

Weaves Rules

Sacrificial Weave

Your character is able to draw in more of the One Power than she can safely handle, allowing her to create weaves of massive power, but risking the destruction of both herself and those around her. This ability allows her to draw deeply of the One Power, at the cost of her own body as did Lews Therin and Queen Ellisande of Manetheren. The character may only use this ability once she has fully mastered her abilities with the one power. She must have a +10 bonus to attempts to overchannel (this may come from separate classes such as Wilder / Aes Sedai, but must total to +10).

The character may sacrifice her body in order to channel weaves of a greater casting level than she could even with overchanneling. The character must first attempt to overchannel as normal and then may add one or two Bonus Casting Levels. The caster suffers 1d6 x Bonus Casting Level x Effective Casting Level of the weave in hit points of damage. The channeler must make a successful Concentration skill check in order to "hold" a weave vs. the damage received, unless the duration is instantaneous. If the character dies in the attempt then the weave is still cast successfully, but can have a duration of no longer than instantaneous.

If the damage is enough to kill the character, then everybody within 20 ft. per Casting Level suffers the same damage. All those within the damage radius in the event of the caster's death may attempt a Reflex saving throw (DC = 10+Weave level + Primary attribute modifier) for half damage.

Held Weaves

While using the Multiweave feat a channeler may hold a weave and cast another if she successfully makes a Concentration check (DC 15). While that weave is held the channeler must remain within a certain distance of the weave or the weave will collapse as if it was released.

The distance a channeler may be from a weave before it collapses is determined by the channelers primary attribute as shown on the chart below. The attribute is modified by such feats and class abilities as Resolve, Improved Resolve, and Latent Channeler.

Primary Attribute	Distance
11 and below	5 ft. per level
12 - 16	15 ft. per level
17 - 21	30 ft. per level
22+	60 ft. per level

Cloud Dancing Weaves

REIN THE STORM (by Steven Russell)

"We will be born, live and die on the waters. We will make no bargain or accept any gift of passage from the shawl or the shore-bound will chain us to thier Isle of the Dragon's Shadow. If it pleases the light, the Sacrifice will continue to keep us safe until the Chosen One comes. Yet the Windfinders all say a great storm is coming, one that could wash us all away if the Stone should fall. The Sacrifice must help them to weather it, or the Father of Storms will rule the waves" from the log of Salin din Catelar Rising Star, Windfinder to Clan Wavemistress, Sunday 1000 AB

Rein the Storm (Cloud Dancing)

[Air, Water](Common)

Level: 5

Casting Time: 10 minutes

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

Area of Effect: 1 mile radius/4 levels

Duration: see text

Saving Throw: None

Weave Resistance: No

You affect a shift in the local weather. You push the general tendencies of weather, but have little to no specific control.

You could make it rain, sleet, snow, hailstorm, thunderstorm, dust storm, tornado, blizzard, or even Hurricane if the weather is appropriate for the season. However a channeler has no control over how the weather acts once she has pushed it in the desired direction. The effects of altering the weather tend to keep going along whichever lines the channeling formed them into and based on conditions 4d12 hours is the standard duration with favorable conditions.

+3 Casting level: You can also use this weave to lessen the effects of local weather

+3 Casting level: you may change weather so that it is inappropriate for the season

Conjunction Weaves Weaves

DOMINATION (Conjunction)

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

Level: 9

Casting Time: 1 Round

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

Target: One person or creature

Duration: Instantaneous

Saving Throw: Will negates

Weave Resistance: Yes

This weave is similar to Compulsion, although as a hammer compared to a feather. This weave causes the subjects thinking to be altered permanently, making him devoted servant beyond rational thought. The target will do absolutely anything within his power to garner approval, including things totally foreign to his nature, to the best of his ability while constantly fawning over you unless ordered not to.

After casting this, you control over the subject takes effect instantly even if the target is hostile or if you abuse and attack the subject and there is no chance, regardless of the circumstance that the target will break free of your enslavement save through some outside interference (possible some use of the One Power).

You may implant commands in the mind of subject (no more than one command per point of intelligence modifier, limited to one or two sentences) that the subject will obey as law.

Unfortunately this weave does come at some price; the forceful intrusion upon the subjects mind causes mental damage. The target is drained of 1d6 points from his Intelligence attribute and 2d6 from his Wisdom. The person also loses a great deal of individual initiative as his mind is constantly on you and what you might feel about the action (without command), thus reducing his effectiveness as an agent or servant.

DREAM TRAP (conjunction)

[Spirit] (Lost)

Level: 7

Casting Time: 1 minute

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

Area: 10 feet radius per channeler level

Duration: Permanent or until end of sleep cycle

Saving Throw: Will

Weave Resistance: No

This weave causes a person in Tel'aran'rhiod to become entranced in a personal desire upon entering the spells area of effect. The result is similar to being pulled into somebody's dream, however this result is

permanent with the victim's living body left to wither away. The target makes a Will save upon entering the area of effect, if failed the character is caught in the Dream Trap. The character may make one additional Will save after being trapped, if they pass they will exit the Dream Trap at the end of their sleep cycle however they are trapped in the dream Trap for the full duration of their sleep cycle. This spell must be cast in a location in Tel'aran'rhiod and only effects a single person. A Latent Dreamer gains a +1

to save against this spell, a Dreamer gains a +2.

ECHOES OF YESTERDAY (Conjunction)

[Earth, Spirit, Water] (Rare)

Level: 4

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

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

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

PERSUASION

Talent: Conjunction

[Air, Fire, Spirit] Common

Level: 1

Casting Time: 1 action

Range: Close (25 ft)

Target: One Person

Duration: Concentration

Saving Throw: Will negates

Weave Resistance: Yes

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

+1 weave level: The channeller may leave a suggestion with the target as an Instant Duration effect, lasting for channeller level * hours or until the suggestion is carried out. The suggestion must be simple and concrete in its objective, and is automatically negated if it would cause the target to

knowingly put themselves at risk or is completely contrary to their nature (GM's Discretion). This effect occurs only when the weave is released; if the Persuasion weave is tied off this effect cannot occur. A suggestion may be placed after attempting to Persuade the target to a more friendly disposition, or without attempting to do so at all using just the 2nd level weave. If after Persuasion the target's disposition is helpful, they receive no second saving throw to a suggestion made. If the target's disposition is not helpful, or the weave is cast as a 2nd level weave without taking the time to "Persuade" the target, then the target receives a saving throw with a bonus relative to their current disposition to the channeller as detailed in the following table:

Attitude	Bonus
Friendly	0
Indifferent	4
Unfriendly	8
Hostile	12

Recommendation: If the target of this weave is a Player Character, the GM might ask the player to rate their attitude towards the channeller on a scale of 1 to 5, where 1 is Hostile and 5 is Helpful. If the player fails their save, then they must act accordingly to the effect of the weave.

Example of Play:

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

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RIPPED FROM THE WHEEL

[Spirit] (Lost)

Level: 9

Casting Time: 1 full round

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

Target: Hero Bound to the Wheel

Duration: Instantaneous

Saving Throw: Will

Weave Resistance: Yes

This weave will rip a heroes body out of Tel'aran'rhiod depositing their body in the same location in the waking world. This also deals 10d6 damage to the victim and causes their memories of past lives to slowly vanish. The Memory degradation is up to the GM. This weave can only be cast in Tel'aran'rhiod and only on a Hero bound to the Wheel of Time.

WALKING THE MINDS SHADOWS (Conjunction)

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

Level: 5

Casting Time: 1 action

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

Target: One person or creature

Duration: Instantaneous

Saving Throw: See text

Weave Resistance: Yes

This vicious weave creates an image of the most terrible creature imaginable to the target by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the subject of the weave can see this image, although those around the target can see the effect on him.

The subject first gets a Will saving throw to recognize the image as unreal. If the subject fails the saving throw, the image will attack the target. He then must make a Fortitude saving throw or die from fear, and even if successful with this second saving throw the target still receives 4d6 subdual damage and is stunned for 1 round. Furthermore the subjects Strength attributes suffers 1d4 points of temporary circumstance damage for 10 minutes. A stunned creature can't act and loses any Dexterity bonuses to his Armor Class. Attackers also gain a +2 bonus to attack rolls while the target is stunned.

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

Earth Singing Weaves

ALIGNING THE MATRIX (Earth Singing)

[Earth, Fire, Spirit] (Lost)

Level: 6-10

Weaving Time: 1 hour per caster level

Range: Touch

Area: One object

Duration: Permanent

Saving Throw: None

Weave Resistance: yes

This weave strengthens metal items significantly. It was part of the process used to create Power-wrought weapons. The weave can increase the hit points or hardness of a weapon, or even make it unbreakable. It cannot give a weapon a Power wrought bonus, a different weave is required for that.

Caster Level	Effect
6	Double Hit Points
8	Double Hardness & Hit Points
10	Unbreakable

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

Note: This weave was mentioned in the books as a Talent. This is my interpretation.

DETERMINE DIRECTION (Earth Singing)

[Earth] (Common)

Level: 0

Casting Time: 1 action

Effect: Able to find true north.

Duration: Concentration

Saving Throw: None (harmless)

Weave Resistance: No

This weave allows the channeler to instantly know the direction of true north from your current

position. Your knowledge of north is correct at the time of casting, but note that you can get lost again within moments if you don't find some external reference point and let go of this weave. The caster is able to make an Intuit Direction skill check to determine the proper direction that he wants to be traveling, and he gains a +10 circumstance bonus to that skill. He may attempt a skill check with that skill even if he does not currently possess it.

CONTROL TERRAIN (Earth Singing)

[Earth] (Rare)

Level: 3-9

Casting Time: 1 action

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

Area of Effect: See Text

Duration: Instantaneous

Saving Throw: Special see text

Weave Resistance: No

With this weave the channeler may manipulate the earth in order to either bury or bring to the surface an object or group of objects. When trying to bring up to the surface an object buried in the earth the caster must first know what it is he is trying to bring up, by some previous knowledge or another weave such as Earth Delve. The channeler may also use this to cause an object or area to sink below the surface. The site of a *Control Terrain* weave appears as if the ground has been tilled recently.

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

Casting Time	Area of Effect	Example	Weight Limit	Brew Time
3	2 ft. radius circle	1 small creature or object	60 lb.	1 round
5	5 ft. radius circle	2 small or 1 medium creature or object	300 lb.	2 rounds
7	8 ft. radius circle	4 small, 2 medium, or 1 large creature or object	1,000 lb	3 rounds
9	12 ft. radius circle	8 small, 4 medium, or 2 large creatures or object	3, 000 lb.	4 rounds

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

Craft Power-wrought Material -Elstone (Earthsinging)

[Air, Earth, Fire] (Lost)

Level: 7-9**Casting Time:** One round**Range:** Close (25 ft. + 5 ft. / 2 levels)**Area:** See text**Duration:** Instant**Saving Throw:** None**Weave Resistance:** No

This weave has long since been thought lost to modern channelers, but has recently been rediscovered within the confines of the Black Tower by a young Asha'man with great potential. With this weave the channeler is able to recreate the material known as *Elstone*, which has not been reproduced since the Age of Legends. *Elstone* has several unique properties which make it a superior material to build with, but due to its requirement of creation with the One Power, made it rare even at that time. The one surviving piece of architecture made of *Elstone*, is the span crossing the river Arinelle at the town of Whitebridge. The bridge looks to be made of some kind of impossibly fragile white glass, yet is so strong even a chisel and hammer will not mar it. Despite its glasslike surface it never becomes slick, even in the hardest rain.

Elstone is a substance created by the One Power, even though it does not use it in any way. In order to make any quantity of this substance the channeler first need a quantity of marble (any kind) and high grade blacksmith coal to provide carbon. The channeler first must have the materials in place at the location he intends to build the *Elstone*. He then channels this weave into the two substances, mixing the stone with the carbon molecules, and then altering their smallest base structure to resemble a hollow dodecahedron. This process goes on till the brew time is finished; resulting in a material resembling frosted glass, with a hardness rating of 15, 35 hit points per inch of material, and weighs only slightly more than wood does, furthermore the hollow body construction of the molecules increases the surface tension providing enormous traction. The amount of *Elstone* created depends upon the casting level of this weave, although additional castings done adjacent to the first will meld seamlessly with the original piece to allow the construction of massive structures.

With this weave you can shape the *Elstone* into complex and detailed shapes such as bridges or buildings; use the casters *Concentration* skill to determine the skill with which it has been formed. Difficulty checks should be set by the GM with an appropriate knowledge roll; for example, in order for the channeler to create a stone tower or a bridge he should make an architecture or engineering roll.

Casting Level	Volume	Brew Time
6	1 Cubic foot	5 rounds
7	5 Cubic feet	1 min
8	10 Cubic feet	10 min

DUST STORM (Earth Singing)

[Air, Earth] (Common)

Level: 2-5**Casting Time:** 1 Action**Range:** Medium (100 ft. + 10 ft. / level)**Area of Effect:** See Text**Duration:** Instantaneous**Saving Throw:** None**Weave Resistance:** No

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

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

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

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

+2 Casting Levels: The duration of the weave can be increased to concentration, causing dust to be continuously introduced into the area of effect. Outside of the area of effect, dust will drift normally settling as noted in for its duration.

MAGNETISM (Earth Singing)

[Air, Earth, Spirit] (Lost)

Level: 4-6

Casting Time: 1 full round

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

Effect: Draws metal objects to a person or thing

Area: See Text

Duration: Concentration

Saving Throw: Reflex negates

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

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

Creatures carrying or holding metal objects may choose to release them, in which case the items fly to the creature or object at the center. If they instead hold onto them, they are treated as metal creatures. Unattended metal objects of 50 lb. or less in the zone of attraction (including items voluntarily released, as well as metallic missiles fired through the zone) fly with great force and strike the target, inflicting 1d6 points of damage per 5 lb. of weight (maximum 10d6). Objects heavier than 50 lb. are dragged 10 feet closer each round.

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

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

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

ROLLING EARTH (Earth Singing)

[Earth, Spirit] (Rare)

Level: 4-6

Casting Time: 1 Action

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

Area of Effect: See Text

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: No

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

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

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

SOFTEN EARTH (Earth Singing)

[Earth, Water] (Common)

Level: 2-7

Casting Time: 1 action

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

Area: See Text

Duration: Instantaneous

Saving Throw: See text

Weave Resistance: No

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

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

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. Structures build upon the earth (no stone foundation) suffer 1d4 x 10 points of structural damage bypassing any hardness that the building may have had. However, most well-built structures will only be damaged by this spell, not destroyed.

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

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

TURN THE KEY (Earth Singing)

[Air, Earth] (Rare)

Level: 1

Casting Time: 1 full round

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

Area of Effect: 1 object within range

Duration: Instantaneous

Saving Throw: None

Weave Resistance: Yes

A skilled channeler can pick padlocks, finesse combination locks, and solve puzzle boxes by probing an object with precise flows of air and earth. In effect the channeler is can use Open Lock untrained and use the channelers bonus to weavesight instead of their bonus to Open Lock. The weave is difficult to use due to the inability to see the inner workings of the lock and as such ads a +2 to the DC of any Lock.

This weave is considered rare do to the fact that most channeling traditions look upon with disdain. And the difficulty of learning to use the power on something you cannot see. (Moraine uses this weave to open the lock to a cellar in Camelyn, and later again to open the lock of Noah's cage.)

Elementalism Weaves

ARMS OF AIR (Elementalism)

[Air] (Common)

Level: 0-12

Casting Time: 1 Action

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

Effect: Lift items with air; weight of item varies

Duration: Concentration

Savings Throw: Special

Weave Resistance: Yes

You lift a single item or creature through the air. Depending on the version selected, the weave can be used to move items with a gentle sustained force, hurl them with a single, violent throw or use the force to assault a person or object.

Sustained Force: The weight of the target varies with the casting level, but any item or creature can be moved at up to 20 ft. per round. The weight can be moved vertically, horizontally, or both. If the weave ends while the subject is in midair, it falls.

You can manipulate an object as if with one hand. For example, you can pull a lever or a rope, turn a key, rotate an object, or perform a similar simple task, if the force required is within the weight limit for the casting level. You might even be able to untie simple knots, through delicate activities such as these require Intelligence checks against a DC set by the GM (See chapter 4: Skills for sample DC's)

Violent Throw: Alternatively, you may hurl the item at a target within 10/level of the item's original location. You must succeed at an attack roll to hit the target, using your base attack bonus + your Intelligence modifier. Weapons cause standard damage (with no strength bonus.) Other objects cause damage ranging from 1 point per 25 lbs. (for less dangerous objects such as an empty barrel) to 1d6 points of damage per 25 lbs. (for hard, dense objects such as a boulder or an anvil). You may throw creatures in this manner; a creature thrown against a solid surface takes damage as if it had fallen half the distance thrown.

Assault: You may use the force of the air directly to pinch, slap or beat a person or object. You must succeed at a touch attack roll to hit the target, using your base attack bonus + your Intelligence modifier. Damage received by the target is 1d4 points of subdual damage plus the modifier as indicated on the table below.

Casting Level	Weight (pounds)	Damage Modifier
0	5	-5
1	25	-4
2	100	+0
3	200	+2
4	400	+5
5	800	+7
6	1,500	+10
7	3,000	+12
8	6,000	+15
9	12,000	+17
10	25,000	+20
11	50,000	+22
12	100,000	+25

AURA OF FLAMES (Elementalism)

[Fire, Air] (Common)

Level: 3-5

Casting Time: 1 Action

Range: Special

Effect: A ring of fire 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. Unfueled, the flames only last for the duration of the weave, but they ignite flammable objects that they touch or pass through the area of effect. The damage listed is sustained each round by every creature and object within the burning area.

The pulsing flames spread out from the caster and burn everything within 360 degree arc out to the area of effect listed below, creatures within the area of effect of the weave may make a reflex save for half damage. The channeler cannot walk while maintaining the aura of flame.

Casting Level	Area of Effect	Damage

3	5 ft. radius	2d6 + channeling level
4	10 ft. radius	3d6 + channeling level
5	15 ft. radius	4d6 + channeling level

BUOYANCY (Elementalism)

[Water] (Common)

Level: 3-7

Casting Time: 1 action

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

Area: See Text

Duration: Concentration

Saving Throw: Reflex (Negates)

Weave Resistance: No

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

The buoyancy effect is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 15 ft. per round ascent, depending on the target's swimming speed. The weave does not interfere with attacks or other actions taken by a target creature.

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

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

DRAWING FROM THE WELL (Elementalism)

[Fire, Spirit, Water] (Rare)

Level: 0-8

Casting Time: 1 action

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

Effect: Removes all water from an area

Duration: Instantaneous

Saving Throw: Fortitude half

Weave Resistance: Yes

This weave forcibly removes water from the area causing damage to both living creatures and objects made of once-living material (wood, cloth, rope, etc). Only living creatures within the area get a Fortitude save for half damage, non-living material automatically takes damage. In most cases the object is either destroyed or rendered effectively useless. For instance, wooden doors crumble and cloth turns to dust. (See pp. 149,150 of the *Wheel of Time* handbook for how much damage an item can take before being destroyed.) All plant life within the area immediately withers and dies.

Casting Level	Radius of Sphere	Damage
0	1 small object	1d4
1	5ft radius circle	2d4
2	10 ft. radius circle	3d4
3	15 ft. radius circle	4d4
4	20 ft. radius circle	5d4
5	35 ft. radius circle	6d4
6	50 ft. radius circle	7d4
7	75 ft. radius circle	8d4
8	100 ft. radius circle	9d4

DETONATE (Elementalism)

[Earth, Fire] (Rare)

Level: 3-7

Casting Time: 1 action

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

Target: One object or creature

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

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

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

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

+2 Casting Levels: You increase the duration to concentration. You may sweep the beam, detonating objects and targeting one creature per round.

FLAME DELVE (Elementalism)

[Fire] Common

Level: 1

Casting Time: 1 action

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

Target: One object or area 10 ft. in diameter

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell will allow the target to precisely judge the temperature any item or area, allowing him to carefully manage any objects placed into a forge or kiln, or to determine the temperature in an area. This weave is especially useful when the target is a skilled craftsman performing such precise tasks such as forging an alloy or baking fine pottery. While this weave is in effect the target gains a +2 circumstance bonus to his armorer, blacksmithing, cooking, pottery, and weapon smithing skills. This weave also provides a limited form of dark vision, allowing differences in heat to be sensed out the distance of the weave.

FLAME HAVEN (Elementalism)

[Air, Water]

Level: 1-4 (Rare)**Casting Time:** 1 Action**Range:** Personal**Effect:** Blocks flame and heat from affecting the caster in a 5 ft. area.**Duration:** Concentration**Saving Throw:** None**Weave Resistance:** No

This weave creates a personal shield, effectively forming a barrier to prevent heat and flames from affecting the caster. Using Air and Water, the channeler cools down and blocks the damage from fires, stopping them from harming herself. The caster may use this weave to block the damage from weaves that use the element of fire, such as *Fireball* and *Forgestorm*, but not *Immolate* and *heat* as that causes the actual creature to be affected.

This weave will only protect against an amount of damage (determined on the table below), if all the damage is not negated then the caster will suffer the remaining damage. This shield completely encircles the caster, protecting her from all directions. It does not affect smoke, or superheated objects (such as metal), and does not prevent them from entering the area of effect

Casting Level	Damage Reduced
1	5 pts
2	10 pts
3	15 pts
4	20 pts

+2 Casting Levels: The channeler may extend the area of protection out to 10 ft., allowing her to cover up to 3 more people as long as they are standing next to the caster.

SENSE WATER (Elementalism)

[Water] Common

Level: 0-3**Weaving Time:** 1 minute**Range:** See text**Area:** See text**Duration:** Concentration**Saving Throw:** None**Weave Resistance:** No

This weave allows the channeler to sense the presence of water within an area determined by the level of the weave. The channeler can pinpoint the exact location of the water source, the size of the water source and the state of the water (running water, pool of water, stagnant). The area covered by the weave is as follows:

Weave Level	Area
0	5 feet
1	25 feet
2	150 feet
3	750 feet

Note: This weave was used by Rand in *The Shadow Rising*. He could sense the water lying beneath Rhuidean.

SONIC BLAST (Elementalism)

[Air](Common)

Level: 3-6**Range:** see text**Save:** reflex/half

Compresses air in a cone shape ahead of the channeler, creating a force worthy of flinging anything in the cone back, while dealing damage. A large booming sound follows immediately. The point of the cone begins at the channeler, pointing in his chosen direction. The damage is on the chart plus channeler level (Max. 20). The boom could have an intimidating affect, considering the lack of demolition experiences in Randland.

level	distance affected	distance pushed*	damage
3	5 ft.	5 ft.	2d6
4	10 ft.	15 ft.	3d6
5	15 ft.	30 ft.	4d6
6	20 ft.	45 ft.	5d6

*-The distance pushed is for all medium creatures. Add or subtract the distance-affected distance per size level below or above medium respectively.

Note: This weave is used by Rand when is attacked by a trolloc on the river Erin in EotW (fleeing Shadar Logoth.)

ROUSE THE MEDIUM (by Steven Russell)

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

Rouse the Medium (Elementalism)

[Air, Fire] (lost)

Level: 6

Casting Time: action

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

Area of Effect: Objects 1cu ft/level

Duration: Concentration

Saving Throw: None

Weave Resistance: Yes

You imbue inanimate objects with mobility and a semblance of life. Object or objects are under the control of the channeler and can be directed by him. If the channeler ties of the weave it will continuously perform the last direction it received until the knot unravels or the object is destroyed. The Object can be of any non-power-wrought, non-shadow tainted substance.

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

For objects affected by Rouse the Medium use the Animated Object statistics found in Core Rulebook III The Monster Manual. (Rand uses this weave when he makes the table dance in The Stone of Tear, Egwene believes she can duplicate it.)

Healing Weaves

DEEP DELVE (Healing)

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

Level: 4

Casting Time: 10 minutes

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Weave Resistance: Yes

This more complex form of the Delve weave will allow you to learn what injuries, diseases, poisons

and supernatural damage or effects are afflicting the targeted creature either now or in the recent past. Furthermore this weave will reveal exactly what damage has been done, how many hit points and attribute points the character has and how many has been lost. This weave will reveal how many insanity points the character has, what form of madness, the trigger and the cause. If the creature has had memories damaged or other damage on the cellular level this will reveal it.

+1 Casting Level: allows the casting of this weave at close range (25 ft. + 5 ft. / 2 levels)

EASING THE MIND (Healing)

[Spirit, Water] (Common)

Level: 0-1

Casting Time: Full-Round

Range: Touch

Effect: cures mild head pains in one creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Weave Resistance: Yes

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

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

This weave can be reversed to inflict head pains on another, causing a -2 circumstance penalty to all Attribute and Skill checks for 1d4 + 1 hours.

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

PAIN (Healing)

[Fire, Spirit] (Rare)

Level: 1-4

Weaving Time: 1 action

Range: Close

Target: One creature

Duration: Concentration

Saving Throw: Fortitude special (See text)

Weave Resistance: Yes

This weave overloads the pain centers in the target's brain, causing the target to be overcome with nausea from the pain. The target takes subdual damage from the pain and has a chance of being stunned for a time (See Stunned status in the WOT RPG book). A successful Fortitude saving throw negates the stun effect and halves the subdual damage. This weave can be maintained by the channeler, but the first successful save negates the stun effect for the duration of the weave, as well as halving all subdual damage for the duration.

Casting Level	Subdual Damage	Stun Duration
1	1/caster level	1 action
2	1d4 + 1/caster level	1 round
3	2d4 + 1/caster level	1d2 rounds
4	3d4 + 1/caster level	1d3 rounds

Note: This weave was used by many channelers in the books; notably Lanfear used it on Rand, Egwene and Aviendha in The Fires of Heaven.

PLEASURE (Healing)

[Spirit, Water] (Lost)

Level: 1-4

Weaving Time: 1 action

Range: Close

Target: One creature

Duration: Concentration

Saving Throw: Fortitude special (See text)

Weave Resistance: Yes

This weave overloads the pleasure centers in the target's brain, causing the target to be overcome by rapid heartbeat, increasing blood pressure and convulsions. The target takes subdual damage from the weave and has a chance of being stunned for a time (See Stunned status in the WOT RPG book). A successful Fortitude saving throw negates the stun effect and halves the subdual damage. This weave can be maintained by the channeler, but the first successful save negates the stun effect for the duration of the weave, as well as halving all subdual damage for the duration.

Casting Level	Subdual Damage	Stun Duration
1	1/caster level	1 action
2	1d4 + 1/caster level	1 round
3	2d4 + 1/caster level	1d2 rounds
4	3d4 + 1/caster level	1d3 rounds

Note: This weave was used by Semirhage on an unarmed Warder in Lord of Chaos.

Illusion Weaves

MIRROR (Illusion)

[Air, Fire] (Rare)

Level: 1 -4

Casting Time: 1 action

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

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

This weave creates a reflective surface. This can be cast on an object or can be a free standing (in which case the channeler chooses whether it is two-sided or not at the time of casting). The mirror surface is not necessarily flat; the caster could create fun-house mirrors with a successful Concentration skill check (DC 15). These mirrors can be moved once they are created with a Concentration skill check (DC 10), with a maximum movement rate of 10 ft. per round.

Casting Level	Length of the wall	Area of Effect
1	5 ft.	1 small creature or object
2	10 ft.	2 small or 1 medium creature or object
3	20 ft.	4 small, 2 medium, or 1 large creature or object
4	40 ft.	8 small, 4 medium, or 2 large creatures or object

+1 Casting Level: The channeler may make the mirror reflective on one side and transparent on the other, allowing those on the opposite side to see through it.

VERTIGO (Illusion)

[Air, Spirit, Water] (Rare)

Level: 2
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft. / level)
Target: One creature
Duration: Concentration
Saving Throw: Willpower negates
Weave Resistance: Yes

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

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

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

Traveling Weaves

Cycled Gateway (Traveling)

[Fire, Spirit] (Lost)

Level: 9-13

Casting Time: 1 Full round

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

Effect: Creates a Gateway to another place, and may change destinations

Duration: Concentration (Special)

Saving Throw: None

Weave resistance: No

A channeler with this weave is able to create a Gateway directly to another location, anywhere in the physical world and may change the Gateway's destination from place to place really fast, instead of creating a new one for each attempt. The channeler uses Spirit to weave the Gateway and change the end destination, and Fire to stabilize the portal to handle the rapid changes. The channeler must have some sense of the destination and, in most cases you must know the starting point well. This requires that you have spent at least several hours there or, if you have been there for less time, that you spent at least 30 minutes studying the area (reduce this time to 10 minutes if you embrace the True Source for the entire time).

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

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

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

Align Portal Stone (Traveling)

[Earth, Spirit] (Lost)

Level: 7**Casting Time:** 1 Minute**Range:** Touch**Effect:** Temporarily changes the alignment of a Portal Stone**Duration:** Special**Saving Throw:** None**Weave resistance:** No

Almost all studied Portal Stones have some destination markers that will transport the user to not only another place, but sometimes days or even months into the future. Some theorist of the One Power were able to isolate the temporal effects of these destination markers and prime the Portal Stone to allow a limited form of time travel using the weave *Temporal Suspension*.

In order to align a Portal Stone, the channeler must first have all the destination markers that have temporal effects fully mapped out. This may be as simple as reading the destination markers (if he understands them) and having a previous knowledge of the time skipping effect, or may require the use of a Patterning device *Ter'angreal*. Once the Portal Stone is mapped out, the character may then cast this weave and prime it to accept the weave *Temporal Suspension*. The channeler is limited to using the time effects already within the Portal Stone. For instance, Jor'l has mapped out a portal stone he has been studying for some time and wishes to attempt a jump to the future. The Portal Stone has five time effects within it; 2 days, 11 days, 3 weeks 4 days, 7 months 3 days, and 3 years 9 days. He is limited to choosing one of these times when casting the weave *Temporal Suspension* (DM's choice as to the times available in a portal stone).

If a channeler attempts to use a Portal Stone with the weave Use Portal Stone after it has been primed, a wild surge occurs which may drastically increase the time of stasis, warp the destination, destroy the channeler or deposit him in a mirror world (DM's option). One a Portal Stone has been charged it will remain that way for 2d4 days + channeler's level.

Dimensional Holding (Traveling)

[Earth, Spirit] (Lost)

Level: 8-12**Casting Time:** 1 Full round**Range:** Close (25 ft + 5 ft. / 2 levels)**Area:** See text**Duration:** Concentration**Saving Throw:** None**Weave Resistance:** No

This weave allows the channeler to create effects similar to *Skimming*. Like *Skimming*, once you create an opening using the weave Create Gateway, you are able to create an extradimensional area, fully enclosed in the space between places. Once the gateway is closed you may not enter or exit the created space without creating another gateway. This weave was a precursor that allowed the male channelers to create the ways during the breaking.

You can create any floor plan you desire to the limit of the weaves effect, with multiple rooms and areas, although it will always be walled in. The space created has no furniture or amenities beyond what those who enter bring with them. The temperature inside the space is a constant mild climate, outside conditions do not affect the mansion, nor do conditions inside it pass to the dimensional space.

If the initial gateway closes while you are not within the space, or if you lose concentration, it will disappear and all creatures and objects aboard it fall, to be trapped within the space between places. Most creatures or objects that become trapped within the space between places are irrevocably lost,

falling eternally through the infinite void. A channeler that falls can save himself by casting the *Skimming* weave, creating a platform on which to land (see the weave *Skimming* on pg 181)

Upon casting the weave *Create Gateway*, you will always exit at the same point that you entered in to the dimensional space.

Casting Level	Area of Effect
8	25 cubic feet
9	50 cubic feet
10	100 cubic feet
11	200 cubic feet
12	400 cubic feet

Refuge (Traveling)

[Earth, Spirit, Water] (Lost)

Level: 7-10

Casting Time: 1 Full Round

Range: Touch

Effect: Triggers a dimensional effect from a Portal Stone

Duration: Concentration

Saving Throw: Will negates

Weave resistance: Yes

With this weave the character can access the dimensional transferring aspects of a Portal Stone. In order to utilize this function, the character must first be able to access a Portal Stone and cast *Align Portal Stone* upon it.

Upon casting this weave on an aligned Portal Stone, you (along with a number of creatures depending on the casting level) instantly phase out of the dimension that you are in, and instead of traveling to a mirror world, remain on the same world. With this effect you are no longer physically part of the normal world. You may pass through objects as if they were not solid and you can not be seen by people within the normal world. You must remain within 100 ft. per caster level of the channeler who cast this weave or you will phase back into effect in the real world. You cannot effect or harm anything in the real world while you are out of phase.

If you end the weave and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Casting Level	Creatures Taken
7	5
8	50
9	100
10	500

+3 Casting Levels: You are able to use the Portal Stone, after alignment to travel to a mirror world, you will be out of phase with that world and when this weave ends will be fully in that world. (See Use Portal Stone pg. 181).

Temporal Suspension (Traveling)

[Earth, Fire, Spirit] (Lost)

Level: 7-10

Casting Time: 1 Full Round

Range: Touch

Effect: Triggers a temporal effect from a Portal Stone

Duration: Instantaneous

Saving Throw: None

Weave resistance: No

With this weave the character can access the temporal aspect of a Portal Stone. In order to utilize this function, the character must first be able to access a Portal Stone and cast *Align Portal Stone* upon it. The channeler is limited to the time increments already set within the stone (days, weeks, months, etc.), but usually has several choices.

Upon casting this weave on an aligned Portal Stone, you (along with a number of creatures depending on the casting level) instantly vanish, and no longer exist within the world's time stream. The character and those within him are placed in a stasis, removed from the physical plane, and no longer subject aware of anything. Once the predetermined amount of time has elapsed, the channeler and all those within him return to the same location from which they disappeared. If some other subject occupies that space, the target is harmlessly shunted into the nearest open space. For the target(s), no time has passed and from his point of view, he has been transported into the future.

Any timed phenomenon such as poison, disease or blood loss will continue from the last moment before this weave occurred. No healing, aging, growth or other time dependent processes occur during this period of stasis, as the character(s) essentially skipped through time.

Casting Level	Creatures Taken
7	5
8	50
9	100
10	500

+1 Casting Level: You are able to use the Portal Stone, after alignment to travel to another location linked to the Stone, arriving after the specified amount of time (See Use Portal Stone pg. 181).

STEAL THE REFLECTION (by Steven Russell)

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

Steal the Reflection. (Traveling)

[Spirit,] (Lost)

Level: 8

Casting Time: 10 minutes

Range: Touch

Area of Effect: 1 Person

Duration: Instantaneous

Saving Throw: Fort

Weave Resistance: Yes

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

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

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

A person brought through from the mirror world could be almost identical or unrecognizable to the person intended as the mirror worlds are an assortment of infinite variables and most likely will want to return to their home.

Warding Weaves

DEFLECTING THE SHOT - (Warding)

[Air] (Lost)

Level: 4

Casting Time: 1 Action

Range: Personal

Effect: Protects caster from missiles; type varies

Duration: Concentration

Weave Resistance: No

You create a shield of air to protect yourself from missile weapons. The shield is a flat plane that protects 160 in front of or behind the caster. The shield is invisible except to channelers of the same gender. You may elect to leave the projectile suspended in the air or to harmlessly deflect away.

Notes: used by Aginor in EotW & Rand in FoH?

Alter Pattern (Ward)

[Earth, Spirit] (Lost)

Level: 3-12

Casting Time: 1 Full round

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

Area: See text

Duration: Concentration

Saving Throw: None

Weave Resistance: No

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

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

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

Casting Level	Area of Effect
3	5 ft. radius circle
4	10 ft. radius circle or small room
5	25 ft. radius circle or large room
6	50 ft. radius circle or moderate sized building
7	150 ft. radius circle or large building
8	300 ft. radius circle or very large building
9	750 ft. radius circle

10	1,500 ft. radius circle
11	1 mile circle
12	5 mile circle

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

Diffuse Strength (Ward)

[Spirit, Water] (Lost)

Level: 6-9

Casting Time: 1 Full round

Range: Personal

Effect: The caster is able to hide his strength in the One Power

Duration: Concentration

Saving Throw: Will Half

Weave Resistance: Yes

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

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

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

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

Dream Trap (Ward)

[Spirit] (Lost)

Level: 3-12

Casting Time: 1 Full round

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

Area: See text

Duration: Concentration

Saving Throw: Will Half

Weave Resistance: Yes

You are able to create a dome shaped weave around an area within *Tel'aran'rhiod*, which is intangible, and anyone may cross it. However, the barrier acts as a trigger for the nightmare effect instilled within it. You or anyone within the dome area with you when you cast this weave can enter the dome without triggering this effect. The channeler first must evoke one of four emotionally charged states (*fear, Lust, hate, or anxiety*) requiring a Concentration skill check (DC 15) and then

cast the weave. This Ward manifests itself within the dream world and has no effect upon the waking world. All those who enter into the area of effect and make a successful Will Saving throw suffers various nightmare visions and are buffeted by the ward.

These characters receive 1d10 hp of damage and wake fatigued by the ordeal. Those with the Bend Dream feat may make a Concentration skill check (DC 20 + Weave Level + Caster's primary attribute modifier) to banish the nightmares.

All those who fail the Will saving throw have sufficiently believed the nightmare to give it form and power. These characters are then attacked by a Dream Figure (see sidebar) this attack is as much physical as it is emotional and the effects will transfer over to the character the next day. Depending on the victim, the attack initiated by the Dream Figure may not be entirely lethal, if the victim is kind and has never been subject to cruelty (obviously not player characters) then most likely the target will experience an unpleasant but not too hazardous nightmare. Upon awaking the character will suffer one of the emotional states described in the Dream Figure's attacks and is considered fatigued (see pg. 230)

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

Casting Level	Area of Effect
3	5 ft. radius circle
4	10 ft. radius circle or small room
5	25 ft. radius circle or large room
6	50 ft. radius circle or moderate sized building
7	150 ft. radius circle or large building
8	300 ft. radius circle or very large building
9	750 ft. radius circle
10	1,500 ft. radius circle
11	1 mile circle
12	5 mile circle

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