



KNIFE OF DREAMS SOURCEBOOK

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Software used to make the document:
OPEN OFFICE 2.0
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DOCUMENT AVAILABILITY

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NEW CHANNELING FEATS

MINOR FEELER

You can sense the general purpose of a *ter'angreal* by simply touching it. Until you are fully aware of what this talent exactly is, you won't even know that this feeling only occurs when you touch *ter'angreal*.

Prerequisite: You must have at least a channeling level.

Benefit: When you touch a *ter'angreal*, you can feel what it's general purpose is ("give pain", "protect you", ...). It takes one full round to perform. You also get for free the Minor Talent Feat (see UtDB) to spend as you see fit.

FEELER

You can determine precisely what the function of *ter'angreal* is. It won't tell you how to determine how to use it or how to duplicate it; just what it can do.

Prerequisite: You must have at least a channeling level.

Benefit: When you touch a *ter'angreal*, you can make a weavesight check to determine what it does. The DC depends on the type of *ter'angreal*. It takes one full round to identify a *ter'angreal* in that manner. If you fail, you can retry, each subsequent attempt increasing the amount of time (1 round then 1 minute then 5 minutes, ...). In any case, whether or not you fail the roll, you still get the benefit from the Latent Feeler feat for that object after 1 round of studying.

DC	<i>Ter'angreal</i> type	Typical item
15	Simple, small	Amulet of alertness
20	Complex, small	<i>A'dam</i>
25	Intricate, small	Balefire rod
30	Complex, large	Bowl of the winds

Example. Nynaeve touches the flexible Dark Rod. As she has only the Minor Feeler Feat, she only manages to know that it causes pain. Later, Aviendha, which has the Feeler Talent, touches it. The DC is 25. Her weavesight is 18, but she firsts rolls a 3. After 1 round, she manages to feel that the object can cause pain, but nothing more. She decides to keep touching the object for 1 minute, and rolls a 12, which is enough to know the true purpose of the object. She proudly announces to Elayne that the object causes pain and that you can choose the amount of pain inflicted.

NEW WEAVES

SENSE SAIDIN (WARDING)

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

Level: 6

Casting Time: 1 Full round

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

Target: A male channeler

Duration: Concentration

Saving Throw: None

Weave resistance: Yes

Special: You must have the Sense residue feat to be able to learn and use this weave.

This weave, discovered by the Malkieri Green rebel Aes Sedai Nacelle, allows to detect if a man is holding the Power or is channeling.

To perform this, the female channeler must carefully weave all five of the Powers around the target male channeler. After that, she can immediately determine if he is holding *saidin*. Furthermore, in case the man begins to channel, she will see the weaving, although she won't be able to differentiate the flows, and so won't be able to determine what weave the target is using (supposing she knew how weaves of *saidin* were made).

+1 Casting Level: You may lay this weave upon another channeler. The cost is cumulative: for example, if you want to lay this weave on three male channelers, you must use it at +2 Casting level.

BLOSSOMS OF FIRE (ELEMENTALISM)

(based on nobody's version)

[Air, Earth, and Fire] (Lost)

Level: 7-10

Casting Time: 1 round

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

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Weave Resistance: Yes

Special: Caster must have the Fire Affinity

Earth, Air and Fire are channeled into this weave, causing a vertical red shaft, 10 ft. tall and thinner than a man's forearm, to appear anywhere within range.

For all the duration of the spinning, the column of red release a shrill whine. Once the spinning is completed, the column expands in roaring sheets of flame and strikes the ground, producing a great explosion. All creatures within range of effect take damage.

Those who know how may attempt to slice the weave during the round it is being woven. Otherwise they may try to flee the area of affect. All others who are in the not familiar with the ways of a channeler must rely on luck to see them through.

+1 Casting Level: The channeler may increase the

damage done by the Blossoms of Fire by +2d8.

+2 Casting Levels: The channeler may increase the damage done by the Blossoms of Fire by +4d8.

Casting Level	Area of effect	Damage
7	50 ft. circle	7d8 + channeler level
8	75 ft. circle	8d8 + channeler level
9	100 ft. circle	9d8 + channeler level
10	125 ft. circle	10d8 + channeler level

DEATHGATE (TRAVELING)

(based on nobody's version)

[Earth, Fire, Spirit] (Lost)

Level: 6–12+

Casting Time: 1 Full round

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

Effect: Creates a moving gateway to random other places.

Duration: Concentration

Saving Throw: Reflex (special)

Weave resistance: No

This weave is another frightening example of a benign tool of the Age of Legends applied to fearsome results. A Deathgate is woven of Spirit, touched with fire, and then fine elements of Earth are laid upon the completed weave. The created Gateway rotates open and then closing, each time to a different and random location, several times a second. And rather than remain fixed, like a normal Gateway, they quickly speed away in a direction chosen by the caster.

The Deathgate weave is a true instrument of war, and causes damage to those within its path in several different ways. Normally this weave is cast within the area of effect and then loosely tied off for the duration of several rounds to a few minutes. The Deathgate then speeds off in the chosen direction at a rate of 120 ft. per round. Those within the line of effect, out to the end of the duration have a 50% chance of either being pulled through the open gate to a random destination or suffering a possible fatal wound as the infinitely sharp edge of the gate slices into the victim as the gate opens and closes. Those struck by this weave and damaged may attempt a Reflex Saving Throw to avoid some damage; otherwise a body part is severed or sheared off and they suffer 4d6 base damage. Trollocs, Myddraal and other shadowspawn who pass through a Deathgate automatically die as they pass through the pattern which strains to hold their abnormal form.

Reflex Save	Effect	Limb Lost
Succeeds	½ damage	None
Fails by 1–5	Normal damage	None
Fails by 6–10	×2 damage	Loss of Hand or Foot (–4 penalty to attacks or ½ move)

Fails by 11–15 ×3 damage Loss of Arm or Leg (–8 penalty to attacks or max 5 ft. move)

Fails by 16–20 Dying Victim dies in a number of rounds equal to its Con modifier

Fails by 21+ Dead Decapitation, victim is dead

Just like a normal Gateway, the channeler must know the starting point well. This requires that you have spent at least several hours there or, if you have been there for less time, that you spent at least 30 minutes studying the area (reduce this time to 10 minutes if you embrace the True Source for the entire time).

The size of the Gateway depends on the Casting level of the weave.

Casting Max Gateway

Level	Size	Typical size
6	1 paces wide by 2 paces tall	A man
7	2 paces wide by 2 paces tall	A cart A dismounted man
8	2 paces wide by 3 paces tall	A cart A mounted man
9	3 paces wide by 3 paces tall	A wagon A small army
10	4 paces wide by 4 paces tall	A medium size army
11	6 paces wide by 6 paces tall	
12	10 paces wide by 10 paces tall	
+1 level +10 paces wide		

N.B. 1 pace = 80 cm = 2.5 ft.

ARROWS OF FIRE (ELEMENTALISM)

(based on nobody's version)

[Earth, Fire] (Lost)

Level: 7–10

Casting Time: 1 action

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

Area of Effect: Multiple missiles fanning out in a cone shape attack

Duration: Instantaneous

Saving Throw: Reflex negates

Weave Resistance: Yes

This weave was recently shown to the Asha'man by the Lord Dragon during a desperate battle with huge numbers of enemies. Only Asha'man of Logain's faction seem to know it. This weave is a spinning of Fire and Earth in intricate combinations, creating fine filaments of red light that flicker out toward their targets, heating flesh and blood beyond boiling in an instant and blowing large holes in them.

This weave has a cone-shaped area of effect, with Arrows flickering away from you in the direction you designate with your hand. These filaments of fire streak

out in a straight line and thus won't go around corners.

In game terms, the weave makes a number of fixed die of damage to any creature present in the cone-shape area, but can focus a number of other die to some creatures of his choice in the area. Of course, all creatures one behind the other suffer from the same damage.

For example, a channeler is facing a Myddraal flanked by two Trollocs. He chooses to use Arrows of Fire at level 7 against them. The damage is 6d6+6d6, meaning that all three enemies take at least 6d6 of damage. The channeler chooses to spread remaining damage as follow: 4d6 on the Myddraal, and 1d6 on each of the Trollocs. So, the Myddraal suffers 10d6 in all, and the two Trollocs, 7d6 each. If the two Trollocs had been one behind the others, he could have spend only 1d6 on the Trollocs, still dealing to them 7d6 of damage, and spend the remaining die of damage on the Myddraal for a total of 11d6.

Casting Level	Damage
7	6d6+6d6
8	7d6+7d6
9	8d6+8d6
10	9d6+9d6

WONDRIOUS ITEMS

DULL DAGGER

Activation: Wear (anybody, channeler or not)

Affinities: None

Size: Small

Weight: 1 lb.

Occurrence: Very rare

This item was found among the *ter'angreal* cache of Ebou Dar. Little is known of its origin, but it must have been an attempt to allow infiltration missions during the War of the Shadow.

The dagger has a hilt of rough deer horn, with gold wire wrapped around. The blade is dull, and seems to always have been so.

When holding this dagger (or when the dagger is in contact with one's skin), you are completely invisible for shadowspawn, whether Trollocs, Myddraal, Dragkar, Darkhound or even Gholam. Myddraal and Gholam can still sense you channeling, and Trollocs or Darkhounds can still smell you, so you must be careful.

Forsaken and Darkfriends are unaffected by this item. It is not known whether Shaidar Haran and the DO are affected by this item (GM's choice).

FLEXIBLE BLACK ROD

Activation: Weave sacrifice: level varies (see text)

Affinities: Fire, Spirit

Size: Small

Weight: 2 lb.

Occurrence: Very rare

This item was found among the *ter'angreal* cache of Ebou Dar. It must have been a torturing device used by the shadow during the War of the Power.

It appears as a black rod so flexible it can be bent into a circle and go back without any problems. Once you have determined how to use it, you can control how much pain you inflict with it.

When a channeler wants to use this item, she must first sacrifice a Fire & Spirit weave into the item and then give a blow to her victim. The victim will then have to make a will save (DC varies, see table below) or else be unable to take any action for a certain amount of time (see table) due to the pain. Channelers embracing the source must make a composure check of the same DC not to loose it. The item also inflicts damage (whether or not the concentration check was successful), depending on how hard the blow was.

Weave Sacrifice Level	Will save	Time to recover	Damage
0	15	1 move action	1d4
1	20	1 attack action	1d6
2	25	1 full round	1d8
3	30	2 rounds	1d10

METAL HELMET

Activation: Weave sacrifice: 2nd level

Affinities: Fire

Size: Small

Weight: 5 lb.

Occurrence: Unique

This item was found among the *ter'angreal* cache of Ebou Dar. It apparently was used for controlling some sort of machine, but it has a side effect that can make it useful in other situations.

When channeling a small thread of Fire into it, everybody within 20 paces gets a blinding headache, except the wearer. A will save of DC 20 prevents the effect. The headache lasts 4+1d4 hours, and prevents from any normal activity.

In game terms, if you suffer from that headache, it prevents you to sleep correctly; to try to sleep, you must make a composure check of DC 25. If the check is failed, you are unable to sleep correctly and thus suffer from fatigue the following day. On a successful check, you are able to sleep correctly.

Also, each time you try to do a skill check, you must do a concentration check of DC 25. If the check is failed, you suffer from a -5 malus to the skill check.

Finally, when attempting to channel, you must make a composure check against a DC of 25 or fail to embrace the source.

SHOCKLANCE (PISTOL)

A shocklance pistol is a variant of the more common shocklance rifle, described in the rulebook page 292. It is a little less powerful, but still very deadly. Although it is technically a *ter'angreal*, it works just like any other weapon.

Range increment: 75 ft

Damage: 4d8

Critical: 18-20/x2

Ammunition: 6 (each recharges after 6 hours)

Stun mode: fort save DC 20 or knocked out for 1d4+1 rounds; on successful fort save, character knocked out for 1 round.

SHOCKLANCE (RIFLE)

The effects are the same as described in the rulebook page 292. Moreover, the Shocklance rifle can be used on stun mode with the following mechanics.

Stun mode: fort save DC 25 or knocked out for 1d6+1 rounds; on successful fort save, character knocked out for 1 round.

FLATTISH WHITE BOWL

Activation: Weave sacrifice: level varies (see text)

Affinities: Spirit, Earth, Air, Water

Size: Small

Weight: 10 lb.

Occurrence: Very rare

A flattish white bowl almost a pace across. It is for looking at things that are far away. It was in the Ebou Dari stash.

Before activating the flattish white bowl, you must put a little water in it. You must then channel in it a weave of Spirit mixed with Water and a little Earth and Air just so, and images of an aerial view of the vicinity of the bowl begin to appear on the surface of the water. By slightly changing the way you channel Earth in the *ter'angreal*, you can move the center of the image. Changing the flow of Air changes how close you are to the ground. The *ter'angreal* only gives an bird's eye view of where you look at. It won't show you what is inside a building.

How far you can go depends on the level of the weave.

Weave Sacrifice	
Level	Max Distance
3	300 ft.
4	1 mile
5	5 miles
6	10 miles
7	50 miles
8	100 miles

DULL BLACK ROD

Activation: Weave sacrifice: level varies (see text)

Affinities: Earth, Fire

Size: Small

Weight: 4 lb.

Occurrence: Very rare

A bent, featureless rod of dull black, as wide as one's wrist that was in the Ebou Dari stash. It seems to be made of metal, yet one end accommodates itself to any hand that gripped it. It can cut metal or stone if they are not too thick. It won't cut through anything that can catch fire, though.

When you use the appropriate Earth and Fire weave, the dull black rod emits a little light cone on the opposite end that can cut through stone or metal that are up to about a hand thick. Once you have placed the rod where you want the Stone or Metal to be cut, you must wait for 1 second per inch of material thickness. The metal or stone cut this way just seems to disappear. The area cut depends on the weave level.

Weave Sacrifice	Area cut (circle)
Level	
5	A hand wide
7	An arm wide
9	As wide as a person

GLASS FIGURE

Activation: Weave sacrifice: level varies (see text)

Affinities: Earth, Fire

Size: Small

Weight: 5 lb.

Occurrence: Very rare

The apparently glass figure of a man, a foot tall, with his hand raised as if to signal stop. It can chase away vermin, like rats or flies. It's from the Ebou Dari stash.

Once activated by the weave sacrifice, the glass figure activates an effect similar to a ward, chasing away all type of vermin within range. The activation weave can be tied off so that the weave need not be maintained. The range of the glass figure depends on the weave level sacrifice. Contrary to normal wards, the ward set by the glass figure doesn't interfere with other wards.

Weave Sacrifice	
Level	Area
2	10-ft.-radius circle or small room
3	25-ft.-radius circle or large room
4	50-ft.-radius circle or moderate-sized building
5	150-ft.-radius circle or large building
6	300-ft.-radius circle or very large building
7	750-ft.-radius circle
8	1,500-ft.-radius circle
9	1-mile circle
10	5-mile circle (covers about all Caemlyn)

TALL WINE-WORKED VASE

Activation: Weave sacrifice: 4th level

Affinities: Spirit, Water, Air

Size: Small

Weight: 15 lb.

Occurrence: Unique

A tall vase worked with vines in green and blue. It can gather water out of the air. It was in the Ebou Dari stash.

Once you activate the tall vase, it slowly begins to fill up with the water present in the air. The amount of water collected by hour depends on how much water there is in the air. The sacrifice weave must be maintained throughout the whole process. It cannot be tied off.

Location	Amount of water
Very humid (jungle)	Vase full in one hour (about 30 l per hour)
Humid	Vase about 2/3 full in one hour (about 20 l per hour)
Normal	Vase about 1/3 full in one hour (about 10 l per hour)
Dry	Vase about 1/6 full in one hour (about 5 l per hour)
Very dry (desert)	About 1 l per hour

A normal human needs about 1,5 l per day, so in any case the vase is efficient enough to supply water to a small group of individuals.

COMMUNICATION TER'ANGREAL

Activation: Weave sacrifice: level varies (see text)

Affinities: Spirit, Air, Fire

Size: Small

Weight: Varies

Occurrence: Rare

Sample shapes: Black-and-White Figurine, Blue Figure of a Woman, rings, earrings and bracelets. Many of them were in the Ebou Dari stash.

These objects are for communicating between each other on large distances. How far you can communicate depends on the weave sacrifice level. You sense through the object the weave level needed to communicate with the desired object.

Before you can sacrifice a weave, you must know which object you want to communicate with (see below, *learning the signature of a communication ter'angreal*). You can then use a weave of Spirit, Air and Fire to communicate to any object of which you know the signature. You will hear everything that goes around the target object, and, conversely, the target object will hear everything near you. That means you can talk to anybody near the target object. If you want to interrupt the process, you just have to stop channeling in the object. If someone near the target object wants to stop the process, she can use a Spirit weave of level 1 to do so. To shut permanently an object, you can use a level 5 Spirit weave. The same weave can open up the object again. Channelers know

when such an object is activated, as they sense channeling coming from it (these objects use both *saidin* and *saidar*, independently of which of the power was used to activate them, so both genders can detect them).

Learning the signature of a communication ter'angreal. To determine the signature of a given communication *ter'angreal*, you must sacrifice a special Spirit weave of level 2.

Weave Sacrifice

Level	Distance
3	750 ft.
4	1 mile
5	5 miles
6	50 miles
7	500 miles
8	5,000 miles
9	everywhere in randland

STOUT BEARDED MAN BRONZE STATUETTE

Activation: Weave sacrifice: 3rd level

Affinities: Fire, Earth

Size: Small

Weight: 1 lb.

Occurrence: Unique

A statuette of a stout, bearded man with a merry smile, holding a book. Two feet tall, it appeared to be age-darkened bronze. It holds thousands of books in itself. It was in the Ebou Dari stash.

Activating the ter'angreal. To activate it, you must weave thin flows of Fire and Earth. When you do this, two words appear in the air above the statuette, as black as if printed with good ink. Of course, the words are in the AoL Old Tongue, so you must be able to read the Old Tongue to know what they mean. They are *Ansoen* and *Imsoen*, meaning Fiction and Not Fiction.

Navigating through the books. To navigate through the books in the *ter'angreal*, you just have to channel the Earth threads a little differently (doesn't cost anything, and knowing how to activate the *ter'angreal* makes you know how to do it). You can then bring the text up or down to read it with another change in the Earth threads.

Writing into the ter'angreal. More difficult, you can actually write things in the *ter'angreal*. This is a completely new use altogether. You must have activated it and then use a new Weave of Earth, Fire and Spirit of level 5 and make a successfully craft(calligraphy) check to make the letters correctly shaped. You can add in this way any text (or image, for that matter) in any language, not just the Old Tongue).

IVORY BOX

Activation: Weave sacrifice: 2nd level

Affinities: Fire, Air

Size: Small

Weight: 2 lb.

Occurrence: Unique

A small hinged box, apparently ivory and covered with rippling red and green stripes. It holds music, hundreds of tunes, perhaps thousands. It was in the Ebou Dari stash.

Navigating between the different tunes. Once activated with the correct weave of Fire and Air, you begin to hear a random tune contained into the box. You can navigate between the different tunes easily by changing how you handle the flows of Air (no cost, and you automatically know how to do it).

Recording new tunes. If you want to record a tune into it, you must first know how to make sounds (and music) with the One Power. If you have such a weave, you must first activate the *ter'angreal*, then cast a Weave sacrifice of Spirit and Air of level 3, and then begin your sound producing channeling. This mean you must be able to multiweave at least 3 weaves at the same time.