



CHAPTER ONE

THE WHEEL OF TIME



This is the Star Wars: Saga Edition conversion of the Wheel of Time roleplaying game. The Wheel of Time is a great setting for roleplaying, with a few unique characteristics that make it unlike any other fantasy setting.

DIFFERENCES FROM STAR WARS

There are some obvious differences between Star Wars and the Wheel of Time settings. While this is a conversion of the Wheel of Time Roleplaying Game to the Star Wars: Saga Edition Roleplaying Game, there are obvious differences in setting and technology. These differences are generally covered in the chapters found in this book.

The Wheel of Time roleplaying game is one of unlimited possibilities, just like Star Wars, except it is confined to one world, and specifically, in most cases, one part of one continent. Nearly anything that is possible in any other fantasy setting is possible in the Wheel of Time, but the Wheel of Time setting is phenomenal in its ambition. Not typical to other fantasy settings, each story in the Wheel of Time has a purpose, and should be told not like an epic adventure, but as a grand litany, a song to the heroes that gave birth to the legends that unfolded because of them.

THE WHEEL OF TIME TURNS

The Wheel of Time itself consists of seven Ages. This book is written for the Third Age, which is the same Age used in the Wheel of Time novel series.

An Age is an era, consisting of many centuries. Because time in this setting is cyclic, an Age will come to pass, and then will come again when the Wheel of Time returns to

the same point. Events of an Age become history in the Age that immediately follows it, then legend in the ones after, slowly fading as myth until it is completely forgotten by the time the Age comes again.

To incorporate this into your own game, explore mythologies and legends from different cultures. Have the players select heroes and heroines from ancient stories to emulate. The Gamemaster and players



should converse about the characters and what legends they become. Most importantly, remember that the story is the seed of the eventual legend, so it doesn't need to be played out exactly like the legend, though there should be many similarities.

In many cases, an individual is a reborn person from a past age, or from several ages before. Perhaps in such a previous life they were someone of greatness, whether for good or evil. However, not every person is someone who has lived lives before the present one.

Just as there is a Wheel of Time, there is a Great Tapestry, which weaves the threads of each individual throughout the Pattern. Any given person's thread may cross several others in a short time, or it may be straight for most of its entire existence. While some threads affect the direction of many others, some remain straight on the same course for most of their lives. Ta'veren are individuals whose threads are so impacting that they affect numerous threads wherever they go, and can even be the focal points of the Pattern for periods of time. Ta'veren are rare, though some ta'veren exist that have more of an impact on the threads around them than other ta'veren.

The Great Tapestry has a rhyme and reason for everything that transpires. The Pattern is emerging as something wondrous. Characters have destinies that are to be fulfilled, and the Pattern will help these heroes along the way. Whether traveling alone against all the dangers of the world, or traveling with companions to complement each others' strengths and weaknesses, the heroes of the Wheel of Time play an important part in the outcome of the very future, and past, of the world.

SETTING

This is a setting in which the Dark One exists, and ordinary citizens fear his return. Colossal magic can alter the very Pattern and physical world in such phenomenal ways that innocent bystanders can have their lives completely changed forever for generations to come. Yet, individuals with such power are rare. Nonetheless, the Last Battle looms, the Dragon has been reborn, and the Dark One and his Forsaken have returned.



In a world of such powerful magic, it can seem overwhelming, or even foolish, to play a hero who cannot wield this power. Yet, the focus of the Wheel of Time is not to win a story, nor is it to notch kills on a sheet of paper. The focus is to tell a story that will be told and magnified for generations to come, one that centers on the characters and the lives they lead as they go forth through the Pattern and perform their heroic deeds.

This is a roleplaying game. Everyone has a role, especially in this setting. There are very few completely “black” villains, and very few completely “white” heroes. Nearly all are shades of gray. Male channelers may oppose the Dark One vehemently, but insanity may take a toll on them. A tavern carouser may lie, cheat, steal, gamble, womanize, and fight, but he may be the first to stand up against Shadowspawn who suddenly emerge. The heroes who save the world might end up being the people once thought to be villainous, while those who join the Dark One may very well be the ones once considered heroes. Even heroes might have rivalries and dislike one another.

The One Power doesn’t need to be an unbalancing presence in the game. Every character should focus on his role in the story, and roles are ever-changing. Channelers cannot do everything, and they have drawbacks as well.

In the Westlands, depending on the timeframe, people can travel and be reasonably assured they are not going to encounter monsters on the road. Many go their entire lives without seeing the One Power used, and some consider Shadowspawn to be a myth to scare children. This is not a high-combat setting. Heroes may go very far between fights unless they choose to throw themselves into the various wars brewing. In a world where Tuatha’an heroes exist, many possibilities for story and character roleplaying come about.

A BEGINNING

Gamemasters choosing to play in the Wheel of Time setting are advised to really focus on the story and the characters themselves. Playing a story in the Wheel of Time should be much like experiencing a legend in the making. The mood is one of dark evil, yet vibrant colors and hope where once there was none. No odds are too overwhelming for the strong, clever, mystical heroes that will emerge in the stories told, from fierce fights to ancient mysteries, political intrigue, and magnificent fanfare. Heroes come in all shapes and sizes, from all over the land, each one unique from the others.

Make sure everyone has a chance to have their thread be one of importance.

Welcome to the Wheel of Time!

AN INTRO BY OUR COMMUNITY LEADER

The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again.

The Wheel has turned once more and the final battle approaches along with the conclusion of the Wheel of Time novels. The Muse has left us but his world and the ideas contained in them will live as long as we continue to dream of Aes Sedai, the Borderlands, and Myrddraal. But many of us want to do more than reflect on the stories told in the novels; we want to craft our own characters and throw them at the Wheel to see where the pattern will weave them. We want to roleplay in one of the richest fantasy settings ever created.

Once, in another age, we roleplayers were brought together by a game. I had the pleasure of running Call of the Horn where like minded people gathered to write propose new rules, fill setting gaps, and write adventures to expand on what Wizards of the Coast had provided with the original Wheel of Time Roleplaying Game. We are a close community that continues to discuss roleplaying and the WoT.

Now, Two Rivers Wolfbrother has crafted an updated roleplaying game to allow us to take up the Hunt for the Horn once more. You can play a *cardin’sor*-wrapped Maiden of the Spear or a thief-taker. Discover the terror inspired by the Neverborn as your Warder defends his Aes Sedai. The beauty of a roleplaying game is that its only limit is our fertile imaginations. These rules allow you to play one of Lews Therin’s Hundred Companions or forge an empire with Arthur Hawkwing. They are your ticket to crafting your own stories in the Wheel of Time setting.

This book is an effort sustained by a passion for the world of the Wheel of Time; a Herculean task undertaken by a fan for other fans. I hope you enjoy it.

May you always find Water and Shade.

Eosin