



CHAPTER SEVEN EQUIPMENT



Perhaps the biggest difference between Star Wars and the Wheel of Time is the equipment. All new equipment, from weapons and armor, is presented here, as well as new rules for shields, and other equipment. There are also several wondrous items presented, including *angreal*, *sa'angreal*, and *ter'angreal*.

CURRENCY

In the Westlands, currency varies from nation to nation, and is even more different in lands beyond the Westland. While in the Threefold Land, valuables are often whole objects made from precious materials, this section focuses on the generic moneys and coins of the Westlands.

For simplicity, coins presented in this RPG are valued as follows:

- 10 copper pennies (cp) = 1 silver penny
- 40 silver pennies (sp) = 1 silver mark
- 10 silver marks (sm) = 1 silver crown
- 10 silver crowns (sc) = 1 gold mark
- 10 gold marks (gm) = 1 gold crown (gc)

If the GM decides, a more detailed, book-accurate system may be used.

Listed among the items in this chapter are prices for items, abbreviated as shown above. Because items may be priced lower or higher in towns of varying size, the price should be modified in small towns or major cities. In villages or thorps, the price of items should generally be decreased by three-quarters to a half, while in major cities and ports, the prices should be increased to one and a quarter to one and a half of the original price listed.

Various items may cost more or less in certain areas. For example, Two Rivers tabac is very cheap in Emond's Field, but more expensive in Tear or Fal Dara. Weaponry is generally somewhat common, and therefore cheaper, than in smaller towns in peaceful areas. It is up to the GM to decide how much more to add or take away from a specific item in any given location, and it is also up to him to determine the availability of such items.

GENERIC GOODS

Following are a list of examples of generic goods that may be carried by cargo merchants or other traders, or found in cities and towns by locals, as well as their general prices. In some places, they may be used instead of money.

Table 7-1: Trade Goods

Chicken (1)	2 cp
Copper (1 lb)	5 sp
Cow (1)	10 mk
Dog (1)	15 mk
Flour (1 lb)	2 cp
Ice peppers (1 lb)	5 mk
Goat (1)	1 mk
Gold (1 lb)	5 gc
Iron (1 lb)	1 sp
Ivory (1 lb)	6 gc
Kaf (1 lb)	1 mk
Linen (1 lb, 1 sq yd)	4 mk
Ox (1)	15 mk
Pig (1)	3 mk
Salt (1 lb)	5 mk
Sea Folk porcelain (1 lb)	10 mk
Sheep (1)	2 mk
Silk (1 lb, 2 sq yds)	20 mk
Silver (1 lb)	10 mk
Spices (1 lb)	15 mk
Tabac (1 lb)	5 mk
Tea leaves (1 lb)	2 sp
Wheat (1 lb)	1 cp

WEAPONS

WEAPON GROUPS

Axes, Picks, and Hammers

This group includes the Axes, Picks, and Hammers categories.

Basic Weapons

These weapons come from multiple groups. They include clubs, daggers, and various other simple weapons. A person with the feat Weapon Group: Basic Weapons is proficient in all of the weapons on the chart listed as Basic.

Bows

Bows include the Bows category.

Crossbows

Crossbows include the Crossbows category.

Exotic Weapons

This group is not a specific group. Rather, it is combined with a martial weapon group and allows proficiency in all exotic weapons for that martial weapon group.

Flexible Weapons

This group includes the Flexible Weapons category.

Heavy Blades

This group includes the Heavy Blades category.

Light Blades

This group includes the Light Blades category.

Maces

This group includes the Maces category.

Polearms

This group includes the Polearms category.

Slings and Thrown Weapons

This group includes the Slings category and also any weapons designed to also be used as thrown weapons.

Spears and Lances

This group includes the Spears and Lances categories.

WEAPON DESCRIPTIONS

Axe

Martial Weapon

Strength Requirement: 11, 13, 15

Light axes are similar to hatchets, only they are designed as weapons of war. Heavy axes are the size of woodchopping axes. Waraxes typically have two very large, heavy heads. Light axes are one-handed weapons, heavy axes and waraxes are two-handed.

Any wielder of a light axe, heavy axe, or waraxe with the Mighty Swing feat increases the die type by one when adding a die to the damage roll. For example, someone wielding a heavy axe who uses the Mighty Swing feat rolls 2d10 for damage. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Pick

Martial Weapon

Strength Requirement: 11, 13, 15

Light picks are like rock climbing picks, except they are designed as weapons. Heavy picks are similar to mining picks. Warpicks have very long, especially sharp pick-heads. Light picks are one-handed weapons, heavy picks and warpicks are two-handed.

Any wielder of a light pick, heavy pick, or warpick with the Triple Crit feat multiplies damage by 4 instead of 3 when she scores a critical hit. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Hammer

Martial Weapon

Strength Requirement: 11, 13, 15

Light hammers are similar to carpenter hammers used for hammering nails, except they are designed as weapons of war. Heavy hammers are like sledge hammers. Warhammers are like massive-headed mauls. Light hammers are one-handed weapons, heavy hammers and warhammers are two-handed weapons.

Any wielder of a hammer may use the Power Attack bonus against objects and structures. If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Shortbow

Martial Weapon

Strength Requirement: 9

Shortbows have a range of 10 (point blank), 20 (short), 30 (medium), and 40 (long). They require two free hands to wield.

Longbow

Martial Weapon

Strength Requirement: 11

Longbows have a range of 10 (point blank), 20 (short), 40 (medium), and 60 (long). They require two free hands to wield.

Two Rivers Longbow

Martial Weapon

Strength Requirement: 13

Two Rivers longbows have a range of 10 (point blank), 20 (short), 40 (medium), and 80 (long). They require two free hands to wield.

Crossbow

Martial Weapon

Strength Requirement: 9, 11

Crossbows have a range of 10 (point blank), 20 (short), 40 (medium), and 60 (long). They require two free hands to wield.

Flail (and Chain)

Martial Weapon

Strength Requirement: 9, 11, 13

Chains are strength-enhanced chains, often with heavy balls at the ends. Flails have thorny weights at the ends of chains, which are connected to handles. Flails do piercing and bludgeoning damage.

A character who spends a full-round action to make a single attack with a chain or flail increases the die type by one (d4 to d6, etc.). If the Double Attack, Triple Attack, or Rapid Strike feats are used with one of these weapons, the wielder takes an additional -2 penalty to attack rolls.

Whip

Exotic Weapon

Strength Requirement: 9

Whips have a reach of 2 squares. Anyone wielding a whip threatens any enemy within 2 squares.

A character wielding a whip can use the trip or pin actions even if they do not have the feat. If the Double Attack, Triple Attack, or Rapid Strike feats are used with a whip, the wielder takes an additional -2 penalty to attack rolls.

Sabre

Martial Weapon

Strength Requirement: 9

A character wielding a sabre and uses the Melee Defense feat gains an additional +1 bonus to Reflex Defense for the duration of the feat. Sabres can only be used one-handed.

Sabres are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Longsword

Martial Weapon

Strength Requirement: 9 or 11

A character can wield a longsword one-handed if he has a Strength of 11, or two-handed if he has a Strength of 9, without penalty.

Longswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Broadsword

Martial Weapon

Strength Requirement: 13

Broadswords can only be used two-handed.

Broadswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Power-Wrought Blademaster Sword

Martial Weapon

Strength Requirement: 9 or 11

Typically heron-marked swords, this is the most elite type of sword used by blademasters (though not all are marked with the heron). These swords are not breakable.

Anyone using one of these swords automatically gains a +1 equipment bonus to attack rolls and a +2 equipment bonus to damage (this damage bonus is shown in the stats above).

Dagger

Basic Weapon

Strength Requirement: 5

Daggers are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Sword-breaker

Martial Weapon

Strength Requirement: 7

A character wielding a sword-breaker who has the Improved Disarm feat may spend a swift action to attempt a disarm against an opponent who attacks her with a weapon from the Light Blades or Heavy Blades weapon groups and misses. Doing so causes a -5 penalty to the attack roll to disarm.

Rapier

Martial Weapon

Strength Requirement: 7

A character wielding a sabre may treat it as a small weapon whenever doing so would be beneficial. Rapiers can only be used one-handed.

Rapiers are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Shortsword

Martial Weapon



Ashandarei

Exotic Weapon

Strength Requirement: 9

Ashandareis have a reach of 2 squares.

Strength Requirement: 9

Shortswords are able to have two benefits crafted into them when crafted by someone with the Craft Specialist feat.

Club

Basic Weapon

Strength Requirement: 9

Mace

Martial Weapon

Strength Requirement: 11, 13

Quarterstaff

Basic Weapon

Strength Requirement: 9

Quarterstaves may be treated as double-weapons, or it may be used as a long weapon with a reach of 2 squares. Either way, it takes two hands to use, and if used as a single weapon, you gain double your Strength bonus to damage rolls.

Glaive

Martial Weapon

Strength Requirement: 11

Glaives have a reach of 2 squares.

Halberd

Martial Weapon

Strength Requirement: 13

Halberds have a reach of 2 squares.

Ashandareis may be used as a double weapon, or a single weapon. When used as a double weapon, one end is either slashing or piercing damage, while the other is bludgeoning.

Sling

Martial Weapon

Strength Requirement: 5

Slings have a range of 8 squares (point blank), 12 squares (short), 16 squares (medium), and 20 squares (long). They require only one weapon to use (though two to load).

Spear

Martial Weapon

Strength Requirement: 9, 11, 13

Short spears are about 1 to 1.5 meters long. Tridents are about 2 meters long. Long spears are 3 meters long. Tridents take only a half penalty when being used to attack a target underwater. Longspears have a reach of 2 squares.

Lance

Martial Weapon

Strength Requirement: 13

A wielder of a lance increases the damage by one die type when using the Momentum Strike feat.

SHIELDS

Shields may be worn to protect a character from weapon damage. They create a penalty to an opponent's attack rolls when used properly. When you spend a swift action, you may select an enemy and prepare yourself for attack rolls against them. Only one opponent may be selected per turn.

Buckler

Carrying a buckler does not require the use of a free hand.

Tower Shield

Tower shields require two hands to use. They provide the same penalty to ranged attacks against any one ally behind them in addition to the carrier.

ARMOR

Armor grants benefits to Reflex Defense and Damage Threshold, but the wearer only gains the benefit to Reflex Defense if they have the appropriate Talents.

TRAVELING GEAR

Most items are self-explanatory. The following items have special rules.

Caltrops: Caltrops are tiny barbed spiked dropped on the ground with the intention of puncturing the feet of anyone who steps on them. They attack anyone who steps on them with an area attack versus the character's Reflex Defense. If the victim is wearing footwear, they gain a +1 bonus to Reflex Defense versus this attack. If the attack is successful, the caltrops deal 1 point of damage, and the being's base speed is reduced by half. This penalty to speed endures for twenty-four hours or until a Treat Injury Skill check is made to treat the wound (DC 15) or receives at least one point of healing by the One Power. A charging or running creature must immediately stop if they take damage from the caltrops, though a creature moving at half speed or slower can move through the caltrops with no trouble.

Candle: A candle illuminates a 5-foot radius and provides dim light in a 15 foot radius. It burns for one hour.

Lamp (common): A lamp clearly illuminates a 15-foot radius and provides dim light in a 45-foot radius. It burns for 6 hours on one pint of oil.

Lantern (hooded): A hooded lantern illuminates objects in a 30-foot radius and provides dim light in a 90-foot radius. It burns for 6 hours on a pint of oil.

Lock: The Craft check to pick a lock is 20 for a very simple lock, 25 for an average lock, 30 for a good lock, and 40 for an amazing lock.

Manacles: A manacled character can escape ordinary manacles with an Acrobatics check of DC 30, and can escape masterwork manacles with a successful check of DC 35.

Portable ram: A character using a portable ram gets a +5 bonus to Strength checks made to break through things such as doors or walls. A second person adds an additional +2 to the check (in addition to their +2 bonus when aiding another).

Torch: A torch illuminates a 20-foot radius and provides dim light in a 60-foot radius. It burns for 1 hour.

SKILL KITS

Skill kits generally provide bonuses to specific types of Skill checks.

Artisan's tools: These tools are designed for a specific trade, such as blacksmithing, carpentry, bookbinding, etc. Without these tools, the character takes a -5 penalty to Craft checks for the trade. Masterwork artisan's tools work as regular ones except they also grant a +5 bonus to the Craft checks.

Climber's kit: Climber's kits provide a +5 bonus to Athletics checks made to climb.

Disguise kit: Disguise kits provide a +5 bonus to Deception checks made to create a disguise.

Healer's kit: Healer's kits provide a +5 bonus to all Treat Injury checks.

Magnifying glass: Provides a +5 bonus to Perception checks made to appraise an object.

Musical instrument: Enables Persuasion checks made to perform using a musical instrument. Masterwork musical instruments grant a +5 bonus to Persuasion checks made to perform.

Thieves' tools: These tools are designed for various tasks such as picking locks or disabling devices. Without these tools, the character takes a -5 penalty to these types of Craft checks. Masterwork thieves' tools work like the regular ones except they also grant a +5 bonus to the Craft checks.

CLOTHING

Clothing is generally self-explanatory. Clothing that provides benefits includes the following set.

Cadin'sor: A *cadin'sor* grants a +5 bonus to Stealth checks made to sneak in desert terrains, and a +2 bonus in all other environments.

SPECIAL AND SUPERIOR ITEMS

There are certain items that perform special functions.

Acid: Acid may be thrown in a flask or vial to create a grenade-like weapon. Any being who comes in contact with acid by any means suffers 2d6 damage.

Antitoxin: If a character drinks antitoxin, she gains a +2 Fortitude bonus against poisons for one hour.

Healer's balm: Healer's balm may be used to move a character suffering burn damage up one step on the condition track (if the condition track penalty was due to burn damage). It may also be used to give a character a +2 bonus to Fortitude Defense to avoid dying when brought to negative hit points. Finally, a character with healing balm may heal an additional 1 hit point per the character's level.

Illuminator's flare: An illuminator's flare clearly illuminates a 50-foot radius and provides dim light in a 150-foot radius. It burns for one hour.

Illuminator's rocket: An illuminator's rocket is actually designed to create visually appealing shows in nighttime skies, but can be used as weapons as well.

Warder's cloak: These items are not sold anywhere except the underground markets, and even then, they are extraordinarily rare. Anyone looking at a character wearing a Warder's cloak must reroll any Perception check made to do so and keep the worse of the

two results. The cloak also provides the wearer a +1 bonus to Reflex Defense against melee and ranged attacks.

MASTERCRAFTED ITEMS

Mastercrafted items are any items that have been created with enhancements found in the Craft Specialist feat.

POWER-WROUGHT ITEMS

Power-wrought items have unlimited hit points, and can only be broken by powerful use of the One Power or by other Power-wrought items. Power-wrought weapons gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.

SUNGWOOD ITEMS

Sungwood items are created when an Ogier Treesinger sings a wooden item from a tree. See the Create Sungwood Item Talent in the Treesinger Talent Tree in Chapter 10: Latent Abilities for more information.

WEAPONS

AXES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Axe, light	8 sp	1d6	3 lbs	S	4
Axe, heavy	4 mk	1d8	6 lbs	S	5
Waraxe	10 mk	1d10	12 lbs	S	10

PICKS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Pick, light	1 mk	1d4	3 lbs	P	4
Pick, heavy	6 mk	1d6	6 lbs	P	5
Warpick	16 mk	1d8	12 lbs	P	10

HAMMERS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Hammer, light	4 sp	1d4	4 lbs	B	4
Hammer, heavy	2 mk	1d6	8 lbs	B	5
Warhammer	8 mk	1d8	16 lbs	B	10

BOWS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Shortbow	4 mk	1d6	2 lbs	P	3

Longbow	8 mk	1d8	3 lbs	P	4
Longbow, Two Rivers	20 mk	1d10	3 lbs	P	8

CROSSBOWS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Crossbow, light	10 mk	1d8	4 lbs	P	5
Crossbow, heavy	24 mk	1d10	8 lbs	P	5

FLEXIBLE WEAPONS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Chain	2 mk	1d4	4 lbs	B	5
Flail, light	4 mk	1d8	5 lbs	P/B	5
Flail, heavy	14 mk	1d10	10 lbs	P/B	10

Exotic

<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>	
Whip	8 sp	1d3	1 lb	B	2

HEAVY BLADES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Sabre	16 mk	1d6	2 lbs	S	5
Longsword	18 mk	1d8	3 lbs	S	5
Broadsword	30 mk	1d10	6 lbs	S	10
Power-wrought Blademaster sword	special	1d8+2	3 lbs	S	special

LIGHT BLADES

<i>Basic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Dagger	1 mk	1d4	1 lb	P	4

Martial

<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>	
Rapier	16 mk	1d6	2 lbs	P	5
Shortsword	10 mk	1d6	2 lbs	S/P	5

Exotic

<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>	
Sword-breaker	28 mk	1d4	1 lb	P	10

MACES

<i>Basic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Club	2 sp	1d6	3 lbs	B	5

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Mace, light	4 mk	1d6	4 lbs	B	10
Mace, heavy	10 mk	1d8	8 lbs	B	20

POLEARMS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Quarterstaff	4 sp	1d6/1d6	4 lbs	B	10
Glaive	8 mk	1d10	10 lbs	P/S	10
Halberd	10 mk	1d10	12 lbs	P/S	10

<i>Exotic</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Ashandarei	n/a	1d10/1d6	12 lbs	P/S/B	40

SLINGS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Sling	1 sp	1d4	--	B	1

SPEARS

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Shortspear	1 mk	1d6	3 lbs	P	5
Trident	12 mk	1d8	4 lbs	P	5
Longspear	4 mk	1d8	8 lbs	p	10

LANCES

<i>Martial</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>	<i>Type</i>	<i>hp</i>
Lance	10 mk	1d8	10 lbs	P	10

SHIELDS

<i>Shield</i>	<i>Cost</i>	<i>APM</i>	<i>APR</i>	<i>Weight</i>	<i>Hrd</i>
Buckler	2 mk	-1	+0	2 lbs	5
Small Wooden	1 mk	-1	-1	3 lbs	5
Small Steel	8 mk	-1	-1	6 lbs	10
Large Wooden	4 mk	-2	-2	5 lbs	5
Large Steel	20 mk	-2	-2	16 lbs	10
Tower Wooden	14 mk	-2	-4	10 lbs	5
Tower Steel	40 mk	-2	-4	40 lbs	10

ARMOR

<i>Armor Check Penalty</i>	<i>Cost</i>	<i>Ref Def</i>	<i>Dmg Th</i>	<i>Max Dex</i>	<i>Spd</i>	<i>Wght</i>
LIGHT ARMOR (-2)						
Cloth Armor	10 mk	+1	--	+8	--	10 lbs
Leather Armor	20 mk	+2	+1	+6	--	15 lbs
Studded Leather Armor	28 mk	+3	+1	+5	--	18 lbs
Chain Shirt	40 mk	+4	+2	+4	--	24 lbs
MEDIUM ARMOR (-5)						
Hide	22 mk	+3	+1	+4	4 sq	22 lbs
Scale Mail	34 mk	+4	+3	+3	4 sq	30 lbs
Chainmail	50 mk	+5	+3	+2	4 sq	40 lbs
Breastplate	60 mk	+5	+3	+3	4 sq	30 lbs
HEAVY ARMOR (-10)						
Splint Mail	60 mk	+6	+3	+0	4 sq*	45 lbs
Banded Mail	70 mk	+6	+3	+1	4 sq*	35 lbs
Half-Plate	100 mk	+7	+3	+0	4 sq*	50 lbs
Full Plate	200 mk	+8	+3	+1	4 sq*	50 lbs

TRAVELING GEAR

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Backpack (empty)	2 mk	2 lbs
Barrel (empty)	1 mk	30 lbs
Basket (empty)	4 sp	1 lb
Bedroll	3 sp	5 lbs
Bell	1 mk	*
Blanket	8 sp	3 lbs
Block and tackle	9 sp	5 lbs

Bucket (empty)	5 sp	3 lbs
Caltrops	1 mk	1/2 lbs
Candle	1 cp	*
Canvas (square yard)	1 sp	1 lb
Case (map or scroll)	1 mk	1/2 lbs
Chain (10 ft)	2 mk	4 lbs
Chalk (1 piece)	1 cp	*
Chest (empty)	2 mk	25 lbs
Crowbar	2 mk	5 lbs
Dice (set of five)	5 mk	*
Firewood (1 day)	1 cp	20 lbs
Fishhook	1 sp	*
Fishing net	4 mk	5 lbs
Flask	3 cp	*
Flint and steel	1 mk	*
Grappling hook	1 mk	4 lbs
Hammer	3 sp	2 lbs
Ink (1 oz vial)	8 mk	*
Jug (clay)	3 cp	2 lbs
Ladder (10 ft)	5 cp	20 lbs
Lamp (common)	1 sp	1 lb
Lantern (hooded)	7 mk	2 lbs
Lock		
Very simple	8 mk	1 lb
Average	2 gc	1 lb
Good	6 gc	1 lb
Amazing	12 gc	1 lb
Looking glass	60 mk	1 lb
Manacles (simple)	15 mk	2 lbs
Manacles (masterwork)	2 gc	2 lbs
Mirror (small steel)	10 mk	1/2 lbs
Mug/tankard (clay)	2 cp	1 lb
Oil (1 pint flask)	3 mk	1 lb
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick (miner's)	8 sp	2 lbs
Pitcher (clay)	2 cp	1 lb
Piton	1 sp	1/2 lbs
Playing cards (deck)	10 mk	1/4 lbs

Pole (10 ft)	2 sp	8 lbs
Pot (iron)	5 sp	10 lbs
Pouch (belt)	1 mk	1 lb
Ram (portable)	10 mk	20 lbs
Rations (trail, per day)	5 sp	1 lb
Rope (hemp, 50 ft)	1 mk	10 lbs
Rope (silk, 50 ft)	10 mk	5 lbs
Sack (empty)	1 sp	1/2 lbs
Sealing wax	1 mk	1 lb
Sewing needle	1 sp	*
Signal whistle	8 sp	*
Signet ring	5 mk	*
Sledge	1 mk	7 lbs
Soap	5 sp	1 lb
Spade/shovel	2 mk	6 lbs
Tent	10 mk	20 lbs
Torch	2 cp	1 lb
Vial	1 mk	*
Waterskin	1 mk	4 lbs
Whetstone	2 cp	1 lb

SKILL TOOLS

Atrisan's tools	5 mk	5 lbs
Artisan's tools (masterwork)	55 mk	5 lbs
Climber's kit	80 mk	5 lbs
Disguise kit	50 mk	8 lbs
Healer's kit	50 mk	1 lb
Hourglass	25 mk	1 lb
Magnifying glass	10 gc	*
Musical instrument (common)	5 mk	varies
Musical instrument (masterwork)	10 gc	varies
Scale (merchant)	2 mk	1 lb
Thieves' tools	30 mk	1 lb
Thieves' tools (masterwork)	10 gc	2 lbs

CLOTHING

Artisan's outfit	1 mk	4 lbs
Cold weather outfit	8 mk	7 lbs
Courtier's outfit	30 mk	6 lbs
Gleeman's outfit	3 mk	4 lbs
Explorer's outfit	10 mk	8 lbs
<i>Cadin'sor</i>	8 mk	2 lbs
Noble's outfit	8 gc	10 lbs
Peasant's outfit	1 sp	2 lbs
Royal outfit	20 gc	15 lbs
Scholar's outfit	5 mk	6 lbs
Traveler's outfit	1 mk	5 lbs

FOOD, DRINK, LODGING

Ale		
Gallon	2 sp	8 lbs
Mug	4 cp	1 lb
Bread (loaf)	2 cp	1/2 lbs
Cheese (chunk)	1 sp	1/2 lbs
Inn stay (per night)		
Good	2 mk	--
Common	5 sp	--
Poor	2 sp	--
Meals (per day)		
Good	5 sp	--
Common	3 sp	--
Poor	1 sp	--
Meat (chunk)	3 sp	1/2 lbs
Oosquai (jug)	5 mk	4 lbs
Rations (per day)	5 sp	1 lb
Wine		
Common (pitcher)	2 sp	6 lbs
Fine (bottle)	10 mk	2 lbs

MOUNTS AND RELATED GEAR

Barding

Medium-size creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 mk	1 lb
Cart	15 mk	200 lbs
Donkey or mule	8 mk	--
Feed (per day)	5 cp	10 lbs
Horse		
Horse (heavy)	20 mk	--
Horse (light)	10 mk	--
Pony	5 mk	--
Warhorse (heavy)	40 gc	--
Warhorse (light)	15 gc	--
Saddle		
Military	20 mk	30 lbs
Pack	5 mk	15 lbs
Riding	10 mk	25 lbs
Saddle (exotic)		
Military	60 mk	40 lbs
Pack	15 mk	20 lbs
Riding	30 mk	30 lbs
Saddlebags	4 mk	8 lbs
Sled	20 mk	300 lbs
Stabling (per day)	5 sp	--
Wagon	35 mk	400 lbs

SPECIAL AND SUPERIOR ITEMS

Acid (flask)	25 mk	1 lb
Illuminator's flare	5 mk	1/2 lbs
Antitoxin (vial)	5 gc	*
Healer's balm	15 mk	1/4 lbs
Warder's cloak	1,000 gc	1 lb

GRENADE-LIKE WEAPONS

Weapon	Cost	Direct Hit	Weight
Acid (flask)	25 mk	2d6	1 lb
Oil (flask)	3 mk	2d4	1 lb
Illuminator's rocket	100 mk	4d6	2 lbs

ANGREAL, SA'ANGREAL, AND TER'ANGREAL

Though they are rare, items created with the use of the One Power exist. These are called *angreal*, *sa'angreal*, and *ter'angreal*. *Angreal* and *sa'angreal* are items that increase a channeler's ability to use the One Power, whereas *ter'angreal* have other uses that may or may not require the user be able to channel, and are often themselves unique items.

ANGREAL

Angreal allow the user to use weaves at the height of human possibility, but above what is normally possible at any except the most powerful levels. In all weave descriptions, the highest possible DC result, the *angreal* can create weaves up to that level. Weaves that have no specified DC can have a maximum result of 40.

*Angreal*s add a bonus of +5, +10, or +15 to Channel checks made to create weaves, based on their Power Rating (1 granting +5, 2 granting +10, and 3 granting +15). They also grant a bonus to Fortitude Defense when trying to avoid damage from overchanneling equal to their class when the Channel check is made using the *angreal*. Therefore, an *angreal* with a Power Rating of 1 grants a +1 bonus to Fortitude Defense when attempting to overchannel. The highest Power Rating of any *angreal* is 3.

EXAMPLES OF ANGREAL

Lily Petal Brooch

Class: 1

Attunement: Female

Ivory Woman Statuette

Class: 2

Attunement: Female

Amber Turtle Carving

Class: 2

Attunement: Female
Stone Swordsman Statuette
Class: 2
Attunement: Male

Golden Ring
Class: 3
Attunement: Female

SA'ANGREAL

Even more powerful than *angreal*, and even more rare as well, are *sa'angreal*. While the function they perform is similar, it is also grander.

Sa'angreal have similar benefits as those granted from *angreal*. With *sa'angreal*, however, the power of the wielder is multiplied, rather than added to, as with *angreal*. *Sa'angreal* grant automatic multiplications, and some have other benefits as well.

A *sa'angreal's* power is given as a multiplier, from 2 to 10. The wielder makes a Channel check to create a weave and then multiplies the result by the rating of his *sa'angreal*. The wielder also gains a bonus equal to the multiplier (though added, rather



than multiplied) to his Fortitude Defense to avoid the negative effects of overchanneling when the Channel check to create the weave was done through the *sa'angreal*.

EXAMPLES OF SA'ANGREAL

Fluted Bone Rod
Multiplier: 3
Attunement: Female

Callandor
Multiplier: 4
Attunement: Male

This sword may also be used as a Power-wrought sword, though other Power-wrought weapons cannot break it.

Choedan Kal
Multiplier: 10
Attunement: Male, Female

These two giant statues are each attuned to one specific gender. They may only be accessed through keys, otherwise the Power that goes through the user will kill him.

TER'ANGREAL

Ter'angreal are very different from *angreal* and *sa'angreal*, and they are only slightly more common. While *angreal* and *sa'angreal* are attuned to a specific gender and enhance One Power use, *ter'angreal* do not enhance One Power use, and are not attuned to a specific gender.

EXAMPLES OF TER'ANGREAL

Access Key
Weight: 1 lb

The access key is used to channel the One Power between the user and Choedan Kal, so that the user of the powerful *sa'angreal* will not kill the channeler.

A'dam
Weight: 2 lbs

An *a'dam* is a device used to connect two people. One user wears the bracelet end of the item, while the other end is worn around the neck, with the two ends connected by a

chain. The female bracelet wearer and the female leash wearer must both have the ability to channel, though the bracelet wearer has near-total control over the leash wearer.

The bracelet-wearing channeler can channel pain through the bracelet, causing 1d6 points of damage to the leashed channeler. In addition to this, the *a'dam* makes an attack against the leash-wearer's Fortitude Defense equal to 1d20+10. If the attack succeeds, it causes the leashed channeler to move one step down the condition track and spend the round writhing in pain. In this way, the bracelet wearer controls the leash wearer. If the bracelet wearer places the bracelet end somewhere, the leashed person cannot move it, even through indirect means. Any attempts to do so cause the same 1d6 points of damage and attack against her Fortitude Defense.

The Seanchan, who create the *a'dam*, believe that all channeling women belong in the leashes (called *damane*), and believe that certain gifted women should be the bracelet wearers (called *sul'dam*). In reality, any channeling woman can be in either role. Non-channelers do not gain any benefits or penalties from wearing either end of the *a'dam*. These items can only be used on women. If a male even touches any part of the *a'dam* while a female channeler wears either end, both he and the female channeler take 2d6 points of damage and automatically move one level down the condition track.

Any emotions or general states of being by the leashed female are felt by the bracelet wearer. If the bracelet-wearer takes condition track damage, the leash-wearer takes the same amount of condition track damage plus one, no matter the cause or source of the damage.

Finally, the bracelet-wearer can force the leash-wearer to embrace the One Power at will.

Bowl of Winds

Weight: 6 lbs.

The Bowl of Winds allows a circle of channelers to control the weather, creating the chosen type of weather at a range far greater than even powerful Windfinders can. Use of the Bowl of Winds takes four minutes, and the range is a forty mile radius from the *ter'angreal*. Once the Bowl of Winds is used, it begins the weather change, which can take several hours to fully form.

Unlike with the *Alter Weather* weave, this *ter'angreal*, and the weave created with it, can alter the overall temperature as well. If desired, the weather can go from balmy hot to wintry cold. Snowfall can be cleared and make way for clear sunshine. For every five degrees in difference from the area's beginning temperature, the time is increased by one hour.

To use the Bowl of Winds, a weave using all five Affinities must be created and channeled directly into the bowl. The DC of the weave begins at 50, and increases based on the degree of change forced into the skies. For every ten degrees of temperature



change, the DC of this weave is increased by 5, and adding or removing precipitation adds 10 to the difficulty. Other changes in weather may increase or decrease the difficulty as well.

Fluted Black Rod

Weight: 1 lb

The fluted black rod is a long rod roughly a pace in length. It allows a female channeler to create powerful weaves of *balefire*. When using the rod, the channeler makes a Channel check and adds +10 to the result. The rod creates the weave, so the channeler does not need to know how to create *balefire* to use this item. Because it is the rod

creating the weave (and not the channeler), the weave does not count against the channeler's One Power usage when considering channeling fatigue.

Foxhead Medallion

Weight: ½ lbs

The foxhead medallion disrupts any weaves created to directly affect the wearer. As long as it is in direct contact with the wearer's skin, the One Power cannot directly touch the wearer.

The foxhead medallion turns ice cold whenever anyone within 5 squares of the wearer uses the One Power. For reasons unknown, the foxhead medallion burns gholams, inflicting 2d4 points of damage to them as though it was burning hot.



Glass Columns

Weight: n/a

The glass columns cause an individual to experience the lives of several Aiel ancestors, giving them the true knowledge of the dwellers of the Threefold Land. If the person entering the *ter'angreal* survives the experience, he emerges with a dragon tattoo on his arm.

Hummingbird Hair Ornament

Weight: negligible

A well is used to store the One Power to be used at a later time. A female channeler attempting to use the One Power with this well may create one weave or use it to hold a weave for up to one minute without having it count against her channeling fatigue. Alternately, the ornament may be used to create a weave in a *steding* or other location where the One Power is otherwise inaccessible.

Oath Rod

Weight: 1 lb

The Oath Rod is used by the Aes Sedai to swear the Three Oaths. When a channeler swears on the Oath Rod, the oath is bound so that the oath taker literally cannot break the oaths. When held, threads of Spirit are channeled into the end to bind the oaths to the person swearing the oaths. This causes the oath taker's skin to tighten slightly, and also shortens the person's life by roughly twenty-five percent. Though channelers have longer lifespans, this causes their lengthened lifespans to be shorter than they would have been without the influence of the Oath Rod.

The Oath Rod can be used to end oaths sworn into the Oath Rod through a more complicated ritual also involving threads of Spirit woven into the Oath Rod. The oath forsaker releases her oaths in much the same way she would have taken the oaths in the first place.

Portal Stone

Weight: n/a

A Portal Stone can be used to transport people from one portal stone to another instantly through use of the One Power. A channeler uses the *use Portal Stone* weave and he or she, along with people with him or her are teleported to the chosen location. This location can be on the same plane, or can be on a different plane, depending on the symbol chosen.



Silver Arches

Weight: n/a

The silver arches cause a person to experience the fears of their past, present, and future when they enter through each archway. Currently, the silver arches are used to test women who desire to become Aes Sedai. Someone must channel into the three archways at all times while a person is inside them.

Once inside, the channeler's Will Defense is attacked by the arches (1d20-5 for the first archway, 1d20 for the second, and 1d20+5 for the third). If the attack is successful, the channeler takes a -5 penalty to all Wisdom-based Skill checks and a -2 penalty to Will Defense while experiencing what she goes through within the arches as she primarily forgets that the experience is not real life. If the check fails, she still loses most of her sense of reality, but takes no additional penalties to Will Defense or Wisdom-based Skill checks.

During each experience, a doorway appears, which will allow the woman being tested to exit. To do so, she must endure an attack on her Will Defense (1d20-2 during the first experience, 1d20 during the second, and 1d20+2 during the third). If the attack succeeds, she must make a Focus check (DC 20) to successfully bring herself to exit the scene. If it fails, she may do so without the Focus check. Failing to exit causes the character to remain in the arch forever. The only other way out is to create another doorway with a successful DC 25 Channel check.

Any attempts to Channel within the archway causes an immediate attack against the channeler's Fortitude Defense (1d20+10). If the attack succeeds by less than five, the woman is temporarily unable to channel when she reemerges. If the attack succeeds by

five or more but less than ten, the woman is stilled. If she does not emerge through the doorway after being stilled, no other doorway will ever appear.

Twisted Redstone Doorframe

Weight: 1000 lbs

There are two twisted redstone doorframes. One has wavy lines in the design and leads to the Aelfinn, while the other has triangular designs and leads to the realm of the Eelfinn.

Each doorframe can be used by any person only once. Any attempt to pass through a second time simply causes the individual to pass through the doorframe to the other side of it. Due to an ancient pact between the Finns and the humans, no sources of light, musical instruments, or items made of iron can be brought into the realms of the Aelfinn or Eelfinn.

Twisted Stone Ring

Weight: negligible

When worn by a sleeping female channeler, the twisted stone ring causes her to enter *Tel'aran'rhiod*.

