THE FORSAKEN

Beta version 8

CREDITS

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DOCUMENT AVAILABILITY

The Netbook of Write-ups – The Forsaken is currenlty in beta version, but once in final version, it will be at:

http://www.callofthehorn.com

You can also find the lastest information about the netbook at the Call of the Horn Forums:

http://www.callofthehorn.com/forums/showthread.php?t=142

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Version history

Original version

The original write-ups were on the old Call of the Horn website; these were the write-ups of Ishamael, Moridin, Sammael, Asmodean, Lanfear, Graendal, Semirhage, Mesaana and Moghedien. They were mostly done by Eosin the Red, but others also contributed. These original write-ups are still available at Kinslayer's dagger:

http://www.kinslayersdagger.com/PDF/Characters.pdf [pdf, 293KB]

Encounter handbook version

Minor revisions of the original write-ups were made when they were included in Two Rivers Wolfbrother's Encounter handbook, which may be found here:

http://www.tworiverswolfbrother.com/notes/EH.html [zipped pdf, 2,2MB]

Current version

The project of this netbook arose when Jaisin made all the missing Forsaken write-ups (Aginor, Balthamel, Demandred, Be'lal & Rahvin) to make them available in a printer-friendly form. A major editing process was engaged to make sure that all these write-ups, made by different people, were consistent one with another.

The current beta version is available here:

http://mapage.noos.fr/zinuk/downloads/forsaken.zip [zipped pdf, about 400 KB]

Future Versions

Plans for future versions would include:

- add character art for each of the forsaken
- add more details about the forsaken (why did they go to the shadow, circumstance of death, known habits, how will react if found out, ...)

If you would like to contribute, come and join the discussion in the Call of the Horn Forums in the following thread:

http://www.callofthehorn.com/forums/showthread.php?t=142

Useful links concerning the Write-ups

The following links were used while making this netbook.

OP Strength

- wotmania's 21 Power level list (with lots of quotes): http://35.10.40.62/faqtopic.asp?ID=75
- drothgery's Power Strengths page: http://home.san.rr.com/drothgery/Power_Strengths.htm
- Sidious' Comprehensive One Power Strength Theory (with lot of quotes)
  - Part 1: http://www.wotmania.com/theorypostdbtheory.asp?ID=1331&Category=Angreal
  - Part 2: http://www.wotmania.com/theorypostdbtheory.asp?ID=1332&Category=Angreal

Character details

- encyclopaedia-wot: http://www.encyclopaedia-wot.org/ (characters section)

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INTRODUCTION

Disclaimer

The Forsaken were written-up based on the information we have about them. As there's only a few of them we know really about, most weaves/talent/special abilities are the best guess we could make on the subject. If you disagree feel free to explain your reasoning so that the character can be finely tuned.

Credit was given were it could, but especially in the older write-ups, the name of the author was sometimes lost (as in the case of the Lanfear write-up). When missing, it was attributed by default to Eosin the Red, unless some details proved otherwise (as in the case of Lanfear).

Forsaken Templates

(by: Randy Madden)

Templates are the best way to go for creating the Forsaken, as it allows any character to become one: you just have to apply the template and it's done.

The Forsaken are the most powerful servants of the Dark One from the Age of Legends; they are called Forsaken by any but those who have foresook the light, and darkfriends call them Chosen. The Hundred Companions trapped 13 of the Forsaken in the Bore with the Dark One during the final strike of the War of Power. Now they are once again free. The Great Lord of the Dark has given them powers and abilities, transforming the Forsaken into something beyond human, but short of divinity. The greatest enemy of a Chosen is another Chosen. 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 before Moridin, none has ever been raised to the rank of Nae'blis—the one above all others. This elusive title is what all of the Chosen seek and they are willing to destroy anything that stands in the way of ultimate power. Once a Nae'blis has been named, the other Chosen will do anything in their power to try to take his place—without it being too obvious, of course.

There are 3 Templates provided for the Forsaken: Chosen, Favored Chosen, and Nae'blis. These templates can change as the Dark One is unsatisfied or satisfied with the service of his Chosen.

- **Chosen** is the base rank of the Dark One's chosen ones; characters have most of the advantages of being a Chosen, but are under the Favored Chosen, although they don't have to obey them. Favored Chosen who fail the Great Lord may get back to this rank, often by being mindtrapped and put under the service of a Favored Chosen, of the Nae'blis or of Shaidar Haran. Should they fail again, death is likely to follow quickly.
- **Favored Chosen** stand above all servants of the Dark One but the Nae'blis, if there is one. However, they cannot command the other Chosen, even of inferior rank, unless the Dark One stated so. Should they fail the Dark One, what happens to them depends on the situation; if their replacement is easy (like it was during the Age of Legends), they'll most probably be killed, but if their replacement is problematic, they'll rather be mindtrapped, go back to the rank of Chosen, and be placed under the authority of a Favored Chosen. All of the 13 Forsaken that were trapped at Shayol Ghul were Favored Chosen at the time; some have raised to Nae'blis (Moridin), others have remained to this status (Graendal, Semirhage, Demandred), and others have been demoted to the rank of Chosen due to their failures (Moghedien, Cyndane, Mesaana).
- Finally, the **Nae'blis** has all authority upon every of the Great Lord's creatures and can command all the other Chosen or Favored Chosen.

Chosen (or Forsaken)

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.' The template uses all of the base character's statistics and special abilities except as noted here.

CR: +1
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 succumb to natural diseases. The only thing that may still affect him/her is poison and traumatic death.
- ***True Power (Su):*** Until a Nae'blis has been named, every Chosen or Favored Chosen may tap into the power of the Dark One directly, but few even use it once, due to its very strong addicting effect, that eventually drives you mad. See notes on the use of the True Power below for more details.
- ***Chosen Command (Ex):*** Due to their link to the Dark One, all shadowspawn will automatically obey the Chosen, whether it be Trollocs, Myrddraal, Draghkar, Gholam, Dark Hounds or Gray Men. Darkfriends will also obey the Chosen to

their best, but are not forced to, like shadowspawn are. The only Dark One's servants a Chosen may not command are other Chosen, Shaidar Haran, or Slayer, although he might be convinced easily into a task not interfering with his current orders.

- ***Immunity to the Taint (Su):*** Just like Dreadlords, all male Forsaken are immune to the Taint on *saidin*. See notes on the True Power below.
- ***Weave Power +1 (Ex):*** The DC of all weaves channeled by a Chosen is increased by 1.
- ***Dark Resolve +2 (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 in the True Power section.
Skills: Same as base character.
Feats: Same as base character.

Favored Chosen (or Favored Forsaken)

Favored 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.' The template uses all of the base character's statistics and special abilities except as noted here.

CR: +2
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 Favored Chosen retains all of the special qualities of the base character and those listed below.

- ***Immortal (Su):*** A Favored Chosen no longer ages, nor will succumb to natural diseases. The only thing that may still affect him/her is poison and traumatic death.
- ***True Power (Su):*** Until a Nae'blis has been named, every Chosen or Favored Chosen may tap into the power of the Dark One directly, but few even use it once, due to its very strong addicting effect, that eventually drives you mad. Favored Chosen get a +2 Wis bonus to resist the effects of the True Power addiction. See notes on the use of True Power below.
- ***Favored Chosen Command (Ex):*** Due to their link to the Dark One, all shadowspawn will automatically obey the Favored Chosen, whether it be Trollocs, Myrddraal, Draghkar, Gholam, Dark Hounds or Gray Men. Only mighty Dark One servants like Slayer will not obey them automatically, although he will obey them. Darkfriends will also obey the Favored Chosen, but not automatically. Shaidar Haran, the Hand of the Dark, is the only servant of the Dark One with the Nae'blis that can command the Favored Chosen.
- ***Immunity to the Taint (Su):*** All male Dreadlords and Chosen are immune to the Taint on saidin. See notes on True Power.
- ***Weave Power +2 (Ex):*** The DC of all weaves channeled by a Favored Forsaken is increased by 2.
- ***Dark Resolve +4 (Ex):*** The Favored Chosen 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 in the True Power section.
Skills: Same as base character.
Feats: Same as base character.

Nae'blis

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.' The template uses all of the base character's statistics and special abilities except as noted here.

CR: +3
Hit Dice: Increase to d10
Speed: Same as base character
AC: Defense improves by +3.
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 succumb to natural diseases. The only thing that may still affect him/her is poison and traumatic death.
- ***True Power (Su):*** Once a Nae'blis has been named, he (or she) is the only one who may tap into the power of the Dark One directly. The Nae'blis gets a +5 Wis bonus to resist the effects of the True Power addiction. See notes on the use of True Power below.
- ***Nae'blis Command (Ex):*** The Nae'blis is able to command all servants of the Dark One and dispose of them as he wishes. Only Shaidar Haran will not be under his direct control, as it is the Hand of the Dark One, but Shaidar Haran won't command him neither.
- ***Immunity to the Taint (Su):*** A male Nae'blis is immune to the Taint on saidin. See notes on True Power below.
- ***Weave Power +3 (Ex):*** The DC of all weaves

channeled by the Nae'blis is increased by 3.

- ***Dark Resolve +6 (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 in the True Power section.
Skills: Same as base character.
Feats: The Nae'blis gains the feat 'Improved Weave capability (10th)', giving him a free 10th level slot.

Age of Legend Chosen

Chosen coming from the Age of Legend gain the following abilities for have lived durint that time:

Skills: Chosen from the Age of Legends gain +8 to KS: Age of Legends. Ishamael, who lived durint the Trolloc Wars and during the time of Arthur Hawkwing, also gains +8 to KS: Trolloc Wars & KS: Reign of the High King.

Feats: Chosen from the Age of Legends gain Age of Legends Simple Weapons Proficiency, Latent Dreamer, Dreamwalk, Fame and Infamy; they also get appropriate rep bonus depending on how infamous they are (Semirhage being much more known than Asmodean, for example). They loose the feat 'fame' and the fame bonus if they are reborn in another body, as no common folk would know who it is in the new body.

Note: These special bonus are all marked by an asterisk * in the text.

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. Contrary to the One Power, it is not gender specific, so male or female channelers can use it equally well, and—almost as importantly—exactly in the same say.

It is far more addicting than the One Power; many of the Chosen believe it 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. It also 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 Chosen, it is believed that only 29 people have ever used this power. Of the 13 Forsaken that were sealed in the Bore, only Ishamael used freely the True Power, driving him slowly mad over the years, until he was half convinced to be the Dark One.

Addiction Game Mechanics

The use of the True Power will eventually addict anyone. 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 save (DC 25) from that point on in order to use the One Power instead of the True Power, as they have taught themselves to instinctively reach for the True Power instead of the One 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—permanent physical alteration: the *saa* completely recovers the eye and mouth of the Chosen, and when the Chosen channels the True Power, the *saa* illuminates, as if his/her eyes and mouth were on fire.

Madness Game Mechanics

As if addiction was not enough, the True Power also slowly drives its wielder completely mad.

Treat any use of the True Power as a use of tainted *saidin*, as described in the rulebook, pp. 53 & 210. The effects are not as powerful, though, and only minor troubles may arise (delusion that you are the Great Lord, ...).

True Power Game 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. The only creature known to be able to detect it is the Gholam.

Severing the 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 if they are a *saidin* user (if it's still tainted), and they no longer have command over any Shadowspawn, although they may still fool darkfriends, however dangerous this can be. 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, but 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. In some cases, the Cha changes (that mostly the case when the new body is much more or much less beautiful than the previous one).

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. 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.

MALE FORSAKEN

ISHAMAEL

(by: Randy Madden)

Meaning of his name: Betrayer of Hope
True name: Elan Morin Tedronai

A little shorter than Lews Therin, he was in the prime of maturity: good looking with fine cut dark clothes. His mouth and eyes sometimes open to endless caverns of flame (due to his abusive use of the True Power). He had white teeth, dark eyes and hairs, cruel lips and a mellifluous voice.

Originally a Philosopher he was often too esoteric for popular appeal. He wrote many books including, "Analysis of Perceived Meaning", "Reality and the Absence of Meaning" and "Disassembly of Reason". He is also a master of *sha'rah*, which is the ancestor of the game of stones and one of the great thinkers of his age. His personal theory is that Lews Therin's soul and the Dark One have fought each other since the beginning of time (theory that has been confirmed by Arthur Hawking at Falme, when the Horn was sounded). He was the Dark One's greatest champion being almost equal in the One Power as Lews Therin.

Elan Morin was probably the first to pledge himself to the Dark One and acted as peace maker between the Forsaken. He announced his betrayal at a conference of Aes Sedai, informing them of what it was they faced. His announcement sparked massive riots. He was given the name Ishamael by the people: Betrayer of Hope. Although he never held a field command, he was defeated by Lews Therin at the gates of Paaran Disen.

He has a volatile temper, and is a little more than half mad, sometimes having delusions that of being the Great Lord himself.

When the Dark One's Prison was sealed he was only half sealed behind it, allowing him to touch the world in human form every thousand years or so for 40 years each time. Just after being sealed into the bore, he went to taunt Lews Therin, after the Dragon killed his whole family and gave him back his sanity to show him what he had done. It was him who started the Trolloc Wars which devastated the whole world 1,000 years after the breaking and which ended the compact of the 10 Nations. He also started the Black Ajah at this time. When he awoke for the second time, he became Artur Hawkwing's councilor, most certainly using compulsion on him to make him do what he wanted. He is believed to be at the origin of the King's hate of Aes Sedai, and after the King's death, he did everything in his power to make the War of the Hundred Years last as long as it could to spred chaos once again.

After nearly 3,000 years of scheming, he died in the Stone of Tear, killed by Rand al'Thor a few moment after the Dragon Reborn had taken *Callandor*, after having confronted him twice, once just after the battle of Tarwin's gap, and then at Falme, each time being injured.

Ishamael: male Immortal Age of Legends Favored Chosen, Initiate 20/Expert 8; CR 28; Size M; HD 28d8 + 28; hp 154; Init +5 (+1 Dex, +4 Imp Init.); Spd 30 ft.; AC 24 (+1 Dex, +11 Class, +2 Favored Chosen); Attack +16/+11/+6/+1 Melee, or +17/+12/+7/+2 Ranged (& Touch Attacks); SQ Favored Chosen Command, Dark Resolve +4, Immortal, Taint Immunity, True Power, Weavepower +2, Weavesight; SV Fort +15, Ref +12, Will +21; Rep 27; Str 10 (+0), Dex 12 (+1), Con 12 (+1), Int 20 (+5), Wis 21 [25] (+5), Cha 19 (+4).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +19 , Composure +25 , Concentration +32 , Gather Information +19 , Intimidate +24 , Invert +35, KS: Age of Legends +16*, KS: Arcana +25, KS: Philosophy +49, KS: Reign of the High King +15* , KS: Tel'aran'rhiod +20, KS: The Shadow +16, KS: Trolloc Wars +15*, KS: War +9, Search +18, Sense Motive +25 , Spot +18 , Weavesight +35.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Skill Emphasis (KS: Philosophy), Epic Skill Focus (KS: Philosophy), Improved Initiative.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream*, Dream Jump*, Dreamer, Dramwatch, Dream Capture.

Channeling Feats: Combat Casting, Improved Combat Casting, Extra Affinity (Earth, Fire, Air, Water), Extra Talent (Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling), Multiweave, Power-

Heightened Senses, Sense Residue, Tie Off Weave.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/9/8/8/7/7/5/5/4/4) Balefire: *balefire;* Conjunction: *compulsion, trace;* Earth Singing: *earth delving, earthquake, grenade, polish, riven earth;* Elementalism: *arms of air, create fire, dry, fireball, harden air, immolate, light, tool of air, wand of fire;* Healing**: *delve, heal, heal the mind, rend, sever, touch of death;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, hold gateway, skimming, create gateway, use portal stone;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, strike of death, ward against channelers, ward against people, ward against the one power, ward bore.*

***Ishamael has little ability in the Healing Talent and is unable to cast weaves above 0 level without overchanneling unless using the True Power.*

Possessions: Ishamael has a variety of robes and masks of all color. He also sometime uses a warstaff, the one with which he wounded Rand'al Thor at Falme.

Moridin

(by: Randy Madden)

Meaning of his name: Death
Reincarnation of: Ishamael

After he was killed in the Heart of the Stone by Rand al'Thor with *Callandor* in his hands, the Great Lord resurrected him into a new body and with a new name, Moridin. He is now very tall and broad shouldered, he has very blue eyes and a deep voice and looks to be in his mid 20's with black hair.

He doesn't seek direct assault with Rand al'Thor anymore as it has proven most dangerous to him. He prefers acting in secret, continuing his careful scheming for obscure (some would say mad) goals.

He has recently been named Nae'blis and is now the only one allowed to use the True Power, which he mostly channels now, using it to be invisible to both *saidar* and *saidin* users. Just after a few months, he has the *saa* in his eyes, which means he use nearly only the True Power. He wants Rand al'Thor dead.

Just like Ishamael, Moridin may channel any weave using the True Power, the only possible exceptions to this are weaves that he does not know—like 'Bond Warder' & 'Restore the Power'.

Moridin: male Immortal Age of Legends Nae'blis, Initiate 20/Expert 8; CR 28; Size M; HD 28d10 + 84; hp 238; Init +5 (+2 Dex, +4 Imp Init.); Spd 30 ft.; AC 26 (+2 Dex, +11 Class, +3 Nae'blis); Attack +18/+13/+8/+3 Melee, or +18/+13/+8/+3 Ranged (& Touch Attacks); SQ Nae'blis Command, Immortal, Dark Resolve +6, Taint Immunity, True Power, Weavepower +3, Weavesight; SV Fort +17, Ref +13, Will +21; Rep 14; Str 14 (+2), Dex 14 (+2), Con 16 (+3), Int 20 (+5), Wis 21 [27] (+5), Cha 19 (+4).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +19 , Composure +25 , Concentration +27 , Gather Information +19 , Intimidate +24 , Invert +35, KS: Age of Legends +16*, KS: Arcana +25, KS: Philosophy +49, KS: Reign of the High King +15*, KS: Tel'aran'rhiod +20, KS: The Shadow +24, KS: Trolloc Wars +15*, KS: War +9, Search +18, Sense Motive +25 , Spot +18 , Weavesight +35.

Base Feats: AoL Simple Weapon Proficiency*, Infamy*, Skill Emphasis (KS: Philosophy), Epic Skill Focus (KS: Philosophy), Improved Initiative.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream*, Dream Jump*, Dreamer, Dramwatch, Dream Capture.

Channeling Feats: Combat Casting, Improved Combat Casting, Extra Affinity (Earth, Fire, Air, Water), Extra Talent (Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Improved Weave Capability (10th)*.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/9/8/8/8/7/5/5/5/4/1) Balefire: *Balefire;* Conjunction: *compulsion, trace;* Earth Singing: *earth delving, earthquake, grenade, polish, riven earth;* Elementalism: *arms of air, create fire, dry, fireball, harden air, immolate, light, tool of air, wand of fire;* Healing**: *delve, heal, heal the mind, rend, sever, touch of death;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, hold gateway, skimming, create gateway, use portal stone;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, strike of death, ward against channelers, ward against people, ward against the one power, ward bore.*

***Moridin has little ability in the Healing Talent and is unable to cast weaves above 0 level without overchanneling or using the True Power.*

Possessions: Moridin has two *cour'souvra* around his neck. One holds Moghedien, and the other holds Cyndane. He also owns a complete suit of fancloth (when wearing it, everybody gets a −12 to spot checks when trying to spot him).

Aginor

(by: Jaisin)

Meaning of his name: [*unknown*]
Real name: Ishar Morrad Chuain

Aginor was a great geneticist and biologist of the Age of Legends. With his knowledge he created the Trollocs, Dragkhar, the six Gholam, and many other horrors that now stalk the Blight and the rest of the Westlands. He also battled Lews Therin in the Hall of the Servants, a duel than ended in a tie, as Aginor prides himself, since he is very close to Lews Therin in strength.

He spent the 3,000 years of his captivity close to the surface, even if not as close than Balthamel, and when he woke, his body was very old, just living thanks to the immortality gained from his link to the Dark One. He died at the Eye of the World, shortly after Balthamel, burnt out by the too great power he tried to channel from the Eye of the World to best Rand al'Thor.

Aginor: male Immortal Age of Legends Favored Chosen Initiate 20/ Expert 8; CR 26; Size M; HD 28d8 + 84; hp 210; Init +1 (+1 Dex); Spd 30 ft.; AC 24 (+1 Dex, +11 Class, +2 Favored Chosen); Attack +19/+14/+9/+4 Melee, or +17/+12/+7/+2 Ranged (& Touch Attacks); SQ Favored Chosen Command, Immortal, Presence, Dark Resolve +4, Taint Immunity, True Power, Weave Power +2, Weavesight; SV Fort +17, Ref +12, Will +20; Rep 25; Str 16 (+3), Dex 12 (+1), Con 16 (+3), Int 19 (+4), Wis 18 [22] (+4), Cha 14 (+2).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Animal Empathy +16, Bluff +8, Composure +18, Concentration +29, Decipher Script +10, Diplomacy +18, Gather Information +16, Handle Animal +12, Heal +16, Innuendo +10, Intimidate +16, Intuit Direction +9, Invert +27, KS: Age of Legends +19*, KS: Arcana +23, KS: Blight +15, KS: History +17, KS: Nature/Biology +38, KS: Nobility +16, KS: Tel'aran'rhiod +7, KS: The Shadow +21, PS: Herbalist +19, Sense Motive +10, Weavesight +25.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Education, Hall of the Servant Education, Eidetic Memory, Hate (Lews Therin)**, Living History.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Fire, Spirit, Water, Air), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Healing, Earth Singing, Conjunction, Elementalism, Illusion, Healing, Traveling), Experience with the Power

***anyone who had nightmares for 3,000 years due to Lews Therin would hate him too.*

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/8/8/7/7/6/5/4/4/4): Balefire: *balefire;* Conjunction: *awaken, crush the mind, persuasion, minor compulsion, preservation, trace;* Earth Singing: *grenade, treading the earth;* Elementalism: *arms of air, fireball, harden air, immolate, light, tools of air, clean, wall of flames;* Healing: *renew, ease the mind, adornment, delve, heal**, major healing**, heal the mind, sever, rend, rejuvenate, touch of death, blight of flesh, renew the flesh, taming the broken thought;* Illusion: *mirror of mists, voice of power;* Traveling: *bridge between worlds, create gateway, skimming;* Warding: *ward against channelers, cut weave, test resonance, resonance web, dream shielding, fire trap, master ward, seal, weave deflection, shield, ward against the one power, ward bore, ward against intrusion, diffuse strength, circle of silence.*

***As a genetist, Aginor knows many healing talent weaves, but cannot even heal minor cuts, so he is limited to level 0 only weave for his healing (meaning he cannot use major healing, but still knows enough guide Damer Flinn into learning it).*

Possessions: None.

Osan'gar/Dashiva

(adapted from Aginor)

Meaning of his name: Left-handed dagger
Reincarnation of: Aginor

Aginor was reincarnated in a middle-years body whose only features are an ordinary face, much to the dislike of his owner.

Osan'gar has since then been mascarading as Dashiva, an Asha'man. He was chosen as one of the Dragon Reborn's special guard just after Dumail's Wells. He has since followed him everywhere, a thing the once great Aginor much disliked, so when the four renegate Asha'man attempted to kill Rand al'Thor, he joined them immediately, seeing his chance of killing the Dragon Reborn. After the attempt missed, he hide until the battle of Shadar Logoth, in which he was killed for the second time, just as he was about to kill Rand al'Thor at last. Ironically, the circle that killed him was led by a member of the Black Ajah who tought he was only a renegade, not one of the Chosen.

Osan'gar: male Immortal Age of Legends Chosen Initiate 20/ Expert 8; CR 25; Size M; HD 28d8 + 56; hp 182; Init +2 (+2 Dex); Spd 30 ft.; AC 24 (+2 Dex, +11 Class, +1 Chosen); Attack +18/+13/+8/+3 Melee, or +18/+13/+8/+3 Ranged (& Touch Attacks); SQ Chosen Command, Immortal, Presence, Dark Resolve +2, Taint Immunity, True Power†, Weave Power +2, Weavesight; SV Fort +16, Ref +13, Will +20; Rep 14; Str 15 (+2), Dex 14 (+2), Con 14 (+2), Int 19 (+4), Wis 18 [20] (+4), Cha 11 (+0).

†Osan'gar could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Animal Empathy +15, Bluff +7, Composure +18, Concentration +28, Decipher Script +10, Diplomacy +17, Disable Device +17, Gather Information +15, Handle Animal +11, Heal +16, Innuendo +10, Intimidate +15, Intuit Direction +9, Invert +27, KS: Age of Legends +19*, KS: Arcana +23, KS: Blight +15, KS: History +17, KS: Nature/Biology +38, KS: Nobility +16, KS: Tel'aran'rhiod +7, KS: The Shadow +21, PS: Herbalist +19, Sense Motive +10, Weavesight +25.

Base Feats: AoL Simple Weapon Proficiency*, Infamy*, Education, Hall of the Servant Education, Eidetic Memory, Hate (Lews Therin)**, Living History.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Fire, Spirit, Water, Air), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Healing,

Earth Singing, Conjunction, Elementalism, Illusion, Healing, Traveling), Experience with the Power

***anyone who had nightmares for 3,000 years due to Lews Therin would hate him too.*

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/8/7/7/7/6/4/4/4/4): Balefire: *balefire;* Conjunction: *awaken, crush the mind, persuasion, minor compulsion, preservation, trace;* Earth Singing: *grenade, treading the earth;* Elementalism: *arms of air, fireball, harden air, immolate, light, tools of air, clean, wall of flames;* Healing: *renew, ease the mind, adornment, delve, heal**, major healing**, heal the mind, sever, rend, rejuvenate, touch of death, blight of flesh, renew the flesh, taming the broken thought;* Illusion: *mirror of mists, voice of power;* Traveling: *bridge between worlds, create gateway, skimming;* Warding: *ward against channelers, cut weave, test resonance, resonance web, dream shielding, fire trap, master ward, seal, weave deflection, shield, ward against the one power, ward bore, ward against intrusion, diffuse strength, circle of silence.*

***As a genetist, Osan'gar knows many healing talent weaves, but cannot even heal minor cuts, so he is limited to level 0 only weave for his healing (meaning he cannot use major healing, but still knows enough guide Damer Flinn into learning it).*

Possessions: None.

Balthamel

(by: Jaisin)

Meaning of his name: [*unknown*]
Real name: Eval Ramman

Little is known of Balthamel. Apparently, he was a historian who went over to the Shadow during the War of Power; he was also a notorious womanizer with an insatiable appetite.

He was sealed very close to the surface (closer than Aginor) and even the Great Lord's immortality didn't stop his body to rot, making him still able to move, but not to speak. He was killed at the Eye of the World, shortly before Aginor, by the last of the Nym, the Green Man.

Balthamel: male Immortal Age of Legends Favored Chosen Initiate 9/ Aes Sedai 10/ Expert 3; CR 22; Size M; HD 22d8 + 88; hp 187; Init +0; Spd 30 ft.; AC 21 (+9 Class, +2 Favored Chosen); Attack +13/+8/+3 Melee, or +11/+6/+1 Ranged (& Touch Attacks); SQ Favored Chosen Command, Immortal, Improved Control, Improved Resources, Aes Sedai Presence, Presence, Aes Sedai Resolve +4, Dark Resolve +4, Taint Immunity, True Power, Weave Power +2, Weavesight; SV Fort +14, Ref +8, Will +15; Rep 19; Str 14 (+2), Dex 10 (+0), Con 18 (+4), Int 19 (+4), Wis 14 [22] (+2), Cha 12 (+1).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +9, Composure +25, Concentration +27, Gather Information +15, Innuendo +6, Intimidate +25, Invert +20, KS: Age of Legends +22*, KS: Arcana +17, KS: History +31, KS: Nobility +9, KS: Tel'aran'rhiod +7, KS: The Shadow +20, Sense Motive +16, Weavesight +29.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Great Fortitude*, Iron Will*, Skill Emphasis: KS: History, Living History.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Earth, Spirit, Air, Water), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling, Warding).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/8/8/7/7/6/5/4/3/3): Balefire: *balefire;* Conjunction: *awaken, persuasion, minor compulsion, trace, painted memories, neverending headache;* Earth Singing: *earth delving, riven earth, determine direction, soften earth, spinning earthfire, grenade, treading the earth;* Elementalism: *arms of air, fireball, harden air, immolate, light, tools of air, clean, wall of flames, create fire, false wall, wand of fire, whirlpool, aura of flame, heat, flame dart, detonate, cutting lines of fire, cascaded lighting, hammer hands, thunderclap, arrows of ice and flame;* Healing: *renew, ease the mind, delve, heal the mind, rend, rejuvenate, sever, touch of death, blight of flesh, taming the broken thought, fading the spirit;* Illusion: *mirror of mists, voice of power, folded light, disguise, eavesdrop, distant eye;* Traveling: *bridge between worlds, create gateway, skimming*; Warding: *circle of silence.*

Possessions: None.

Aran'gar/Halima

(adapted from Balthamel)

Meaning of her name: Right-handed dagger.
Reincarnation of: Balthamel.

The Dark One resurrected the Chosen Balthamel in the body of a beautiful green-eyed and black-haired borderland woman. She hardly wears anything but very ow cut flashy dresses.

Aran'gar has infiltrated the Salidar Aes Sedai and is mascarading as Delana Mosalaine Sedai's private secretary (a Black Ajah sister, which is a Rebel Sitter). After the departure of Logain, she could channel *saidin* without anybody knowing and used that opportunity to cause the new Amyrlin, Egwene, headaches and then cure them to gain her trust but also to prevent Egwene from remembering her dreams, thus negating her Dreamer powers.

She is, just like Balthamel, ill-tempered: she screams regularly at Delana and was seen breaking the arm of a men or two.

Aran'gar: male Immortal Age of Legends Chosen (in a

female body) Initiate 9/ Aes Sedai 10/ Expert 3; CR 21; Size M; HD 22d8 + 44; hp 143; Init +0; Spd 30 ft.; AC 20 (+9 Class, +1 Chosen); Attack +13/+8/+3 Melee, or +11/+6/+1 Ranged (& Touch Attacks); SQ Chosen Command, Immortal, Improved Control, Improved Resources, Aes Sedai Presence, Presence, Aes Sedai Resolve +4, Dark Resolve +2, Taint Immunity, True Power†, Weave Power +2, Weavesight; SV Fort +12, Ref +8, Will +15; Rep 14; Str 14 (+2), Dex 12 (+1), Con 14 (+2), Int 19 (+4), Wis 14 [20] (+2), Cha 16 (+3).

†Aran'gar could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +11, Composure +25, Concentration +25, Gather Information +17, Innuendo +6, Intimidate +27, Invert +20, KS: Age of Legends +22*, KS: Arcana +17, KS: History +31, KS: Nobility +9, KS: Tel'aran'rhiod +7, KS: The Shadow +20, Sense Motive +16, Weavesight +29.

Base Feats: AoL Simple Weapon Proficiency*, Infamy*, Great Fortitude*, Iron Will*, Skill Emphasis: KS: History, Living History.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Earth, Spirit, Air), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Conjunction, Earth Singing, Elementalism, Illusion, Traveling, Warding).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Earth Singing, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/8/7/7/7/6/4/4/3/3): Balefire: *balefire;* Conjunction: *awaken, persuasion, minor compulsion, trace, painted memories, neverending headache;* Earth Singing: *earth delving, riven earth, determine direction, soften earth, spinning earthfire, grenade, treading the earth;* Elementalism: *arms of air, fireball, harden air, immolate, light, tools of air, clean, wall of flames, create fire, false wall, wand of fire, whirlpool, aura of flame, heat, flame dart, detonate, cutting lines of fire, cascaded lighting, hammer hands, thunderclap, arrows of ice and flame;* Healing: *renew, ease the mind, delve, heal the mind, rend, rejuvenate, sever, touch of death, blight of flesh, taming the broken thought, fading the spirit;* Illusion: *mirror of mists, voice of power, folded light, disguise, eavesdrop, distant eye;* Traveling: *bridge between worlds, create gateway, skimming*; Warding: *circle of silence.*

Possessions: None.

Sammael

(by: Randy Madden)

Meaning of his name: Destroyer of Hope
Real name: Tel Janin Aellinsar

Tall and handsome, with a body that comes from years of hard work and dedication. Sammael was one of the most famed swordsmen and generals in the Age of Legends. He emerged from the Bore relatively unscathed. His golden hair and cold blue eyes were undimmed by 3,000 years of imprisonment. He still bears the scar given to him by Lews Therin.

Sammael is best known for his defensive strategies and thinking. He is a very intimidating man; even those high among the shadowsworn know terror when they look into Sammael's eyes. Sammael is not subtle, often described as being almost bull-like. "Whatever got in his way was brushed aside, trampled or obliterated." Sammael does not think well when plans begin to unravel. He has difficultly adapting and tends to think in a linear pattern. DM's should keep this part in mind when running him. He is one of the perfect RPG villains as long as the players know enough to keep away from him. His assaults are usually overwhelming or they do not occur at all. He will rarely risk himself in any way.

Some quotes to keep Sammael's personality in mind —anyone who believed he was at ease was a fool; Sammael had always liked to dupe his enemies into thinking they could take him by surprise.

Sammael's way had always been armies and conquest; he would not go near Lews Therin, even reborn as a shepherd, until he was sure of victory.

Some while after securing himself in Illian, he found a stasis box, in which were a Gholam and maybe a few other toys from the Age of Legends, but, unfortunately, no *angreal*. It is he who sent the Gholam after Matrim Cauthon, Elayne Trakand and Nynaeve al'Maera.

He died killed by Mashadar in Shadar Logoth during a long combat with the Dragon Reborn.

Sammael: male Immortal Age of Legends Favored Chosen Armsman 6/ Initiate 19/ Blademaster 5; CR 32; Size M; HD 19d8 + 11d10 + 60; hp 206; Init +2 (+2 Dex); Spd 30 ft.; AC 27 (+2 Dex, +13 Class, +2 Favored Chosen); Attack +23/+18/+13/+8 Melee (Long Sword, 1d8+5/17-20), or +22/+17/+12/+7 Ranged (& Touch Attacks); SQ Armor Compatibility, Favored Chosen Command, Eyes of the Crane, Immortal, Increased Multiplier 1/day, Parting the Silk 10/day, Channeling Resolve +6, Dark Resolve +4, Superior Weapon Focus: Long Sword, Taint Immunity, True Power, Weapon Focus: Long Sword, Weave Power +2, Weavesight; SV Fort +17, Ref +17, Will +14; Rep 25; Str 16 (+3), Dex 14 (+2), Con 14 (+2), Int 19 (+4), Wis 11 [21] (+0), Cha 21 (+5).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Balance +11, Bluff +10, Climb +8, Composure +13, Concentration +22, Decipher Script +18, Diplomacy +11, Gather Information +15, Handle Animal +15, Innuendo +4, Intimidate +29, Invert +19, Jump +8, KS: Age of Legends +16*, KS: Arcana +19, KS: Nobility +9, KS: Tel'aran'rhiod +5, KS: The Shadow +13, KS: War +15, Listen +5, Ride +8, Search +11, Sense Motive +9, Spot +5, Swim +8, Tumble +9, Weavesight +23.

Base Feats: AoL Simple Weapon Proficiency*,

Fame*, Infamy*, Combat Reflexes, Dodge, Expert Tactician, Improved Critical, Mobility, Spring Attack, Weapon Focus: Long Sword, Weapon Specialization: Long Sword, Whirlwind Attack.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Earth, Spirit, Air), Combat Casting, Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Cloud Dancing, Earth Singing, Illusion, Traveling, Warding), Channeling Resolve (3 times).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Earth Singing, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/8/7/7/7/6/4/4/3/3): Balefire: *balefire;* Cloud Dancing: *harness the wind, lightning, raise fog, warmth;* Earth Singing: *earthquake, grenade, riven earth;* Elementalism: *arms of air, blade of fire, create fire, cutting lines of fire, dry, false wall, fiery sword, fireball, harden air, immolate, light, tools of air, wand of fire;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, create gateway, skimming;* Warding: *barrier to sight, circle of silence, dream shielding, fire trap, master ward, seal, shield, ward against people, ward against the one power, ward bore.*

Possessions: Masterpiece long sword (adds +2 to attack rolls). He may also have several toys from the Age of Legends.

Design notes: Due to his low wisdom, Sammael has got quite a few times the 'Channeling Resolve' feat to scale him up to the other Forsaken.

Rahvin

(by: Jaisin)

Meaning of his name: [*unknown*]
Real name: Ared Mosinel

Like Graendal or Sammael, Rahvin preferred to set his own power base up (in Caemlyn) upon being released from the bore. He tried to avoid working with the other Forsaken as much as he could. In a heated discussion with Ishamael and Bel'al in the world of dreams, it was likely discussed that they had better work together, or end up like Balthamel and Aginor. He was then contacted by Lanfear to form an alliance between her, Graendal, Sammael and him. Althouth he agreed on the principle, he prepared against any eventuality, and so was ready when the Dragon Reborn chose to attack him instead of Sammael. After a long combat in Tel'aran'rhiod, he was finally balefired by Rand al'Thor, with the help of Nynaeve al'Maera and Moghedien (who was on an a'dam leash at the time).

Rahvin is a manipulator and a charismatic leader, always preferring that pawns do the dirty work for him, as in the case of sending Lord Comar to kill Elayne. One of his greatest weakness is women. He'll be easily distracted by a lovely woman, making her his by use of compulsion (as in the case of Morgase), not leaving her any choice. Another is his taste for flattery. Those who know how to praise him can raise very quickly, although he's quick to dismiss them if they fail in their role.

Rahvin: male Immortal Age of Legends Favored Chosen Initiate 9/ Noble 8/ Aes Sedai 10; CR 29; Size M; HD 27d8 + 81; hp 202; Init +1 (+1 Dex); Spd 30 ft.; AC 25 (+1 Dex, +12 Class, +2 Favored Chosen); Attack +17/+12/+7/+2 Melee (Long Sword 1d8+3/19-20), or +16/+11/+6/+1 Ranged (& Touch Attacks); SQ Call in a Favor (3), Favored Chosen Command, Command +4, Immortal, Inspire Confidence +2, Improved Resources, Improved Control, Aes Sedai Presence, Aes Sedai Resolve +4, Dark Resolve +4, Taint Immunity, True Power, Weave Power +2, Weavesight; SV Fort +16, Ref +12, Will +24; Rep 26; Str 14 (+2), Dex 12 (+1), Con 16 (+3), Int 19 (+4), Wis 16 [24] (+3), Cha 22 (+6).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +18 (+21 vs. women), Composure +18, Concentration +22, Diplomacy +29 (+32 vs. women), Gather Information +21, Innuendo +17, Intimidate +29, Invert +19, KS: Age of Legends +17*, KS: Arcana +16, KS: Nobility +17, KS: Tel'aran'rhiod +17, KS: The Shadow +19, Listen +11, Ride +6, Sense Motive +14, Spot +10, Weavesight +23.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Iron Will*, Great Fortitude*, Education, Smooth Talk, Seductive, Persuasive.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump.

Channeling Feats: Extra Affinity (Earth, Spirit, Air), Combat Casting, Multiweave, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Cloud Dancing, Elementalism, Illusion, Traveling, Warding), Minor Talent (Earth Singing, Healing), Power-Heightened Senses, Ready Weave.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Cloud Dancing, Elementalism, Illusion, Traveling, Warding.

Minor Talents: Earth Singing, Healing.

Weaves Known (4/8/8/8/7/6/5/5/3/3): Balefire: *balefire;* Cloud Dancing: *lightning, crushing sphere of air, rain of ice;* Conjunction: *false trail, awaken, persuasion, minor compulsion, preservation, painted memories, shrouded mind*; Earth Singing (minor): *polish, determine direction;* Elementalism: *arms of air, false wall, fireball, harden air, immolate, light, tools of air, clean, forge storm, kiss of the storm, thunderclap, wall of flames, impede opponent;* Healing (minor): *heal, renew, ease the mind, adornment, delve;* Illusion: *disguise, hidden message, distant eye, eavesdrop, folded light, mirror of mists, voice of power*; Traveling: *bridge between worlds, create gateway, skimming;* Warding: *ward against channelers, cut weave, test resonance, strangle the flow, resonance web, dream shielding, fire trap, master ward, seal, weave deflection, shield, ward against people, ward*

against the one power, ward bore, ward against intrusion, diffuse strength.

Possessions: Masterpiece long sword (as such, adds 2 to attack rolls).

Be'lal

(by: Jaisin)

Meaning of his name: The Net Weaver
Real name: Duram Laddel Cham

The Envious. Bel'al was a great general during the War of Power, with decisive victories on both sides of the war, alongside Lews Therin and Demandred. He was an accomplished blademaster who helped resurrect the "sport" of swordsmanship with Lews Therin. His skill as a lawyer and advocate during the Age of Legends was unmatched, and it is believed that he went over to the Shadow due to his envy of other powerful and influencial Aes Sedai. Bel'al once beat Lews Therin in a game of stones, and always bragged of his one-time victory.

Be'lal: male Immortal Age of Legends Favored Chosen Armsman 3/ Initiate 19/ Blademaster 3/ Commander 3; CR 30; Size M; HD 22d8 + 6 d10 + 56; hp 188; Init +2 (+2 Dex); Spd 30 ft.; AC 26 (+2 Dex, +12 Class, +2 Favored Chosen); Attack +18/+13/+8/+3 Melee (Long Sword 1d8+2/17-20), or +19/+14/+9/+4 Ranged (& Touch Attacks); SQ Armor Compatibility, Battle Cry, Favored Chosen Command, Immortal, Increased Multiplier 1/day, Hard March, Parting the Silk 3/day, Dark Resolve +4, Superior Weapon Focus, Strategy, Taint Immunity, True Power, Weave Power +2, Weavesight; SV Fort +18, Ref +16, Will +18; Rep 21; Str 12 (+1), Dex 14 (+2), Con 14 (+2), Int 19 (+4), Wis 17 [21] (+3), Cha 19 (+4).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Balance +14, Bluff +22, Composure +17, Concentration +21, Diplomacy +21, Gather Information +11, Innuendo +8, Intimidate +21, Invert +20, Jump +7, KS: Age of Legends +16*, KS: Arcana +13, KS: Nobility +11, KS: Tel'aran'rhiod +17, KS: The Shadow +13, KS: War +17, Listen +7, Ride +7, Sense Motive +23, Spot +12, Tumble +7, Weavesight +24.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus: Long Sword, Whirlwind Attack, Cosmopolitan (Bluff)

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump, Dreamwatch, Dream Capture.

Channeling Feats: Extra Affinity (Fire, Spirit, Air), Multiweave, Sense Residue, Tie Off Weave, Power-Heightened Senses, Extra Talent (Balefire, Conjunction, Illusion, Traveling, Warding), Minor Talent (Healing, Earth Singing)

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Elementalism, Illusion, Traveling, Warding.

Minor Talents: Earth Singing, Healing.

Weaves Known (4/8/7/7/7/6/4/4/3/3): Balefire: *balefire*; Conjunction: *compulsion, persuasion, trace, awaken, preservation, minor compulsion;* Earth Singing (minor): *grenade, riven earth;* Elementalism: *arms of air, blade of fire, create fire, cutting lines of fire, dry, fiery sword, fireball, harden air, immolate, light, tools of air, wand of fire;* Healing (minor): *delve, heal, rend;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, create gateway, skimming;* Warding: *circle of silence, dream shielding, fire trap, master ward, shield, ward against people, ward against the one power, ward bore, resonance web.*

Possessions: Masterpiece long sword.

Demandred

(by: Jaisin)

Meaning of his name: [*unknown*]
Real name: Barid Bel Medar

Demandred was the greatest tactician of the Age of Legends, next to Lews Therin. He was also one of the most powerful Aes Sedai, just slightly weaker than Lews Therin. He was not so skilled with a blade, but always thought that strategy and planning, with the right bit of strength and daring, were the keys to victory.

Demandred: male Immortal Age of Legends Favored Chosen Initiate 19/ Commander 9; CR 30; Size M; HD 28d8 + 56; hp 182; Init +3 (+3 Dex); Spd 30 ft.; AC 27 (+3 Dex, +12 Class, +2 Favored Chosen); Attack +16/+11/+6/+1 Melee (Long Sword 1d8+1/19-20), or +18/+13/+8/+3 Ranged (& Touch Attacks); SQ Battle Cry, Favored Chosen Command, Immortal, Improved Logistics, Improved Tactics, Hard March, Dark Resolve +4, Superior Strategy, Taint Immunity, True Power†, Weave Power +2, Weavesight; SV Fort +17, Ref +15, Will +20; Rep 27; Str 12 (+1), Dex 16 (+3), Con 15 (+2), Int 19 (+4), Wis 20 [24] (+5), Cha 20 (+5).

†Demandred could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +20, Composure +19, Concentration +20, Decipher Script +9, Diplomacy +26, Gather Information +23, Innuendo +14, Intimidate +23, Invert +22, KS: Age of Legends +16*, KS: Arcana +13, KS: Nobility +12, KS: Tel'aran'rhiod +10, KS: The Shadow +12, KS: War +19, Listen +17, Ride +11, Sense Motive +25, Spot +13, Weavesight +27.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Expert Tactician, Iron Will, Hate (Lews Therin).

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump.

Channeling Feats: Extra Affinity (Fire, Spirit, Air,

Water), Combat Casting, Multiweave, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Conjunction, Elementalism, Healing, Illusion, Warding), Minor Talents (Cloud Dancing, Earth Singing), Power-Heightened Senses, Experience with the Power, Improved Talent: Elementalism.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Conjunction, Elementalism, Healing, Illusion, Traveling, Warding.

Minor Talents: Cloud Dancing, Earth Singing.

Weaves Known (4/8/8/8/7/6/5/5/3/3): Balefire: *balefire;* Cloud Dancing (minor): *lightning, raise fog, warmth;* Conjunction: *false trail, compulsion;* Earth Singing (minor): *grenade;* Elementalism: *arms of air, blade of fire, create fire, cutting lines of fire, dry, false wall, fiery sword, fireball, harden air, immolate, light, tools of air, wand of fire, cascaded lightning, freeze, thunderclap, wall of flames, arrows of ice and flame;* Healing: *heal, renew, rend, delve;* Illusion: *distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *use portal stone, bridge between worlds, create gateway, hold gateway, skimming;* Warding: *strike of death, ward against channelers, cut weave, test resonance, strangle the flow, resonance web, dream shielding, fire trap, master ward, seal, weave deflection, shield, ward against people, ward against the one power, ward bore.*

Possessions: Masterwork long sword.

Asmodean

(by: Randy Madden)

Meaning of his name: [*unknown*]
Real name: Joar Adam Nessosin

A talented child prodigy, whose promise never materialized. Asmodean came to the Shadow for the promise of immortality and the chance to write that perfect piece. His crimes pale in comparison to many of the other forsaken in quantity, but not in quality. He found the talented artists to be an affront to his failure. Those that fell into his grasp were robbed of the ability to make their art. He crushed the hands of musicians, destroyed the voices of singers, and put out the eyes of painters. He robbed the world of beauty. In that, his crimes may have been the most heinous of all.

After his capture by the Dragon Reborn, Asmodean loosed all the benefits of the Favored Chosen template. He was killed in Cairhein, killer unknown.

Asmodean: male Immortal Age of Legends Favored Chosen, Expert 1/ Initiate 17/ Gleeman 5; CR 24; Size M; HD 23d8 + 23; hp 126; Init +2 (+2 Dex); Speed 30 ft.; AC 25 (+2 Dex, +11 Class, +2 Favored Chosen); Attack +13/+8/+3 Melee (Shortsword 1d6+1/19-20), or +14/+9/+4 Ranged (& Touch Attacks); SQ Favored Chosen Command, Distract, Gleeman's Lore, Gleeman's Music, Immortal, Dark Resolve +4, Taint Immunity, True Power, Virtuoso Performance, Weavepower +2, Weavesight; SV Fort +13, Ref +14, Will +17; Rep 20; Str 13 (+1), Dex 14 (+2), Con 12 (+1), Int 19 (+4), Wis 18 [22] (+4), Cha 15 (+2).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +15, Composure +20, Concentration +21, Decipher script +16, Diplomacy +10, Disguise +12, Gather Information +10, Hide +4, Intimidate +14, Invert +19, KS: Age of Legends +13*, KS: Arcana +10, KS: Music +15, KS: Nobility +10, KS: Tel'aran'rhiod +10, KS: The Shadow +9, Perform (music) +17, Pick Pocket +11, Ride +11, Search +14, Sense Motive +5, Spot +14, Use rope +12, Weavesight +23.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Great Fortitude, Martial Weapon Proficiency: Shortsword.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump.

Channeling Feats: Extra Affinity (Fire, Spirit, Air), Combat Casting, Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Cloud Dancing, Earth Singing, Elementalism, Traveling, Warding).

Affinities: Air, Earth, Fire, Spirit.

Talents: Balefire, Cloud Dancing, Earth Singing, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/8/8/7/7/6/5/3/2/1): Balefire: *balefire;* Cloud Dancing: *lightning;* Earth Singing: *riven earth;* Elementalism: *arms of air, blade of fire, cutting lines of fire, fiery sword, fireball;* Illusion: *distant eye, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds; create gateway, skimming;* Warding: *dream shielding, firetrap, shield, strike of death, ward bore.*

Possessions: Shortsword, Harp MP, Gleeman's outfit, Travelers Outfit.

Design notes: Asmodean's levels in Expert and Gleeman represent the fact that he was a promising musical prodigy whose talents never saw fruition.

FEMALE FORSAKEN

Lanfear

(by: a member of the old Call of the Horn team)

Name meaning: Daughter of the Night
True name: Mierin Eronaile

Unlike other Forsaken, Lanfear chose herself her new name, Daughter of the Night. Tall, pale skinned and lithe with midnight tresses, Mierin Eronaile was the beauty of her Age. A researcher at the Collam Daan in V'saine, she was responsible for drilling the Bore into the Dark One's prison along with Beidomon.

Bitter after Lews Therin left her for Ilyena, a woman her opposite in color and nature, and not quite as beautiful, Lanfear's jealous nature took hold and she pursued Lews Therin's love. Rejected repeatedly, she finally sold her soul to the Shadow, determined to have Lews Therin, even if it meant capturing him and turning him to the Shadow.

She claims *Tel'aran'rhiod* as her domain, though Moghedien is more masterful there than she. In this Age, she pursues Rand al'Thor as she pursued Lew Therin, transferring her misguided and twisted love to him.

She was killed when she and Moiraine falled into the twisted door *ter'angreal* coming from Rhuidean.

Lanfear: female Immortal Age of Legends Favored Chosen, Initiate 10/ Wise One 10/ Expert 3/ Noble 5; CR 28; Size M; HD 28d8 + 28; hp 154; Init +2; Spd 30 ft.; AC 24 (+12 Class, +2 Favored Chosen); Attack +15/+10/+5 Melee, or +16/+11/+6/+1 Ranged (& Touch Attacks); SQ Call in a Favor (2), Favored Chosen Command, Command +2, Immortal, Improved Control, Increased Weave Capactity, Inspire confidence +1, Presence, Channeling Resolve +4, Dark Resolve +4, Wise One Resolve +4, True Power, Weavepower +2, Weavesight; SV Fort +15, Ref +11, Will +17; Rep 34; Str 8 (–1), Dex 10 (+0), Con 13 (+1), Int 20 (+5), Wis 11 [23] (+0), Cha 20 (+5).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +23 (26 vs. men), Composure +15, Concentration +20, Decipher Script +22, Diplomacy +30 (33 vs. men), Disguise +18, Gather Information +22, Intimidate +22, Invert +31, KS: Arcana +31, KS: AoL +22*, KS: Nobility +14, KS: Tel'aran'rhiod +23, KS: The Shadow +20, Ride +5, Sense Motive +15, Weavesight +32.

Base Feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Disciplined, Seductive.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump, Dreamwatch, Dream Bind, Dream Capture.

Channeling Feats: Extra Affinity (Water, Spirit, Fire, Earth), Multiweave, Sense Residue, Tie Off Weave, Power-Heightened Senses, Extra Talent (Balefire, Cloud Dancing, Conjunction, Healing, Illusion, Traveling, Warding), Increased Weave Capacity, Channeling Resolve (2 times).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/9/8/7/7/7/5/4/4/4) Balefire: *balefire;* Cloud Dancing: *harness the wind, lightning, raise fog, warmth;* Conjunction: *compulsion, false trail, trace;* Elementalism: *arms of air, create fire, dry, fireball, harden air, immolate, light, tool of air, wand of fire, cutting lines of fire;* Healing: *delve, heal, renew;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, skimming, create gateway, use portal stone;* Warding: *barrier to sight, circle of silence, dream shielding, fire trap, master ward, seal, shield, strangle the flow, ward against people, ward against the one power, ward bore.*

Possessions: Just before falling into the twisted door *ter'angreal*, Lanfear had a +3 *angreal*, a bracelet in the form of a woman twisted painfully backward and bound wrists to ankles.

Design notes: Lanfear doesn't have the Waking Dream feat to reflect her inferiority to Moghedien in *Tel'aran'rhiod.* The Lanfear write-up uses, just like Moghedien, the modified Wise One PrC that gives the Resolve and Improved Resolve feats instead of Endurance and Great Fortitude. Also to scale her against male channelers, she gets the Increased Weave Capacity feat (that gives bonus weaves of level 1 to 5) and Channeling Resolve +4 for her to have more weaves per day than Aginor or Demandred, but still less than Ishamael (or Rand, for that matter). Also, to emphasize her exceptional beauty, she has got the 'seductive' feat which gives her bonus to some skill checks vs. men.

Cyndane

(adapted from Lanfear)

Name meaning: Last Chance
Reincarnation of: Lanfear

After being held by the Aelfinn and the Eelffinn, she was somehow ressurected by the Dark One into a new body, and, for some reason, she is now less powerful than she was before, although still more powerful than Graendal.

Her soul in contained in one of the two *cour'souvra* around Moridin's neck, so she is under his complete control. However, she now wants to kill Rand al'Thor more than anything else for betraying her in the use of the Choeden Kal with another woman.

Cyndane: female Immortal Age of Legends Chosen, Initiate 10/ Wise One 10/ Expert 3/ Noble 5; CR 28; Size M; HD 28d8 + 28; hp 154; Init +0; Spd 30 ft.; AC 24 (+1 Dex, +12 Class, +1 Chosen); Attack +16/+11/+6/+1 Melee, or +17/+12/+7/+2 Ranged (& Touch Attacks); SQ Call in a Favor (2), Chosen Command, Command +2, Immortal, Improved Control, Increased Weave Capacity, Inspire confidence +1, Channeling Resolve +4, Dark Resolve +2, Wise One Resolve +4, Weavepower +1, Weavesight; SV Fort +15, Ref +12, Will +17; Rep 17; Str 10 (+0), Dex 12 (+1), Con 12 (+1), Int 20 (+5), Wis 11 [21] (+0), Cha 16 (+3).

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +22, Composure +15, Concentration +30, Decipher Script +22, Diplomacy +28, Disguise

+16, Gather Information +20, Intimidate +20, Invert +31, KS: AoL +22*, KS: Arcana +31, KS: Nobility +14, KS: Tel'aran'rhiod +23, KS: The Shadow +20, Ride +5, Sense Motive +15, Weavesight +32.

Base Feats: AoL Simple Weapon Proficiency*, Infamy*, Disciplined.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump, Dreamwatch.

Channeling Feats: Extra Affinity (Water, Spirit, Fire, Earth), Multiweave, Sense Residue, Tie Off Weave, Power-Heightened Senses, Extra Talent (Balefire, Cloud Dancing, Conjunction, Healing, Illusion, Traveling, Warding), Increased Weave Capacity, Channeling Resolve (2 times).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/9/7/7/7/7/4/4/3/3) Balefire: *balefire;* Cloud Dancing: *harness the wind, lightning, raise fog, warmth;* Conjunction: *compulsion, false trail, trace;* Elementalism: *arms of air, create fire, dry, fireball, harden air, immolate, light, tool of air, wand of fire, cutting lines of fire;* Healing: *delve, heal, renew;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, skimming, create gateway, use portal stone;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, ward against people, ward against the one power, ward bore.*

Design notes: Cyndane has fewer weaves per day than Lanfear to reflect both her reduced status (she's only a Chosen while Lanfear was a Favored Chosen) and her strength decrease due to her detention by the Finns (–1 weave slot of level 8 and of level 9); she's still stronger than Graendal, but somewhat weaker than Demandred, although still on the same level than him. Apart from her reduced weaves per day, she is still a level 20 initiate. Cyndane also looses the seductive feat that Lanfear had.

Graendal

(by: Emil, and then adapted to use the Chosen templates)

Meaning of her name: [*unknown*]
Real name: Kamarile Maradim

Before the Bore was drilled, she was an ascetic who tried to convince others to live like her. She was well-known for her ability to cure mental illness, which could not be Healed with the Power. In fact, she was most surely the best ever at subtle manipulations of the mind.

About 10 years after the Bore was drilled, she became completely lustful, abandoning all of what she held before. She now dresses in transparent robes and uses compulsion to transform people who were important into 'pets' as she calls them.

During the War of the Power, she used compulsion to hijack the behavior of several high ranking people, thus causing a lot of harm, and leading many of them to suicide.

After being freed from her prison in the seal, she established herself in Arad Doman, transforming the king in one of her pet, effectively ruling the land and mascarading as Lady Bashene. Her whereabouts as of the end of *Crossroads of Twilight* are unknown, although it seems she has abandoned Arad Doman.

Graendal: female Immortal Age of Legends Favored Chosen, Initiate 17/ Expert 8; CR 23; Size M; HD 25d8 + 50; hp 162; Init +1 (+1 Dex); Spd 30 ft.; AC 23 (+1 Dex, +10 Class, +2 Favored Chosen); Attack +14/+9/+4 Melee (Dagger 1d4+0/19-20), or +15/+10/+5 Ranged (& Touch Attacks); SQ Favored Chosen Command, Dark Resolve +4, Immortal, Improved Control, True Power†, Weavepower +2, Weavesight; SV Fort +14, Ref +11, Will +19; Rep 24; Str 10 (+0), Dex 12 (+1), Con 14 (+2), Int 19 (+4), Wis 20 [24] (+5), Cha 16 (+3).

†Graendal could only use the True Power before Moridin's naming as Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +20, Composure +25, Concentration +22, Decipher Script +11, Diplomacy +18, Disguise +9, Forgery +19, Gather information +12, Innuendo +9, Intimidate +15, Invert +24, KS: Age of Legends +21*, KS: Arcana +17, KS: Human Mind +32, KS: Nobility +6, KS: Tel'aran'rhiod +5, KS: The Shadow +19, Listen +10, Search +14, Spot +15, Weavesight +25.

Base feats: AoL Simple Weapon Proficiency*, Fame*, Infamy*, Iron Will.

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Water, Spirit, Fire), Multiweave , Sense Residue, Tie Off Weave, Extra Talent (Balefire, Cloud Dancing, Elementalism, Illusion, Traveling, Warding), Power-Heightened Senses, Improved Talent: Conjunction.

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/7/7/7/6/5/5/4/2/1): Balefire: *balefire;* Cloud Dancing: *lightning, raise fog, warmth;* Conjunction: *compulsion, false trail, minor compulsion, mirror-shroud, painted memories, persuasion, shrouded mind, summons, trace;* Elementalism: *arms of air, blade of fire, create fire, current, cutting lines of fire, dry, false wall, fireball, fiery sword, harden air, heat, move water, tool of air;* Illusion: *disguise, disguise clothing, eavesdrop, far speaking, folded light, hidden message, mirror of mists, distant light, mirror of mist, voice of power;* Traveling: *create gateway, skimming;* Warding: *dream shielding, fire trap, master ward, seal, shield, strike of death, ward against channelers, ward bore.*

Possessions: Golden ring (+3 angreal) [after Sammael's death], Dagger, Streith gown (half transparent

gown that changes color to reflect your mood: grey for sad, red for angry, green for happy; make a composure check against DC 15 to prevent the gown of changing color).

Semirhage

(by: Randy Madden)

Meaning of her name: The Lady of Pain
Real name: Nemene Damendar Boann

The Sadist. Semirhage was a Restorer, a kind of Aes Sedai extremely skilled in Healing. In fact, she was so talented she could bring someone back from death's door if they had even the tiniest spark of life. Her gift had a darker side, however. She was also a sadist in the extreme. With each life she saved, she exacted a price of pain from her patients to satisfy her own dark cravings.

When she was finally discovered, rather than be severed or bound from her pleasures, she was one of the first to go over to the Shadow. Using her talents to break others with pleasure and pain, she did damage that required teams of her former compatriots to undo.

She wears black, because Lanfear wears white and hates all who bear the name Aes Sedai with a passion. She is cold and emotionless most of the time. She often weaves or knits to keep her hands busy while her quick mind is at work.

Since being freed from her prison, she has been mascarading as Anath, Tuon's Truthspeaker, the Daughter of the Nine Moons, heir to the Seanchan empire. After murdering all the Seanchan Imperial family (but Tuon), thus plunging all of the Seanchan continent in a civil war, she tried to capture Rand al'Thor and his escort during a meeting for establishing a truce between the Seanchan and the Dragon Reborn, but was discovered and captured thanks to one of Cadsuane's *ter'angreal*, but not before maiming the Dragon Reborn's right hand.

Semirhage: female Immortal Age of Legends Favored Forsaken, Initiate 7/ Aes Sedai 10/ Noble 5; CR 24; Size M; HD 22d8 + 44; hp 143; Init +0; Spd 30 ft.; AC 22 (+10 Class, +2 Favored Chosen); Attack +10/+5 Melee, or +11/+6/+1 Ranged (& Touch Attacks); SQ Call in a Favor (2), Favored Chosen Command, Command +2, Immortal, Improved Control, Inspire confidence +1, Presence, Aes Sedai Resolve +4, Dark Resolve +4, True Power†, Weavepower +2, Weavesight; SV Fort +12, Ref +9, Will +16; Rep 33; Str 8 (–1), Dex 10 (+0), Con 14 (+2), Int 19 (+4), Wis 15 [21] (+2), Cha 14 (+2).

†Semirhage could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Composure +27, Concentration +20, Craft: Knitting +9, Heal +30, Intimidate +14, Invert +21, KS: Anatomy +29, KS: AoL +15*, KS: Arcana +12, KS: Psychology +14, KS: Tel'aran'rhiod +5, KS: The Shadow +10, PS: Physician +23, Sense Motive +17, Weavesight +23.

Base Feats: AoL Simple Weapon Proficiency*, Disciplined, Fame*, Great Fortitude, Infamy*, Iron Will, Skill Emphasis (Heal), Skill Emphasis (PS: Physician).

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Air, Spirit, Earth), Multiweave, Sense Residue, Tie Off Weave, Power-Heightened Senses, Extra Talent (Balefire, Cloud Dancing, Conjunction, Elementalism, Illusion, Traveling, Warding).

Affinities: Air, Earth, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/7/6/6/6/5/4/3/2/1) Balefire: *balefire;* Cloud Dancing: *lightning, warmth;* Conjunction: *compulsion, trace;* Elementalism: *arms of air, create fire, dry, fireball, harden air, immolate, light, tool of air, wand of fire;* Healing: *delve, heal, heal the mind, rend, renew, sever, touch of death;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, skimming, create gateway, hold gateway;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, ward against people, ward against the one power, ward bore.*

Possessions: a black dress, a knitting set.

Design notes: The skills PS: Physician and KS: Anatomy give Semirhage a +2 synergy to Heal checks. Also, as a Restorer, Semirhage has Skill Emphasis (Heal) and Skill Emphasis (PS: Physician) instead of Resources or Improved Resources (as a normal Aes Sedai would). Concerning the weave choice, Semirhage should of course have about any healing weave present in the game and probably know a few unique Healing weaves. The only Healing weave she doesn't know is 'Restore the Power'.

Mesaana

(by: Randy Madden)

Meaning of her name: [*unknown*]
Real name: Saine Tarasind

Mesaana chose to serve the Shadow because her lifelong dream of becoming a researcher was denied her. Instead she was labeled better suited to instruction. She was stubborn, pragmatic, and intelligent. Her service to the Shadow allowed her to shine.

Using her considerable teaching skill, she established schools which corrupted a generation of youth during the War of Power, thereafter referred to as "Mesaana's Children". They were brainwashed to believe what she wanted them to believe, going so far as to betray their

own parents.

Mesaana is now mascarading as a sister (identity unknown, although it is believed it's a sister who recently came back from retirement) in the White Tower, weaving the threads of the Black Ajah to her willing. Just after Alviarin lost her Keeper status, Shaidar Haran punished Mesaana for not coming to the Forsaken meeting, thus retrograding her to Chosen status and putting her under close watch.

Mesaana: female Immortal Age of Legends Chosen, Initiate 8/ Aes Sedai 9/ Expert 5; CR 20; Size M; HD 22d8 + 44; hp 143; Init +0; Spd 30 ft.; AC 20 (+9 Class, +1 Chosen); Attack +11/+6/+1 Melee, or +11/+6/+1 Ranged (& Touch Attacks); SQ Chosen Command, Immortal, Improved Control, Presence, Aes Sedai Resolve +2, Dark Resolve +2, True Power†, Weavepower +2, Weavesight; SV Fort +12, Ref +8, Will +16; Rep 20; Str 10 (+0), Dex 10 (+0), Con 15 (+2), Int 20 (+5), Wis 15 [19] (+3), Cha 13 (+1).

†Mesaana could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +16, Composure +23, Concentration +17, Diplomacy +13, Intimidate +12, Invert +23, KS: Age of Legends +24*, KS: Arcana +21, KS: History +15, KS: Psychology +20, KS: Science +15, KS: Tel'aran'rhiod +6, KS: The Shadow +15, PS: Teacher +21**, Sense Motive +13, Weavesight +24.

***Mesaana was an excellent teacher in the Age of Legends, even if she hated her profession. If she chooses to teach a weave, she makes a skill check vs. DC 15 + level of the weave. If successful, her student gets to add Mesaana's intelligence modifier to her weavesight check.*

Base Feats: AoL Simple Weapon Proficiency*, Cosmopolitan: Bluff, Fame*, Great Fortitude, Iron Will, Infamy*, Skill Emphasis (PS: Teacher).

Dreaming Feats: Latent Dreamer*, Dreamwalk*.

Channeling Feats: Extra Affinity (Air, Spirit, Water), Multiweave, Sense Residue, Tie Off Weave, Power-Heightened Senses, Extra Talent (Cloud Dancing, Conjunction, Healing, Elementalism, Illusion, Traveling, Warding).

Affinities: Air, Fire, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Healing, Illusion, Traveling, Warding.

Weaves Known (4/6/6/6/6/4/4/3/2/1) Balefire: *balefire;* Cloud Dancing: *foretell weather, harness the wind, lightning, raise fog, warmth;* Conjunction: *compulsion, false trail, trace;* Elementalism: *arms of air, blade of fire, create fire, current, cutting lines of fire, dry, false wall, fireball, harden air, immolate, light, move water, tool of air, wand of fire, whirlpool;* Healing: *delve, heal, heal the mind, rend, renew, sever, touch of death;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, skimming, create gateway, use portal stone;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, ward against people, ward against the one power, ward bore.*

Possessions: Unfortunately of her, after the murder of the Accepted guarding the *ter'angreal* vault by Padam Fain, the *ter'angreal*, *angreal* and *sa'angreal* of the Tower are under close guard, and no one, even Mesaana, with her full access to the Black Ajah, can manage to take away if only a small *angreal*, or so she tells the other Forsaken.

Design notes: Mesaana has essentially every weave in each of her talents. This is to emphasize her ability to teach almost anything to anyone. She also has special bonus to teach weaves to others. As a teacher, Mesaana taught to all sort of knowledge and her levels in Expert are here to represent that.

Moghedien

(by: Randy Madden)

Meaning of her name: The Spider (in fact, a moghedien was an extremely poisonous small spider of the AoL)
Real name: Lillen Moiral

The Spider. Lurking in the shadow, dangerous, yet timid. Moghedien is aptly named. While she is handsome few would notice her. In the Age of Legends she was a financer, disciplined for ethics violations.

Moghedien ran one of the shadows intelligence networks during the war of power and is the master of the dream world. Like her namesake she spends most of her time lurking, waiting for an opening and never confronting her enemies on equal footing.

Since her capture by Nynaeve, she has retrograded from Favored Chosen to Chosen. After being freed by Aran'gar and going to the Pit of Doom, she is completely under Moridin's control as he has her cour'souvra. She was last seen in Ebou Dar, where she unsuccesfully tried to balefire Nynaeve; she also took part in the attack of Shadar Logoth, although she was hiding most of time.

Moghedien: female Immortal Age of Legends Chosen, Initiate 7/ Wise One 9/ Wanderer 5/ Expert 3; CR 23; Size M; HD 22d8 + 22; hp 121; Init +0; Spd 30 ft.; AC 21 (+10 Class, +1 Chosen); Attack +11/+6/+1 Melee, or +11/+6/+1 Ranged (& Touch Attacks); SQ Chosen Command, Control, Illicit Barter, Immortal, Wise One Resolve +4, Dark Resolve +2, Presence, Sneak Attack +2d6, True Power†, Weavepower +1, Weavesight; SV Fort +12, Ref +11, Will +13; Rep 22; Str 11 (+0), Dex 10 (+0), Con 12 (+1), Int 18 (+4), Wis 12 [18] (+1), Cha 16 (+3).

†Moghedien could only use the True Power before Moridin was named Nae'blis.

Languages Spoken: Common, Old Tongue, Trolloc.

Skills: Bluff +10, Composure +17, Concentration +15 (+25 when using *Tel'aran'rhiod* abilities), Decipher

Script +7, Diplomacy +16, Disguise +19, Escape Artist +4, Forgery +10, Gather Information +15, Hide +15, Innuendo +9, Intimidate +10, Invert +29, KS: AoL +13*, KS: Arcana +10, KS: Tel'aran'rhiod +29, KS: The Shadow +19, Listen +5, Move Silently +13, Read Lips +7, Search +7, Sense Motive +11, Spot +4, Weavesight +20.

Base Feats: AoL Simple Weapon Proficiency*, Cosmopolitan: Hide, Cosmopolitan: Move Silently, Dark One's own Luck, Fame*, Infamy*, Stealthy.

Dreaming Feats: Latent Dreamer*, Dreamwalk*, Bend Dream, Dream Jump, Dreamwatch, Waking Dream, Dream Bind.

Channeling Feats: Extra Affinity (Air, Spirit, Earth), Multiweave, Power-Heightened Senses, Sense Residue, Tie Off Weave, Extra Talent (Balefire, Cloud Dancing, Conjunction, Illusion, Traveling, Warding).

Affinities: Air, Earth, Spirit, Water.

Talents: Balefire, Cloud Dancing, Conjunction, Elementalism, Illusion, Traveling, Warding.

Weaves Known (4/6/6/6/6/4/3/3/2) Balefire: *balefire, rip from the Pattern;* Cloud Dancing: *foretell weather, harness the wind, lightning, raise fog, warmth;* Conjunction: *compulsion, false trail, trace;* Elementalism: *arms of air, create fire, dry, false wall, fireball, harden air, immolate, light, tool of air, wand of fire;* Healing (level 0 only): *delve, heal, renew;* Illusion: *disguise, distant eye, eavesdrop, folded light, mirror of mists, voice of power;* Traveling: *bridge between worlds, create gateway;* Warding: *barrier to sight, circle of silence, dream shield, fire trap, master ward, seal, shield, ward against people, ward against the one power, ward bore.*

Possessions: Moghedien does not have any items but at various points in the books she comes into contact with the Sad Bracelet and a modified *a'dam.*

Notes: If the party has more than one channeler, a good rule with her would be to never confront them together, unless they are less than 7th level.

Design notes: Moghedien has a few levels of wanderer to allow her some decent ability in forgery, disguise, reading lips, and escape artist, but it's not her base class; she acquired all theses abilities when running her spying network. She uses, just as Lanfear, the modified Wise One PrC that gives the Resolve and Improved Resolve feats instead of Endurance and Great Fortitude. She also has the Waking Dream feat to reflect her superiority to Lanfear in *Tel'aran'rhiod.*

ANNEXES

Quick Forsaken Channeling Stats Table

Name	Channeler level	Primary stat	Secondary stat	Affinities					Weaves per day	Talents
Ishamael	20	20	21[25]	A	W	S	F	E	4/9/8/8/7/7/5/5/4/4	7
Moridin	20	20	21[27]	A	W	S	F	E	4/9/8/8/8/7/5/5/5/4/1	7
Aginor	20	19	18[22]	A	W	S	F	E	4/8/8/7/7/6/5/4/4/4	8
Osan'gar	20	19	18[20]	A	W	S	F	E	4/8/7/7/7/6/4/4/4/4	8
Balthamel	19	19	14[22]	A	W	S	F	E	4/8/8/7/7/6/5/4/3/3	8
Aran'gar	19	19	14[20]	A	W	S	F	E	4/8/7/7/7/6/4/4/3/3	8
Sammael	19	19	11[21]	A	W	S	F	E	4/8/7/7/7/6/4/4/3/3	7
Rahvin	19	19	16[24]	A	W	S	F	E	4/8/8/8/7/6/5/5/3/3	7
Be'lal	19	19	17[21]	A	W	S	F	E	4/8/7/7/7/6/4/4/3/3	6+2½
Demandred	19	19	20[24]	A	W	S	F	E	4/8/8/8/7/6/5/5/3/3	7+2½
Asmodean	19	19	18[22]	A	-	S	F	E	4/8/8/7/7/6/5/3/2/1	6
Lanfear	20	20	11[23]	A	W	S	F	E	4/9/8/7/7/7/5/4/4/4	8
Cyndane*	20	20	11[21]	A	W	S	F	E	4/9/7/7/7/7/4/4/3/3	8
Graendal	19	19	20[24]	A	W	S	F	-	4/7/7/7/6/5/5/4/2/1	6
Semirhage	19	19	15[21]	A	W	S	F	E	4/7/6/6/6/5/4/3/2/1	7+½
Mesaana	19	19	15[19]	A	W	S	F	-	4/6/6/6/6/4/4/3/2/1	8
Moghedien	18	19	12[18]	A	W	S	-	-	4/6/6/6/6/4/3/3/2	7

*Cyndane has only a little less weaves per day than Lanfear (as if level 19), thus putting her more on Demandred's level.

Weaves Per Day Equivalents

Recapitulation of the weaves per day of each of the Forsaken, and their equivalent in other weave cost systems.

Name	Slots per day	Slot Pool	Weave Points	Threshold system
Ishamael	4/9/8/8/7/7/5/5/4/4	247	435	2/9/16/24/28/35/30/35/32/36
Moridin	4/9/8/8/8/7/5/5/5/4/1	269	476	2/9/16/24/32/35/30/35/40/36/10
Aginor	4/8/8/7/7/6/5/4/4/4	231	407	2/8/16/21/28/30/30/28/32/36
Osan'gar	4/8/7/7/7/6/4/4/4/4	223	393	2/8/14/21/28/30/24/28/32/36
Balthamel	4/8/8/7/7/6/5/4/3/3	214	375	2/8/16/21/28/30/30/28/24/27
Aran'gar	4/8/7/7/7/6/4/4/3/3	206	361	2/8/16/21/28/30/30/28/24/27
Sammael	4/8/7/7/7/6/4/4/3/3	206	361	2/8/14/21/28/30/24/28/24/27
Rahvin	4/8/8/8/7/6/5/5/3/3	224	292	2/8/16/24/28/30/30/35/24/27
Be'lal	4/8/7/7/7/6/4/4/3/3	206	361	2/8/14/21/28/30/24/28/23/27
Demandred	4/8/8/8/7/6/5/5/3/3	224	393	2/8/16/24/28/30/30/35/24/27
Asmodean	4/8/8/7/7/6/5/3/2/1	181	313	2/8/16/21/28/30/30/21/16/9
Lanfear	4/9/8/7/7/7/5/4/4/4	237	417	2/9/16/21/28/35/30/28/32/36
Cyndane	4/9/7/7/7/7/4/4/3/3	212	371	2/9/14/21/28/35/24/28/24/27
Graendal	4/7/7/7/6/5/5/4/2/1	176	306	2/7/14/21/24/25/30/28/16/9
Semirhage	4/7/6/6/6/5/4/3/2/1	158	274	2/7/12/18/24/25/24/21/16/9
Mesaana	4/6/6/6/6/4/4/3/2/1	152	264	2/6/12/18/24/20/24/21/16/9
Moghedien	4/6/6/6/6/4/3/3/2	137	236	2/6/12/18/24/20/18/21/16

Notes:

- Slot Pool: level x slot = x slot pool points
- Weave Points: level x slot = $2*x - 1$ weave points
- Threshold System: level x slot = x points in that level

NEW FEATS

Increased Weave Capacity

You gain additional one additional level 1 to 5 weave slots. That's the feat males get for free at first level, but some very strong female channelers (like Lanfear) have also this feat.

Benefit: You gain five bonus weaves: one each of 1st, 2nd, 3rd, 4th, and 5th level. As with bonus weaves granted by high ability scores, these weaves can be used only when the channeler is of high enough level to cast them.

Special: this feat can only be taken at first level.

Channeling Resolve

You have trained you mind to another degree, thus increasing your secondary channeling stat.

Benefit: Gives a +2 bonus to the secondary channeling stat for determining bonus weaves. The effects are cumulative to any other resolve-like bonus (Dark Resolve, Aes Sedai Resolve, Asha'man Resolve, ...).

Special: This feat can be taken multiple times, increasing each time the bonus by +2 (*e.g.* taking twice this feat will give a total of +4).

Hall of the Servants Education

As the Tower Education feat in AoI, but for AoL channelers.

Improved Weave Capability (10th)

You can cast level 10 weaves without overchanneling.

Benefit: You gain a level 10 slot.

AoL Simple Weapons Proficiency

You are proficient with Age of Legend Simple Weapons.

Benefit: you can use Age of Legend Simple Weapons like Shocklance.

Pattern Reading Feat

To find *ta'veren* (this is what Ishamael & Lanfear used to find Rand). Should Demandred have it also (if it's him who sent the Trollocs after Rand in KoD).

Graendal, KoD, Chap 3, p 149 (last page of the Chapter): "Finding *ta'veren* was never as simple as you made out, and now it's harder than ever. The whole Pattern is in flux, full of shifts and spikes."

NEW WEAVES

Neverending Headache

(Conjunction Talent)
[Spirit, Fire] (Forsaken: rare; Others: lost)
Level: 3-7 (see text)
Casting Time: 1 round
Range: special (see text)
Target: another creature's head
Duration: Instantaneous
Saving Throw: Will, special (see text)
Weave resistance: Yes

You channel complex threads of Spirit and Fire that you weave so and so in your target's head, and within a few minutes, his/her head begins to feel painful. The effect will last one full day, and the target will not remember any of the dreams made during the time he/she suffers from the headaches.

The first time, the weave must be cast at level 3 or more, and then, according to what the channeler wants, she/he can completely control the level of pain of the headache.

Level	Headache level
1	No pain at all, so that the target can sleep, but the headaches still prevents the target from remembering his/her dreams.
3	Only distracting, Concentration DC 15 or –1 to skill check
5	Painful, Concentration DC 20 or –3 to skill check
7	Very painful, Concentration DC 25 or –5 to skill check

The headache prevents to sleep correctly; to try to sleep, the target must make a concentration check of the DC mentioned in the table. If the check is failed, the target is unable to sleep correctly and suffers from fatigue the following day. On a successful check, the target is able to sleep correctly.

Each time the target tries to make a skill check related, he/she must make a concentration check of the DC mentioned in the table. If the check is failed, the corresponding malus is applied to the skill check. On a successful check, the skill check is unaffected.

Each time the weave is cast, the target gets a will save to try to resist the effect. If the save is successful, the target will only suffer from the next lower level version. If the save is failed, the headache begins along with the suffering implied by the headache (malus on skill checks on each failed concentration check). The effect of each casting lasts one day, and is overwritten by the newest casting of the weave. However, in case of recasting, the will saves are at the precedent level of casting malus, as per the table (changing from level 3 to any other gives a –1 malus to will save, from level 5, it's –3, from level 7 it's –5, and from level 1 there's no malus to will save). Note that the channeler has no mean of knowing if the target managed the will save or not, which can be problematic at level 1, as there's no way of seeing any effect.

Healing, and even Restoring (Age of Legends Healing) will not stop these headaches; only very specific weaves unknown of the Third Age can. A few herbal remedies may have some effect, but the weave can be modified slightly to resist the effects of the remedies.

Example: Chesa has finally found a foul tasting remedy that seems to have some effect on the headaches. After Halima finds out what's going on, she modifies the weave to that it can again affect Egwene. Halima casts it at full effect (level 7) and Egwene fails her will save. When she does the massage, she cast it again at level 1, and Egweve fails her new will save (which is at –5), so she will have remember no dreams this night, although she will think the headache gone. Just after Egewene wakes up, Halima casts the weave again at level 7, and Egwene manages her will save (which is at full level), so suffers only from the level 5 headaches until the next massage Halima will do. For the whole day, whenever Egwene tries to use a skill, she must make a concentration check of DC 20 or suffer a –3 malus to the skill check.

Crush the Mind

(Conjunction Talent)
[Spirit, Fire] (Forsaken: rare; Others: lost)
Level: 6-8
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 level)
Target: another creature's head
Duration: Instantaneous
Saving Throw: Will, special (see text)
Weave resistance: Yes

This nasty weave provokes a powerful headache that put one in too much pain to think of channeling or any other mental activity (like reading, speaking, ...)

In game terms, each time you attempt channeling or a mental activity, you must make a will save against the weave's DC (plus the bonus due to casting level). If you were channeling when this weave is cast on you, you must make a will save against the weave's DC or else loose the Source immediately on a failed composure check of DC 20, thus stopping any weave you are currently maintaining.

How long the effect of the headaches lasts depends on the casting level.

Level	Will save DC	Headache lasts
6	Base DC	1 hour
7	Base DC +5	3 hours
8	Base DC +10	6 hours

Program Mind

[conjunction]

Sammael's weave for his messenger. Give Sammael compulsion (manipulatin the King)

Cloak of Roiling Fire

(Illusion Talent)
[Spirit, Fire] (Forsaken: rare; Others: lost)
Level: 5
Casting Time: 1 round
Range: Touch
Target: person touched
Duration: Concentration
Saving Throw: none (harmless)
Weave resistance: Yes

You look as if made, and clothed, of roiling flames, as if you were living fire. glow with a silvery light, illuminating everything around you.

Your voice also changes, toning like a funeral gong, making your real voice absolutely unreconizable.

Cloak of Oblivion

(Illusion Talent)
[Spirit, Earth] (Forsaken: rare; Others: lost)
Level: 6
Casting Time: 1 round
Range: Touch
Target: person touched
Duration: Concentration
Saving Throw: special
Weave resistance: Yes

This weave makes the eyes of anybody trying to look at you slide away from you like water sliding down glass. Even seen at the corner of one's eyes, you are a blur, meaning that no one can recognized you once the weave stops. In game terms, somebody trying to look closely at you must make a will save or fail.

Your voice also changes, seeming to melt into the ears of anybody hearing you, thus making your real voice unrecognizable.

Cloak of Shadow and Light

(rare but not lost)

Dark shadows and silver light; eyes glow like two full moons; fingers are dark; lips are silver; clothes are light-and-shadow, all stark blacks and silvery whites that flowed from one to the other and back.

When you move, the disguise flickers, allowing others to see your real clothes. Otherwise, you are unrecognizable.

voice: crystal chimes

Alter voice

Semirhage: voice toning like a funeral gong

Slayer's employer: the voice seem to melt into your ears

Mask the ability/Mask the flows

Maks your ability to channel. All forsaken should have it. It's the basic for reversing (to reverse weave, you must have inverted this weave on yourself).

Rip from the Pattern

(Balefire Talent)
[Air, Water, Spirit, Earth, Fire] (Forsaken: rare; Others: lost)
Level: 8
Casting Time: 2 rounds
Range: Close (25 ft. + 5 ft./2 level)
Target: a Hero of the Horn in *Tel'aran'rhiod*
Duration: Instantaneous
Saving Throw: none (special)
Weave resistance: Yes

With this powerful weave, a knowledgeable channeler can rip off from the pattern a Hero bound to the Horn while in Tel'aran'rhiod. This weave will not work when the Heroes are called by the Horn to fight for the one controlling the Horn.

For this weave the function, the channeler must first concentrate on the weaving for one round. At this point, she must make a Knowledge (*Tel'aran'rhiod*) skill check against a DC of 40 If it is unsucessful, the channeler failed to indentify correctly the threads of the pattern tied to the Hero, and the weave is wasted. If the skill check is successful, the weave continues another round, and then, just before the channeler unleashes the weave, she must make another Knowledge (*Tel'aran'rhiod*) skill check with the same DC to determine if she has not lost the thread. If the skill check is successful, the Hero of the Horn is immediately ripped off from *Tel'aran'rhiod*, returning nake to the exact location he was in the world of dreams in the real worl. If the check is unsuccessful, the weave is lost, but the Hero of the Horn temporarily disappears for one round (he founds himself in the space between the space), due to the fact the channeler managed to damage a little the Hero's connection to the Pattern.

Moghedien is the only channeler known to have ever used this weave, when she ripped off Birgitte Silverbow during a fight with Nynaeve al'Maera.

"Go, Nynaeve!" It was a mumbling shout. "Get away!" Birgitte's head wavered, and the silver bow wobbled as she raised it.

The glow around Moghedien increased until it seemed as if the blinding sun surrounded her.

The night folded in over Birgitte like an ocean wave, enveloping her in blackness. When it passed, the bow dropped atop empty clothes as they collapsed. The clothes faded like fog burning off, and only the bow and arrows remained, shining in the moonlight.

Moghedien sank to her knees, panting, clutching the protruding arrow shaft with both hands as the glow around her faded and died. Then she vanished, and the silver arrow fell where she had been, stained dark with blood.

[exerpt from Book 5 TFoH, Chap 24, p 555]

Tattoo

(Illusion, lost) Imprints an unremovable tattoo with the One Power.

TO ADD

Semirhage's pain/pleasure weaves when she tortures Cabriana

Alternate version of Crush the Mind (from the Stasis Box website):

Shield of Pain - By Telchar

[Fire, Spirit] (Rare)

Level: 5

Casting time: 1 full round

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

Target: One channeler

Duration: Concentration

Saving Throw: See text

Weave Resistance: Yes

This very rare weave, only known to a few Asha'man, lays a net of Fire and Spirit on your target that causes intense pain when channeling through it. Useful when confronting stronger channelers, since strength in the Power is irrelevant, but it has rarely been used in battle since the pain it causes can be endured. This weave serves well as a punishment though.

Effect: When the target embraces the Source he must make a Fortitude check against DC equal to (10+weave level) or release the source in horrible pain. Even if the target succeeds the saving throw he will have to make a Concentration check against DC equal to (10+weave level) each round to keep his concentration. Channeling in this condition causes subdual damage equal to the channeled weave level (Fortitude save for half damage.) This damage is dealt each round when channeling a weave of *concentration* duration. (Note: damage is inflicted *only* when channeling or maintaining a weave.)

+1 Casting Level: You may target a channeler of the opposite gender.