

And it shall come to pass that what men made shall be shattered and the Shadow shall lie across the Pattern of the Age, and the Dark one shall once more lay his hand upon the world of man. Women shall weep and men quail as the nations of the earth are rent like rotting cloth. Neither shall anything stand nor abide...

Yet one shall be born to face the Shadow, born once more as he was born before and shall be born again, time without end. The Dragon shall be Reborn, and there shall be wailing and gnashing of teeth at his rebirth. In sackcloth and ashes shall he clothe the people, and he shall break the world again by his coming, tearing apart all ties that bind. Like the unfettered dawn shall he blind us, and burn us, yet shall the Dragon Reborn confront the Shadow at the Last Battle, and his blood shall give us the Light. Let tears flow, O ye people of the world. Weep for your salvation.

On the slopes of Dragonmount shall he be born, born of a maiden wedded to no man.

The Shadow shall rise across the world, and darken every land, even to the smallest corner, and there shall be neither Light nor safety. And he who shall be born of the Dawn, born of the Maiden, according to Prophecy, he shall stretch forth his hand to catch the Shadow, and the world shall scream in pain of salvation. All Glory be to the Creator, and to the Light, and to he who shall be born again. May the Light save us from him.

He will be of the ancient blood, and raised by the old blood.

And his paths shall be many, and who shall know his name, for he shall be born among us many times, in many guises, as he has been and ever will be, time without end. His coming shall be like the sharp edge of the plow, turning our lives in furrows from out of the plaves where we lie in our silence. The breaker of bonds; the forger of chains. The maker of futures; the unshaper of destiny.

*Twice and twice shall he be marked,
twice to live, and twice to die.
Once the heron, to set his path.
Twice the heron to name him true.
Once the Dragon for remembrance lost.
Twice the Dragon, for the price he must pay.*

For he shall come like the breaking dawn, and shatter the world again with his coming, and make it anew.

With his coming are the dread fires born again. The hills burn, and the land turns sere. The tides of men run out, and the hours dwindle. The wall is pierced, and the veil of parting raised. Storms rumble beyond the horizon, and the fires of heaven purge the earth. There is no salvation without destruction, no hope this side of death.

The seals that hold back night shall weaken, and in the heart of winter shall winter's heart be born amid the wailing of lamentations and the gnashing of teeth, for winter's heart shall ride a black horse, and the name of it is Death.

Power of the Shadow made human flesh, wakened to turmoil and strife and ruin. The Reborn One, marked and bleeding, danced the sword in dreams and mist, chains the Shadowsworn to his will, from the city, lost and forsaken, leads the spears to war once more, breaks the spears and makes them see, truth long hidden in the ancient dream.

As the plow breaks the earth shall he break the lives of men, and all that was shall be consumed in the fire of his eyes. The trumpets of war shall he sound at his footsteps, the raven feed at his voice, and he shall wear a crown of swords.

The north shall he tie to the east, and the west shall be bound to the south.

Into the heart he thrusts his sword, into the heart, to hold their hearts. Who draws it out shall follow after. What hand can grasp that fearful blade?

The unstained tower breaks and bends knee to the forgotten sign. The seas rage, and stormclouds gather unseen. Beyond the horizon, hidden fires swell, and serpents nestle in the bosom. What was exalted is cast down; and what was cast down is raised up. Order burns to clear his path.

*Twice dawns the day when his blood is shed.
Once for mourning, once for birth.
Red on black, the Dragons blood stains the rocks of Shayol Ghul.
In the Pit of Doom shall his blood free men from the Shadow.*

His blood on the rocks of Shayol Ghul, washing away the Shadow, sacrifice for man's salvation.

There can be no health in us, nor any good thing grow, for the land is one with the Dragon Reborn, and he one with the land. Soul of fire, heart of stone, in pride he conquers, forcing the proud to yield. He calls upon the mountains to kneel, and the seas to give way, and the very skies to bow. Pray that the heart of stone remembers tears, and the soul of fire, love.

House rules

New Talents

Cloud Dancing

Control Weather

[Air, Water] (Common)

Level: 5, 6, 8, 10, 12

Casting Time: See text

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

Area: See text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

You change the weather in the local area. You can only call forth weather appropriate to the climate and season of the area you are in. You can control the general tendencies of the weather, such as the direction and intensity of the wind, although with larger areas this control becomes less beyond your locale. You cannot control specific phenomena, such as targeting lightning strikes or tornado paths. The summoned weather will last until it has blown itself out, a summoned thunderstorm during a drought will quickly pass while a thunderstorm summoned with all the preexisting conditions ripe for one will last longer than normal. Large-scale castings take longer to burn out than small-localized castings. Any damage caused by this weave is at DM's discretion. This weave can be used to do away with atmospheric phenomena (natural or otherwise) as well as create them, so it could be used to end another channeler's Blizzard weave.

+2 Casting Levels: You can change the weather of one season to another. Example, bring a blizzard into summer.

Season	Possible Weather Examples
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

Casting Level	Area of Effect	Casting Time	Brew Time
5	2-mile radius	1 action	5 rounds
6	5-mile radius	1 full round	1 minute
8	10-mile radius	1 minute	10 minutes
10	50-mile radius	10 minutes	30 minutes
12	250-mile radius	20 minutes	1 hour

Aligning the Matrix

This lost talent contains weaves that enable a channeler to affect or create objects.

Imbue with One Power

[Earth, Spirit] (Rare)

Level: 6-10

Casting Time: Varies

Target: Object touched

Range: Touch

Duration: Instantaneous

Saving Throw: None

Weave Resistance: None

This weave enables the channeler to imbue an object with the One Power to create angreals.

+2 Casting Levels: Can create Ter' Angreals

+3 Casting Levels: Can create Sa' Angreals

Casting Level	Size of object affected	Casting Time
6	Tiny (Ring size)	1 hour
7	Small (Book size)	2 hours
8	Medium (Human size)	4 hours
9	Large (Door size)	8 hours
10	Huge (Cottage)	16 hours

Strengthen

[Earth] (Rare)

Level: 3-7

Casting Time: Full round action

Target: Object touched

Range: Touch

Duration: Concentration

Saving Throw: None

Weave Resistance: None

This weave enables a channeler to increase the durability of objects touched. After this weave fades, the bonus hit points and hardness will be lost, which may lead to the destruction of some objects.

+3 Casting Levels: Duration becomes Permanent

Casting Level	Size of object affected	Bonus Hit Points	Bonus Hardness
3	Tiny (Ring size)	+10	+5
4	Small (Book size)	+15	+15
5	Medium (Human size)	+20	+30
6	Large (Door size)	+30	+50
7	Huge (Cottage)	+50	+75

Pulling the Power

[Earth] (Lost)

Level: 8-11

Casting Time: Full round action

Target: Self

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

Duration: Permanent

Saving Throw: None

Weave Resistance: None

This weave enables the channeler to draw a +1 Power-wrought weapon from the True Source. All power-wrought weapons are marked with a heron, but not all heron-marked weapons are power-wrought.

+1 Casting Levels: Creates a +2 Power-wrought Weapon

+2 Casting Levels: Creates a +3 Power-wrought Weapon

Casting Level	Size of Weapon Created
8	Tiny (Dagger)
9	Small (Shortsword)
10	Medium (Longsword)
11	Large (Poleaxe)

Spinning Earthfire

This lost talent allows a channeler to cast weaves that draw the fires from the deep earth.

Pillar of Flame

[Earth, Fire] (Lost)

Level: 4-8

Casting Time: 1 action

Area: Varies

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

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

This weave sends pillars of fire shooting from the grounds up into the air.

+2 Casting Levels: Creates an additional pillar of flame for every +2 casting levels.

Casting Level	Height	Damage	Area of Effect
4	10ft	2d8	5ft radius
5	20ft	3d8	10ft radius
6	30ft	4d8	15ft radius
7	50ft	5d8	20ft radius
8	70ft	6d8	30ft radius

Liquid Fury

[Earth, Fire] (Lost)

Level: 3-7

Casting Time: 1 action

Area: Varies

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

Duration: Concentration

Saving Throw: Reflex Neg

Weave Resistance: No

This weave causes the ground to open and spill forth lava. Any who was caught in the area of effect must attempt a reflex throw or start sinking into the liquid fire at a rate of 3 inches per round. Those who are somehow protected from the fire and heat can still die from suffocation if completely submerged.

+1 Casting Levels: You can increase or decrease the area of effect by one step per level.

Casting Level	Damage/round	Area of Effect
3	3d6	20ft radius
4	4d6	30ft radius
5	4d8	40ft radius
6	5d8	50ft radius
7	5d10	60ft radius

Milking Tears

This lost talent contains weaves that affect peoples' emotions.

Detect Emotions

[Spirit] (Lost)

Level: 2

Casting Time: 1 action

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

Target: 1 creature or person

Duration: Instantaneous

Saving Throw: Will Neg

Weave Resistance: Yes

This weave enables you to sense the target's state of emotion (Happy, sad, grief, joy, etc...).

+1 Casting Levels: You can target 1 additional person or creature for every +1 casting level.

Shape the Spirit

[Spirit] (Lost)

Level: 8-10

Casting Time: Full round action

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

Target: 1 creature or person

Duration: Instantaneous

Saving Throw: Will Neg

Weave Resistance: Yes

This weave allows you to alter a person's state of emotion from one level to another

+1 Casting Levels: You can target 1 additional person or creature for every +1 casting level.

Casting Level	Emotion Change
8	By 1 level (Neutral to happy or sad)
9	By 2 levels (Neutral to joyful or sorrow)
10	By 3 levels (Neutral to ecstatic or suicidal)

The Voice

This lost talent contains weaves that affect nature and plants. Now, only Ogier has a similar ability call tree-singing.

Blossom

[Water, Spirit] (Common)

Level: 0 - 10

Casting Time: See Text

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

Area: See Text

Duration: Instantaneous

Saving Throw: None

Weave Resistance: No

This weave restores to health plant life within the area of affect. Wilted plants un-wilt and flowers return to full blossom. This weave is very useful during times of drought or other bad-weather to keep crops healthy or gardens beautiful. This weave cannot heal damage from insects, although a plant affected by this weave has a better chance to re-grow then one without. Provided the plants are not dead, this weave can be beneficial. Since the duration of this weave is instantaneous, the plants will begin to suffer from any ongoing conditions; thus this weave may have to be recast every so often during a drought unless the caster can correct the negative conditions.

This weave is viewed as a frivolous waste of the Power, but is many times used by Aes Sedai advisors to keep royal gardens beautiful.

+4 Casting Levels: The duration of this weave becomes concentration, thus allowing a plants to be protected from hazards like hailstorms or early frost as long as the caster concentrates.

Casting Level	Area of Effect	Casting Time
0	1 small plant	1 action
1	5-ft. radius	1 action

2	10-ft. radius	1 full round
3	25-ft. radius	1 full round
4	50-ft. radius	1 minute
5	150-ft. radius	10 minutes
6	300-ft. radius	20 minutes
7	750-ft. radius	30 minutes
8	1,500-ft. radius	1 hour
9	1 mile radius	1 hour
10	5 mile radius	2 hours

New Feats

Latent Crafter (Lost Ability)

You have an untapped ability to create angreals, sa'angreals and ter'angreals.

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

Craft Angreal (Item Creation)

Prerequisite: Channeler level 3+, Latent Crafter

Benefits: You can create angreals. To create an angreal takes 2 days per power rating. To create an angreal, the channeler must cast the Imbue with One Power weave on the target object. Now, the object is ready to be made into an angreal. The channeler now sacrifices 2 weave per power rating into the prepared item. Each weave sacrificed must be twice the target power rating. Weaves lost this way are as if the channeler has used them for the day. Example, a channeler attempts to create an angreal of power rating 2. This channeler decides on a ring. She casts the Imbue with One Power weave at level 6 at the ring. Then she sacrifices four level 4 weave into the ring. 4 days later, her ring becomes an angreal.

Craft Sa'Angreal (Item Creation)

Prerequisites: Channeler level 12+, Craft Angreal

Benefits: Same as Craft Angreal except you can create objects with power ratings from 4-10.

Craft Ter'Angreal (Item Creation)

Prerequisites: Channeler level 6+, Latent Crafter

Benefits: You can create ter'angreals. First craft the item that you wish to turn into a ter'angreal. Then, cast the Imbue with One Power weave according to the weave description. Now refer to the table below to determine how long it takes to create the ter'angreal. For example, to create a small ter'angreal that requires a 2nd level weave sacrifice, it'll cost four level 4 weaves and takes 8 days to complete.

Activation	Weave Sacrifice	Time Required to Create	Special
Enter	3 weaves + 2 weaves per size category bigger than large. Weaves must be 3 rd level and above.	2 weeks + 1 week per size category bigger than large.	Only large size and bigger
Touch	3 weaves + 2 weaves per size category bigger than tiny. Weaves must be 3 rd level and above.	Tiny – 5 days, Small – 1 week, Medium – 2 weeks, Large – 4 weeks, Huge – 6 weeks.	
Wear/Carry	2 weaves + 2 weaves per size category bigger than tiny. Weaves must be at least 4 th level and above.	4 days per size category.	
Weave Sacrifice	2 weaves + 2 weaves per size category bigger than tiny. Weaves must be at least twice the level of the target weave sacrifice (In the case of multiple target weave sacrifices, apply this rule to all weave sacrifices individually).	1 week per size category.	During the crafting process, the channeler must decide which affinities (or none) go into the weave sacrifice. Only the affinities that the channeler has can be used.

Wield	1 weave + 3 weaves per size category bigger than tiny. Weaves must be at least 2 nd level and above.	4 days + 3 days per size category bigger than tiny.	
-------	---	---	--

[Return to Index](#)