tar Valon agent, perhaps even a Warder on a covert mission. Not having actually seen a Warder's Cloak before, Nolan mistakenly assumes that the character in question wearing one since it is (to his eyes), obviously Power-wrought.

Story Summary

Following their harrowing journey through the Ways, the characters emerge through a Waygate in the broken city of Shadar Logoth. They are quickly drawn to a damsel in distress and save her from Trollocs (separated from the massive group sent by Ishmael after al'Thor). Morella Nolan reveals that her husband (a Baerlon City Guard) had accepted a contract in Caemlyn and they were traveling there when the monsters attacked. She begs them to provide her an escort back to Baerlon.

Upon arrival in the city, the characters meet Morella's uncle who is secretly a Darkfriend and fears that his nephew has hired the characters to kill him. He covertly arranges for an assassination attempt upon the PCs, unaware that they have never even met his nephew. When the assassins fall upon the characters, it is meant to appear like they (the assassins) are common thugs or footpads but the reappearance of a familiar face makes the characters begin to wonder. A chance encounter with a man in the street allows the characters to realize a conspiracy is afoot.

In the climatic act, the characters have the opportunity to stamp out the infestation of Darkfriends by tracing it to its source.

Scene 1: Out of the Ways

The first scene begins in the Ways, as the characters have spent the last several days trying to backtrack their path to Caemlyn. Unfortunately, none of them were paying enough attention to their original route so they have discovered themselves

thoroughly and completely lost. Now, quite a bit later – they assume it is probably a couple of days as they have been forced to rest – they have discovered another of the doors out of this place.

After several long and hungry days of wandering this unusual place, you have found the door. Or at least, you think you have. Finding your way in this place has been nothing short of impossible and you cannot tell if this is actually the same way you entered or not, but it sure looks the same. Hoping against hope, you move the odd Leaf-like object and wait with anticipation as the door slowly opens. Instead of the cellar, however, you find yourself looking out into a ruined city. Not wanting to stay in this dark and haunting place any longer, you brave the door and exit.

Broken paving stones crunch underfoot as you emerge from the odd place, and you involuntarily squint at the unexpected brightness of the sun. A cool breeze carries a hint of rain to you as you look around the shattered city. Nothing moves here, and weeds, mostly old and dead, sprout from cracked walls and pavement. Few buildings have their roofs intact, and immense towers rise up into the sky but abruptly stop, like shattered sticks. This was once a grand city, a city the likes of which even Caemlyn would have envied. But now, it is a silent and desolate place, and you can feel the oppressive weight of centuries pushing in on you.

Suddenly, a distinctly feminine shriek of terror breaks the silence. It echoes through the hollow city but you can easily tell that it originated from outside the city. The guttural howl of a Trolloc follows closely and the woman, still distant and unseen, screams again.

Have the heroes make *Listen* checks (DC 12) to realize that the screams are originating from the east. Even if the

characters do not want to rush toward the location, they can feel a sense of danger all around them. Characters may make a **Knowledge (history) check (DC 15)** to recognize this city as Shadar Logoth; anyone who makes this check will also want to get out quickly since it has a terrible reputation.

While in the city, channeling characters must make a **Concentration check (DC 15)** simply to maintain their grip on the One Power. Male channelers feel the Taint particularly strong here; at any time in which he overchannels, he receives an additional 1d4 Madness Points instead of the usual 1.

To get out of the city, the characters must make their way east for 400 feet. When they reach the edge of the city, they can see a single man fighting with three Trollocs about 100 feet away; a blonde woman is cowering behind the man and screaming like a banshee. Two Trollocs are already on the ground, dead from their wounds. As the Trollocs are facing away from the city, the heroes may get the opportunity to strike them with surprise; in this case, the Trollocs do not get the benefit of their Dexterity to Defense. If, on the other hand, characters bellow out war cries or announce their presence in some other fashion, the Trollocs suffer a –2 to all actions against them since the characters are appearing from Shadar Logoth. In any event, it is essential that the man be killed before the characters arrive.

GM Note: If a character made his Knowledge (history) check regarding Shadar Logoth and knows the Olde Tongue, he may make an Intimidation check against the Trollocs with a +4 circumstance bonus. Should this beat the DC of 13, the Trollocs are shaken to the point that they suffer a –4 to all actions (attacks, defense, saves, and skills) for the duration of the combat.

Trollocs: hp 18, 15, 17.

Trolloc Tactics: They aren't very clever and attempt to overpower their opponents with brute strength. If two of them are killed, the third attempts to flee.

Aftermath: Even as the battle is dying down (whether it be with the death of the last Trolloc or his escape), the woman is throwing herself on the body of the dead man, wailing with anguish and pain. She pleads with the characters to save him, to keep him from dying, but even a rudimentary glance at his wounds reveals that he is too far gone for anyone's help. With another wail, she collapses on him, sobbing and shaking. A **Diplomacy check (DC 20)** is required to calm the young woman down so that the heroes can attend to the deceased man's body.

GM's Note: *It is possible that the characters will choose not to get involved at all by hiding in the city until the battle is over. If that's the case, replace the section that follows with the characters being set upon by the same band of Trollocs sometime later. Alternatively, you can introduce them to Mashadar the hard way; although no rules are presented, you could easily judge that any character touched by the mist must make a Fortitude save at a ridiculously high DC (natural 20 only?) or die. That will teach them to screw up the adventure by being cowards.*

Scene 2: To Baerlon we Go

After having calmed the young woman down (although she still chokes up every time she looks at her husband's body), the characters learn some of her history. Her name is Morella Nolan and her husband was named Aeron. She is a potter by trade and her husband was a Baerlon city guard; they were traveling to Caemlyn when they were set upon by the terrible creatures; their horses were killed and they fled from the road, eventually arriving here only to

be set upon by the creatures once again. If any character reveals that the creatures were Trollocs, she looks at them with wide eyes and a squeak before commenting in a quiet voice that she thought they were just legends. She further asks the heroes if they could escort her back to Baerlon where her husband's Uncle, a prominent merchant, is sure to reward them for rescuing her. She will also solemnly ask that they take her husband's Warder's sword and chain shirt (both Masterwork) as gratitude; "Aeron

would want you to have them," she whispers before beginning to cry again. According to Morella, it is about four days on horseback to Baerlon using the Caemlyn road; however, if the characters are on foot this will equate to about 8 days (at a regular speed of 30; it becomes 12 days with a 20' movement rate). For every two days on the road, roll 1d8 and consult the following chart - if characters make it to Baerlon without running into the Tinkers (Scene 3) go directly to Scene 4.

1 1d4+2 brigands (use Thugs below). These men are dirty, mean and totally without redeeming characteristics. They will attempt to ambush the characters using ranged weapons before closing in on the survivors with melee weapons. Heavily armed characters (those wearing Heavy armor) will cause the bandits to reconsider their ambush, however.

2 1d4+1 wolves. They snarl ferociously for a moment, then sniff at the characters; if any of the players has expressed an intent to become a Wolfbrother, the wolves seem to look at him and he gets the impression that they are going to ignore him. On a *Wilderness Lore* check (DC10), characters will know that as long as they do nothing to the pack, the pack do not attack the group. GM Note: *This pack is actively hunting the Trollocs in the region; should PCs run afoul of said Shadowspawn and start getting their butts handed to them, feel free to have the wolf pack charge in to lend a hand.*

3 Peddlers. They are a standard group of traveling merchants who are heading toward Whitebridge from Baerlon and would greatly appreciate better directions. Characters may be able to purchase equipment from them. If the GM desires, he may instead substitute an encounter with Darkfriend assassins disguised as peddlers. No stats are provided for these characters.

4 Tinkers. Consult Scene Three: Tinkers on the Road.

5-7 No encounter

8 1d4 Trollocs. Originally part of the massive force sent into Shadar Logoth by Ishmael, these creatures were separated from the rest and have gotten lost in the surrounding countryside.

Scene 3: Tinkers on the Road

This encounter can serve as a random encounter on the road back to Baerlon (see above), or it can be a scheduled one in which the characters will meet up with the Tinkers. If you intend to use Randy Madden's "The Trouble with Tinkers" adventure later, replace the following group of Tinkers with that group; in this

way, the characters will have a history with Mahdi Eramis and Shivan.

In any event, the characters should run into the Tinkers a little before dusk. Allow each PC to make a *Listen* check (DC 10); on a success, they can hear the sounds of flutes and fiddles drifting toward them over the evening air. If the characters investigate, they encounter four immense

mastiffs that begin growling and barking at the characters; any hero may attempt a **Handle Animal** check (DC 12) to calm the beasts. A brightly dressed man (red pants, obscenely bright yellow shirt) will step out of the woods and challenge them; with a rudimentary glance, characters will realize that he is a Tinker. If the heroes are badly injured (say, following an encounter with Thugs or Trollocs), he will quickly escort them to the main camp (of about ten wagons) where the wounds of the characters will quickly be attended.

If the characters are uninjured, the Mahdi of the Tinkers (Adolphus unless GM is planning on using tTwT later in which case he becomes Eramis) greets them in the traditional manner.

Mahdi: You are welcome to our fires. Do you know the song?

The characters may reply in any fashion they wish but the proper reply (known with a successful Knowledge (local) check at a DC 8) is *Your welcome warms my spirit, Mahdi, as your fires warm the flesh, but I do not know the song.* Unless a player can come up with a good reason as to why his character knows this reply, player knowledge is unacceptable.

Mahdi: Then we shall seek still, as it was, so shall it be, if we but remember, seek, and find. Welcome to our camp, strangers.

Characters will find themselves greeted stiffly, especially if they are heavily armed or armored. The Tinkers treat them with careful caution and observant heroes may notice that they always seem poised to run away; this is especially true of the previously mentioned characters equipped with the accoutrements of war.

There are several significant roleplaying opportunities here that I have only touched on. GMs are encouraged to use whichever ideas or tactics they desire to use:

- An attempt may be made by the Tinkers to convert one, or even all of the characters to the Way of the Leaf. For those unfamiliar with it, this totally pacifistic way of life preaches that violence is never the solution to anything and all people should live their lives with leaves as an example. *“For the leaf lives its appointed time, and does not struggle against the wind that carries it away. The leaf does no harm, and finally falls to nourish other leaves.”* Such a roleplaying opportunity exceeds this adventure’s intent but could be an excellent opportunity for intense roleplay.

- If converting the characters is not an option, or the characters are belligerent, Morella is an excellent target instead, being both vulnerable and extremely gullible. By the end of the night, she may be extremely interested in remaining with the Tinkers and joining them. Characters who wish to talk her out of this should probably be urged to roleplay their attempt; alternatively, they could simply make a **Diplomacy** check (DC assigned by GM) to convince her otherwise. If she joins the Tinkers, she will compose a letter for the characters to present to her husband’s uncle and beg the characters to present it to him. In this case, some alterations to the adventure may be necessary with Caleb Nolan’s wife assuming Morella’s fate.

- One or even two of the assassins hunting for Aeron Nolan may be among the Tinkers, perhaps recovering from wounds inflicted by bandits or hoping Aeron would seek refuge among them. They may attempt to ambush Morella at some point during the evening and kill her. Needless to say, should this occur, it could seriously jeopardize the adventure. Attempting to assassinate one of the characters that may be wearing Nolan’s armor and carrying his weapon, however...

The Tinkers are heading north, so the heroes cannot hitch a ride from them. Since they are planning on leaving tomorrow, the heroes are not expected to stay with them any longer than a single evening. This is intended to be a light encounter with no combat; at the first sign of violence, every Tinker will immediately flee into the woods and hide. Some information may be gathered from the Mahdi should PCs wish to talk to him. Some of examples of things that may be learned:

- A riot occurred in Baerlon a few weeks ago, one that culminated in the burning of an inn. The Governor blamed the Children of the Light and banned them from returning to his city.
- There are rumors of Aiel having crossed the Spine of the World, although only in small groups. No one has verified this, of course.
- False Dragons are popping up all over the place. Why they just had one in Caemlyn...oh, you saw him? What was he like?
- Strange things are occurring around Baerlon. Unusual shapes have been sighted flying overhead and some people even claim to have seen Trollocs this far south!
- Feel free to substitute any rumor that you wish that better fits your campaign style or goals.

If PCs prove to be trustworthy, the Mahdi will reveal they are planning to head toward Falme for the summer since things are getting too hot here in Andor. (This is important if you plan to run tTwT at a later date.)

Scene 4: A Timely Arrival

The characters should arrive in Baerlon a little before dusk. They quickly learn that the city guards are keeping a close eye on new arrivals. They are challenged by a serious-looking man who asks to know their business in Baerlon; at sight of Morella, his face gets dark and he glares at the characters, demanding to know where “Captain Nolan” is. He and his men exchange grim looks when it is revealed that their onetime captain is now dead. When Morella explains that the heroes rescued her, the men allow the characters entry.

Morella quickly leads them to her uncle’s merchant shop. It is a well-kept two-story building with a large loading platform in the back. As the characters are arriving, several farmers depart, muttering under their breath; if any characters wish to eavesdrop, they must make a *Listen check (DC 10)* and learn that the sheep farmers consider Caleb Nolan to be a tightwad. The below should be read or paraphrased to the characters, and the last bit (fear) should be directed toward the character wearing the Cloak.

The smell of wool is thick in the shop and you are momentarily taken aback by its sheer intensity. Shaking your head, you follow Morella deeper into the shop, noticing that it appears to be more of a warehouse than an actual merchant’s shop. There are several different kinds of wool here, but all stacked in neat, orderly rows. Morella’s voice snaps your attention back to her and she falls into her aunt’s arms, the story of her husband’s death tumbling from her lips. The sound of someone climbing down the stairs draws your eyes as a lean man of middle years approaches, his face filled with surprise. His gaze flickers past you for a moment, then darts back. Although he concealed it well, you are sure that you saw fear in his eyes. But why would he fear you?

Caleb Nolan greets his nephew's wife and listens to her tale with obvious sorrow on his face but keeps his eyes on the characters. Should a character ask to make a *Sense Motive check*, he must make a roll against Nolan's Bluff check; for purposes of the adventure, presume that Nolan's *Bluff result is a 25*. Should the character succeed, he may gather that Nolan is unsurprised about the death of his nephew, but is very surprised at the manner in which he died. The flicker of surprise is so quick that the character(s) should not be totally sure he actually saw it. When Morella finishes her tale, Nolan turns to the character wearing the Cloak.

"I must thank you for your bravery, kind sirs," he says with sorrow etched on his face. "Had you not happened along when you did, I hate to think of what would have happened to lovely Morella." He draws a deep breath and starts to speak but just as quickly chokes up. After a few moments, he recovers his composure and produces a purse that jingles with coins. "This cannot bring my nephew back, but I would ask that you accept these coins as thanks for bringing Morella back to us safely. Would that I could do more but this winter has been hard..."

There are two options with the purse, both of which are designed to eventually cast suspicion on Nolan and cause the characters to begin investigating him. They are:

- **OPTION ONE:** Inside the leather purse are 20 gold crowns. Later, the characters may learn through roleplay or

Gather Information checks that Nolan is a notorious tightwad from whom the least copper must be pried. Should someone learn that the characters received gold from him, they will be extremely surprised.

- **OPTION TWO:** Inside the leather purse are 4 gold crowns. The claim that it was a difficult winter appears to be true. However, characters may learn through roleplay or *Gather Information* checks that Nolan apparently had a surprisingly good year, despite the winter. Many of his competitors have been unable to discern how he always manages to make money in recent years, given his money troubles a decade ago.

If he is asked about someplace to stay, he will direct the characters to the White Stallion and give them a quick note for the innkeeper; paranoid characters may opt to read the note in which case it simply states: *These men require rooms. Help them and you help me. Caleb Nolan.* If asked about someplace to purchase supplies, he will inform them that they must wait until the morrow since the majority of the shops have already closed for the day, but he can direct them to the best shops of the city. As the characters are exiting the shop, one of them bumps into a man entering it. He is instantly recognizable with a massive scar that cuts across his face from temple to opposite jaw, and he gives the character a sullen glare before apologizing and entering the shop.

It is possible that characters may attempt to *Gather Information* regarding Caleb Nolan, or the Nolan family. Here are some things they may learn:

DC 10-14: Caleb Nolan is one of the wealthiest men in Baerlon and has a thriving shipping business, trafficking exclusively in wool. He has recently been expressing political aspirations and is often at odds with the Governor. His nephew Aeron was a Captain of the Guard but recently left for Caemlyn.

DC 15-19: Caleb Nolan had some money troubles about ten or fifteen years ago. His first wife died and a nasty illness nearly destroyed the local sheep stock; I heard he named the

Dark One. Anyway, he traveled to Caemlyn and returned a fairly wealthy man with a pretty new wife. He bought out his competitors and hasn't had money troubles since.

DC 20-24: You know, it's odd that Caleb Nolan had such a good year and all, what with the hard winter we had. There's not a single merchant in the city that didn't have a lean winter save Nolan. Wish I knew where he got his money.

DC 25-29: I heard Nolan had something to do with the Governor kicking the Whitecloaks out of the city. Some nut went and scratched the Dragon's Fang on Nolan's door and the Children were poking their noses into his business, bullying him around and accusing him of being a Darkfriend. Then the Stag and Lion was set on fire – Nolan loved that place – and the Governor kicked the Children out.

DC 30+: I heard that Aeron Nolan got into a shouting match with his uncle before he left for Caemlyn, something about Aeron marrying that cute little lady of his. This friend of mine claims Aeron actually named the Dark One, said Caleb would get swallowed up or some such nonsense.

The White Stallion is filled nearly to the rafters with rowdy miners and visitors. If anyone asks why the inn is so full, there are two reasons. First, the Stag and the Lion burned down several weeks ago, and second, the Stallion has a live gleeman tonight! Initially, the characters are informed that there are no vacancies, but upon providing the innkeeper with the note from Nolan, they are quickly provided rooms – at no charge for one night. The Innkeeper will act as if the characters are nobility; characters may make a *Sense Motive check (DC 5)* to realize that the fat innkeeper thinks they work for Nolan in some capacity and he wants to get in good with the wool merchant. As the characters settle in for the evening, presumably with full bellies and listening to the gleeman, choose a character and read or paraphrase the following to him:

The warm glow of the fire feels good after your travels and the gleeman is amazing. With simple words and gestures, he has made the Great Hunt for the Horn come alive; you can almost see Rogosh Eagle-Eye and Gaidal Cain as they fight the forces of the Dark One. A glance around the room reveals no one not riveted to his words. No one save a single man.

He is sitting in the deepest shadows of the inn, a heavy cloak wrapped around his body and bound with an oddly shaped pin, but his eyes are staring at you and your friends. With a start, he realizes that you have caught him studying you and he quickly gets up and leaves the inn, prompting several muttered complaints from those he jostled. He seemed familiar somehow...

Then it hits you. He was the man that you ran into outside Caleb Nolan's shop. But why would he be staring at you?

The characters have several options here. First, they can ignore the man and continue enjoying the evening. In this case, proceed directly to Scene 5: Scene of the Crime. Alternatively, one (or even all) of the characters could pursue him. This is what he is hoping for and the characters are easily able to track him deeper into the city. He rounds a sharp corner and disappears into an alleyway. If the characters pursue him around the corner, they find themselves running into an ambush. Five armed thugs are waiting in the shadows and they jump the heroes the moment they round the corner. If three of the thugs fall, the rest will flee without hesitation, even if this means being the targets of Attacks of Opportunity.

Thugs: hp 7, 6, 6, 5, 4.

Development: It is possible that the characters may capture and interrogate one of these thugs, but they will learn very little from them. They were hired by a man in a dark cloak to jump the characters and kill them. None of the thugs know who the man was or why he wants the characters dead. Attempts to further locate the scarfaced man prove to be fruitless. Characters may attempt to determine his identity; a **Gather Information** check (DC 15) at the White Stallion will reveal him to be a man named Gaelin and the fact that he was once suspected to be a spy for the Whitecloaks who remained in the city following their departure. Very few in the area actively trust him but he has not yet done anything to warrant banishment from the city. To figure out exactly what he does requires a **Gather Information** check (DC 20); characters may learn that he is a merchant guard for Caleb Nolan.

Scene 5: Scene of the Crime

The following morning dawns early and is crisp. The following assumes the characters have business in the many shops of the city; if the characters simply depart from the city; skip directly to the City Gates.

MARKETPLACE: While they are purchasing supplies, have all characters make a **Spot** check (DC 15); on any successes, that character notices Gaelin speaking with a city Guardsman at the edge of the market. The character(s) is too far away to make out any words, but the scarred man hands the guards a small purse that is obviously full of coins and several papers before turning away and leaving the market. The Guard goes in the opposite direction.

The Guardsman proceeds directly to a guardhouse where he speaks with several others; in order to get close enough to

overhear what is said, a character must make a **Hide** check (with a +2 circumstance bonus for the crowd) which is opposed by the Guardsman's Spot check (+0), followed by a **Listen** check (DC 12 – due to the noise of the crowd). The Guardsman's comments (GM should include a description of at least two characters at the appropriate point):

“I've just come from headquarters to pass on an alert. There are several Darkfriend travelers in the city who are wanted for the murder of Morella Nolan. Here is a description of them; arrest them at once, should you see them. They are considered very dangerous.”

In the event that one (or more) of the characters follows Gaelin, he returns directly to Caleb's shop. Immediately afterward, the wool merchant locks his door and pulls the shades, an indication that he is closed for the day. **Listen** checks may be attempted but have a base DC of 25 due to the size of the building. On a success, they will hear the sounds of keys rattling, a door opening and Caleb speaking: *They are getting too close. We must move quickly.*

Should the characters not learn that they are wanted for murder until the Guards come looking for them, GMs are encouraged to allow the Guards to narrowly miss the heroes and ask about them where the characters can hear. Any character that is an outlander (i.e., not a Andoran) should be immediately recognized by anyone they attempt social interaction with (Bluff, Gather Information, etc.) The alarm will be sounded immediately.

CITY GATES: The gates of the city have been closed and there is a huge mass of farmers and miners waiting for them to be opened again; these men are muttering angrily and it is possible that the characters may learn of the manhunt for them in this

manner. No less than six guards are stationed at each of the gates.

CALEB'S SHOP: The obvious place to check is Caleb's shop; regardless of whether they have visited it today or not, they find it closed up. This is something of a surprise and characters may learn from some angry sheep farmers that Caleb NEVER closes early. The main door has an average lock on it (requiring an **Open Lock check** of 25), and the rear door has a simple lock on it (requiring an **Open Lock check** of 20). A **Search check** (DC 20) around the rear of the building will allow the characters to locate a spare key, hidden in a hanging plant. Alternatively, the characters may attempt to force the door open; a **Strength check** (DC 15) will easily force the rear door but will make a great deal of noise.

On the first floor, characters must make a **Search roll** (DC 25) to locate an extremely well hidden entrance to the cellars below. If they don't make this check initially, they will when one of the Darkfriends comes upstairs. Characters with looting in mind can find pretty much anything the GM deems feasible, although it is extremely unlikely (read: almost impossible) that these people will have Power-wrought equipment or *angreals/ter'angreals*. Upstairs are the living quarters and, although they are abandoned, heroes can instantly tell which room was Morella's from the overpowering smell of perfume. There is evidence of a struggle and a **Search check** (DC 15) will locate an oddly shaped cloak pin that characters recognize as belonging to Gaelin; it appears to have been ripped or torn from a black cloak.

As the characters are going over the upper level of the building, two Darkfriend cultists exit through the cellar entrance and enter the ground floor. If there are any characters downstairs (standing guard or something like that), they have plenty of time to find shelter or places to hide (+5 circumstance bonus to any Hide checks.)

Use the standard Thug template for these characters; clever characters may be able to utilize stealth to neutralize one or even both of the villains before they are even aware of the attack.

Darkfriends: hp 7, 6

Tactics: If the Darkfriends outnumber the number of attacking characters in the first round (and are thus unaware of the presence of other characters), they will both attack the sole hero present. If the number of the characters present is equal to the villains and they don't appear to be too heavily armed (medium or heavier armor), they will each attack a hero. If they are outnumbered, one of the villains will attempt to block the characters from entering the secret passageway while the other flees down it, hoping to warn his allies. If he escapes, 4 additional thugs will reinforce him within 1d6+1 rounds (not including Caleb and Gaelin.) GM may choose to have the Darkfriends set up an ambush instead of making a frontal assault.

The heroes may question captured or incapacitated thugs. With a successful **Intimidate check** (DC 13), they will force the man to slip up and curse them, declaring: "You cannot win! The Great Lord will consume you in the end!" Instantly, he recoils in fear at this as it reveals he is a Darkfriend. If characters search their bodies, they find a single iron key.

GM Note: It is necessary for the GM to determine exactly why these two Darkfriends were leaving their cellar hideout. Suggestions range from going home to grabbing wine casks or getting food. This is important since the Darkfriends in the cellar may react differently if they hear the key turning the lock when the two upstairs Darkfriends were not coming back.

Scene 6: Into the Shadow

Should the characters follow the now-open passageway, it leads down a narrow set of stairs (only one hero at a time) for at least thirty feet, ending at a thick wooden door that has been closed. Should GMs wish to be especially devious, a simple bell trap may be concealed on the stairs, doing nothing but warning the downstairs Darkfriends of someone's approach. A **Search check** (DC 20) is required to locate the trap (at about the mid-point) and a **Disable Device check** (DC 10) is required to keep it from ringing. Should it be set off, the downstairs Darkfriends will be waiting in ambush.

A **Listen check** (DC 10 if villains are unaware of characters, DC 20 if ambush is waiting) may be made to detect noise on the other side. The door is locked but it can be picked (**Open Lock check** [DC 25]) or smashed in (**Strength check** [DC 15]), but hopefully the characters have brought the key acquired from the Darkfriends upstairs.

The secret lair of the Darkfriends is a large cellar, over fifty feet in width and length. There is a single large table in here and numerous chairs; a bookshelf in one corner has a number of books on heretical subjects. Another door is set in the west wall. When the characters enter, there are at least 4 Darkfriends within (use standard Thugs); what these men are doing is entirely up to the GM but the following assumes the DFs were dicing. If characters move carefully and cautiously (**Move Silently checks with +2 circumstance bonus since the DFs aren't actively paying attention**), two of them may get surprise actions on the seated DFs. If the villains have set up an ambush for the heroes, the layout will need to be adjusted as the Darkfriends will usually use the tables as cover and fire ranged weapons (short bows) at targets entering the cellar. Further, should an ambush be set up, Gaelin will be present and ready to attack.

Darkfriends: hp 4, 5, 8, 6

The door leads to an "off-limits" area where Gaelin and Caleb are planning their next move to assume control of Baerlon; from this room, there is also a dark tunnel that leads directly to a nearby warehouse believed to be empty and owned by one of Caleb's rivals. They will enter the battle as soon as they hear the sounds of combat; it will take them 1 full round to exit the room at which time they will be able to join the battle. Should the GM wish to make Caleb a long-term enemy, he will make his escape instead of exiting the room and entering combat.

There are three prisoners in the "off-limits" area that will be able to clear the names of the heroes; they are: the Governor's niece (12 years old), the daughter of the Guard Captain (15), and the son of a prominent merchant (6). All three have been captured to provide bargaining chips in the coming coup.

Tactics: This is a battle to the death. The Darkfriends cannot allow the characters to escape with knowledge of their true allegiances and they know that they cannot expect mercy from the populace of Baerlon. Should Caleb or Gaelin be killed before the remaining DFs, his death will so demoralize the others that they suffer a -2 to their Defense for the remainder of the combat.

Wrapping Up

With the Darkfriend plot foiled and the hostages freed, the characters must now clear their names. The GM can make this as easy or as difficult as he wishes. If the GM wishes to be lenient, the heroes can emerge from Nolan's shop to find the City Guard having surrounded the building. By dusk, everyone in the city has heard of their great deeds (and GM may opt to grant them a Reputation point for their actions). In this case, the city will provide healing

for them and pay for their stay in the city. A reward may also be in the works...

As an alternative to the above ending, the GM could allow Caleb to make a discrete exit during the final combat through a hidden tunnel in the "off-limits" area so that he may return to plague the heroes again in the future. If you don't like that idea, perhaps his body simply mysteriously disappears...

Characters

Morella Nolan

A beautiful young woman, Morella is the widow of the recently deceased Aeron Nolan, the fleeing Darkfriend. With brilliant golden locks and sparkling blue eyes, she is captivatingly attractive and has an amazing ability to talk about absolutely nothing for hours on end. Many (including her Uncle) believe that this inane chatter secretly conceals a razor-sharp mind, but she is actually as dull as she appears.

Morella, female Midlander Expert 1; HD 1d6; hp 6; Init +0; Defense 10; Spd 30 ft.; Attack +0 Melee (1d4); SV Fort +0, Ref +0, Will +4; Rep 0; Str 11 (+0), Dex 10 (+0), Con 11 (+0), Int 7 (-2), Wis 11 (+0), Cha 18 (+4).

Skills: Craft (pottery) +2, Diplomacy +8, Profession (potter) +4, Ride +4, Search +2, Sense Motive +4

Feats: Bullheaded

Possessions: Dagger, 5 gold marks

Thugs & Darkfriends

Standard Issue Mook. These guys have few (if any) redeeming qualities and can usually be found in any city.

Thugs and Darkfriends, male Midlander Warrior 1; HD 1d8; hp 7 (average); Init +0; Defense 13 (+3 studded leather); Spd 30 ft.; Attack +3 melee (1d8+2 longsword), +1 ranged (1d6, shortbow); SV Fort +6, Ref +0, Will +0; Rep 0; Str 14

(+2), Dex 10 (+0), Con 15 (+2), Int 10 (+0), Wis 10 (+0), Cha 12 (+1).

Skills: Intimidate +4, Jump +4

Feats: Great Fortitude, Run

Possessions: 1d4 silver

Caleb Nolan

Ostensibly a top wool merchant in Baerlon, the uncle of Aeron harbors a dark and deadly secret. For nearly thirty years, he has been a Darkfriend and has become the most powerful of those in Baerlon. He recruited his nephew into the circle and has long harbored a thirst for power. With the riots instigated by the Whitecloaks now but a memory, he sees his chance. He desperately hopes that his actions in Baerlon will be recognized by the Chosen when they return but is terrified that agents of Tar Valon may be in the city, hunting for him. There are indications that his nephew spoke with such an agent...

Caleb, male Midlander Wanderer 2/Noble 2; hp 18; Init +2; Defense 18 (+2 Dex, +8 class, -2 multiclass); Spd 30 ft.; Attack +3 melee (1d6 short sword), +4 ranged (1d4, dagger); SQ: Bonus Class Skill (Move Silently), Call in a Favor, Illicit Barter, Inspire Confidence +1, The Dark One's Own Luck; SV Fort +0, Ref +6, Will +6; Rep 4; Str 10 (+0), Dex 15 (+2), Con 9 (-1), Int 14 (+2), Wis 13 (+1), Cha 12 (+1).

Skills: Bluff +8, Balance +6, Escape Artist +8, Gather Information +5, Innuendo +5, Intimidate +7, Knowledge (arcana) +8, Move Silently +6, Open Lock +6, Pick Pocket +8, Profession (merchant) +7, Ride +6, Sense Motive +8, Tumble +6, Use Rope +6

Feats: Luck of Heroes, Nimble, Persuasive

Possessions: 50 gc, masterwork short sword

Gaelin

Long a Darkfriend, the man known only as Gaelin has had many jobs throughout his life but his most successful one to date has

been as a spy for the Whitecloaks. Shortly after Lord Captain Bornhald arrived in Baerlon, Gaelin was put in touch with a member of the Captain's retinue. He remained in the city when the Whitecloaks were banished and has got a job as a merchant guard. On rare occasions, his allegiances are invoked and he does special jobs for Caleb Nolan. Gaelin is easily recognizable due to the immense facial scar that crosses his entire face from one temple to the opposite jaw. He rarely smiles.

Gaelin, male Midlander Armsman 2/Wanderer 1; hp 26; Init +2; Defense 15 (+3 studded leather, +2 Dex) or 17 (+3 leather, +2 large steel shield, +2 Dex); Spd 30 ft.; Attack +4 melee (1d8+2 long sword), +3 ranged; SQ: Illicit Barter; SV Fort +5, Ref +7, Will +3; Rep 0; Str 15 (+2), Dex 14 (+2), Con 13 (+1), Int 12 (+1), Wis 10 (+0), Cha 8 (-1).

Skills: Climb +7, Handle Animal +5, Heal +5, Hide +6, Intimidate +7, Jump +6, Move Silently +6, Ride +7

Feats: Bullheaded, Luck of Heroes, Power Attack, Weapon Focus (Long sword)

Possessions: 65 mk, long sword, dark clothes

Baerlon City Guard

Male Midlander warrior 1; hp 7 (average); Init +0; Defense 13 (+3 studded leather); Spd 30 ft.; Attack +3 melee (1d6+2, quarterstaff), +1/+1 melee (1d6+2, quarterstaff); SV Fort +4, Ref +0, Will +0; Rep 0; Str 14 (+2), Dex 10 (+0), Con 15 (+2), Int 10 (+0), Wis 10 (+0), Cha 12 (+1).

Skills: Intimidate +4, Jump +4

Feats: Ambidexterity, Two Weapon Fighting

Possessions: 1d6 mk

The Trouble with Tinkers

(By Randy Madden)

(For 4 Characters of 2nd or 3rd Level)

Introduction

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

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

[Text with light blue shading like this is meant to be read aloud or paraphrased to the players.](#)

Adventure background

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

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

A wandering band of Tinkers has tried to flee the troubles from Toman Head but unknowingly speed toward disaster. Shivan is a young Tinker, who was at Falme with several others on the day that Rand fought in the sky. While he still does not yet realize it Shivan is a Wilder. Within a few moments of Matt sounding the Horn of Valere, Shivan and his friends were attacked by some of the battle crazed animals of the Seanchan. Shivan survived by answering the siren call of *saidin*. Unfortunately, Shivan has already begun to show signs of madness. He believes he has found the song of the Tinkers in the notes of the fabled horn.

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

Story Summary

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

When they arrive in the town of Arien, the party discovers several of the buildings have recently burned and most of the town is in an uproar about the Tinker caravan that passed north of the town yesterday afternoon. In the Lion's Rest Inn, they discover several other travelers including an influential White Cloak. The

Whitecloaks are looking for a good tracker and will approach the party about hunting down some Darkfriend Tinkers.

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

Character Hooks

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

The Road to Baerlon

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

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

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

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

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

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

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

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

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

song.” If a PC has **KS: Tinkers** - the greeting is known with a DC of 8.

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

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

The Tinker Camp

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

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

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

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

On the Road, Again

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

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

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

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

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

If the party gets long winded- **Granden looks over his shoulder at to see his men vanish in the distance. He looks at the party briefly. Then he cuts off whoever is speaking “We must ride. The work of the Light does not wait for idle chatter.**

Walk in the Light.” He and his men turn as one and kick their lathered horses into a gallop.

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

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

In Arien

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

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

The farmer and what few hands he had left captured the young man and brought him to town in the morning. He gabbered on about finding the song and horns. When he was strapped to a tree for lashing, the world went crazy. The ground started

shaking and lightning ripped from a clear sky. Several of the buildings in town caught fire and nearly a dozen of the local men were killed.

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

The Lion’s Rest Inn

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

Inside the Inn

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

Two of the visitors are a dangerous looking male with a sword, and his charge; a beautiful young noble woman wearing a veil across her face. She is tall and dark with secretive eyes. Those of a criminal bent might note that she is wearing a great

deal of Jewelry, including a wide gold bracelet with a crest on it.

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

The party can get most of the back-story from the innkeep, provided they are not detained. Valden gets suspicious when people start asking questions, especially if they immediately connect channeling to what was done.

A thin, nervous man waits near the head of the table. He frequently rubs his hands on his dirty apron. He smiles at your entry “Welcome to the Lion’s Rest, good sirs. Will you be needing some food. I don’t have much mind you, and I don’t perform acts of chari...” The innkeep looks quickly to one of the children, an older man with ropes of gold at his shoulder. “We don’t appreciate those who do not walk in the Light here. But if you’ve coin, I can get you so..”

The older man with the golden knots cuts the innkeep short by standing. “That won’t be necessary, innkeep. I am Lieutenant Valden. Did you come from the East?”

The Lieutenant will question the party about their travels, destination, and if they have seen the Tinkers. He will be watching for a slip up. If the PC’s tell him about the Tinkers, he thanks them and sends them on their way. If they lie and he catches them, he will have them followed. Finally, if he can tell one of the PC’s is a

tracker he will ask that person to help find the Tinkers. Saying “No” is generally not the best career choice.

The Race to the Tinkers

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

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

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

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

The Song

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

As you reach the crest of the hill a scene of carnage utter devastation comes into view. Eight Whitecloaks lay dying or dead. Most of the Whitecloaks are in a large crater. Two mail clad things, that appear like overdone steaks dance around, one with a mastiff while the other dances with Eramis. The sound of horses screaming in pain drowns out everything but a strange melody coming from Shivan's horn. The chaos of the scene threatens to make you dizzy. Everywhere, everyone is dancing.

Many of the dancers have bodies bent at strange angles. Their heads loll lifelessly on their shoulders. Others have been run through with a sword, or trampled under hoof. While the dancing dead are terrifying to see, those who still live have pure terror in their eyes. From around one of the wagons you notice a Mastiff dancing on his hind legs, his body shakes with an uncomprehending terror. In the center of it all stands Shivan, horn in hand smiling madly as bodies twirl and spin around him.

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

The Breather

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

Wrapping it up

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

Characters

Shivan

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

Shivan has always been lost. He frequently obsessed about some new passion or another. He was believed to have been killed at the great battle near Falme. Since his return, he has grown increasing more obsessive about using horns in music.

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

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

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

Languages Spoken: Common (Midlands).

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

Base Feats: Skill Emphasis (Perform).

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

Affinities: Earth & Fire.

Talents: Conjunction & Elementalism.

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

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

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

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

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

Eramis

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

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

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

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

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

The Children of the Light

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

Character Background -

Feats: Blooded, Saddleback, Great Fortitude

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

White Cloak Soldier

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

Languages Spoken: Common.

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

Feats: Blooded, Mounted Combat.

White Cloak File Leader

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

Languages Spoken: Common.

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

Feats: Blooded, Mounted Combat.

White Cloak Squadman

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

Languages Spoken: Common.

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

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

Under-Lieutenant Valden

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

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

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

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