



CHAPTER THIRTEEN ORGANIZATIONS



Organizations are an important part of the Wheel of Time setting. They exist all throughout the Westlands.

Some organizations are militaries. While most soldiers belong to official kingdom armies, there are other organizations, such as the Children of the Light and the Band of the Red Hand that are formidable in their own right.

Other organizations are more trade-based, such as the Illuminators, while noble houses such as House Trakand and House Damodred compete with others in the courts of Andor and Cairhien, while other noble houses exist in those and other lands.

Channelers have organizations as well. The Aes Sedai, centered in the river island metropolis of Tar Valon might be the most influential organization in the known world. Among female channelers, there are also the Windfinders, who have their own loose-knit organization, and the Kin, which is centered in Ebou Dar and consists almost entirely of White Tower runaways. For the male channelers, Rand al'Thor organized the Asha'man, where the initiates are trained in combat as well as the One Power.

HOW ORGANIZATIONS WORK

When you choose an organization, you gain access to a special ability and list of feats available only to members of that organization. Each organization also comes with inherent obligations. These responsibilities carry honor when fulfilled, but also consequences if they are not met. To join any organization, oaths of loyalty must be taken, and each has its own way of doing that.

Note that there may be additional benefits and obligations to any organization, at the GM's discretion.

ORGANIZATIONS

Following are several organizations found in the Wheel of Time. By no means are these all of the organizations. This represents only some of the organizations that can be found in the Wheel of Time setting.

AES SEDAI

The Aes Sedai consist of seven Ajahs, separated by ideals and emphasis on certain fields of expertise. These Ajahs are represented by colors: Red, Yellow, Green, Blue, White,

Gray, and Brown. There is also a Black Ajah, but many Aes Sedai are hesitant to acknowledge their existence.

The Aes Sedai are involved in everything from politics to scholastic learning, and are either revered as powerful defenders of the Light or regarded as untrustworthy meddlers of everyday life.

The lowest members of the Aes Sedai organization are novices, whose responsibilities lie mainly in taking lessons on use of the One Power and general education and etiquette, as well as chores throughout the Tower between lessons. They are forbidden from leaving the Tower until they become Accepted. Accepted are not required to do chores, but they have more lessons and more responsibilities, and they are allowed to venture



into the city of Tar Valon (though not beyond the city). Typically a woman is an Accepted of the White Tower for about ten years before they are considered for full membership in the organization. If they pass this test to become a full Sister in the organization, they choose an Ajah and are welcomed into that Ajah fully, and given the rights and responsibilities of full membership. All Sisters must take the Three Oaths on the Oath Rod which are to speak no word that is not true, to make no weapon with which one man may kill another, and never to use the One Power as a weapon except against Shadowspawn, or in the last extreme defense of her life, the life of her Warder or another Aes Sedai.

Higher up titles include Ajah Heads, members of the Hall of the Tower, and Keeper of the Chronicles. The head of the Aes Sedai is called the Amyrlin Seat, and she is officially considered to belong to no Ajah and all Ajahs simultaneously (though most Amyrlin Seats tend to favor the tendencies of their former Ajah).

Technical Truth: Aes Sedai take no penalty to Deception checks despite saying they will speak no word that is not true while holding the Oath Rod.

BLUE AJAH

The Blue Ajah concerns itself with causes, often to levels of what others might consider obsession. Their web of contacts throughout the Westlands is second in size and information to none.

Blue Ajah Weaves: Aes Sedai of the Blue Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

FEAR

You instill fear in your enemy. **Time:** Standard action, **Target:** One creature within 12 squares and within line of sight.

Affinities: Fire, Spirit.

Make a Channel check. The result of the check determines the effect, if any:

Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is affected as determined by the results of your Channel check. The following effects are determined based on by how much the target's Will is overcome.

0 to 5: The target can take only one standard action on the next turn.

6 to 10: The target can take only one move action on the next turn.

11 to 15: The target can take only one swift action on the next turn.

16 or more: The target can take no actions on its next turn.



Special: When you successfully use this power on an opponent, you can spend a Hero Point to impose a -2 penalty to all of the opponent's Defenses until the beginning of your next turn.

INSECT SWARM

You select a nearby area of land, and within seconds hundreds of nearby insects gather and start to bite any living targets in the selected area. **Time:** full round action, **Target:** target square within 6 squares and line of sight.

Affinities: Air, Earth, Spirit.

Make a Channel check. Your Channel check determines the effectiveness and size of the swarm.

DC 15: -1 step along the condition track, -1 penalty to Will Defense; 5-foot radius.

DC 20: As above, except 10-foot radius.

DC 25: As above, except 15-foot radius.

DC 30: As above, except 20-foot radius.

Special: This weave can be maintained as a swift action.

You may spend a Hero Point to double the penalties of any target in the area, causing a -2 step along the condition track penalty and a -2 penalty to Will Defense.

Alternately, this weave can be used to rid an area of insects. The area is equal to the area effect of the weave DCs above.

This weave cannot be tied off.

BLUE AJAH FEAT

The following feat is available to members of the Blue Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

CONTACT MASTERY

You have an affinity for manipulating Flows of the One Power related to a particular element.

Prerequisites: Member of the Aes Sedai organization (Blue Ajah).

Benefit: Once per scene, you may reroll any Charisma-based skill check (except Channel) made with any one being whose demeanor toward you is Friendly. You may keep the higher of the two rolls.

BROWN AJAH

The Brown Ajah seeks knowledge in all fields, such as ancient history, cultures, academia, etc.

Brown Ajah Weaves: Aes Sedai of the Brown Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

MILKY EYE

You cause the mucus in a person's eye to suddenly multiply and obscure the person's vision. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. An affected character must reroll all Perception checks using vision until he takes a swift action to clear his eyes out and keep the lower result.

Special: If you spend a Hero Point with this weave the target must use a standard action to clear his eyes out.

This weave may not be tied off, though it can be maintained. If it is maintained, the target's eyes become blurred again each round.

WEIGH DOWN

You cause the gravity under an individual to become more powerful, weighing them down and greatly increasing their weight. **Time:** Full-round action, **Target:** One individual within 12 squares and line of sight.

Affinities: Earth, Spirit.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target's speed is reduced by $\frac{1}{4}$, takes a -5 penalty to all Strength-based or Dexterity-based skill checks.

5-9: As above, except target's speed is instead reduced by $\frac{1}{2}$.



10-14: As above, except target's speed is instead reduced by $\frac{3}{4}$.

15 or more: As above, except target's speed is reduced to 1.

Special: You can spend a Hero Point to also reduce the target's Reflex Defense by 1. This weave may not be tied off, though it can be maintained.

BROWN AJAH FEAT

The following feat is available to members of the Brown Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

RANGE OF KNOWLEDGE

You have broadened your knowledge to multiple fields.

Prerequisites: Member of the Aes Sedai organization (Brown Ajah).

Benefit: You gain a +3 bonus to any two Knowledge skills of your choice.

GRAY AJAH

The Gray Ajah seeks to solve problems in government and all other social organizations through mediation and negotiation.

Gray Ajah Weaves: Aes Sedai of the Gray Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

DIZZINESS

You affect a person's equilibrium, causing dizziness and possibly nausea. **Time:** Full-round action, **Target:** One living target within 6 squares and line of sight.

Affinities: Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target becomes dizzy and loses her move action for the round.

5-9: As above, plus target loses one swift action for the round.

10-14: As above, plus target loses two swift actions for the round.

15 or more: As above, plus target loses two swift actions. Furthermore, target becomes nauseous and moves 1 step down the condition track.

Special: You may spend a Hero Point to move the target 2 steps down the condition track in addition to the effects above.

Alternately, this weave may be used to restore natural equilibrium. It has no effect on nausea, even if the nausea is suffered from a lack of equilibrium.

This weave may not be tied off, but it can be maintained.

FROST SKIN

You cause a person's skin to suddenly erupt in hundreds of tiny bursts of icy cold, causing discomfort and possible pain, while also reducing the target's outside body temperature. **Time:** Standard action, **Target:** One living target within 12 squares and line of sight.

Affinities: Air, Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If the check exceeds the target's Defense, the target takes a -5 penalty to any Dexterity-based skill checks or melee attack rolls. He also moves 1 step down the condition track.

Special: You may spend a Hero Point to cause the target to experience extreme cold. Alternately, if the target is experiencing extreme heat, this weave can be used to cool the target, but he still suffers the effects outlined above.

This weave may not be tied off, but it can be maintained.

GRAY AJAH FEAT

The following feat is available to members of the Gray Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

MASTER OF MEDIATION

When helping to negotiate a peaceful resolution, you gain the upper hand through your expertise.

Prerequisites: Member of the Aes Sedai organization (Gray Ajah).

Benefit: You may reroll Persuasion checks made to improve a character's attitude toward you, though you must keep the second result, even if it is worse.

GREEN AJAH

The Green Ajah believes it is important to always be ready for the Last Battle. Sometimes called the Battle Ajah, the Green Sisters are more militaristic than the other Ajahs.

Green Ajah Weaves: Aes Sedai of the Battle Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

FIRM STANCE

You motion at a person's feet, which must be on the ground. The ground and air around the target holds his feet and body firmly in place. **Time:** Standard action, **Area:** The square on which the target stands, within 12 squares and within line of sight.



Affinities: Air, Earth, Spirit.

Make a Channel check. The result of this channel check is added to the target's Fortitude Defense, the combination determining the amount of damage he must take in order to be moved from the spot on which he stands. If a character or creature runs into the target or attempts to lift him, it is only successful if its check to do so exceeds your Channel check plus his Fortitude Defense. The ground on which the target stands has the same DC to be affected, such as by the *Riven Earth* weave. Strong winds may whip his clothes and hair about, but his body stays firmly in place.

Special: You may spend a Hero Point to double the DC for the ground the target stand on, making it more difficult to anyone attempting to do so to move it.

This weave may not be tied off, but it can be maintained.

FIND WEAK POINT

You locate the physically weakest point of an object, learning where to strike for most effect. **Time:** Full-round action, **Target:** One object within 6 squares and line of sight.

Affinities: Air, Earth.

Make a Channel check. The result of the check determines the following effect:

15: The object's damage threshold is reduced by 5 (but never below 1).

20: The object's damage threshold is reduced by 10 (but never below 1).

25: The object's damage threshold is reduced by 15 (but never below 1).

30: The object's damage threshold is reduced by 20 (but never below 1).

Special: You may spend a Hero Point to reduce the object's damage threshold by an additional 10.

This weave may not be tied off or maintained.

GREEN AJAH FEAT

The following feat is available to members of the Green Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

BATTLE READINESS

You have spent your life preparing for battle situations. You are always ready for battle, are quick to react, and are seldom surprised.

Prerequisites: Member of the Aes Sedai organization (Green Ajah).

Benefit: You add your Intelligence modifier to all Initiative and Perception checks.

RED AJAH

The Red Ajah seeks to avoid another breaking of the world at all costs. To this end, they lead efforts to gentle any man found to be using the One Power.

Red Ajah Weaves: Aes Sedai of the Red Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

EAR TAP

You create a blast of pressure on a target's ears, causing pain and potentially creating a distracting ringing in the target's ears. It also causes temporary deafness, and if done powerfully enough, it can cause permanent hearing loss. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Earth.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The effect is determined by the amount you exceed the target's Fortitude Defense, as follows:

0-4: Target is deafened for a number of rounds equal to 5 – the target's Constitution modifier (minimum 1 round). He is also distracted by the ringing this weave causes in his ears, taking a -5 penalty to any checks requiring concentration for the duration of the deafness.

5-9: As above, except target is deafened for a number of rounds equal to 10 – the target's Constitution modifier. Additionally, the target takes 1d4 damage.

10-14: As above, except target is deafened for a number of rounds equal to 15 – the target's Constitution modifier. Additionally, the target takes 1d6 damage.

15-19: As above, except target is deafened for a number of rounds equal to 20 – the target's Constitution modifier. Additionally, the target takes 1d8 damage.

20 or more: As above, except target is permanently deafened, though the distracting ringing lasts a number of rounds equal to 25 – the target's Constitution modifier. Additionally, the target takes 1d10 damage.

Special: You may spend a Hero Point to move the target 1 step down the condition track in addition to the effects above.

This weave may not be maintained or tied off.

HALO

You cause a target to be surrounded by a faint light. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Fire, Spirit.



Make a Channel check. The result of the Channel check is as follows:

15: The target gains no benefit for being in conditions of total darkness, though may still benefit from conditions of dim light or twilight.

20: The target gains no benefit for being in conditions of partial darkness, such as twilight or candlelight, nor for being in conditions of total darkness.

25: As DC 20, plus the target takes a -1 penalty to Reflex Defense versus ranged attacks or weaves requiring line of sight.

30: As DC 25, except the penalty to the target's Reflex Defense is -2.

Special: You may spend a Hero Point to cause the target's Reflex Defense to be penalized by an additional -1. This is added to the penalties above (or given as a penalty if no penalty would have been gained).

This weave may be maintained, but not tied off.

RED AJAH FEAT

The following feat is available to members of the Red Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

MALE CHANNELER HUNTER

You are eager to face male channelers, and when the time comes, you are ready to defeat the man and gentle him.

Prerequisites: Member of the Aes Sedai organization (Red Ajah).

Benefit: When facing a male channeler in combat, you may reroll your Initiative check made to start the battle and keep the better result.

WHITE AJAH

The White Ajah seeks to solve problems through intellectual mastery and logical reasoning. They are lovers of riddles and enigmas, especially when the enigma is one that is hindering societal progress.

White Ajah Weaves: Aes Sedai of the White Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

FOGGED VISION

The target's vision becomes foggy, limiting her ability to see. **Time:** Full-round action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected.

The affected character loses her Dexterity bonus to Reflex Defense and takes a penalty to all Perception checks made to see (as well as any other checks that require sight) as follows:

DC 20: -5 penalty.

DC 25: -10 penalty.

DC 30: -15 penalty.

DC 35: -20 penalty.

Special: You may spend a Hero Point to cause the target to see swirls among the fogginess, causing the character to lose her ability score modifier to any checks made to see as well.

This weave may be maintained, but not tied off.

SPASMS

You cause the target's muscles to spasm uncontrollably. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. The affected character takes the following penalties to Strength-based and Dexterity-based checks if the check exceeds his Fortitude Defense:

DC 20: -5 penalty to all Strength-based or Dexterity-based checks, including attack rolls, skill checks, or opposed rolls.

DC 25: As above, except the target takes a -10 penalty.

DC 30: As above, except the target takes a -15 penalty.

DC 35: As above, except the target takes a -20 penalty.

Special: You may spend a Hero Point to cause the target to lose his Strength- or Dexterity modifier to any checks including those abilities.

This weave may not be maintained or tied off.

WHITE AJAH FEAT

The following feat is available to members of the White Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

GIFT OF REASON

Your intellect is rivaled by few, and you can make sense of virtually any enigma.

Prerequisites: Member of the Aes Sedai organization (White Ajah).

Benefit: You gain a +2 bonus on any Intelligence check that is not a Skill check, such as a check made to make sense of clues or remember past events.

YELLOW AJAH

The Yellow Ajah seeks to support humankind by becoming healers and masters of the body. Their healing abilities are the greatest of any Ajah.

Yellow Ajah Weaves: Aes Sedai of the Yellow Ajah have secret weaves. They are not allowed to use these weaves in the presence of any other female channelers. These weaves are below.

ITCH

The target's skin becomes irritated to the point that it becomes a distraction. **Time:** Standard action, **Target:** One living target within 6 squares and line of sight.

Affinities: Air, Fire, Spirit, Water.

Make a Channel check. This check is opposed by the target's Fortitude Defense. If your result is equal to or greater than the target's Fortitude Defense, the target is affected. They are considered to be distracted when making any Intelligence-based, Wisdom-based, or Charisma-based Skill checks, making it impossible for the target to take 10 on these checks. Furthermore, they take the following penalties to Focus checks:

DC 20: -5 penalty.

DC 25: -10 penalty.

DC 30: -15 penalty.

DC 35: -20 penalty.

Special: You may spend a Hero Point to cause the target to include Constitution-based Skill checks as well.

This weave may be maintained, but not tied off.

MEMORY TOUCH

You create a bond with an inanimate object so that the object will seem familiar to you next time you touch it. **Time:** Standard action, **Target:** One object touched.

Affinities: Fire, Spirit.

Make a Channel check. The result of the check determines the familiarity when the object is touched.

DC 10: -1 penalty to the Intelligence check, but the object seems familiar.

DC 15: No bonus to the Intelligence check, but the object seems familiar.

DC 20: +1 bonus to the Intelligence check and the object seems familiar.

DC 25: +2 bonus to the Intelligence check and the object seems familiar.

Special: You may spend a Hero Point to increase the bonus to the Intelligence check by an additional +1.

This weave may not be maintained, but is tied off.

YELLOW AJAH FEAT

The following feat is available to members of the Yellow Ajah whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

HEALING TOUCH

You are particularly skilled with one specific weave in the Healing Talent.

Prerequisites: Member of the Aes Sedai organization (Yellow Ajah).

Benefit: Select one weave in the Healing Talent. You gain a +3 bonus on Channel checks made to create this weave.

ALGAI'D'SISWAI

Among the Aiel, there are many Septs and Clans. However, together with these exist twelve warrior societies, each with a general function and specialization. These are the *algai'd'siswai*, and while their culture is different from the typical culture of the Westlands, they are capable of standing up against any of the armies of the Westlands.

Desert Dwellers: *Algai'd'siswai* gain a +1 bonus to Fortitude Defense to resist the negative effects of extreme heat.

FAR DAREIS MAI

One of the twelve warrior societies is the female-only Maidens of the Spear, called in their native tongue *Far Dareis Mai*. Their responsibility is scouting, and few in the world are better at quiet observation than these women. After meeting the *Car'a'Car* Rand al'Thor, most of the Maidens of the Spear take it upon themselves to be his personal guard of honor. They take this position very seriously, and are offended any time he tries to do activities without them.

Silent and Unseen: The *Far Dareis Mai* are talented hidiers and sneakers. They gain a +2 bonus to all Stealth checks made to sneak.

FAR DAREIS MAI FEAT

The following feat is available to members of the *Far Dareis Mai* organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Scout class.

MOBILE SCOUT

You are able to stay unseen and alert even while on the move.

Prerequisites: Member of the *Far Dareis Mai* organization.

Benefit: When moving, all penalties to Stealth checks are reduced by half. Furthermore, Perception checks made to actively look for targets while moving is considered to be a swift action.

ASHA'MAN

Rand al'Thor, hoping to add a powerful weapon to his side in the struggle against the Dark One, established the Asha'man, teaching them and organizing them into a martial order of male channelers. In the beginning months of the organization, male channelers still suffered from the madness that comes from using the male half of the One Power, but after Rand cleanses the taint, this obstacle no longer hinders them.

The lowest members of the "Black Tower," as they are often called, are called Soldiers. Their duties, like all Asha'man, include chores and learning from their instructors. Those who achieve the next rank within the organization are called Dedicated, and are given a black coat to wear, and a pin in the shape of a sword to wear on the collar. Dedicated are given more responsibilities, including Traveling throughout the Westlands to deliver messages or seek other male channelers. The highest rank in the Black Tower is called Asha'man, which means Guardian in the Old Tongue. They wear the sword pin as well as a red and gold dragon on their collar, and are given more



responsibilities, as well as more freedoms. Even with these freedoms, they still answer to those of the highest individual rank, and of course to the Dragon Reborn himself.

Various members exist with leadership roles, called *M'Haels* exist, such as the *Baijan'm'hael* (attack leader), labeling those men with ranks of leadership among the Asha'man. The highest leader, under the Dragon Reborn, is called the *M'Hael*.

Battle Ready: All members of the Asha'man organization are brimming with readiness to join any battle they are commanded to enter. Asha'man gain a +2 bonus to all Initiative rolls made to start a battle.

ASHA'MAN FEAT

The following feat is available to members of the Asha'man organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Initiate class.

BRUTAL ENTRANCE

You understand that the best way to start a battle is with brutal aggressiveness, and you have become an efficient killing weapon with this understanding.

Prerequisites: Member of the Asha'man organization.

Benefit: During combat, when you make your first attack roll or Channel check to create a damaging weave, you may reroll the check and keep the better result.

BAND OF THE RED HAND

Matrim Cauthon, one of the most powerful *ta'veren* of all time, established the Band of the Red Hand as an independent military force under his own command. The army has grown to several thousand strong, including nobles and soldiers from many kingdoms. One unique thing about this army is their utter confidence in their leader, who has won battles with astoundingly sound strategies and incredible luck.

As a military organization, the Band of the Red Hand has officers and ranks that become responsible for increasingly large numbers of men. The lowest ranks are common soldiers either in the foot or horse battalions. Leaders of Troops report to leaders of Squadrons, who report to leaders of Banners. Mat Cauthon leads the entire army.

Common Confidence: It is difficult to intimidate members of the Band of the Red Hand. All members gain a +1 to Will Defense to resist any efforts made to intimidate them.

BAND OF THE RED HAND FEAT

The following feat is available to members of the Band of the Red Hand organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Armsman class.

TOSS THE DICE

Members of the Band of the Red Hand seem to share a small portion of their leader's luck. You are more difficult to kill than typical soldiers due partially to this luck.

Prerequisites: Member of the Band of the Red Hand organization.

Benefit: Three times per combat scene, the soldier of the Band of the Red Hand may add to a Defense to increase his chances of survival. Once per combat scene, he may add his Strength modifier to his Fortitude Defense. Once per combat scene, he may add his Intelligence modifier to his Reflex Defense. Finally, once per combat scene, he may add his Charisma modifier to his Will Defense. Each Defense may be increased only once per battle, for a total of three Defense increases per combat scene.

CHILDREN OF THE LIGHT

Among the most powerful independent military organizations in the Westlands is also one of the oldest. The Children of the Light, commonly called Whitecloaks because of their pristine white cloaks, fervently seek out minions of the Dark One and anything affected by the Dark One's influence and do everything in their power to snuff it out. Their methods are seen by others as unnecessarily brutal, but to them, leniency only allows the Dark One to grab firmer hold wherever he is established.

The Whitecloaks are independent of any nation, though they have much influence in Amadicia, where the Fortress of Light, their headquarters, is located. The soldiers are led by file leaders, who report to squadmen and second squadmen. Moving up the ranks would put a man into the ranks of second bannerman, bannerman, and hundredman. Officer ranks include Under-Lieutenants, Lieutenants, Senior-Lieutenants, Lord Captains, and finally, the Lord Captain Commander, who leads the entire organization.

The Hand of Light is a part of the Children of the Light organization, led by the High Inquisitor. The Hand of the Light, with individuals often called Questioners, are less militaristic than their Whitecloak counterparts. Instead, they take the responsibility of getting confessions from suspected darkfriends, often by means of torture. Though they are a part of the organization, they are considered to be somewhat separate as well.

Light's Aura: Children of the Light and Hands of the Light inspire respect and fear from who see them. They gain a +2 bonus to Persuasion checks made to intimidate.



CHILDREN OF THE LIGHT FEAT

The following feat is available to members of the Children of the Light organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Armsman class.

WHITECLOAK SOLDIER

You are a soldier in the Children of the Light army, and proud of it. You gain confidence from knowing you are helping to stamp out all darkness from the world.

Prerequisites: Member of the Children of the Light organization.

Benefit: You gain a +1 bonus to Will Defense.

Furthermore, you gain a +2 bonus to damage rolls made against suspected darkfriends, whether proven darkfriends or not.

HAND OF THE LIGHT FEAT

The following feat is available to members of the Hand of the Light organization whenever character feats would be available. It is also available to the character whenever he would gain a bonus feat when taking levels in the Noble class.

DARKFRIEND SEEKER

You know where to find darkfriends, and how to find out local rumors to help lead you to where the Light is needed.

Prerequisites: Member of the Hand of the Light organization.

Benefit: You can reroll Gather Information checks made to learn news and rumors or learn secret information. The result of your second roll must be accepted, even if it is worse.

HOUSE DAMODRED

In no other kingdom of the Westlands is the *Daes Dae'mar* – the Game of Houses – played like in Cairhien. Few noble Houses are better at *Daes Dae'mar* than House Damodred, which boasts a royal history and power well beyond most Houses in the Westlands. Indeed, the influence of House Damodred can be seen beyond the borders of Cairhien, with royalty in other powerful nations such as Andor directly affected by them. Uncannily efficient, House Damodred's members are either born into the House or married into it.

Details: As such a powerful group of nobles, members of House Damodred are keen at sensing falsities. They gain a +2 bonus on Perception checks made to sense deception.

HOUSE DAMODRED FEAT

The following feat is available to members of the House Damodred organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

SENSE THE LIES

You have lived your entire life around people putting a face up and keeping secrets from you. You have become skilled at sensing when someone is being less than honest.

Prerequisites: Member of the House Damodred organization.

Benefit: You may reroll any Perception checks made to sense deception, but you must keep the second result, even if it is worse.



HOUSE TRAKAND

Andor is a kingdom with many powerful noble Houses, but in recent times, none is more powerful than House Trakand. The most recent Queen of Andor was from House Trakand, and her daughter is positioned well to become the next Queen, and at a very young age. Like many of the most powerful noble Houses in the Westlands, House Trakand's influence extends well beyond the borders of Andor, and they have allies among the highest nobles in many kingdoms.

Diplomacy Expertise: Members of House Trakand are masters of diplomacy and conversation. They gain a +2 bonus to Persuasion checks made to change a person's attitude toward them.

HOUSE TRAKAND FEAT

The following feat is available to members of the House Trakand organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

SOCIAL COMPOSURE

Nobody is perfect, but you have learned that the secret to survival in the Game of Houses is to recover gracefully whenever you make a mistake.

Prerequisites: Member of the House Trakand organization.

Benefit: Any time you fail a Charisma-based Skill check, you may reroll any Focus check made to regain your composure, though you must keep the second result, even if it is worse.

ILLUMINATOR'S GUILD

Though small in number, the Illuminator's Guild is among the most successful guilds in the Westlands. Originating in Tarabon, most Illuminators live in Tanchico or in the area near the city. However, there is also a chapter house in Cairhien. Though the Seanchan destroy the Guild Chapterhouse during their conquest of Tarabon, it is possible that a few Illuminators remain to carry on their secret craft.

Members of this organization are expected to keep their secrets of firework-making just that: a secret. People throughout the Westlands enjoy the majestic beauty and splendor of the fireworks they create, but betraying the secrets of the guild will often result in a swift death, or at least a total loss of honor with the guild.

Firework Artist: Illuminators gain a +2 bonus to Craft checks made to handle explosives.

ILLUMINATOR FEAT

The following feat is available to members of the Illuminator's Guild organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Wanderer class.

ILLUMINATION PERFECTIONIST

You are a master of your craft, and rarely waste materials.

Prerequisites: Member of the Illuminator's Guild organization.

Benefit: When making the final Craft check during the process of making fireworks, you may roll twice and keep the better result.

KIN

Very few organizations of female channelers exist in the Westlands outside the White Tower's Aes Sedai, since the White Tower will find them and punish them for using the One Power without their authority. However, the Kin have managed to exist as a secret organization of female channelers based in Altara for a very long time. Most of their members are either White Tower rejects or White Tower runaways, with a few women joining the organization without ever visiting Tar Valon.

Among the Kin, age is most important when determining rank. Even a relatively weak channeler will be considered above a more powerful one if she is the older. The oldest thirteen members reside in Ebou Dar and form the governing body of the organization, known as the Knitting Circle. Most members of the organization are able to live much longer than most Aes Sedai because they are not affected by the drawbacks of the Oath Rod.

Members of this organization can be found virtually anywhere, but they tend to stay in Altara and the nearby area. While each member has responsibilities, the women are generally free to live how they wish and go where they want, as long as they do not betray the knowledge of the organization to anyone, especially to the Aes Sedai. Secretly, the Aes Sedai are aware of the organization, and they keep tabs on these women to maintain rudimentary control over them.

Master of Wards: Members of the Kin gain a +1 bonus on Channel checks made to create any weave in the Ward Talent.

KIN FEAT

The following feat is available to members of the Kin organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

KIN CONTROL

Your mastery of the One Power has come with considerable effort, but that effort has brought you a new level of mastery.

Prerequisites: Member of the Kin organization.

Benefit: Any time you fail a Focus check made to concentrate, you may reroll the check. The second result must be kept, even if it is worse.

THIEF-CATCHERS GUILD

Though small in influence, thief-catchers are present throughout the Westlands, ready to take on bounties and hunt down criminals in any locale. Wise criminals fear the pursuit of thief-catchers (or "thief-takers," as they are called in Tear), because nobody is better and more specialized at tracking down those who do wrong.

Though they do not often gather socially, thief-takers have an expansive network and respect each others' quarries with unwritten codes of honor. No honorable thief-catcher would claim another's bounty under any circumstances.

While most thief-catchers work for a hefty fee, and therefore exclusively with nobles, some will work with commoners at more reasonable prices to help them when they can.

Tracker of Criminals: Thief-Catchers gain a +2 bonus to Gather Information checks made to gain information specific to an individual they are tracking down.

THIEF-CATCHER FEAT

The following feat is available to members of the Thief-Catchers organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Scout class.

CALM EXPERTISE

You have mastered certain skills so well that you virtually never make mistakes with them.

Prerequisites: Member of the Thief-Catchers organization.

Benefit: Choose a number of skills equal to your Intelligence modifier. With these skills, you can always take 10, even when distracted or threatened.

WARDERS OF THE WHITE TOWER

Aes Sedai are formidable in their own right. When teamed up with some of the best-trained warriors in the known world, Aes Sedai become even more awe-inspiring. Sisters of the Red Ajah never take Warders, and some from other Ajahs do not as well. Meanwhile, members of the Green Ajah are known to often take more than one Warder.

Traditionally, all Warders are male, but the weave that creates the Warder bond can be used on anyone of any gender.

Warders go through rigorous training, mainly in combat and defensive techniques. They also learn to be stealthy, and learn many other skills that are necessary for their profession. Some Aes Sedai take their Warders from beyond this group of White Tower-trained men, but those who select from the men trained in the White Tower are rarely disappointed in their loyalty and dedication.

Though it is not a self-standing organization, Warders of the White Tower rise up through the same training until they are selected by an Aes Sedai and bound to her. The organization as a whole answers to the Aes Sedai organization, and more specifically to the Amyrlin Seat.

Weapon Power: Warders of the White Tower gain a +1 bonus to damage rolls any time they successfully deal damage with a specific weapon group.

WARDERS OF THE WHITE TOWER FEAT

The following feat is available to members of the Warders of the White Tower organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Armsman class.

WARDER AWARENESS

Sometimes you must act quickly to avert danger and keep your Aes Sedai safe. You are alert and quick to react to battle situations.

Prerequisites: Member of the Warders of the White Tower organization.

Benefit: You gain a +3 bonus to Perception checks made to avoid surprise and Initiative checks made to start battle.





WINDFINDERS

Though a handful of Atha'an Miere girls go to the White Tower every generation, most channeling women among the Sea Folk stay and become Windfinders. Though not an independent organization with ranks and leaders in the more traditional sense, Windfinders are united in the expertise they share with each other and their loyalty to their culture as a whole.

The Atha'an Miere are renowned for their speed on the water. While their boats are indeed built well for speed, Windfinders contribute by using the One Power to affect wind and water using weave with flows of Air and Water more immense than most Aes Sedai would dare to touch.

The Sea Folk, as a rule, do not allow Aes Sedai on their ships for fear of their Windfinders being discovered and forced to go to the White Tower. The Atha'an Miere do send some of their girls up to the White Tower to be trained to keep the Aes Sedai uninterested in attempting to investigate their culture and methods of travel more deeply.

Windfinders are not leaders of ships. They yield to the command of the Sailmistress, and also are considered to be below the Cargomaster, despite their importance to the ship and their often abundant strength in the One Power.

Powerful with the Power: Windfinders' Fortitude Defense is considered to be 1 point higher when resisting the negative effects of overchanneling.

WINDFINDER FEAT

The following feat is available to members of the Windfinders organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

STORM CHANNELER

No matter the distractions caused, if your feet are touching the deck of a ship, you are much more able to avoid distractions.

Prerequisites: Member of the Windfinders organization.

Benefit: Whenever you are on a ship, you may reroll any Focus check made to concentrate and keep the better result.

WISE ONES

Among the Aiel, the matriarchal leaders are women called Wise Ones. While many are able to Channel or Dreamwalk (or sometimes both), neither of these things are required to become a Wise One. Wise Ones avoid Aes Sedai for fear of their ability to channel being discovered.

Wise Ones make most of the most impactful decisions in Aiel society. While Clan Chiefs generally oversee specific Clans, Clan Chief applicants must be approved by Wise Ones before entering Rhuidean to be tested. They stand aside in battles or feuds between clans, and *ji'e'toh* does not permit harming Wise Ones nor taking them as *gai'shain*. In many ways, Wise Ones lead Aiel society without actually participating in many aspects of it.

A woman who would be considered for joining the loose organization of Wise Ones is given tasks and chores by a Wise One. These chores often seem pointless, and they become more demanding and difficult each time. The apprentice is not given permission to begin training until she, during this period declares she is ready to become a Wise One. Wise Ones have a loose hierarchy, but generally they are led by whichever has the strongest will. Even a more powerful channeler in the organization will yield to an Aiel she knows has the greater will to lead.

Abundant Will: All Wise Ones gain a +2 bonus to Focus checks made to compose themselves.

WISE ONE FEAT

The following feat is available to members of the Wise One organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Noble class.

STOIC DETERMINATION

Your will is strong, and you are able to convey that when dealing with others.

Prerequisites: Member of the Wise One organization.

Benefit: You gain a +1 bonus to Will Defense, and a +3 bonus to Persuasion checks made to intimidate.

YOUNGLINGS

Younglings are the Warder apprentices who sided with the Aes Sedai of the White Tower during the schism that split the Tower. Though young, they try to make up for their lack of experience with enthusiasm and wise leadership.

The Younglings have the basic training of Warders, and their reason for coming to Tar Valon was to be trained as one, but they have put that goal on hold to join the Youngling army. They are small in number, especially when compared to most other military organizations, but they put themselves in position to aid the Amyrlin Seat whenever she finds a use for them.

Weapon Power: Younglings gain a +1 bonus to damage rolls any time they successfully deal damage with a specific weapon group.

YOUNGLING FEAT

The following feat is available to members of the Youngling organization whenever character feats would be available. It is also available to the character whenever she would gain a bonus feat when taking levels in the Initiate class.

YOUNGLING AGGRESSION

Full of youth and a desire to prove yourself, you start battle aggressively.

Prerequisites: Member of the Youngling organization.

Benefit: During the first round of combat, or the first round after the surprise round if you were surprised, you may reroll all damage rolls and keep the better result.

CREATING AN ORGANIZATION

Organizations are great ways to give characters small advantages with commitments made to the organization. Each one should require something from the members, including time, loyalty, and service, as well as repercussions for failing to live up to the roles expected of members of the organization.

Every organization gains a benefit. This benefit should be roughly half as beneficial to a character as a feat. If the organization is going to be further divided into sub-organizations (such as the *algai'd'siswai*), the benefit for the grander organization and the sub-organizations should together equal roughly half of a feat.

Another benefit to organizations is that they have feats available to them. These feats should be unique, and specific to the benefits members of the organization would want. They are available at all levels characters would gain feats. Furthermore, they can gain these feats as bonus class feats for one specific base class, chosen as the most likely class that would be taken by heroic members of the organization.

