Warning! These appendixes are updated at the end of each book and contain information from and a general summary of events in the series thus far. As such, if you are seeking to refresh your memory concerning characters, terms and concepts that have already appeared, it is recommended that you only use the appendix for the book you are currently reading, so as to avoid spoilers. In other words—and for example—you should likely avoid reading the appendix for The Call of the Horn until having finished reading Time Without End.

For convenience of searching a \* has been added at the start of each separate entry. CTRL+F, then type “\*Aes Sedai” to go to the entry on the Aes Sedai, for example.

All entries are listed just below and that list will be colour coded in later appendixes, with black text for an old entry that remains unchanged, blue text for one that has been updated, and green text for an entirely new entry.

*a’dam* Abell Candwin Aca, of the Crayt Tomanelle

Acavi, of the Saar Taardad Accepted, the Adelin, of the Jindo Taardad

Adine Canford Aelfinn Aemon al Caar al Thorin

Aery Avarel je Quail Aes Sedai Age of Legends, the

Agelmar Jagad Aginor Agirin, of the Ergai Taardad

Agni Neres je Orlay Aiel Aiel War, the

Aiel Waste, the Aile Dashar, the Aile Qaim, the

Aile Somera, the Ailhuin Guenna Alaine Chuliandred

Alanna “Lana” Benico Alanna Mosvani Alasdair Denagar

Alcair Dal Alene al’Vere Alguenya, the

Ali Blaer Aliarc, of. Iron Mountain Taardad Aligning the Matrix

Almoth Almurat Mor Alsalam Arca

Alsbet Luhhan Altara Alteima Mercandes

Aludra Nendenhald Alviarin Freidhen Alwhin Habashy

Amadicia Amalisa Jagad Amathera Lounault

Amayar Amico Nagoyin Amindha, of. Deep Valley Nakai

Amira Moselle Amyrlin Seat, the Amys, of. Nine Valleys Taardad

Anaiya Carel Andor Andric Amadia

*angreal* Anlee Donavelle Anna al’Tolan

Anya Volcaulievna Arad Doman Arafel

Aram Arcaval, of. Nine Valleys Taardad Areku Hiruden

Arindrelle, the Artur Paendrag Tanreall Arwen, dau. of Bena dau. of Dalar

Aryth Ocean, the Asha’bellanar Asheron din Gronpre

Ashly Brooks Asmodean Asne Zeramene

Asseil Moussa Astoril Damara Atha’an Miere

Atswe, of the Cumo Shiande Avaleen din Gronpre Hidden Blade *Avendesora*

Aviendha; Nine Valleys Taardad Ayame Kodachi Ayla, of the Lost Circle Chareen

Azula Sozin Bael, of the Jhirad Goshien Baerlon

Bain, of the Black Rock Shaarad Bair, of the Haido Shaarad Balthamel

Barthanes Damodred Basel Gill Bast, of. Iron Mountain Taardad

Bayle Domon Beatrix Ellis Be’lal

Belevaere Osiellin Berelain sur Paendrag Paeron Berowyn al’Vere

Berylla Naron Bethamin Zeami Birgitte Silverbow

blademaster Blasted Lands, the Blight, the

Blood, the Bodewhin “Bode” Cauthon Bonwhin Meraighdin

Bore, the Branwen, of the Jindo Taardad Breaking of the World, the

Breane Taborwin Bruan, of the Salt Flat Nakai Cadsuane Melaidhrin

Caemlyn Cairhien calendars, dates and feastdays

Calindin Dohald *Callandor* Cara, of the Stones River Goshien

Caraighin Maconar Caralain Carneira Sedai

Cenn Buie Cerandin channelling

Chesmal Emry Chiad, of. Stones River Goshien Chiarid, of the Chumai Taardad

Children of the Light, the Choedan Kal, the clocks

Cold Rocks Hold Comar Maran Common Tongue, the

Companions, the Compulsion *Corenne*

*corlm* Corianin Nedeal Couladin, of the Domai Shaido

Creator, the Crystal Throne, the *cuendillar*

cutting *da’covale Daes Dae'mar*

Dailin, of. Iron Mountain Taardad Dain Bornhald Daisy Congar

*damane* Dana, of, Iron Mountain Taardad Daniele “Dani” Rulonir

Dannil Lewin Daru din Sabura Night Walker Darkfriends

Darkhounds Darlin Sisnera Dav Ayellin

Davian Deane Aryman Defenders of the Stone, the

Dena Daeraile Dhaeric, of the Two Spires Reyn Doncari Astalonia

Dorindha, of the Jindo Taardad Draghkar Dragonmount

Dragon’s Fang, the Duncan; Iron Mountain Taardad Dynahir Rashamon

Eamon Valda Eelfinn Egeanin Sarna

Egwene al’Vere Elaida do Avriny a’Roihan Elam Dowtry

Elansu Haya Elayne Trakand Eldrene ay Ellan ay Carlan

Eldrith Jhondar Elisa al’Vere Elisane Tishar

Elmindreda “Min” Farshaw Else Grinwell Elyas Machera

Emara Narettin den Sovar Emi Aybara Erim, of. White Mountain Chareen

Erinin, the Erith, dau. of Iva dau. of Alar Estanda Selorna

Evelin Denagar Exotics Eye of the World, the

Fal Dara Falion Bhoda Falmerden

Faolain Orande Far Madding Five Powers, the

Fontaine Foretelling Forsaken, the

Fortress of the Light, the Furyk Karede Gaidal Cain

Galadedrid “Galad” Mantear Galina Casban Galldria Riatin

Gareth Bryne Gaspard Valmont je Orlay Gaul, of the Imran Shaarad

Gawyn Trakand Geko Igawa Geofram Bornhald

Ghealdan Giladin, of. Nine Valleys Taardad Gitara Moroso

Godan Goeban Graendal

Green Man, the Grey Men, the *grolm*

Guaire Amalasan Hadnan Kadere *Hailene*

Hama Sisnera Hammar Han, of the Shorara Tomanelle

Han Saresta Haral Weyland Hardan

Harilin; Iron Mountain Taardad Healing Hearne Belcelona

Heart Guard, the heartleaf tea Heirn, of the Jindo Taardad

Heita Jin Heroes, the Hervaci Postiles

Hessalam Hopper Horn of Valere, the

Howal Gode Hurin Galesta Illian

Illuminators Guild, the Illusion Ilyena Moerelle Dalisar

Ilyena Volnicoliev Imoen Candwin Indeallein

Ingtar Shinowa Inner Circle, the Inukai Igawa

Irenvelle Iron Hold Isam Chiendelna

Isendre Ishamael Ishara Casalain

Ispan Shefar Izana Shinesta Jaichim Carridin

Jaim Torfinn Jain Farstrider Janduin; Iron Mountain Taardad

Jaret Byar Jaric Mondoran Jasmine Danmielle

Jeaine Caide Jec, of the Salt Flat Nakai Jecht, of. Iron Mountain Taardad

Jendai Prophecy, the Jenny Addisera Jerilin “Jeri” al’Caar

Jheran, of the Haido Shaarad Jherilan, of the High Pass Goshien Jimena din Kubert Fast Bail

Johana Talvaen Joiya Byir Joline Maza

Jorin din Jubai White Wing Judca, of the Patrov Taardad Juilaine Madome

Juilin Sandar Jula, of the Domai Shaido Kaelan Ostarim

Kaltor *Karaethon Cycle, the* Kari al’Thor

Katerine Alruddin Katsui Atabi Keeper of the Chronicles, the

Keestis Trep Kellis Slone Kennar Miraj

Kensin si Aisugi Kazemaru Ketvarcade Kigali

Kintara *ko’di* Lace Debatthien

Laina Damodred Lamplighters Lan Mandragoran

Lanfear Laras Mamoun Larine Ayellin

Leane Sharif Leliana Corinne je Vasseur Lews Therin Telamon

Lian, of the Nine Valleys Taardad Liandrin Guirale Linking

Liu Ling Logain Ablar Loial, son of Arent son of Halan

Loise al’Vere *lopar* Luc Mantear

Luci Narosay Luthair Paendrag Mondwin Lidya, of the White Run Chareen

Mabriam en Shereed Maiden’s Kiss and Maiden’s Song Maigan Kinch

Mair Narawa Making Malkier

Manetheren Mangin, of the Jindo Taardad Marillin Gemalphin

Marin al’Vere Marith Jaen Martyn Tallanvor

Masema Dagar Matrim “Mat” Cauthon Mayam Colona

Mayene Meilan Mendiana Melaine, of the Jhirad Goshien

Mendao Chulin Merile Mistress of Novices, the

Moghedien Moiraine Damodred Mordrellen Mantear

Morgase Trakand Moridin Morrigan Lowfey

Morsa Kirijo Mountains of Doom, the Mountains of Mist, the

Myrddraal Myrelle Berengari Nae’blis

Nafanyel Brylan Nalia Andiama Nangu Shemon

Nataly Shindula-Maqui Nesum Nici, of the Ring Wall Shaido

Nine Rods of Dominion, the Noam Nora Denagar

Novice Nynaeve al’Meara Ogier

Old Tongue, the One Power, the Orlay

Ororo din Munrow Wind Rider Paaran Disen Padan Fain

Pattern, the Pearse, of the Serai Tomanelle Pedra Delren

Pedron Niall Perrin ni Aybara t’Bashere Portal Stones

Prophecy of Rhuidean, the Queen’s Guards, the Raelie Renshar

Raen Ragan Fanwar Rahvin

Raine Cinclare *raken* and *to’raken* Rand al’Thor

Raolin Darksbane Rashima Kerenmosa Raya, of. Iron Mountain Taardad

Reading Residues Renay, of the Selan Shiande Rendra Novani

Renna Emain Resh, of. Iron Mountain Taardad Rhamys, of. Nine Valleys Taardad

Rhian, of the High Pass Codarra Rhuarc, of. Nine Valleys Taardad Rhuidean

Rhutar, of. Iron Mountain Taardad Rianna Andomeran Ricu, of. Iron Mountain Taardad

Rikimaru Azuma Ring of Tamyrlin, the Rinoa Hartile je Fontaine

Roberto Postiles Rodel Ituralde Ronelle Harkin

Rovan, of. Iron Mountain Taardad ruby-hilted dagger Ryma Galfrey

*sa’angreal* Saeri Lethyr *saidar*

*saidin* Saldaea Sammael

Sara Aythes Saren, of the White Cliff Shaido Sascya Aydaer

Seals, the Seana, of the Black Cliffs Nakai Seanchan

Seanchan Empire, the Seandar Seekers for Truth, the

Selene Valmont je Orlay Serafelle Tanisloe Sereille Bagand

Serenia Latar Seta Zarbey Sevanna, of the Jumai Shaido

Sever/Still/Gentle/Burnout Shadar Logoth Shai’tan

Shapeshifting Shayol Ghul Shein Chunla

Sheriam Bayanar shielding Shienar

Shimoku Noallin Shiran, of. Iron Mountain Taardad Shyala, of the White Cliff Shaido

Sierin Vayu Sil, of the Cold Plain Codarra Simaan Plaza

Sindhol Siuan Sanche Slowing, the

sniffer *so’jhin* Solinda Jeferal Muhama

Spine of the World, the *stedding* Sten din Hildara Sea Reaver

Stone of Tear, the Storin Sanada *sul’dam*

Sunadai, Iron Mountain Taardad Sunamon Haellin Suroth Sabelle Meldarath

*Sysan Odiva* Syoman Surtir Talent

Tamlin “Tam” al’Thor Tamra Ospenya Tanchico

Tar Valon Tarabon Tarmon Gai’don

Tarna Feir Tarwin’s Gap *ta’veren*

Tear *Tel’aran’rhiod* Temaile Kinderode

Ten Nations, the Tenobia si Bashere Kazadi *ter’angreal*

Termool, the Tetsuan Thakan’dar

Theodrin Dabei Theren, the Thomdril “Thom” Merrilin

Tigraine Mantear Tief Ahan Timoth Rendin

Tod Aydaer Tomira Disanta Torean Andiama

*torm* Tower Guard, the Tower Library, the

Tower of Ghenjei, the Tower of Ravens, the Towers of Midnight, the

Travelling Treesinging/Seed Singing Trollocs

Trolloc Wars, the True Power, the Tuandha, of the Hara Reyn

*Tuatha’an* Turak Aladon tying off

Uno Nomesta Urien, of the Two Spires Reyn vacuole

Valan Luca *valdarhei* Valgarda

Valreis Vara Elsac Verin Mathwin

Vicky din Jamka Volsung *Vorancadu*

War of the Hundred Years, the War of the Powers, the Warder

wards Ways, the Weiramon Saniago

Wheel of Time, the White Tower, the Whitebridge

Wil al’Seen Windfinder Wisdom

wolfkin, wolfbro., wolfsis. Wynifred Burk Yarin Maeldan

Yuna Brasca Yurian Stonebow Zaired Elbar

Zandarakh Mountains, the Zarine “Faile” Bashere Zell, of the Four Stones Taardad

Zevran Arayni Zofia Caniago

\* \* \*

**\**a’dam*** (pronounced AH-dam): A term, meaning “leash” in the Old Tongue, that is used by the Seanchan to refer to a *ter’angreal* that creates an involuntary link between two women who can channel the One Power. They are made of a silvery metal collar and bracelet, linked together by a long, slender wire of the same substance. Whoever wears the bracelet is almost completely in control of whoever wears the collar, and can use them to channel against their will or force them to feel pain and pleasure regardless of whether any physical action has been taken that might usually inspire such sensations. A person wearing the collar of an *a’dam* cannot move the *ter’angreal*, or attempt to remove it, without experiencing great pain. Unlike the Aes Sedai in Valgarda, the Aes Sedai of Seanchan had retained some limited knowledge of Making, and that knowledge has now been claimed by the Seanchan Empire, allowing them to make copies of the *a’dam*. Any *damane* who possess the Talent for Making is highly-prized by the Empire. The original *a’dam* was Made by an Aes Sedai named Deain, who thought to make common cause with Luthair Paendrag by showing him how to enslave her fellow channelers. Luthair embraced the practice and, a few years later, Deain found herself collared alongside many other former Aes Sedai.

Deain was not the only one to conceive of and create such a device. During the Breaking of the World, an Aes Sedai of unknown name was able to Make a *ter’angreal* that has a similar effect but could be used on male channelers instead. It was fashioned as a finely jointed collar and two bracelets of dull black metal. However, it is more dangerous to use than Deain’s *a’dam*, for it does not prevent the man from going mad and eventually he will be able to control the woman, or women, as well as she/they controlling him. Two women reduce this back seepage, but control lessens as well. Additionally, the sensations and emotions of those on whom the device was used are somehow imprinted on it, ready to be mirrored in those who touch it, which makes its using a very unpleasant experience. This device was made of *cuendillar,* which ensured it remained intact for thousands of years until it was placed in the museum in the palace of the Taraboner Panarch.

The Black Ajah had thought to use of the male *a’dam* against the Dragon Reborn but were thwarted by a party led by Nynaeve al’Meara, who snatched the *ter’angreal* out from under their noses and dropped it into the Sea of Storms, somewhere between Tarabon and the mainland.

**\*Abell Candwin** (pronounced AY-bell cahn-DWIHN): A farmer and horse-trader from Emond’s Field in the Theren.

A notably competent man, Abell is skilled at trade, archery and staff fighting, among other things. He is brave, hard working and decent. He is also quite shrewd, and is not a man who is easily made a fool of.

He has short brown hair that is starting to go grey. His eyes, too, are brown. He stands 5`11`` and weighs 190lbs. His skin is lined from age and tanned from working in the sun for extended periods. Like most Theren men, he goes clean-shaven.

Abell was born in 955NE and has a sister named Ailys. They were close to the Cauthon siblings growing up, who were also a boy and a girl. Abell ended up marrying Natti Cauthon while Ailys married Natti’s brother Eward. Abell and Natti had three children, a boy named Mat and two girls named Bodewhin and Eldrin. They also have two nieces, Darea and Imoen.

In 996NE, after a Trolloc raid on Emond’s Field resulted, among other things, in Abell’s son Mat being taken away with the Aes Sedai Moiraine Damodred, Abell and his friend Tam al’Thor journeyed to Tar Valon in search of answers. They found none and were forced to return empty-handed to the Theren. Early next year, he and Tam once more worked together to evade capture by the Children of the Light, who had come to the Theren in the belief that it was a haven for Darkfriends. Abell’s family were among those arrested, but they were freed shortly after Perrin Aybara and Rand al’Thor’s return. Abell participated in the fighting against the Trollocs that spring, adopting an officer-like role among the men who helped to drive them out of his homeland.

**\*Aca, of the Crayt sept of the Tomanelle Aiel** (pronounced AKKA): *Far Dareis Mai*.

A skilled fighter who feels most at ease on the battlefield. She is prone to self-doubt in matters that do not involve combat. She has a thing for older men.

Aca is very pretty with a leanly muscular body and small pert breasts. She has big blue eyes and her hair is a blonde so light it looks almost white. She wears it cut short with a narrow tail at the back, in the fashion of Aiel warriors. She is 5`10`` tall and weighs 160lbs.

Born in 976NE, Aca was one of those chosen to cross the Spine of the World in search of He Who Comes With the Dawn. She first encountered Rand al’Thor in early 997NE and helped him to defend the Theren from a Shadowspawn incursion. She met his father Tam during that time, too, and took a liking to him. She remained with him and Moiraine after Rand took off alone, bound for Tear.

Aca journeyed to Tear with Tam and the others, before separating from them and joining Rhuarc’s band just in time to take part in the attack of the Stone of Tear which led to its prophesised fall.

She guarded Rand during his stay in Tear, though most of her time was spent in Tam’s company. When both of the al’Thors left Tear bound for the Three-fold Land, Aca went with them, travelling there by way of the Portal Stones. She parted with them at Rhuidean but only for a brief time, preferring to go to the nearest Roof of the Maidens rather than return to her clan. Said roof was in Cold Rocks Hold, and it was there that she was reunited with Tam. She refused to take part in the orgy that followed Rand’s admittance to the roof, not wanting to complicate the relationship she hoped to secure with his father. Indeed, it would not be long afterwards that she finally persuaded Tam to sleep with her, on the same day that Rand went to meet his Aiel relatives. They remained lovers afterwards, to Tam’s pleasure and Rand’s discomfort.

**\*Acavi, of the Saar sept of the Taardad Aiel** (pronounced ah-CAH-vee): *Tain Shari*.

Acavi is quite a serious man, calm and honourable. He gets straight to the point.

He has green eyes and red hair. His face is squarely handsome. He is muscular, with thick shoulders and meaty legs. His voice is deep. He is 6`4`` tall and weighs 230lbs. His cock is not large.

Acavi was born in 972NE. He was one of those sent beyond the Dragonwall to search for He Who Comes With the Dawn, and helped to capture the Stone of Tear and later to defend it from Moridin’s forces. He travelled back to the Three-fold Land by way of the Portal Stones, and glimpsed the Lines of If in the process.

He helped escort Rand, now proclaimed the *Car’a’carn*, to Cold Rocks Hold, where he took part in a friendly archery contest in which he performed more poorly than he had hoped. He and Mat Cauthon became friendly while travelling and fighting together, and eventually began to share a bed.

**\*Accepted, the**: The level after Novice that a student at the White Tower has to achieve before becoming Aes Sedai. Normally, a Novice is recommended for testing by the Mistress of Novices. This recommendation has to be approved by the Amyrlin Seat and she can only be overruled by the lesser consensus of the Hall. Even if the Mistress of Novices does not make such a recommendation, the testing can be ordered by the Amyrlin acting in conjunction with at least 2 Sitters. 6 Sitters can overrule the Amyrlin if she orders a Novice to take the test without the consent of the Mistress of Novices.

The test to become Accepted requires a Novice to pass through a *ter’angreal* composed of three arches of silvery metal, located in the bowels of the White Tower. Three chances are offered to walk through the arches. The offer might be refused twice, but if it is refused the third time the Novice is put out of the Tower. Once the test begins it has to be completed by passing through each arch, to face one’s fears of what was, what is and what will be. A woman who refuses to complete her three journeys is put out of the Tower even if it was her first attempt at the test. Occasionally the student dies in the course of the testing, of causes the Aes Sedai do not entirely understand.

Once she completes the test a Novice receives her Great Serpent ring, which she wears on the third finger of her left hand, and becomes Accepted. The Accepted wear a white dress just like that worn by Novices except that there are seven narrow bands of colour at the hem and cuffs, representing the seven Ajahs. An Accepted is granted a larger room than a Novice, with more comforts. They are also less confined by rules than Novices, and are allowed to choose their own areas of study, within limits. Many Accepted are called on to assist the Aes Sedai in instructing Novices. On average, an Accepted studies for ten years before passing the test to be raised to Aes Sedai. Accepted, like Novices, are often referred to as Daughter or Child by the Aes Sedai.

**\*Adelin, of the Jindo sept of the Taardad Aiel** (pronounced AD-ehl-ihn): *Far Dareis Mai*.

Adelin is a proud and skilled warrior. She prefers the company of women to men.

She is a handsome, hard-faced woman with a thin scar on her left cheek. She is tan. Her hair is yellow and her eyes are blue. She stands 6`2`` tall and weighs about 155lbs.

Adelin was born in 969NE. She was one of those sent over the Dragonwall in search of He Who Comes With the Dawn, where she took part in the capture of the Stone of Tear as well as in its later defence against Moridin’s forces. She returned to the Three-fold Land with Rand al’Thor, travelling by way of Portal Stone and glimpsing some of the Lines of If in the process.

After Rand emerged from Rhuidean marked as the *Car’a’carn*, Adelin commanded the Maidens who escorted him to Cold Rocks Hold. She was partly responsible for persuading him that *Far Dareis Mai* was as close to a society as he had, since he was the son of a Maiden, and that they should therefore serve as his honour guard. When Rand agreed to this proposal and became the first man to be allowed to stay under the Roof of the Maidens, Adelin was pleased. She did not part in the celebratory orgy that followed, however, preferring to watch the woman he cavorted with.

It was Adelin that Rand got the ivory bracelet carved with roses and thorns that he gave to Aviendha. On hearing that he meant to give it to the former Maiden, Adelin refused to accept payment.

She continued to protect him on his journey to Alcair Dal, where she intercepted a spear flung his way by Couladin when he disproved the other man’s claim to have visited Rhuidean.

**\*Adine Canford** (pronounced ah-DEEN CAN-ford): An Aes Sedai of the Blue Ajah.

Adine was a relatively humble Aes Sedai.

She was a plump, blue-eyed woman. She kept her black hair cut short.

Her strength in the Power was 40/69.

Adine was born to Andoran farmers in 940NE. Shecame to the Tower in 957NE. She spent twelve years as a Novice and eleven years as an Accepted before being raised Aes Sedai in 980NE. She was friends with Siuan, Moiraine and Leane during their time as Accepted, and maintained that friendship to a degree after they all became Aes Sedai. She was often entrusted with tasks by them, though they did not go so far as to reveal their full plans to her. Adine did not expect them to either, since they were so much higher than her in the Aes Sedai social hierarchy.

Adine was killed in 997NE, during the coup that resulted in Siuan being deposed as Amyrlin.

**\*Aelfinn** (pronounced el-FINN): A race of extra-dimensional people from a world called Sindhol whom the Aes Sedai of the Age of Legends made contact with. Knowledge of their existence among the general populace has faded so much that only vague references to them remain, such as stories like *Bili Under the Hill*, and the children’s game Snakes and Foxes, but they still maintain a limited degree of contact with the peoples of the current Age through some of the *ter’angreal* that survived the Breaking of the World.

One such *ter’angreal*, taking the form of a polished and oddly twisted and joined redstone doorframe which resists any effort to knock it over, was kept and used by the rulers of Mayene for years, before a foolish First named Halva gave it to Tear in an effort to appease their belligerent neighbour. This *ter’angreal* was then added to the Great Holding, where it remained unused for three centuries.

The Aelfinn are vaguely humanoid in appearance, though they are tall and thin, with long faces and pointed ears. Their eyes have black, vertical slits for pupils. Their hair is long, straight and black. That hair, and even their skin, catches the light in a way reminiscent of scales. Altogether, they have a distinctly snake-like appearance.

The ancient treaty between humans and the Aelfinn allows one to gain three answers from them, each true, about past, present or future. Only three answers are allowed per visitor to their lands, and only one visit is allowed per person. Frivolous questions are punished, and questions connected to the Shadow are punished severely. The treaty forbids the bringing of sources of light, iron, or instruments of music to their land. A modern-day rhyme references these conditions: “Courage to strengthen, fire to blind, music to dazzle, iron to bind.”

What the Aelfinn gain in return for their answers is unknown, and perhaps unknowable, for they are a people truly alien to humanity.

**\*Aemon al Caar al Thorin**: Husband, Warder and King to the last ruling Queen of Manetheren, Eldrene, who was also known as *Ellisande*. King Aemon and his men, after a forced march from victory at the Battle of Bekkar, known as the Field of Blood, held off overwhelming numbers of Trollocs and Shadowspawn for over ten days at the Battle of the Tarendrelle River while awaiting promised reinforcements that never came. The Heart Guard were the personal bodyguards of the rulers of Manetheren, and fought alongside him. Also among his army was the famed group of mercenaries known as the Band of the Red Hand. The King’s battle cry, “*Carai an Ellisande!*, For the honour of the Rose of the Sun!”, was said to echo over the land until Queen Eldrene could hear it from the city. Eventually Aemon and his exhausted armies were overwhelmed and killed in battle.

**\*Aery Avarel je Quail** (pronounced AIR-ee ah-VAH-rehl jeh QUAIL): A Novice in the White Tower, good-hearted but naive and immature.

Aery is 5`3`` tall and weighs 95lbs. She has a slim build. Her shoulders and hips are narrow, her breasts small. She is a pretty girl, with large blue eyes, fair skin and long golden hair.

Her strength level is 22/69 and she has a Talent for Healing.

Aery was born 979NE to a merchant family in the village of Quail in south-eastern Valreis, near the Southern Darkwood. Her mother was named Bella and her father was named Geof. She had a sheltered upbringing, and like many Valreio girls was honoured to be sent to the White Tower to be tested for the ability to channel. She passed, and was enrolled in the Novice Book in 993NE.

She proved a good, if somewhat lazy, student. She followed the rules and applied herself to her studies, but not her chores. Aery met Mat Cauthon during his captivity in the Tower and found his flirtations more exciting than anything she had experienced in her life so far, despite—or perhaps because of—how forbidden it was for a Novice to get involved with a boy. She ended up sleeping with him, and got in trouble because of it.

**\*Aes Sedai** (pronounced EYEZ seh-DEYE): An order of channelers, both in the Age of Legends and in the Tenth Age, though there are many differences between the two groups. The term means “Servant of All” in the Old Tongue, and was originally chosen to try to combat the creeping arrogance that it was feared would come from the raw power granted channelers, in addition to their expanded lifespans. In the Age of Legends men could be Aes Sedai, too, but that is no longer the case. On average, a woman will have spent 20 years studying in the White Tower before achieving Aes Sedai status.

In current times, the Aes Sedai are an exclusively female group, the taint on *saidin,* and the Breaking of the World which it caused, having resulted in all men being banned from wielding the One Power. They are based in the White Tower, at the heart of the city of Tar Valon, capital of the nation of the same name, and are the preeminent power in Valgarda. They maintain several networks of eyes-and-ears throughout the continent, some working for individual sisters, and others answering to the Ajahs as a whole. Aes Sedai are often referred to as Sisters, both by initiates of the White Tower and by the world at large. Some, less polite folk, occasionally call them witches.

Towards the end of the Trolloc Wars, in order to combat their poor reputation, the Aes Sedai invoked a law requiring each woman raised from the Accepted to swear three oaths on a *ter’angreal* called the Oath Rod, which makes it impossible for them to break the oath sworn, or at least obliges them to stick to the letter of it. The Three Oaths are: 1) To speak no word that is not true; 2) To make no weapon with which one man may kill another; 3) Never to use the One Power as a weapon except against Darkfriends or Shadowspawn, or in the last extreme defence of her life, the life of her Warder, or another Aes Sedai. Ever since, Aes Sedai have been easily distinguished from the rest of the populace by a certain “ageless” look to their faces. These oaths can be removed by the same *ter’angreal* that applies them, and are also removed as a side effect of being Stilled.

Another distinguishing mark of an Aes Sedai is there tendency to wear a Great Serpent ring, a golden snake eating its own tail. On formal occasions they will sometimes wear a fringed shawl in the colour of their chosen Ajah, too, with the White Flame centred on their back.

Initiates of the White Tower must go through years of cloistered study before being allowed to test to become Aes Sedai. The White Tower only accepts teenagers, and does not actively recruit new students, instead accepting only those with the dedication to seek out an Aes Sedai and ask to join their ranks. A significantly strong ability to channel is also a prerequisite. As students rise from Novices, to Accepted and eventually to Aes Sedai, they receive an extensive education in all things, not just the use of the One Power. They are also taught to value the principles and goals of the White Tower above all else. The romantic company of men is forbidden to Novices and Accepted, and if it is not precisely illegal to full Aes Sedai, it is still heavily frowned on. Relations with other women are much more readily accepted, and such couples are often referred to by the polite term “pillow friends”.

When an Accepted is judged ready, she is given the test to become Aes Sedai, which requires passing through a tall, oval-shaped *ter’angreal* which is located in the Tower basement. In that test, she has to perform 100 set weaves, maintaining calm throughout, while various challenges are given her by Aes Sedai manipulating the *ter’angreal*. Should she pass the test, she spends the night in meditation and the next morning chooses her Ajah and swears the Three Oaths. Should a student fail the test, she is expelled from the White Tower. Occasionally the student dies in the course of the testing, of causes the Aes Sedai do not entirely understand.

The social hierarchy of the Aes Sedai is very complex. For example, there are many rules and customs that decide who must defer to whom. The first and most important thing to the Aes Sedai is strength in the Power. If another Aes Sedai is stronger than you, you are expected to let her speak first, to listen to her, and to defer to some extent, depending on how far above you she stood. After that factor comes time spent as a Novice and time as Accepted, with the one who spent less being the higher. A shorter time as Accepted outweighs a shorter time as Novice by a factor of about two to one, but a shorter total time is better and would outweigh other considerations. This generally decides matters, but if there is a need to go further, the final step is age, taken reluctantly because of Aes Sedai customs against speaking about this. In this final step, the older woman is considered to stand higher. The degree of deference depends in large part on how far there is between the two women. If the gap is very small, it amounts to little more than politeness. If the gap is larger, the lower of the two is expected to stand when the other enters, etc. If the gap is very wide, the lower of the two is expected to do as she was told by the higher. This social hierarchy has no weight with regard to appointments and official duties—usually, at least—the social hierarchy does invade the official side to some extent.

Customs among Aes Sedai are similarly complex, and so engrained that they are oftentimes as strong as law. These cover such topics as when it is permissible to speak to another Aes Sedai’s Warder, and when not, as well as prohibitions against interfering in another Aes Sedai’s activities outside of the Tower. One such custom frowns heavily on asking anyone about their experiences during their Accepted tests, or repeating any information they volunteer about the same. One more noteworthy custom that might almost be law is the tradition that an Aes Sedai must have worn the shawl for at least seventy years before being made a Sitter in the Hall.

Letters that are “Sealed to the Flame” are only to be opened by the Amyrlin Seat. For anyone else to open them is accounted a crime as strong as assaulting the Amyrlin herself. Letters that are “Sealed to the Flame” are only to be opened by the Amyrlin Seat. For anyone else to open them is accounted a crime as strong as assaulting the Amyrlin herself. Letters and decrees that are “Sealed to the Hall” are only to be opened or known by Sitters of the Hall of the Tower. Letters and decrees that are “Sealed to the Ring” can be opened or known by any full Aes Sedai. Any letter that is not sealed can be known by any Tower initiate, even the newest Novice.

Since the foundation of the White Tower, the Aes Sedai have been divided into seven groups, called Ajahs (pronounced AH-jah), each of which has its own specialty and internal customs. The Ajahs are often at odds, and keep many secrets from each other, including the identities of their Ajah heads, which is to say, their leaders. In current times there are roughly 1000 Aes Sedai in existence.

As of 996NE, the largest of the Ajahs is the Red Ajah, with 195 members. They focus their efforts on hunting down and dealing with male channelers, and are led by a woman titled the Highest. Red sisters are forbidden from bonding Warders. The Red Ajah has a long-standing enmity with the Blue Ajah.

The next largest is the Green Ajah, also known as the Battle Ajah, which is the only Ajah that allows for the bonding of more than one Warder at a time, and focuses on fighting the Shadow. The woman who commands them is accorded the title of Captain-General, and there are 190 women in her Ajah. The Green Ajah are allied with the Blue.

With 135 members, the Grey Ajah is next in size, and is led by the Head Clerk. They focus on mediation and negotiation.

The Brown Ajah has 130 members, and is dedicated to seeking and preserving knowledge. They are led by a ruling council, with the First Chair being considered first among equals among them. The Brown are charged with the preservation and administration of the Great Library.

The Yellow Ajah is 125 Sisters strong and focuses on healing. No-one without an impressive Talent in that field is allowed to join them. They are led by the First Weaver.

The Blue Ajah are relatively small at 120 members, but have had more Amyrlin Seats chosen from among their number than any other Ajah. They focus on causes, a nebulous term that often confuses the other sisters. The Blue are led by the First Selector. They have a long-standing enmity with the Red and an alliance with the Green. Their spy network is the largest of any of the Ajahs.

The smallest Ajah is the White Ajah, with only 115 members, all of which focus on more esoteric things like logic and philosophy. They are led by the First Reasoner.

There is a secret eighth Ajah, and Ajah hidden within the other Ajahs, whose existence is fiercely denied by all Aes Sedai. It is the Black Ajah, it numbers 210 Aes Sedai, and it is sworn to serve the Shadow. The Black Ajah replace the usual Three Oaths with their own version, which is: 1) I shall obey all commands given by those placed above me in service to the Great Lord; 2) I shall prepare for the day of the Great Lord's return; 3) I shall hold close the secrets of the Black Ajah, unto the hour of my death. To maintain secrecy, they are organised into hearts, three sisters who know each other’s true allegiance and who each know one, and only one, other member of a separate heart. The Black Ajah is led by the Supreme Council, comprised of thirteen members, all of whom attempt to keep their identities hidden even from each other. Only the head of the Supreme Council is allowed to know who all the members of the Black Ajah are.

The Aes Sedai are ruled by the Amyrlin Seat, who is advised by the Hall of the Tower, a collection of 21 senior and powerful Aes Sedai, called Sitters, who comprise 3 members from each of the 7 Ajahs, chosen in accordance with each Ajah internal rules. The Hall has a great deal of legal authority among the Aes Sedai. The Amyrlin Seats are often at odds with the Hall who, for good or ill, usually contest with her for power. A sitting of the Hall can be called by as few as three Sitters, though eleven or more must be present before the meeting can begin. Every Sitter must be informed that a sitting is intended before it can formally begin, but the Hall is not required to wait for them to arrive. The Amyrlin Seat is not required to be present either, but nor can she be refused entrance to the Hall of the Sitters. Tower law allows the Amyrlin to demand the resignation of one or more Sitters, but no law prevents the Ajahs from simply sending those same Sitters right back into the Hall again rather than replacing them. Votes in the Hall require either what is called the lesser consensus or what is called the greater consensus. The lesser consensus is reached when two thirds of the Sitters agree, and has a quorum of eleven. More important matters require the greater consensus, which means that all of the Sitters present must stand in agreement; this also has a quorum of eleven.

An Aes Sedai trial consists of three judges, a prosecutor called the Seat of Rebuke, and a defender called the Seat of Pardon.

**\*Age of Legends, the**: The name given to the Ninth Age by the people of the Tenth. It was a highly advanced, space-age society. The Aes Sedai, a vast guild of people capable of channelling the One Power, were largely responsible for the advanced technology used in that Age, and held positions of authority and respect. They did not rule, however, as the worldwide government of the Age of Legends was democratic. The Age of the Legends was a time of peace and plenty; war was unheard of outside of historical studies of older Ages; murder so rare that news of it was heard worldwide; food and wealth were so plentiful that the concept of poverty barely existed; egalitarianism was widespread, and prejudice of any kind considered laughably backwards. Medical science was advanced enough that the average, non-channelling human had a life expectancy of 110 years, and would expect to remain relatively physically fit even in their latter years. Some channelers lived to be over 1000.

Service to the wider community was considered a great virtue in the Age of Legends. It was customary for one who had performed particularly excellent service to be granted a third name, a virtue-name, in addition to those he or she had been born with. These names were chosen by their peers from a large collection of historical terms, and once in use a term was rarely used for a second person within the first person’s lifetime. Telamon, for example, meant “Dragon” in an earlier Age.

Interstellar and interdimensional explorations were launched by the people of this Age, resulting in their making contact with the Ogier and inviting some of them to live in their world. They made contact with the dimension called Sindhol, too, but the people there were considered too strange to be allowed to move in, even had they been capable of living here, which their alien nature made far from certain.

The Age of Legends was brought to an end when an experiment accidentally opened a Bore in the Pattern that allowed the entity known as Shai’tan to touch the world of mortals. This creature’s very existence was considered no more than myth at the time, but that myth soon proved to be all too real. His influence on the world saw the Collapse of society, as people’s baser, eviler urges became amplified by Shai’tan. The conflict between his forces and the forces of the Light became known as the War of the Powers and destroyed much of the Age of Legends. Many Aes Sedai sold their service to Shai’tan, or the Dark One as he is more commonly known, in exchange for immortality, and became known as the Forsaken. The Light was victorious, in a way, when Lews Therin Telamon managed to reseal the Bore, but that victory came at a great price. The Dark One tainted the male half of the One Power, driving all male channelers mad. In their madness they used the Power to bring about the Breaking of the World, and finished the destruction of the Age of Legends.

**\*Agelmar Jagad** (pronounced AGH-el-mar JAH-gad): A Shienaran nobleman and general who is accounted one of the great captains of Valgarda.

Agelmar is a man of dignity, loyalty and honour, and is devoted to the Light’s cause. His self-discipline hides great passion. He is very respectful of Aes Sedai. Though he commands from the rear, as any wise general would, he is not at all opposed to personal risk. He is well-educated, fluent in the Old Tongue, and enjoys poetry.

Agelmar is 6´ tall and has a hard face that reveals little expression. Despite his years, his face is mostly unlined, with only a few appearing at the corners of his brown, slightly slanted eyes. His white hair is worn in a topknot, as is traditional for Shienaran warriors, with the rest of his head kept shaved. He is still quite muscular and fit for his age, and weighs about 195lbs. His complexion is only moderately dark by Shienaran standards.

Agelmar was born in 919NE and has fought the Shadow all his life. His father was a member of House Togita, and the current Lord of Fal Sion is his uncle, though they are of an age. He is married to Lady Timora Ling and has 4 children, all of which bear her name. His younger sister Amalisa rules their family’s seat at Fal Dara, while he is responsible for leading their army. His tactical skills are respected throughout the Borderlands and he usually commands the Shienaran army in the event an Ingathering of the Lances is required.

He fought in the Battle of the Shining Walls in 978NE and would have held the overall command of the army of the Grand Alliance if not for the objections of Queen Laina Damodred. After a compromise was reached that allowed for a rotation of command, Agelmar commanded the army on the first day of fighting, distinguishing himself in the process.

He met Rand al’Thor and his friends in 996NE and treated them kindly, though he found them somewhat crass and ill-disciplined. He fought in the battle at Tarwin’s Gap of the same year and once again saw victory. Agelmar was ashamed of himself and his soldiers soon afterwards, when a visit by the Amyrlin Seat was marred by a raid on Fal Dara keep, an assassination attempt on her life, and the theft of the Horn of Valere.

**\*Aginor** (pronounced AGH-ih-nohr): A Forsaken whose original name was Ishar Morrad Chuain (pronounced ih-SHAR mohr-AHD CH-WAIN). In the Age of Legends he was an Aes Sedai and a noted biologist who chafed against the Hall of the Servants’ restrictions on genetic engineering. After he went over to the Shadow, he created numerous Shadowspawn, including Trollocs, Draghkar, *gholam*, *cafar* and *jumara*. He was given the name Aginor as an insult but has since embraced it. The term “*Aginor*” has no direct correspondence in the Common Tongue, with the closest known translation being “Slicer of the Living”. A native of the Age of Legends might, in the privacy of their own thoughts, think of Aginor as a “Vivisectionist”.

He is very old even by channeler standards, and the skin of his face is like parchment drawn too tight over a skull. He has dark, sunken eyes and withered ears. His scabrous scalp bears wispy tufts of brittle white hair, his fingers are gnarled and his teeth yellow. He is thin, with skinny limbs and a slightly bent back. Both his legs were cut off at the knee by Rand al’Thor during their confrontation at the Eye of the World. He also lost his right eye to the Green Man’s assault, and numerous twigs and fungi are now lodged hideously in his flesh. He was 5`10`` tall prior to his maiming, and is of a race that in another Age might have been called “white”.

Aginor is strong in the One Power, with a rating of 3 on the 69 point scale. But he is not a skilled combatant, being by temperament better suited to a laboratory than a battlefield. He has a Talent for Healing. His *valdarhei* is overseen by a *Sysan Odiva* named Glados, which has a tinny, feminine voice. Among the *ter’angreal* in Aginor’s possession are one that can detect the presence of *saidar*, one that provides automated shielding, and one that can be used to heal oneself.

An arrogant and selfish man, Aginor considers himself a genius despite the often chaotic results of his experiments. He is not notably brave, often blames others for his own mistakes, and can be cruel and spiteful. Whilst he is responsible for many terrible crimes, and has inflicted horrifying fates on those he has used as test subjects, Aginor is not sadistic. He simply doesn’t care what becomes of anyone but himself.

Aginor was the first Forsaken to be freed from the Bore when the seal began to weaken. He took some time to learn about the strange new world he now found himself living in, and attempted to learn the Common Tongue, but was soon sent to take control of the Eye of the World. There he fought and defeated Moiraine Damodred, and then killed Egwene al’Vere in a fit of pique. Shortly afterwards he was confronted by the Green Man and killed him, too, but not before being badly wounded. Rand al’Thor then turned the Eye’s power against him, consciously channelling the One Power for the first time, and was able to defeat Aginor, cutting off both his legs just below the knee. Grievously wounded, the Forsaken managed to flee before the killing blow could be struck.

Aginor only survived the wounds that were inflicted on him by Rand and the Green Man due to the intervention of his *Sysan Odiva*. He made his way back to Ishamael’s fortress where he was greeted with scorn. Whilst he feared that he would be killed for his failure, his skills were deemed too useful to waste, and he was instead granted access to the laboratory that Ishamael had gathered and preserved over the years since the Breaking. Aginor settled in, and went to work crafting yet more monsters to unleash on the world.

He found it quite gratifying to learn, some time later, that Ishamael had run afoul of Rand, too, and had been left in a coma as a result. It gave him the nerve to face his fellow Forsaken again, though his crippled form never failed to draw their scorn even so.

**\*Agirin, of the Ergai sept of the Taardad Aiel** (pronounced ah-GEER-ihn): *Far Dareis Mai*.

Agirin is a confident woman, willing to challenge almost anyone. Despite this, she enjoys rough sex in which she is dominated.

She has a sternly handsome face, with a strong jaw and full lips. Her skin is darkly tanned. Her golden hair falls in lazy curls. Her eyes are a steely grey. She has small breasts and a skinny ass. Agirin is leanly muscular, stands 5`8`` and weighs about 140lbs.

Agirin was born in 966NE. She was present in Cold Rocks Hold’s Roof of the Maidens when Rand accepted *Far Dareis Mai* as his surrogate society. She took part in the celebratory orgy that ensued, though she was quick to point out that it was only a sexual encounter.

**\*Agni Neres je Orlay** (pronounced AHG-nee neh-RES jeh or-LAY): A merchant and smuggler who captains the *Riverserpent*. Most of his trade is done between Valreis, Kaltor and the isolated villages and *steddings* of the Black Hills.

Neres is a misogynist who hates the matriarchy. He avoids women as much as possible, and even dislikes making eye contact with them. He is stern with his crew, and very tight-fisted.

He stands 6` tall and weighs 145lbs. He is a bony man with big ears and a narrow face. He has a dour mouth, short brown hair and brown eyes.

Despite his anti-female attitude, Neres has a wife and family living in Orlay. The marriage was arranged by his merchant mother as part of a deal to combine her holdings with another merchant family’s. Neres avoids his distressingly-fertile wife, and their many children, as much as he can, only stopping in Orlay long enough to load cargo and perform his husbandly duties.

In 997NE Neres found his ship grounded at Fontaine due to a plot against Rand al’Thor. He accepted Galad Mantear’s offer to get his ship released, even though it meant taking some female passengers on board. He came to regret that decision when he saw the size of the party led by Rand that he would be expected to transport upriver, and really came to regret it when Nynaeve had most of his cargo thrown overboard to make room for everyone. His bitterness was only partially assuaged by the jewellery Elayne gave him to pay for the lost cargo.

**\*Aiel** (pronounced eye-EEL): A fierce and warlike people who live in the harsh lands east of the Spine of the World known as the Aiel Waste, though they themselves call it the Three-fold Land. The Aiel have a secret name for themselves, one they rarely speak of but which their people have carried for a long time: The People of the Dragon. The name Aiel comes from a word in the Old Tongue which means “Dedicated”.

The Aiel are an insular people who have little contact with the rest of Valgarda. Peddlers, gleemen, *Tuatha’an* and (until recently) Cairhienin are the only outsiders allowed access to the Aiel Waste. Anyone else who enters is hunted down and killed. In the case of peddlers and gleemen, they are escorted by a group of Aiel at all times while in the Waste, to ensure they do not go where they should not. Tinkers are ignored entirely, for Aiel do not like to interact with them at all.

As a result of their isolation, the Aiel have only recently adopted the Common Tongue as their first language. As such, many Aiel are still reasonably fluent in the Old Tongue, and even those who are not tend to know more words in that language than would be common in the rest of Valgarda.

Also as a result of their isolation, the Aiel have a very homogenous population and are all of a race that might, in another Age, have been described as “white”, though, of course, this term is not used in the Tenth Age. Blue, grey or green eyes are common, as is hair of various shades of yellow and red. Occasionally Aiel are born with brown hair or brown eyes, but these are rare exceptions and are often accounted exotically attractive by the rest of the Aiel. They are a notably tall people, and it is rare for an Aiel man to be less than six feet tall.

The Aiel are divided into twelve clans, which are themselves divided into numerous septs. Oftentimes the clans will war against each other for one reason or another. Almost all septs have a hold, a settlement built into the most defensible position in their lands. Each clan has at least one clan hold, a fortified capital from which their chief rules. The capital hold is not set and changes each time a new clan chief is chosen, usually becoming the hold of their sept but sometimes becoming simply the largest hold, should the sept the chief comes from be too small to have a hold of sufficient size and defensibility. These holds, like almost all settlements in the Waste, are usually built into rock formations, for increased defence and shade, with many of the homes within—or roofs, as the Aiel call them—being dug into the rock with only the outer entrance of the “cave” looking like a recognisable house.

In alphabetical order, the clans are: the Chareen (pronounced CHAR-een), the Codarra (pronounced KOH-dahr-RAH), the Daryne (pronounced DAR-een), the Goshien (pronounced go-SHEE-ehn), the Miagoma (pronounced MEE-AH-go-mah), the Nakai (pronounced nah-KAI), the Shaarad (pronounced SHAHR-ahd), the Shaido (pronounced SHAY-doh), the Shiande (pronounced she-AHN-day), the Reyn (pronounced RAIN), the Taardad (pronounced TAHR-dahd) and the Tomanelle (pronounced toh-MAHN-ehl. There was a thirteenth clan called the Jenn Aiel, but they died out long ago.

The clans are further divided into twelve warrior societies, each of which specialises in a different aspect of combat, and each of which has its own leaders, chosen from among the society with no regard for clan allegiance. Naturally, anyone who is chosen as a clan chief must give up his society, even if he was its leader, to avoid a conflict of interest. In certain circumstances, members of the same society will not fight each other even when their clans are at war. In alphabetical order, the warrior societies are:

*Aethan Dor* (pronounced AY-fan DOHR), a name in the Old Tongue which translates as “Red Shields”. This society functions as a police force, monitoring, investigating and punishing infractions.

*Cor Darei* (pronounced KOR DAH-ray), a name in the Old Tongue which translates as “Night Spears”. This society specialises in defence. They are often tasked with protecting the clan holds, or other important locations. They are the natural enemies of *Hama N’dore*.

*Duadhe Mahdi’in* (pronounced doo-WAYD-hey mah-DEEN), a name in the Old Tongue which translates as “Water Seekers”. This society does most of the army’s foraging.

*Far Aldazar Din* (pronounced FAHR al-dah-ZAR DIN), a name in the Old Tongue which translates as “Brothers of the Eagle”. These men usually form the vanguard of an Aiel attack, and are noted for a pride that many say crosses the line into arrogance.

*Far Dareis Mai* (pronounced FAHR DAH-raze MAY), a name in the Old Tongue which translates as “Maidens of the Spear”. The second-largest society and the only one that allows women to join. The Maidens often function as scouts. They have a fighting style that is similar to, but distinct from, their male comrades’, one which they have developed over centuries and do not like to share with non-Maidens. They have also refined the basic form of non-verbal communication that all Aiel are taught into a complex sign language called “handtalk” that, again, they do not like to share with outsiders. While members of the male societies can marry and remain a combatant, *Far Dareis Mai* law requires any Maiden who wishes to marry and have a family to leave the society, or “give up the spear”, as they call it. Any Maiden who finds herself pregnant outside of wedlock can remain in the society, but only if she agrees to give the child up for adoption, and in such a way that she will never know which family claimed her baby.

*Hama N’dore* (pronounced HAH-mah IN-doh-ray), a name in the Old Tongue which translates as “Mountain Dancers”. The members of this society are expert climbers and are often used to assault fortified positions, by stealth or by force. They are the natural enemies of *Cor Darei*.

*Rahien Sorei* (pronounced rah-HEEN so-RAY), a name in the Old Tongue which translates as “Dawn Runners”. Noted for their speed and stamina, this society usually passes orders across the battlefield, or news and messages among the clans and septs.

*Seia Doon* (pronounced SAY-ah DOON), a name in the Old Tongue which translates as “Black Eyes”. This society specialises in assassination and torture. They do not have as dark a reputation among the Aiel as some wetlanders might imagine.

*Sha’mad Conde* (pronounced SHA-mad KON-day), a name in the Old Tongue which translates as “Thunder Walkers”. This society usually forms the reserve of an Aiel army. They are elite fighters who are held back, ready to be deployed wherever they are needed most.

*Shae’en M’taal* (pronounced SHAY-ehn MEH-tahl), a name in the Old Tongue which translates as “Stone Dogs”. This society forms the rear guard of the army. In the event of a retreat, the Stone Dogs remain behind, both shielding the withdrawal of their fellows and inflicting additional casualties on the enemy. They themselves never retreat.

*Sovin Nai* (pronounced soh-vihn NAYE), a name in the Old Tongue which translates as “Knife Hands”. While all Aiel are skilled in unarmed combat, the Knife Hands take that skill to another level. They have developed more complicated techniques that their fellow Aiel do not know of, and often disdain to use the spear or bow in combat, even against armed opponents, as they prefer to fight with their hands and feet. While this might seem foolish to some, to the Aiel it is a path to great honour.

*Tain Shari* (pronounced TAYN shah-REE), a name in the Old Tongue which translates as “True Bloods”. The largest society, the True Bloods have no specific specialisation. Instead, they form the core of the Aiel army. Almost all male Aiel warriors are *Tain Shari* to start with, before moving on to another society should their skills and temperament warrant it.

The Aiel have a strong martial history, and every child, male or female, is trained to fight with their hands and feet, with spears and knives, and with the bow. A rigorous system of stretching and exercising is employed as part of this training. They are also masters of stealth, hunting and survival. Even those Aiel who choose a less martial profession, such as blacksmithing or farming, are deadly combatants. Those who dedicate themselves to warfare are called the *algai’d’siswai*, the “dancers of the spear”. While their claim to be the greatest warriors in the world is too all encompassing to be credited, given the complexities of warfare, they are undoubtedly the most formidable light infantry of the Tenth Age. Part of their marital tradition requires that members of the same warrior societies refrain from attacking each other in certain circumstances. This is done to allow even clans who are at war with each other to have the option of opening diplomatic contact by, for example, sending some of their Maidens to visit the Roof of the Maidens in a rival hold. The Aiel revel in combat, seeing honour and glory in it instead of horror and tragedy. They claim that the greatest honour in combat can be found by defeating an armed opponent with your bare hands, while crippling shame should be felt by anyone who allows themselves to be even lightly touched by an enemy while armed. They are notably fearless for, as they often say, “life is merely a dream from which we all must wake before we dream again”.

Each of the clans is led by a chief, and each of the septs within those clans is led by a sept chief. These are always men, with the sept chiefs being chosen by the sept’s Wise Ones, and the candidates to become clan chief being chosen by the most respected Wise Ones among said clan. A man can be a sept chief and the leader of a warrior society at the same time, but should he be promoted to clan chief he must resign his position in the society. Each clan chief has a chair—with the twelve of them being the only examples of such found in the Waste—but almost never sits on it except on the most formal of occasions. The chairs are ceremonial things and have been passed from one clan chief to the next for a long time. Anyone who wants to become an Aiel clan chief must receive the permission of four Wise Ones before he goes to Rhuidean, where he is challenged to pass through the *ter’angreal* at the city’s heart. Said *ter’angreal* is formed from concentric rings of clear glass columns a hundred feet high, which glitter with a light of their own. Walking among them will allow anyone with Aiel blood to witness key events in the history of the Aiel through the eyes of his ancestors. One in three men survives this test, and emerges marked with a metallic tattoo of a Dragon twined around their left forearms. In accordance with the Prophecy of Rhuidean, any man who emerges marked with a Dragon on both arms will be the *Car’a’carn* of the Aiel—the chief of chiefs, whom all Aiel are bound to follow.

Would-be Wise Ones also pass through the glass columns as their final test before winning the title, again requiring the consent of at least four Wise Ones, but have a much higher rate of survival than their male counterparts and do not acquire any markings upon emerging again. There are other tests that must be passed before becoming a Wise One, and a great deal of training that is unique to them alone. The first test they must pass also involves a *ter’angreal* in Rhuidean. This one is shaped like three identical rings, as tall as a tall man, and joined together in the middle. Entering any one of the circles will allow someone to see many different ways their life might go in the future, though the memories will, for the most part, fade quickly once she emerges again. While exclusively female, the Wise Ones are not exclusively channelers, though any woman who has the ability to channel is required by Aiel law to train as a Wise One, even if she would rather be something else. The Wise One channelers do not know as much about channelling as the Aes Sedai, but they know several things that the Aes Sedai do not, about the One Power and about other things. They have a long tradition of training dreamwalkers in the use of *Tel’aran’rhiod*, for example. Said dreamwalkers are even more respected than normal Wise Ones, which is saying much because the Wise Ones are the makers of law and arbiters of *ji’e’toh* among the Aiel. They operate with near impunity, with a Wise One being able to walk through a heated battle between clans safe in the knowledge that none of the combatants would deliberately strike at her, even if she was a member of the clan they were fighting. Their authority is great, but not absolute. Aiel Wise Ones are strictly forbidden from taking part in combat outside of the unlikely event of their being attacked.

Another title of some authority among the Aiel is that of the roofmistress. Exclusively women, they are the owners of the buildings among the various sept holds and have authority over what goes on there as well as who is allowed to enter. Men do not own buildings among the Aiel, not even the clan chief. The wife of—or the most senior wife of—the clan chief is considered to be the Roofmistress of the hold in which that chief resides, with an additional layer of authority over what goes on in the hold as a whole as well as her own private residence. It is due to the laws concerning roofmistresses that any marriage between Aiel from different septs usually results in the spouse, or spouses, becoming part of whichever sept the roofmistress belongs to. When hoping to stay beneath the roof of an unrelated roofmistress, it is customary to give her a gift, one that doubles as payment for her hospitality.

The warrior societies have their leaders as well, chosen by their own members. Each clan has a leader within each society, with one among those twelve leaders being considered the overall leader of the society. The choosing of said overall leader is done by a means unique to each society. In certain circumstances those leaders could overrule even a clan chief, though in most situations it would be the other way around.

All of these complex layers of authority and tradition are bound up in the Aiel honour code of *ji’e’toh*. Meaning “honour and obligation” in the Old Tongue, this labyrinthine set of laws and customs forms the sacred core of Aiel society. To break it is considered the greatest dishonour, though its complexity is such that avoiding breaking it in some way or another can seem almost impossible at times, with both tragic and humorous consequences. A complete understanding of *ji’e’toh* is almost impossible to acquire for someone who has not been raised with it from birth.

Almost all Aiel males wear the *cadin’sor* (pronounced KAH-dihn-sohr), loose-fitting garments that are usually coloured in browns and greys, the better to blend in with the terrain of the Waste. Though the *cadin’sor* may seem indistinguishable from each other to the eyes of outsiders, Aiel can tell each other’s society, clan and sept based on the cut of their clothes alone. Notable aspects of the *cadin’sor* include soft leather boots that are laced to the knee and are well suited to muffling footsteps, a hood the Aiel call a *shoufa*, which shelters their heads from the harsh sun of their homeland, and a black veil which usually hangs down across their chests. No Aiel will kill without first covering their face, either with that veil or with something else. Male children wear a loose robe instead, coloured grey-brown.

Maidens of the Spear also wear the *cadin’sor*, but female Aiel adults who are not wedded to the spear usually wear bulky brown skirts, brown shawls that they can use to shade their heads from the sun, and a loose blouse made of a soft white fabric called *algode* that is unique to the Waste. Such women usually wear a multitude of necklaces and bracelets as well, and a woman’s success can often be discerned by the amount and quality of adornments she wears. Female children wear a brown skirt that only reaches knee level.

Aiel warriors, male or female, traditionally wear their hair short, save for a narrow tail at the back. Non-warriors can wear theirs however they please, except for female Aiel children, who traditionally wear their hair in beribboned pigtails. Aiel men always go clean-shaven.

Though a reserved people on the surface, the Aiel are quite sexually liberated behind closed doors. The use of sex toys is more common among them than in many of the nations of Valgarda. They routinely practice polyamory and have a series of laws detailing the formation of a *harem*, meaning “a marriage of many” in the Old Tongue. It is not considered shocking among the Aiel for man to marry man, woman to marry woman, man to marry many women, or woman to marry many men. In addition, there is a tradition that anything that happens in the sweat tents—tightly sealed and gender divided tents in which coals and steam are used to cleanse and relax the body—anything that happens there is not to be spoken of outside, resulting in same-sex debauchery becoming a common sight in such places.

This is not to say the Aiel are not a strict people. They are, with little mercy being shown those who do not measure up to standard. Weakness is not tolerated among the Aiel, either of themselves or others. The Wise One channelers are skilled in preventing any birth defects, but should a child be born with such despite their efforts they can expect little compassion from their fellow Aiel. Similarly, those crippled in such a way that they can no longer contribute are expected to take their own lives, often by venturing into the Blight to fight and kill Shadowspawn until being overcome, an act they call “going to spit in Sightblinder’s eye”. This is the fate of any man who develops the ability to channel, too. This aversion to physical imperfections is part of why the Aiel have such strict laws against having children with anyone who is a first cousin or closer relation.

They would not use the term cousin to describe such relations, however, using a complex and wordy serious of terms that is unique to them instead. An exhaustive listing of such terms might include near-brothers, or near-sisters, which is how they refer to close friends. Sister-wives are women who share the same husband, while brother-husbands would be the gender-flipped version. You mother’s sister-wife would be your near-mother, while a brother-husband would be a near-father. Daughters of the same mother are first-sisters, though unrelated women can also become so by way of an adoption ceremony. Sons of the same mother are first-brothers. As with first-sisters, unrelated men can also become first-brothers by way of an adoption ceremony, but it is rarer. Aiel consider relations through the female line to be more important than that of the male line, so children of the same father only would be father-sisters or father-brothers; this is considered less relevant even than being related through an aunt. Your mother’s father would be called your greatfather, while greatmother would be the female equivalent. The mother and father of your spouse’s mother would be your second-greatmother and second-greatfather. While your grandfather on your father’s side would be called simply your father’s father, your father’s mother being the female equivalent. A spouse’s paternal parent is even more irrelevant. A greatson is a grandson through the female line; greatdaughter is the female equivalent. A second-greatson is a grandson through the male line; second-greatdaughter is the female equivalent. Sister-mother is your aunt on your mother’s side; second-sister-mother is your aunt on your father’s side. Sister-father is your uncle on your mother’s side; second-sister-father is your uncle on your father’s side. Second-sister is a female cousin who is related to you through your mother’s sister, or brother. Second-brother is a male cousin who is related to you through your mother’s sister, or brother. Second-father-sisters and second-father-brothers are cousins related to you through you father’s brother, or sister. This is fairly irrelevant by Aiel standards. A second-daughter is a niece related to you through a female sibling. A second-son is a nephew related to you through a female sibling. A father-daughter is a niece related to you through a male sibling. A father-son is a nephew related to you through a male sibling. A second-mother is the mother of your spouse, your mother-in-law. A second-father is the father of your spouse, your father-in-law. A new-son and new-daughter would be terms for son-in-law or daughter-in-law.

This wearisome example is not the only way in which the Aiel are sticklers for tradition. They refuse to sing anything but the funeral dirge or battle chants after they reach adulthood, a tradition unknowingly inspired by their rejection of the part their distant ancestors playing in seed singing during the Age of Legends. What songs they do sing are often accompanied by pipes. Aiel burials are also always done in the same manner, with the dead being buried standing upright and facing in the direction of the sunrise. They refuse to use a sword either, despite being quite willing to use their spears and long knives to kill, and consider riding a horse rather than relying on your own feet for transport to be shameful.

Though they consider the role of servants to be shameful, too, Aiel traditions laud the role of the *gai’shain*, or “those pledged to peace in battle”. These are Aiel who have been captured in battle or who have incurred a debt of honour that cannot be met by other means. As part of their *toh*, they are required to wear white and serve their captors faithfully for a year and a day, touching no weapon and doing no violence. The only way to take such a prisoner is to touch a person without killing them while they are holding a weapon. After their time has been served, they return to their clan as if nothing had happened, but during that time they meekly obey every order that their captor gives them. This includes performing sexual favours, and it is far from unknown for Aiel taken *gai’shain* to end up married to their captor once their year and a day has passed. As with the sweat tents, the Aiel consider it taboo to speak of anything that happens while someone is *gai’shain* after they put off the white robes. Wise Ones, blacksmiths, children, and pregnant women or women with a child under the age of ten cannot be taken *gai’shain* even if the correct circumstances are otherwise met. Exact “ownership” of the *gai’shain* is a variable matter; though each *gai’shain* swears only to one person, they can be and are often instructed to obey commands from other people as well, and can essentially be traded between “owners” simply by making said instructions long lasting. Doing so is considered shameful by the Aiel, however, as the debts of honour which would lead someone to becoming *gai’shain* are often quite personal things.

The history of the Aiel is a long and complex one, stretching all the way back to the Age of Legends. Indeed, aside from the Ogier and, arguably, the Aes Sedai, they may well be the only people who can trace their history back that far. This is ironic, considering that the rest of the peoples of the world consider them to be savages.

During the Age of Legends, the Aiel were a very different people to what they are now. They were known as the Da’shain Aiel then, the “People Dedicated to Peace”. This was due to their strict adherence to the pacifist philosophy known as the Way of the Leaf. The Aiel were not the only people of the Age of Legends who followed this philosophy, only the most devoted to it. They were so devoted that it became a source of pride and principle for them to maintain their beliefs even as the rest of the world was plunged into the devastating war against the Shadow which would bring the Age of Legends to an end. Lews Therin Telamon also considered the Aiel and their philosophy worth preserving, in no small part due to guilt at how he had of necessity steered the rest of the populace towards methods of warfare that had been almost completely forgotten before the opening of the Bore. This patronage led some to start calling the Aiel the People of the Dragon, though it was not at all fair to say that the Aiel served Lews Therin exclusively.

They served all the Aes Sedai during this time, as they had for untold generations before, and continued to serve them long after the Hall of the Servants had been razed to the ground. Even during the Breaking of the World, the Aiel continued to serve while holding to the Way of the Leaf. They were charged with protecting certain relics of the Age of Legends, including the chora trees, while searching for a safe place to live in a world where continents rose and fell from one day to the next.

Much was lost during this time, including memory of the world they had known. Not least of the losses was the use of what was known as the Voice, an ability that was common among the Ogier of the time, and less rare among the Aiel than among another other humans. This ability was used in seed singing ceremonies during the Age of Legend, as it could speed up and enhance the growing of crops. The loss of the Voice, or “the song”, as some began to erroneously call it, led some Aiel to break off from the others and go in search of it, abandoning their mission from the Aes Sedai in the process.

While that parting was bitter, and led to the Aiel cursing their now distant kin as the Lost Ones, it was far less heart-wrenching than the increasing number of their people who began to abandon the Way of the Leaf altogether. Beset by thieves, killers and rapists at every turn, many of the Aiel began to fight back instead of accepting their fate. These Aiel hid their faces while they killed, to spare their pacifist kin the shame of seeing them, and themselves the shame of being seen. They preferred to fight with spears while disdaining the use of swords, since those were hunting tools rather than weapons intended exclusively for war, though this distinction meant little to those who dared to accost the still-pacifist kin that these new warrior Aiel escorted in their wanderings. Even some women began to take up weapons, the first of them being a woman named Morin, who could be said to have been the founder of the Maidens of the Spear.

There wanderings eventually brought them to what would become known as the Spine of the World, shortly after the end of the Breaking. There they met the very distant ancestors of the Cairhienin, who were one of the few peoples who did not attack them, and even allowed them to draw from their wells. This simple act of kindness led the Aiel to consider themselves indebted to those people’s descendants, so much so that they would later gift them with a sapling from the chora tree they planted in the heart of Rhuidean called *Avendesora*, a sapling named *Avendoraldera*.

It was shortly after meeting these people for the first time that the Aiel entered what they would come to call the Three-fold Land. It was in this harsh environment that they would make their home, with more and more of them coming over to the side of the warriors, and fewer and fewer being born to the pacifists who would come to be known as the Jenn Aiel, the only true Aiel, the thirteenth clan, and “the clan that is not”.

The Jenn died out completely some generations later, without having ever finished the city they had begun to build in the middle of the Three-fold Land, a city named Rhuidean. Before this happened, the few Aes Sedai who remained with them were able to persuade the rest of the Aiel to make use of Rhuidean and the *ter’angreal* inside in their test of leadership, an act which allowed the Aiel’s full history to be preserved for some, even as the Aiel in general went on to forget most of it. It was these same Aes Sedai who first spoke the Prophecy of Rhuidean, and Foretold the coming of the *Car’a’carn*.

It would not be until thousands of years later that said prophecy would come to fruition, however. In the time between the Aiel became increasingly warlike and xenophobic, violently resisting any incursion into their territory by any non-Aiel, or wetlanders as they came to call them, save for select peoples such as the *Tuatha’an* and the Cairhienin. The bloodiest conflict they had with non-Aiel in this time was during the Trolloc Wars, when the Shadowspawn armies that ventured in their territory were slaughtered so completely that Trollocs began referring to that Aiel Waste as “the Dying Land”. The next most bloody were the two wars waged against the Aiel by Artur Hawkwing, wars that resulted in some of the few defeats that legendary general ever faced. When not killing outsiders, they were often at war with each other, sept against sept and clan against clan. They honed their skills as warriors and hunters, and became proud of the brutal land they lived in and the brutal people who called it home.

As such, there was little hesitation in them when Queen Laina of Cairhien dared to cut down *Avendoraldera* and use its wood to make a new throne for herself. Outraged at the dishonour and insult, and the rejection of the hand of friendship they had offered, the Aiel decided that Laina Treekiller must die, and that anyone who stood between them and her must die along with her. The Aiel War had begun. There were many consequences of that conflict, but surely the most important was the birth of a certain boy, the son of an Aiel clan chief and a Maiden of the Spear, who was born on the slopes of Dragonmount in the final days of both the war and of 978NE.

Said boy would be named Rand al’Thor by the wetlanders who adopted him, though the Aiel who were sent to find him some eighteen years later did not know this. They came to suspect they would find him in Tear, however, which was why they gathered in that city and assaulted the famous fortress at its heart. The fall of the Stone of Tear did indeed lead them to find Rand, who journeyed back to the Three-fold Land with them, and promptly attempted the test of Rhuidean. When he emerged from the glass columns, he was marked with Dragons on both arms. The *Car’a’carn* had come at last.

Not all welcomed the ascent of an Aiel raised among wetlanders to such a prestigious position, however, and the machinations of the Forsaken Asmodean were able to both stoke those resentments and give justification to rebellion against Rand’s command. By marking the Shaido known as Couladin with the Dragons as well, Asmodean cast doubt on Rand’s right to the title and sowed the seeds of a new war among the Aiel.

**\*Aiel War, the**: A conflict that began in early 976NE when the Aiel learned that Queen Laina of Cairhien had cut down the *chora* tree *Avendoraldera* (pronounced Ah-ven-doh-ral-DEH-rah), which the Aiel had given to Cairhien as gift and a declaration of peace in 556NE. 4 Aiel clans—the Taardad, Reyn, Nakai and Shaarad—led by a man named Janduin, invaded the western lands with the intent of killing Laina. Cairhien was swiftly defeated, its capital sacked and burned, but Laina escaped. The Aiel pursued her south to Tear, and then northwest as she fled to Tar Valon. All of the forces who attempted to halt the Aiel advance were defeated. Though there are no rivers in the Aiel Waste, and the invaders were initially stymied by the prospect of crossing them, the Aiel adapted swiftly and learned how to build rafts to cross the rivers that they did not know how to swim.

The nations of Valgarda regarded the Aiel as invaders and would-be conquerors and so banded together to fight them off. The Grand Alliance, as it was called, mustered near Tar Valon in the winter of 978NE, as the Aiel drew nearer. Their total army numbered approximately 200,000 troops: 29,000 from Shienar under Lord Agelmar Jagad, 28,000 from Andor under Captain-General Aranvor Naldwinn, 26,000 from Illian under Queen Mattia Stepaneos den Balgar, 24,000 from Tear under the High Lord Astoril Damara, 21,000 from Arafel under Prince Hirare Nachiman, 22,000 from Tar Valon under Captain Azil Mareed, 20,000 from Valreis under Reidin Gaspard Valmont, 7,000 from Cairhien under Queen Laina Damodred, 5,000 from Ghealdan under Lord Aleshin Talvaen, 8,000 from Amadicia under Pedron Niall and about 7,000 from Altara under a rotating council of nobles. A number of smaller forces were also present, including a detachment from Arad Doman under General Rodel Ituralde, a detachment from Falmerden under Syoman Surtir, a detachment of the Winged Guards of Mayene, and even some surviving veterans of Malkier under al’Lan Mandragoran. Armies from Saldaea, Kaltor and Volsung had set out, but then been recalled to deal with an incursion of Shadowspawn in those regions.

The Aiel who faced them numbered less than 90,000 but the armies proved evenly matched. The struggle between them lasted for three days. Who should command the disparate forces of the Grand Alliance was a subject of some debate. Agelmar Jagad was initially chosen to lead, but Queen Laina wished for command of the army to be turned over to her, since Cairhien had suffered the most from the Aiel invasion. Others soon added their voices to the dissent and it was eventually agreed to rotate command. Lord Agelmar commanded on the first day, and Pedron Niall on the second, both distinguishing themselves. Captain-General Aranvor Naldwinn commanded on the third day, but was killed in the fighting, as was High Captain Azil Mareed of the Tower Guard. The confusion that resulted allowed the Aiel to locate their true target. Laina Damodred was finally cornered and killed on the third night of the fighting. Both her head, and her House’s ancestral Power-wrought sword were claimed as trophies. The Aiel considered their goal accomplished and by the next dawn had already gathered their forces to withdraw, which caught the allies by surprise. The Grand Alliance pursed the Aiel all the way east to the Spine of the World, and many skirmishes were fought in the process, until the Aiel finally returned to the Waste. Prince Hirare Nachiman, the only brother of the Queen of Arafel, was among those killed in those skirmishes. The final battle of the Aiel War has since become known as the Battle of the Shining Walls, or the Blood Snow.

In the aftermath of the war, the Grey Ajah attempted to hold together the coalition of nations, but were unsuccessful; House Damodred lost the Sun Throne to House Riatin in a relatively bloodless civil conflict, and Cairhien attempted to rebuild, but its power and wealth were severely diminished; and the Second Captain of the Illianer Companions, a man named Tam al’Thor, retired from the army and returned to his native Theren, taking with him a child he had found beside its dead mother, on the slopes of Dragonmount.

**\*Aiel Waste, the**: The most common name used to refer to the rain shadow desert region enclosed by the Spine of the World to its west, the Cliffs of Dawn to its east, and the Mountains of Doom to its north. It was originally a sea but was raised above sea level by mad male channelers during the Breaking of the World. Since that time it has become home to the Aiel for whom it is now named, as well as some of the hardier forms of animal and plant life. The temperatures in the region vary dramatically, with the days being hot enough to make the rocks scalding hot to the touch, and the nights being cold enough to freeze water.

Though not the lifeless desert that it is sometimes envisioned as by the peoples west of the Spine of the World, the Waste is still a very harsh environment in which to try to eke out a living. Water and shade are difficult to find there, and the animals are often aggressive and poisonous. That is not to say it is a region without value, however. As a former sea the Waste saw little in the way of mining in Ages past, which has left it with a vast and mostly untapped supply of precious gems and metals. Several plants that have gone extinct elsewhere in the world were preserved by the Aiel during the Breaking of the Word, and have since been cultivated in the Waste. These include what they now call *algode*, a plant whose fibres are used to make cloth, and which was once called cotton. There is also *t’mat*, or tomato, *zemai*, formerly known as maize, and *kardon*, which has been called opuntia but was perhaps better known as prickly pear.

**\*Aile Dashar, the** (pronounced EYEL dah-SHAR): A grouping of islands that once belonged to the Sea Folk but were captured by the Shadow long ago. They are located northwest of Volsung in the Dead Sea, and are home to some of those Trolloc tribes that were made with a large measure of aquatic or amphibian stock.

**\*Aile Qaim, the** (pronounced EYEL CAME): A large group of Sea Folk islands situated between Ebou Dar and Illian, and separated from the mainland by the Kabal Straits. Tremalking is one of the islands of the Aile Qaim, and it is there that the female Choedan Kal can be found.

**\*Aile Somera, the** (pronounced EYEL soh-MEER-ah): A group of Sea Folk islands in the Aryth Ocean, the westernmost of the islands under their control. The largest island in the group is called Cantorin, the deep harbour of which is a wide, lopsided bowl. The Aile Somera were conquered by the Seanchan *Hailene*.

**\*Ailhuin Guenna** (pronounced AYL-huhn gwen-AH): A talented and experienced Mother, or Wise Woman, from Tear’s capital city. She is firm but fair.

She is a well-fed woman, whose bulk belies the muscle underneath. She has brown eyes, and long, curly grey hair. Her olive-toned skin is lined and weathered.

She has worked in Tear’s Maule district for many years, and built a strong reputation there, both as a healer and as an authority figure. She was married to a fisherman, but her husband died in a storm twenty years ago. They had three daughters, who have all gone on to marry and no longer live at home.

Ailhuin met and offered shelter to Nynaeve al’Meara and her party of Accepted in the spring of 997NE, while they were hunting the Black Ajah in Tear. She put her in contact with a thief-catcher with whom she was familiar named Juilin Sandar, and allowed her to stay in her house where she could keep a low profile. Unfortunately, the Black Ajah found them anyway, capturing most and killing some. Ailhuin herself was left alive though, and later informed Mat Cauthon of the girls’ capture. While Mat went to free them, Ailhuin took over the care of Thom Merrilin, who had come down with a cold.

**\*Alaine Chuliandred** (pronounced AHL-ayn choo-lee-AHN-drehd): A Cairhienin noblewoman, lusty and lacking in loyalty. She is chatty yet polished.

Alaine is a good-looking woman with long black hair and brown eyes.

Born in 969NE, Alaine was married off to Doressin Saighan when she was young. It was considered a great coup for her family, since House Saighin is much higher ranked than House Chuliandred, but Alaine lamented the impact on her own life.

She encountered Rand al’Thor at a ball in Cairhien in 996NE, where she involved him in one of the uninhibited encounters that often spring up during such get-togethers of the Cairhienin nobility. She was joined in this encounter by Breane Taborwin and Belevaere Osiellin. The presence of the latter woman was both vexing and exciting to her, for they had long been rivals and Rand’s efforts to force them to get along were oddly thrilling.

**\*Alanna “Lana” Benico** (pronounced al-LAN-nah “LAN-nah” beh-NEE-koh): An Aes Sedai of the Green Ajah.

Lana is a very serious woman. She is hard-working and dedicated, and does not often take any time to relax. She is intelligent and brave.

Lana stands 5`5`` and weighs about 130lbs. She has cold blue eyes and fair skin. Her hair is pale yellow, and she cuts it at chin length. She would likely be considered pretty, save for her small, pinched mouth and the general reserve with which she presents herself. She has a quiet and precise way of speaking.

Her strength in the Power is measured at 24/69. She has Talents for Healing, and Cloud Dancing.

Lana’s Warder is Feron Zho, a Kaltori who favours the bow or dagger over the sword. He was a scout when she met him, and she often sends him on missions outside the Tower, since her duties no longer allow her to be out of touch with Tar Valon for too long. He has tan skin, light green eyes and brown hair. Feron stands 5`11`` tall and weighs about 185lbs. He is a handsome, stealthy and clever man, and was born in 963NE.

She is a native Tar Valoni and was born in 916NE. Though born with the name Alanna, she prefers to go by the diminutive term by which her parents always called her, Lana. She went to the White Tower in 932NE and spent 5 years as a Novice and 5 as Accepted, before being raised Aes Sedai in 942NE. She became head of the Green Ajah’s network of eyes-and-ears shortly after the Aiel War, when her predecessor died in a mysterious accident.

Lana was once of the three Aes Sedai to oversee Elayne Trakand’s Accepted test, and so was one of those whom Elayne became most suspicious of after said test almost killed her.

**\*Alanna Mosvani** (pronounced al-LAN-nah mos-VANH-nie): An Aes Sedai of the Green Ajah.

Alanna is proud and fiery, with a mercurial temper and a flirtatious sense of humour, and can flash between the two from once sentence to the next. Her pride and her sense of honour are often at odds. She is more emotional than most Aes Sedai. She can be sulky, selfish and immature. She was a shy child, whose parents were overly critical of her, and whose brothers bullied her mercilessly. As the result of that treatment, she still harbours hidden feelings of self-loathing.

Alanna is 5´4´´ tall and has a slim build, weighing 110lbs. She is beautiful, with big dark eyes, and long, glossy black hair that she wears loose. She has dusky skin, of a dark, coppery colour. Her nipples are a darker brown than her skin, and she has a fine, feminine figure.

Alanna’s strength in the Power is measured at 23/69. She has a respectable Talent for Healing.

She had two Warders: Owein, was a lean, yellow haired Andoran, but he was killed by Whitecloaks in the Theren. Ihvon is also lean, but taller at 6`1``; his hair is black and curly, his skin dark brown, he weighs about 175lbs and he is Valreio. She would claim that she replaced her dead Warder with Rand al’Thor, though he himself would object violently to the claim.

Alanna was born in Arafel in 951NE to a poor farming family. Her parents are named Jeralda and Nyral, and she has three siblings, her elder brothers Antono and Ralon, and her younger sister Leasa. Her parents could barely afford to feed their family, and Alanna was often the subject of verbal abuse from them as a result. This, along with her brothers’ bullying, left a deep imprint on her character. When even her little sister began to mimic the elders’ disdain of her, Alanna resolved to leave home as soon as she could. She went to the White Tower in 967NE to be tested for the ability to channel, and was overjoyed when she was found to possess it. She was still shy as a student, but worked hard at remaking herself into someone fiercer and more worthy of respect, as she saw it. After six years as a Novice and 6 years as Accepted, she was raised to the shawl in 979NE.

Alanna was part of the Amyrlin’s entourage when she visited Far Dara in 996NE, and helped to repel a Trolloc raid on the keep, briefly encountering Rand al’Thor in the process. Later she was part of the Circle that broke Mat’s connection to the Shadar Logoth dagger.

She was later dispatched to the Theren on the Amyrlin’s orders, alongside Maigan Kinch of the Blue Ajah. They were tasked with testing Theren girls for the ability to channel, since Nynaeve’s prodigious strength had led the Tower to wonder if they might find more like her in that region.

Their efforts were delayed by several unforeseen arrivals, such as Geofram Bornhald’s Whitecloaks, a Trolloc horde under Isam/Luc’s command, and the party of Rand al’Thor and Perrin Aybara. Alanna had long since learned that Rand and his two friends were *ta’veren*, and had grown quite interested in them. During their stay in Emond’s Field, in between helping with the fight and Healing those who were injured in it, she tried to get closer to Rand but was rebuffed. Never one to take no for an answer, Alanna seized the opportunity afforded by his injury in the final battle to offer a Healing. While doing so, she also seized the opportunity to bond him as her Warder. This act infuriated Rand, who turned the One Power against her, revealing himself to the whole village as a male channeler and the Dragon Reborn. He tried to force Alanna to release him from the bond, even going so far as to threaten to strangle her to death, but she did not comply.

In the aftermath of their victory, with Rand having fled to Tear alone, Alanna was recruited by Moiraine, who needed her bond to Rand to help her find him. She left the Theren in the company of Rand’s friends and followers, though few if any of them welcomed her presence, with Raine proving a particular bother for her.

They successful tracked Rand to the Stone of Tear, but before they could attempt to recover him, Alanna stumbled into a trap laid by members of the Black Ajah. The *ter’angreal* that was used for that trap left her imprisoned in *Tel’aran’rhiod*, potentially for the rest of what would have been her short life. After the Stone had been taken, and Prophecy fulfilled, Rand reluctantly agreed, at Moiraine’s urging, to free Alanna from the trap. He was successful, and witnessed a piece of her past that she’d rather no-one had ever seen in the process. In her exposed and vulnerable state, she felt sure that Rand was going to make a move on her, and secretly welcomed it, for she’d been attracted to him from the moment she first saw him. To her disappointment, Rand disdained her company and left her to stew in yet another painful rejection.

While staying in Tear, Alanna found herself very much an outsider. None of Rand’s entourage had any time for her, and the Tairens themselves were not very respectful of Aes Sedai, and tolerated her presence at best. Her efforts to get close to Rand consistently failed. She helped Moiraine to teach Nynaeve’s group of Accepted how to Link, and then took advantage of their knowing how to form a circle that she led against the Forsaken Moridin, who attacked the Stone intent on killing Rand. Alanna faced Moridin bravely, but was defeated, so it fell to Rand to put an end to his rampage. Shamed by her failure, she isolated herself in her rooms during the following days, and only emerged when she learned that Rand was leaving the Stone. She raced after him, and attempted to force her way into his company, but Rand would not allow it. He shielded her, tied to her go horse, and journeyed to the Aiel Waste without her.

**\*Alasdair Denagar** (pronounced ahl-ahs-DARE DEN-ah-gahr): A Prince of Falmerden.

Alasdair is brave, friendly and loyal. He is light-hearted, with an irreverent sense of humour.

Alasdair is 6´ tall and physically fit. He weighs 190lbs. He has light brown hair, which he cuts short, and goes clean shaven. He has dark eyes and has a handsome, square face and a straight nose.

Alasdair was born in 976NE to Queen Nora Denagar and King Kaelan Ostarim. He has a younger sister named Evelin. He got along well with all his family members and took the deaths of both his parents in 996NE hard, blaming Syoman Surtir as much as the Seanchan. Alasdair witnessed the effects of the Horn of Valere’s sounding during the Battle of Falme, and was saved from near-certain death by those who answered its call. He saw Rand al’Thor fight Ishamael in the sky above Falme, just before being reunited with his sister, who was now his Queen.

He and Evelin set about gathering the support of their mother’s nobles in opposition to Surtir. Whilst meeting with Lady Isolde in Amaran they were approached by Moiraine, who persuaded them to assist Rand in repelling a Trolloc incursion into their nation. Alasdair was with the army that fought at Tarcain Cut, where he encountered Shadowspawn in the flesh for the first time, and briefly met Rand in person.

**\*Alcair Dal** (pronounced AHL-car DAL): A meeting place for the Aiel clan chiefs, located in neutral territory near the centre of the Aiel Waste. The name means “The Golden Bowl” in the Old Tongue. It is a round canyon of grey stone within the foothills of the same mountain that the Iron Mountain sept reside in, that has excellent acoustics that allow anyone standing at its centre to be easily heard by those gathered within. Passage to and from Alcair Dal, as well as what can and cannot be done there, is strictly regulated by Aiel law and custom.

**\*Alene al’Vere** (pronounced ah-LEEN ahl-VEHR): A Therener from Emond’s Field. The middle of the five sisters born to Marin al’Vere and Bran al’Caar. She was born in 973NE and was allowed to braid her hair at age 16. There is a rumour that she is not actually Bran’s daughter but was fathered by an outsider who visited the Winespring Inn.

Alene is responsible and intelligent, and is often trusted to help her mother with the finances of the family inn, as well as helping to manage the affairs of the wider village. She is hard-working but also likes to make the most of her free time. Alene is a bit of a bookworm, always reading about far-off lands. She is anything but shy and withdrawn however. Alene laughs loudly and often, and likes to joke around when she is not busy with other matters. She is strong-willed, stubborn and loyal.

Alene is 5´4´´ tall and pretty, with a very expressive face. Her eyes are hazel. She has hair the shade of wet wheat, either a dark yellow or a light brown depending on the lighting. She has an average build, weighing about 140lbs, with full breasts and a curvaceous bottom.

When Trollocs invaded the Theren early in 997NE, Alene assisted the rest of her people in fighting them off, organising the defence of Emond’s Field alongside her mother, assisting the Wisdom in healing those who were injured in the fighting, and even going so far as to take up the bow herself at Anna al’Tolan’s urging, though such a thing was not considered proper for a woman from that region. It wasn’t considered proper to have sex outside of marriage either, but that didn’t stop Alene from making out with her old friend Rand al’Thor when she found herself alone with him in the backyard of her family’s inn. She was dismayed to learn soon after that he was a male channeler who claimed to be the Dragon Reborn, and so resolved to keep their relations secret.

Alene became pregnant with Rand’s child as a result of their encounter. She decided to keep the baby and to keep the father’s identity a secret.

**\*Alguenya, the** (pronounced ahl-GWEN-ya): The third largest river in Valgarda, after the Erinin and the Arindrelle. It flows from the Banikhan Mountains through Shienar and Cairhien, gathering up many tributaries along the way, before emptying into the Sea of Storms at the Bay of Remara. The River Alguenya carries extensive trade traffic for the inland nations.

**\*Ali Blaer** (pronounced AH-lee BLAYR): A famed singer from Tarabon.

A cheerful woman with an optimistic demeanour.

She is fair-skinned and beautiful, with a slender figure, blue eyes, and golden hair. She stands 5`8`` tall and weighs 115lbs.

Ali was born in Serana on Tarabon in 974NE. She loved to sing and dance, and proved talented enough at both that her parents encouraged her to pursue a career in it. This she did with some success, before moving to the capital and enjoying even more success. She met Thom Merrilin during one of his visits to Tanchico, and even he considered her voice to be impressive. She became so popular that she was made the Meridarch’s court bard. Her good looks were part of the reason, too, but Ali proved resistant to his advances.

Thom reached out to Ali by way of letter in the summer of 997NE, requesting that she keep him appraised of any goings on in Tarabon or elsewhere that came to his attention, while offering gold in exchange for any information she sent him.

**\*Aliarc, of the Iron Mountain sept of the Taardad Aiel** (pronounced ah-LEE-ark): A young Aielman, and cousin of Rand al’Thor’s.

He has red hair, blue eyes, and is quite handsome.

Aliarc was born in 983NE. He never knew his father, who died in battle while his mother Dana was pregnant with him. He has an elder first-sister named Raya.

He was introduced to his heretofore unheard of second-brother Rand al’Thor in 997NE, when the newly proclaimed *Car’a’carn* came to Iron Hold to meet his relatives.

**\*Aligning the Matrix**: A Talent which, not unlike Healing, varies in effectiveness from person to person. It allows a channeler who possess it to strengthen objects, metal or stone usually, in order to make them extremely resistant to damage. The most specialised form of this Talent allows one to create the virtually-indestructible *cuendillar*. The usage of it has been lost since the Breaking of the World. It is very rare among females, and somewhat more common among males. This Talent and the Talent for Making are often, but not always, found in the same person.

**\*Almoth** (pronounced ahl-MOTH): A dead nation. It came into being during the War of the Hundred Years, and collapsed in 600NE. The banner of Almoth was blue—for the sky above—and black—for the earth below—with the spreading Tree of Life joining them. They were a nomadic people, and often at odds with their neighbours to the north and south. After the nation’s collapse, those neighbours—Valreis and Arad Doman, respectively—contested for control of Almoth Plain and the few people and villages that remained there. Neither nation was able to solidify its influence, and the plain has remained largely ungoverned ever since.

In 966NE, the Children of the Light moved forces into Almoth Plain in the hopes of bringing the people there to their way of thinking and rebuilding the nation as a stronghold of their own, much as Amadicia is. Their success was rather limited.

**\*Almurat Mor** (pronounced al-muhr-AT MOHR): A Seeker for Truth in the Seanchan Empire.

Utterly loyal to the Crystal Throne, the Seeker is a suspicious man with an eye for conspiracies. Though a slave, he is rather proud, and looks down on anyone whose loyalty to the Crystal Throne is not as strong as his. He is skilled in the use of disguises, lock picking, forgery, and all the other things needed to perform his duties. He is also trained in the Seanchan style of hand-to-hand combat.

He is a handsome and slender man, with pale hair and blue eyes. There is a tattoo of a raven and a tower on each of his shoulders. He is 5`9`` tall and weighs 160lbs.

Born in 962NE to a family of slaves, Almurat was given to the Seekers early in his life, and trained extensively in the arts of spycraft. He was assigned to the *Hailene*, and operated in Falmerden for a time before being sent to help scout Tarabon after the *Hailene* was driven from its initial stronghold in Valgarda. While in Tarabon, he monitored the actions of the other agents there, including those of Egeanin Sarna, whose interactions with a group of outlander women led him to grow suspicious of her.

**\*Alsalam Arca** (pronounced al-sah-LAM AR-cah): An Inquisitor in the Children of the Light.

Alsalam is a disciplined and strict man, who has no tolerance for weakness or slacking. He is relatively honest, but capable of holding his tongue for political purposes.

He has light brown skin, black hair and brown eyes. He is 6` tall and weighs 180lbs.

He was born in Arad Doman in 955NE but had no compunctions about fighting against his people in the Whitegold War. He was assigned to Tarabon in 995NE, and soon became a figure to be respected and feared there.

In 997NE he met with the Meridarch Andric, who wanted him to secure the Panarch’s Palace for the investiture of his lover Amathera. Alsalam agreed, but only after receiving written orders to that effect that he felt could be used to blackmail the Meridarch in the future. He was confronted by Liandrin of the Black Ajah shortly after, who used Compulsion to control his mind and ensure that the palace, once taken, would be for their use more than Amathera’s.

**\*Alsbet Luhhan** (pronounced AHLS-beht LOOH-hahn): A woman of Emond’s Field, who is a prominent member of the Women’s Circle. She is married to the village blacksmith and acts as a surrogate mother to Perrin Aybara.

Alsbet is kind but stern. She runs a tidy house and is quite conservative in her worldview, though she does have a bit of a temper at times.

She is very tall for a Theren woman, at 5`10``, and weighs 280lbs. She is stout but muscular, and is arguably the strongest woman in Emond’s Field. Her eyes are brown, her braided hair almost completely grey. She has a handsome, round face.

She was born in 955NE and is one of only two siblings, the other being her brother Dannen. She met and married Haral Weyland, a Taren Ferry man who was notably taller than most Thereners, in 977NE. Their marriage has been a happy one, but they have proven unable to have children together. Though saddened by this, Alsbet has come to regard Haral’s apprentice, Perrin Aybara, as the son she never had.

Alsbet was among those arrested by Geofram Bornhald on suspicion of being Darkfriends in early 997NE, but was rescued by Perrin shortly after his return to the Theren. She supported him and Faile in their defence of Emond’s Field, even taking part in the fighting towards the end. She also supported their marriage to each other, and champions them as the ruling family of the Theren. Alsbet’s brother Dannen was among those killed in the fighting, and though he leaves behind him two children, Tief and Mishelle, they carry their mother’s name. As such, it is likely that Alsbet will prove to be the last member of the Luhhan family.

**\*Altara** (pronounced al-TAH-rah): A nation in southern Valgarda whose population is so fractious that it can barely be called a nation at all. Altarans have a marked tendency to quarrel with their neighbours, with duels between men—and sometimes women—feuds between families, and even minor wars between rival villages, towns or cities, being a common occurrence. Though officially called Altarans, they are much more likely to identify by the name of the nearest large town to their birthplace than by their supposed nationality. Those born in or around Ebou Dar are Ebou Dari, while those born in and around Murandy are Murandians, and so on. Perhaps because of this disunity, Altara is one of the strictest matriarchies in Valgarda. Should a woman kill a man, it is assumed under Altaran law that he did something to deserve it, and no trial is needed.

The population is somewhat mixed, though the majority are of an olive-skinned ethnicity that would be called “latin” in another Age. The farther north you go, the paler the average skin tone of the populace tends to become.

Despite their fondness for fighting, and the often impressive skill of individual Altaran swordsmen, the nation has no army at all, and even the rulers of the cities and towns within its official, though questionable, borders can call on few reliable soldiers.

Ebou Dar is considered to be the capital of Altara but, as intimated, the queen who rules it has little control over anything that happens beyond its walls.

**\*Alteima Mercandes** (pronounced ahl-TEEM-ah mer-CAHN-days): A High Lady of Tear.

Alteima is a cunning and manipulative woman, who prefers to use others to do her dirty work. She is promiscuous and treacherous, with a penchant for using poison on her enemies.

She is fair of skin, with large brown eyes and long black hair. She is quite attractive, with a pretty face, a full bust, and a slender figure.

Even prior to the fall of the Stone of Tear, Alteima was involved in a most curious affair. A High Noble of Tear in her own right, she had further solidified her power in the land by marrying another High Noble—Tedosian Dajenna. She was not the only woman to do so, for Estanda Selorna, who was also a High Noble in her own right, married Carleon Novares not long afterwards. The two couples were outwardly friendly with each other, but hatreds burned under their friendly veneer.

Despite being nominally allies, they often plotted against each other, and even had affairs with their rival’s spouses. This was true for all four of the nobles involved. Alteima did not know that her husband Tedosian was sleeping with Estanda, and Tedosian did not know that Alteima was sleeping with Estanda’s husband, too. None of this prevented the four of them from plotting to have Rand killed, but it did offer Thom Merrilin a way to get rid of them quietly. By subtly revealing their affairs, Thom set the scheming nobles against each other. Carleon was killed by Tedosian in a staged hunting accident. Vexed by the death of her lover, and not at all averse to taking control of House Dajenna in their child’s name, Alteima poisoned Tedosian in response.

She would have sat over him as he died, while feigning grief, if Rand had not intervened by removing Tedosian from her charge and placing him in Estanda’s care instead. Alteima was ordered to go with the army setting out to Cairhien. She fainted in response.

**\*Aludra Nendenhald** (pronounced ah-LOO-drah nehn-DEHN-hahld): A now-outcast member of the Illuminator’s Guild from Tarabon.

She is a very intelligent woman and has a forceful personality, though her sharper edges have been blunted somewhat since being thrown out of the Illuminator’s Guild. She is quite imaginative and inventive, and always pays her debts.

Aludra is 5`5`` tall and weighs about 140lbs. She is a slender and full-breasted woman, with fair skin, large brown eyes and long brown hair that she wears in the Taraboner fashion. She is quite pretty, with a small mouth and full lips.

She was born in 961NE and was raised in the Illuminator’s Guild chapterhouse in Tanchico. The Guild is less of a profession and more of a family, as most of their members are born into the job and taught from birth to value the Guild’s secrets. Aludra was one such. She excelled in the tasks that were given her in her youth, and when it was decided to open a new chapterhouse in Cairhien, Aludra was chosen to head it. When that chapterhouse was destroyed in the fighting that followed the assassination of Queen Galldria, Aludra was blamed by the Guild, who exiled her. She was naturally grieved by this, for it was less like losing a job and more like being disowned by one’s family.

To makes ends meet, Aludra took to making fireworks of her own. She was certain not to sell the Guild’s secrets, for she still cared for them despite having been exiled, but even so her actions won her further censure from the Guildmasters, who sent her former employee Tammuz to kill her in order to make certain she could not reveal the making of fireworks to the world. Tammuz and his men were defeated by Mat Cauthon, who happened to be nearby when they attacked Aludra and jumped to her defence. She rewarded him with some fireworks afterwards and they travelled to Caemlyn together. During their journey, Aludra and Mat grew close and ended up sharing their blankets. He was an obvious scoundrel and nearly half her age, but Aludra was glad to snatch a few moments of pleasure while she could. She parted with Mat at the Queen’s Blessing, when he decided to race south in an effort to stop the assassins “Lord Gaebril” had sent after Elayne Trakand.

**\*Alviarin Freidhen** (pronounced ahl-vee-AH-rihn FREYE-dhehn): An Aes Sedai of the White Ajah.

Alviarin is a cold and unfeeling woman, who remains aloof from others and acts in a mercilessly logical manner, though she is sharp-tongued, as well.

She has pale, unblemished skin, with a slim build, elegant hands and a swan neck. She might even be described as beautiful, in the way an ice sculpture is beautiful. Her hair and eyes are dark brown. She is 5`6`` tall and 120lbs.

Her strength in the Power is 23/69.

Alviarin was born in 943NE near the western border of Amadicia. She manifested the ability to channel, and so went to the White Tower in 959NE. She spent five years as a Novice and five as an Accepted, before being raised Aes Sedai in 969NE. With her chilly nature, and the general opinion of Whites, there was no doubt that she would choose that Ajah, which she did.

She was part of the Amyrlin Seat’s entourage when she journeyed to Fal Dara in 996NE, but this was not to say that she held any loyalty whatsoever to Siuan Sanche. Indeed, she was one of the first to side with Elaida when she plotted to depose Siuan. As a result of this, she was chosen as Elaida’s Keeper of the Chronicles after the plot’s success.

**\*Alwhin Habashy** (pronounced AHL-win hah-BAH-shee): A particularly mean Seanchan *sul’dam*.

She has a sharp face and thin lips. Her eyes are blue. Her hair is brown, with that on the right side of her head woven into a braid, while the left side of her head is shaved.

Alwhin was part of the *Hailene* and participated in the invasion and occupation of Falmerden, where she urged her fellow *sul’dam* to take a harsher hand with their newest captives, such as Elayne Trakand. While the Hailene was retreating from Falme, Alwhin was the second person to find her fellow *sul’dam* Seta Zarbey leashed by the *a’dam*. Rather than fleeing, Alwhin brought Seta to High Lady Suroth, who ordered her to keep what she had learned a secret. She presumed to ask a reward of the High Lady in exchange for this, and her request was granted. Alwhin was pleased to be made *so’jhin*, a slave of High Lady Suroth, and made her Voice of the Blood despite it being a role for which she had never been trained. She was the first *sul’dam* to ever be promoted in such a fashion.

**\*Amadicia** (ah-mah-DEE-cee-ah): A nation in south-central Valgarda that is home to the Children of the Light. Its capital city is called Amador (pronounced AH-mah-door).

Amadicia has a population of about 4 million, and about 175k of those live in Amador. The populace is quite ethnically diverse, as men disgruntled by the more matriarchal tendencies of other nations sometimes emigrate to Amadicia even if they do not quite share the Children’s views.

Amadician women tend to wear bonnets to cover their hair. Dresses are loose and concealing, and even noblewomen are known to wear aprons, though of richly embroidered materials and only for decoration. The men tend to wear knee-length coats in sombre colours, with loose trousers that end just below the knee and stockings covering the rest of their legs.

The banner of Amadicia is a red thistle leaf laid over a silver six-pointed star on a field horizontally striped blue and gold, three stripes of blue and two of gold. Its official ruler is styled: Anointed by the Light, Queen and Defender of Amadicia, Guardian of the Southern Gate. She lives in the Serenda Palace just outside her capital and is protected by the Guardians of the Gate, who by law are never allowed to number more than 500 men. The true ruler of Amadicia however resides in the Fortress of the Light.

In general, Amadicians are a militant, puritan and zealous people. They are not quite a patriarchy, but they are as close to one as exists in Valgarda. The Queen of Amadicia is merely a figurehead, while the Lord Captain Commander of the Children of the Light rules the nation in truth. Spouses keep their own name, male or female, but the family name that is inherited by their children is usually the male one, save in cases where rank or line-preservation is a factor such as with the royal family. Other than the Queen, nobles are forbidden from keeping more than 50 guards of their own due to laws enacted since the Children came to power in Amadicia.

Possessing the ability to channel is a crime in Amadicia. All channelers are sentenced to death, and the Amadicians, especially the Children, hunt down any channelers aggressively. They have an especial hatred of Aes Sedai. The Children are not shy about attempting to extend their laws to other nations, often leading to conflict with the local rulers.

Amadicia has an antagonistic relationship with the other nations. In recent times, Amadicia has attempted to extend its power over Arad Doman and Altara, but were defeated on both occasions, though the latter was only due to Illian’s intervention on Altara’s behalf.

**\*Amalisa Jagad** (pronounced ah-mah-LEE-sah JAH-gad): The Lady of Fal Dara and High Seat of House Jagad in Shienar. She is the younger sister of the famed general Agelmar Jagad.

Amalisa is very loyal; to Shienar, the White Tower, and to her family. She has a strong sense of honour, is not snobbish and can be quite generous towards strangers. She is well-educated and can speak the Old Tongue. She enjoys sedate hobbies such as embroidery.

Amalisa is 5´3´´ tall and weighs 155lbs. She has black hair and a dark complexion. Her brown eyes are slightly slanted, with a noticeable fold to the upper eyelids. She has a mature beauty to her, with large, slightly sagging breasts, which are tipped with big dark nipples.

Amalisa was born in 953NE and married Lord Yoshino Nara in 976NE, with whom she has 3 children. Her elder brother Agelmar was her guardian and regent until she came of age, and though he now does her fealty she still greatly respects his advice. Their uncle Easar is the Lord of Fal Sion, and Amalisa is quite fond of him, calling him *Magami*, which means “Little Uncle” in the Old Tongue. Her *shatayan* Elansu is also her oldest friend.

Amalisa hosted a gathering of Aes Sedai led by the Amyrlin Siuan Sanche in 996NE. During it she was approached by the Aes Sedai Liandrin Guirale, who Compelled her to have Rand al’Thor, Perrin Aybara and Mat Cauthon secretly abducted. Amalisa gathered her ladies and servants and set about doing so, ordering several of them to seduce and drug Rand and Perrin while they were in the baths. She herself was briefly and reluctantly pulled into the tryst, alongside Elansu who had been nursing a secret attraction to her for years. That was the first time Amalisa had been even slightly disloyal to her husband, so it was particularly galling for her when, just before they could enact their ordered abduction, Rand was summoned to attend the Amyrlin Seat and her plot was rendered moot.

**\*Amathera Lounault** (pronounced ah-ma-FEYR-ah LOO-nolt): The Panarch of Tarabon.

Her full name is Amathera Aelfdene Casmir Lounault. She is a spoiled and selfish woman.

Amathera is quite pretty. She has brown skin, dark eyes, and wears her dark hair in a multitude of beaded braids. She has full breasts and a fine figure, standing 5`5`` tall and weighing about 160lbs.

She was born in 973NE. Her installation as Panarch in 997NE was a matter of some controversy, since her predecessor had died in mysterious circumstances and since she was not a popular choice with the Assembly of Nobles, who refused to ratify her nomination. She was the Meridarch Andric’s lover, however, so he took steps to place her in the Panarch’s Palace nonetheless.

Her pleasure over this was short-lived, for members of the Black Ajah moved into the palace with her. They kept her under tight watch, with some of the crueller ones making a game of tormenting her. Amathera was freed from their control by Elayne Trakand and the Accepted with her. Elayne grew annoyed with her petulant and wilful behaviour, and set her down over it. When they left Tanchico they left Amathera working as a serving girl in the Three Plums Court, having impressed on her the need to keep her head down until the riots in the city had run their course.

**\*Amayar** (pronounced AH-mah-yar): A people found living on many of the Sea Folk islands. They follow a pacifistic and fatalistic philosophy called the Water Way and have a reputation as excellent craftspeople, at least among the Sea Folk, with whom they work closely in the making of porcelain and lenses. Their existence is barely known among the other peoples of Valgarda, as the Amayar never leave the islands.

A fair-skinned folk, unlike the Atha’an Miere that they are ruled by, the Amayar share a distant history with the *Tuatha’an* and therefore an even more distant history with the Aiel. This fact is unknown to any of the three groups, however.

**\*Amico Nagoyin** (pronounced AH-mih-co NAH-goie-ihn): An Arafellin Aes Sedai of the Yellow Ajah publically, and the Black Ajah in truth.

Amico was a slender and beautiful woman, with large dark eyes, thick black hair, a long neck and paler than usual skin for an Arafellin.

Her strength in the Power was 33/69. She never had a Warder.

Amico was born in 967NE and went to the White Tower in 982NE. She spent 6 years as a Novice and 4 years as an Accepted before being raised to the shawl in 992NE.

In early 997NE Amico was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Amico took part in the fighting between the two groups but did not distinguish herself. She was quickly shielded by Theodrin, whom she took a particular interest in tormenting once the rest of the Black Ajah had defeated and captured her. She forced Theodrin to pleasure her with her tongue by way of revenge for the humiliation she had suffered.

Amico was left on guard duty outside the prisoner’s cell that night, charged with maintaining the shields on them while the rest of the Black Ajah slept. Unfortunately for her, she fell asleep while toying with one of the stolen *ter’angreal*, an iron disk that grants entry to *Tel’aran’rhiod*. She was ambushed and shielded by Elayne while in the dreamworld and so was unable to stop Mat Cauthon from unlocking the prisoner’s cell. Once freed, Nynaeve knocked her unconscious and broke the shields that had been keeping she and her Accepted from channelling. Amico was battered by Theodrin while unconscious but worse was to come when she woke up ...

Amico found herself Stilled and a prisoner of those she had helped abuse. She was held in the Stone’s dungeons when she was not being questioned by Nynaeve and her party. Deeply depressed by the loss of *saidar*, she told Nynaeve of Liandrin’s plan to find a certain item in Tanchico that she thought would help her defeat Rand. Though she had been bound for Tar Valon to stand trial, Amico never left the Stone of Tear. She was assassinated by the Luc/Isam entity, who nailed her tongue to the door of her cell before slitting her throat.

**\*Amindha, of the Deep Valley sept of the Nakai Aiel** (pronounced ah-MIN-dah): *Far Dareis Mai*.

Amindha is much more friendly and cheerful than her appearance, and the general reputation of the Aiel, might lead one to suspect. She is brave and confident. A skilled fighter, she seeks honour, like all Aiel, but doesn’t let that prevent her from having some fun. She is a smoker.

She is 5`9`` tall and weighs about 215lbs. She has dark gold hair, cut short save for a narrow tail at the back, and light green eyes. Amindha is a very muscular woman, thick of torso, arms and legs. She has large breasts, too. Her face is round, and she smiles more easily than most Aiel. She tans in the sun.

Amindha was born in 970NE to Paitr and Bing of the Nakai clan. Despite her current status among the Maidens, who consider her one of their best fighters, she had not always intended to take up the spear. Her early years were spent as a blacksmith’s apprentice.

She was among those chosen to cross the Spine of the World in search of He Who Comes With the Dawn, and encountered Rand al’Thor for the first time in early 997NE when he returned to the Theren. She helped him to defend his homeland, winning his regard in the process. When Rand ran off alone, bound for Tear, Amindha pursued him along with Urien’s band. She took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall.

She journeyed back to the Three-fold Land by way of Portal Stone, glimpsing some of the Lines of If in the process. She was staying under the Roof of the Maidens in Cold Rocks Hold when *Far Dareis Mai* offered to take up the role of Rand’s bodyguards, and was part of the celebratory orgy that followed his accepting.

**\*Amira Moselle** (pronounced ah-MEER-ah MOH-sehl): A veteran Aes Sedai from the Red Ajah.

Amira is a stocky woman with a stern, square face. Her dark hair is worn in a multitude of beaded braids, in keeping with the fashion of her homeland, though her braids have grown longer than is currently considered the norm in Tarabon.

Her strength is measured at 33 on the 69 point scale.

She was born in Tarabon in 823NE and went to the Tower in 839NE. After 11 years as a Novice and 9 as an Accepted she was raised to the shawl in 859NE. Originally a stubbornly wilful student, Amira’s independence was worn down over her long period as a student, eventually crafting her into a very aggressively proper Aes Sedai. Amira served as Mistress of Novices for five years under the Amyrlin Sierin Vayu, but was replaced after Sierin’s death in 984NE. She made enough of an impression in the role that she was made a Sitter in the Hall for the Red Ajah not long afterwards.

She held that position until 997NE, when Elaida was dismissed from her role as Aes Sedai advisor to Andor. Amira willingly stepped down to allow Elaida to take her place in the Hall.

**\*Amyrlin Seat, the** (pronounced AHM-ehr-lihn): Both the title granted to the leader of the Aes Sedai in the Tenth Age, and the chair in the Hall of the Tower on which she sits when meeting with the Hall.

As a ruler, the Amyrlin Seat is elected by the Hall to rule for the rest of her life, and theoretically holds supreme power over the Aes Sedai, the nation of Tar Valon, and—in the opinion of the Aes Sedai, at least—the whole world. In actuality, there are myriad laws and customs that restrict the Amyrlin’s movements and authority, and past Amyrlin’s have often found themselves involved in power struggles with the Hall itself. The titles the Watcher of the Seals, and the Flame of Tar Valon are also conferred on the one chosen to be the Amyrlin Seat. The Amyrlin is politely referred to as Mother, both by initiates of the White Tower and by the world at large.

The Stole of the Amyrlin Seat is one of the symbolic items of regalia worn by the Amyrlin. It is a long, wide strip of silk that the Amyrlin wears over her dress, that traditionally contains 7 bands of colour, one for each Ajah; in order: Blue, Green, Yellow, Red, White, Grey and Brown.

Any Aes Sedai can be put forward as a candidate for the Amyrlin Seat, even if she does not want her name to be in consideration. All it takes is for at least six sisters to propose her. The Amyrlin Seat is chosen from these candidates by what is called the greater consensus, with all Sitters present in the Hall being required to stand for her. The law also requires that all current Sitters be present. Debates over the candidates often take a long time, and a maximum of three votes can be attempted per candidate. If a woman cannot secure the needed votes by then, she is eliminated as a candidate until the next time an Amyrlin is to be voted on.

Deposing an Amyrlin also requires the greater consensus, though only a majority of Sitters are required to be present, to allow for a vote that cannot be stymied by the Sitters of the Ajah from which she was raised. This means that only a minimum of eleven votes are needed to remove the Amyrlin from office, with at least one from each Ajah save her former one. Those who hope to depose such a powerful woman must bring forth strong and trustworthy evidence of her failure to handle multiple situations, political insanity or incompetence. Invariably, a deposed Amyrlin is also sentenced to Stilling, stripped of her Great Serpent ring and denied the right to use the title Aes Sedai. In the history of the White Tower, only four women have ever been deposed from the Amyrlin Seat: Tetsuan, Bonwhin Meraighdin, Shein Chunla, and Siuan Sanche.

**\*Amys, of the Nine Valleys sept of the Taardad Aiel** (pronounced a-MEES): A former *Far Dareis Mai* who is now a Wise One.

She is a strong-willed, intelligent woman, with a stern sense of honour and no trace of fear. Though she lives by *ji’e’toh*, Amys is not so rigid that she cannot recognise problems presented by it, or seek solutions that might require her to bend the rules.

Amys’ hair is a very pale yellow, so pale that it almost appears to be white, despite her being nowhere near old enough, by channeler standards, to have white in her hair. It is long enough to reach her waist. She has sharp blue eyes. She is a good-looking woman, with a lean and athletic figure, and her skin is tanned from the sun. She is 5`8`` tall and weighs 140lbs.

Her strength in the Power is 22/69. She is a dreamwalker, or a Dreamer, as the Aes Sedai would call it, and skilled in the use of *Tel’aran’rhiod*. She is accounted one of the best dreamwalkers at seeing the future.

Amys was born in 951NE. She joined the Maidens of the Spear as soon as she could, and excelled in combat. She met and befriended a wetlander woman who called herself Shaiel, after she ventured into the Aiel Waste intent on becoming *Far Dareis Mai*. At first, Amys and the others refused her request to join them, but Shaiel won them over in the end, and became a Maiden in 973NE. Amys would have liked to remain a Maiden and fight alongside her friend, but her ability to channel required that she give up her spears and become a Wise One instead, apprenticed to her fellow dreamwalker Bair. She did not go to this fate willingly, so her spearsisters broke her spears, stripped her, and delivered her to the Wise Ones bound up with a little doll tucked under her arm. Even so, she ran away fourteen times in the first two months of her training, before finally settling in to her role.

She married Rhuarc and Lian not long after becoming a Wise One, having known them for some time already but being reluctant to propose marriage due to her desire to remain *Far Dareis Mai*. She was soon pregnant with her first child. Amys marched with the Taardad when they went to bring Laina Treekiller to justice but, as a Wise One, took no part in the fighting. Shaiel did, and Amys was grieved to learn that she died at the Battle of the Shining Walls in 978NE.

She and Rhuarc returned to the Three-fold Land, though not to the lives they had known. Janduin, the then clan chief of the Taardad, resigned his position and went into the Blight to seek his death, which meant that a new leader had to be chosen. Rhuarc was sent to Rhuidean, from which he emerged marked as the chief of the Taardad.

Amys and Rhuarc have had three children, all girls. The eldest is named Edesa, the middle child is Rhamys, and the youngest girl is Shinobha. Lian’s three living children—Sealdre, Liet and Ronam—are also considered to be Amys’ children according to Aiel custom.

In the summer of 997NE, Amys encountered first Elayne Trakand and then Rand al’Thor in *Tel’aran’rhiod*. Seeing them fumbling their way around, and learning that they were fighting the Shadow, she was moved to offer to teach them how to use the dreamworld properly. She soon extended that training to Raine Cinclare and Daniele Rulonir, as well, after Rand arrived in the Three-fold Land with a larger party than she had expected. Aside from training him, she had her fellow Wise Ones dedicated themselves to trying to navigate the political and societal maelstrom his being revealed as the *Car’a’carn* caused, while searching for the best future they could find for their people. Towards that end, they ordered Aviendha to stay close to him, partially to help him acclimatise to Aiel ways, but mainly in the hope that he would chose an Aiel bride, and so develop more of a care for the fate of the Aiel.

**\*Anaiya Carel** (pronounced ah-NYE-yah CAR-ehl): An Aes Sedai of the Blue Ajah.

A kind, patient and motherly woman, she is an astute politician and a first-rate organiser. She has a reputation for honesty, at least by Aes Sedai standards. She is usually unflappable.

Anaiya is 5´6´´ tall. She has a plain, blunt face but a beautiful smile. Her hair is dark brown and she wears it loose and long. She has brown eyes. She has a heavy build, weighing about 250lbs, with large breasts and wide hips. Anaiya likes to dress well, and has a fondness for lace and ruffles.

Anaiya’s strength in the Power is level 21/69. She has a good Talent for Healing.

She has a Warder named Setaganda, a Taraboner who is 5`10`` tall and weighs 150lbs. He is lean, dark-skinned and very handsome, with a loose tumble of black curls and brown eyes.

Anaiya was born in Ghealdan in 868NE to a farming family. She went to the White Tower in 883NE. After 8 years as a Novice and 7 years as Accepted, she was raised to the shawl in 898NE. She once Healed Moiraine of a near-fatal wound after Lan rode a horse to death, and nearly ran himself to death carrying Moiraine to her. She has been friends with Kairen Stang and Cabriana Mecandes for many years.

She was part of Siuan’s entourage when she visited Fal Dara, and later was part of the Circle that Healed Mat of his connection to the Shadar Logoth dagger.

**\*Andor** (pronounced AN-door): The largest and most populous nation in Valgarda, as well as one of the richest. Andor has a total population of almost 10 million humans. Andor is a matriarchy and its capital city is Caemlyn, where the Royal Palace and the Lion Throne are located. Andorans are a notably outspoken people, but are still fiercely loyal to their Queens. Unlike most nations, it is fairly common for a noble to marry a commoner in Andor. Their laws are collectively referred to as the Queen’s Writ. As in most nations, there are laws in place that allow a nobleman’s children to take his name rather than his wife’s, should the House name be in danger of dying out.

The majority of the populace are of a race that, in another Age, might have been called “white”, though of course that term is not used in the Tenth Age. Naturally there are exceptions to this generality. Pale skin, blue eyes, yellow hair and red hair are relatively common in Andor.

As of 996NE, Andoran women favour dresses with high necks and fitted sleeves. The men favour long coats with turned back cuffs, an upstanding collar, and tails that fall to the knee. But fashion, of course, is changeable.

The banner of Andor is the White Lion rampant on a field of red. Its ruler wears the Rose Crown, a wreath of highly-wrought golden roses, and is styled: By the Grace of the Light, Queen of Andor, Defender of the Realm and Protector of the People. The heir to the throne is called the Daughter-Heir, and wears the Diadem of the Daughter-Heir, which is a single highly wrought golden rose on a slim gold band. Her chief general, usually a male kinsman, is titled the First Prince of the Sword, and her husband would be called the Prince Consort.

The Caemlyn Road runs through most of Andor, all the way from Aringill to Baerlon.

Andor was founded in FY994 by Queen Ishara Casalain from one of the provinces of Artur Hawkwing’s crumbling empire. Ishara married Souran Maravaile, Hawkwings greatest general, who was overseeing the Siege of Tar Valon, and convinced him to lift the siege, though the White Tower claims the then Amyrlin, Deane Aryman, was responsible for that feat.

Andor traditionally has a close alliance with the White Tower, and both the Daughter-Heir and the First Prince of the Sword are often sent to Tar Valon for training.

Until recently they were allied with Valreis as well, but conflict over the trade on the River Erinin has soured that relationship. To make matters worse, the disappearance from the White Tower of the Daughter-Heir Elayne Trakand in 996NE exacerbated anti-Aes Sedai tension that had been stoked by the Children of the Light earlier that year, leading to riots in the streets and causing the Queen to dismiss her Aes Sedai advisor for the first time in Andor’s history.

**\*Andric Amadia** (pronounced AHN-drik ah-MAH-dee-ah): The Meridarch of Tarabon.

He is a greying, aristocratic man, with a fondness for wine and women. Born into a rich family and having faced few challenges in his life, he is not a very competent ruler.

He had his co-ruler, the Panarch, assassinated in 997NE in order to install his young lover, Lady Amathera, in her place. This did not prove as easy as he had hoped, with the Assembly of Nobles, the army, and even the general populace flouting his authority. Andric was forced to seek the aid of the Children of the Light to enforce order in Tanchico and see that Amathera was installed in the Panarch’s Palace. This, too, proved an unpopular decision, and riots broke out in the city, resulting in the deaths of citizens and Children both.

**\**angreal*** (pronounced ahn-GREE-ahl): A device that multiplies the amount of Power that a channeler can draw on. As estimating the exact amount of Power allowed, with the multiplication in effect and without the usual warning signs that come when reaching one’s natural limit, is very difficult, all properly-made *angreal* have a buffer built in to prevent a channeler from drawing too much and burning themselves out. It is possible for two people to use the same *angreal* at the same time, but only if they both activate it at the same time. It is also possible to use several *angreal* at once. *Angreal* were Made for the use of male or female channelers, but the knowledge of how to Make them has been lost since the Age of Legends. Now, they are very rare and prized by channelers. The construction of *angreal* required a Talent called Making, but the knowledge of how to correctly apply that Talent was lost during the Breaking of the World.

**\*Anlee Donavelle**: A senior Aes Sedai of the Blue Ajah, who was a Sitter in the Hall of the Tower for many decades. She was killed shortly after the death of her Warder, Hammar, during the coup that saw Siuan Sanche stripped of the Amyrlin Seat and Elaida do Avriny a’Roihan raised in her place.

**\*Anna al’Tolan** (pronounced AHN-nah ahl-TOH-lahn): Anna was born in late Danu of 978NE to a Theren woman named Aoifa Maerin (pronounced EE-fah MAHYR-ihn) and her husband Jorge al’Tolan (pronounced JORGH ahl-TOH-lahn). She was their first child and her mother died birthing her. She has no other al’Tolan relatives, but does have cousins on the Maerin side.

Anna is a stocky and muscular girl, her body having been strengthened by years of farmwork and archery practice. Her legs and arms are notably thicker than most girls, though not with fat, and the muscles on her back and stomach are easily visible. At only 5´ tall, she is short even by Theren standards, and weighs 125lbs. Her breasts are small, her bottom round, and there is only a very slight curve to her waist. Anna has brown hair that she keeps cut short of her ears. Her eyes are also brown. She is relatively pretty, if not what would typically be considered beautiful, with a square face and a firm jaw. There are dimples in her cheeks when she smiles, which she does not do often.

Anna is fiercely loyal to her friends. She is stubborn and independent, and cares little for the approval of others, though she has some well-hidden feelings of insecurity. She is often quiet and withdrawn, and her voice takes on a notably gruff quality when trying to hide her feelings. She has a strong conscious, which she is ruled by more than any respect for the law, and can be opinionated and outspoken if she feels a transgression deserves it. She is a very talented tracker and an excellent archer.

Anna was raised by her father on a small, isolated farm that neighboured the al’Thor’s. She and Rand become as close as siblings as they grew up. When she was 8 Anna began identifying herself by her father’s name rather than that of the mother she had no memory of, a habit which went against all custom and often won her censure from other Thereners. She stubbornly refused to stop doing it, and further displayed her scorn for tradition by keeping her hair cut short and taking up archery. She did not have many friends growing up, partially because her visits to Emond’s Field were rare, and partially due to her notoriously rebellious attitude. Though that last was often secretly admired, notably by Rand and his friend Perrin Aybara.

The al’Tolans were present in Emond’s Field on Winternight of 996NE, when a Trolloc fist raided the village. Jorge was among the slain, leaving Anna an orphan. Grieving, and determined to prevent any more of her loved ones from falling to the Shadow, she attached herself to the party Moiraine led out of the Theren, and armed Rand with her father’s bow when she noticed his own was missing. She clashed with Egwene over the latter’s attitude, and befriended Min Farshaw in Baerlon.

After a misadventure in Shadar Logoth led to the party being separated, Anna found herself alone with Perrin and the two ended up sleeping together. It was her first time, and she started to think she might be in love with him. Anna was only slightly alarmed when Perrin was revealed to be a wolfbrother. She was more troubled by his killing several Whitecloaks during a confrontation between them and the wolves. Anna felt the wolves had started the fight, and had done more damage to the men than the men had to them. She also noted that the Whitecloaks who confronted her and Perrin were only speaking to them rather than attacking, before the wolf sprung on and killed their officer. She didn’t consider Perrin’s killing of them to be justified. Though she still cared for him as a friend, their relationship cooled. Anna claimed a white mare from the Whitecloaks in the course of her escape, and named her Moonlight.

Upon being reunited in Caemlyn, the party journeyed to the Eye of the World, where they were confronted by Aginor. During the fight, Egwene refused to flee with the others and attempted to use the One Power against the Forsaken. Rand would have gone back to drag her away, but Anna feared he would be killed by the Forsaken if he did so; she urged him to respect Egwene’s decision and not interfere. He heeded her counsel and they fled together, leaving Egwene to fight the Forsaken; which she did, losing her life in the process.

Anna was as dismayed as any of the others when it was revealed that Rand could channel the One Power, but continued to support him. She joined the party that was sent to recover the stolen Horn of Valere and travelled to Cairhien, befriending the Ogier Loial and the Shienaran warrior woman Areku Hiruden in the process.

While staying in Stedding Tsofu she had a small confrontation with several *Far Dareis Mai*. On the same day she walked in on Rand and Perrin and was shocked to find them in the midst of intercourse. Anna had had no idea that the friends were also lovers, and was hurt by the deception. She realised that there must have been other of their friends involved in these secret trysts and felt left out and rejected. Rand shocked her by asking her if she wanted to join them now, and Anna surprised herself by saying yes. She soon found herself being made love to by both Rand and Perrin. She and Perrin were partially reconciled, and she found herself growing closer to Rand than she had imagined she would be. The two of them had always treated each other as though they were brother and sister, and neither was quite comfortable thinking of the other as something else, at least at first.

Anna was present when a mishap with a Portal Stone caused everyone nearby to witness alternate worlds and lifetimes. In some of those lives she was a boy named Andarin.

She watched from afar as the Horn of Valere was sounded and the Heroes of legend drove the Seanchan from Falmerden. She saw Rand fight Ishamael in the skies above Falme and heard him proclaimed the Dragon Reborn.

She accompanied Rand through Falmerden and Valreis, and fought against the Shadowspawn in the Battle of Tarcain Cut. Throughout this period she remained lovers with both Rand and Perrin, separately and together. She got along well with Nynaeve, Areku, Min and Loial, but not with Elayne or Morrigan. Anna became part of Rand’s Inner Circle, and heard all the secrets the other members revealed there, though she herself had no secrets to tell.

While in Fontaine she encountered Galad Mantear and was quite impressed by him. When Asha’bellanar confronted Rand’s party near Stedding Tsochan, Anna fought back but—like the rest of them, Rand included—she was easily defeated. She survived only due to the Forsaken’s whim, a fact she found somewhat vindicating, since she felt it confirmed that she had been right to insist they not join Egwene in confronting Aginor back at the Eye of the World.

They spent some time recuperating in Stedding Tsochan after that and Anna found many opportunities to share her body with Rand or Perrin, and sometimes both at once, during that period. She was quite happy with the way things had developed between them all, and so was particularly vexed when Zarine Bashere, also known as Faile, invited herself into their company and immediately began pursuing Perrin. Anna, like Rand, took a dislike to her, but neither were able to drive her off since Perrin did not share their distaste for the new woman.

They were united in their desire to return to the Theren and defend it against the Whitecloaks and the Trollocs however. Anna returned to Emond’s Field a notably changed woman, seeming much tougher and more confident to those who had known her there. She helped rescue the Cauthons, Candwins and Luhhans from the Children of the Light shortly after her return, much as Nynaeve had helped rescue her the year before.

Though she fought throughout the campaign against the Trollocs, her most notable contribution to the war effort was in inspiring other Theren women to take up archery in defence of their homes. Anna soon found herself in a leadership position among those women. As she organised and trained them, she also found herself befriending many women whom she had been somewhat estranged from growing up, including her stern cousin Franca, the solemn Loise al’Vere, and Perrin’s chirpy cousin Emi.

The latter would prove to be the first girl that Anna kissed, when she found herself being invited to take part in a threesome with her and Rand. Anna found the experience not at all unpleasant.

Her enmity with Zarine, whom she refused to call Faile, combined with her new-found leadership position and her general disdain for the aristocracy to inspire Anna to oppose the political reforms that sprung up around the newly-proclaimed Lord Perrin and his wife Lady Faile. When Rand and the others left the Theren, the Trollocs having been defeated, Anna chose to stay behind and argue the case for keeping the Theren’s more democratic traditions.

**\*Anya Volcaulievna** (pronounced AN-ya vol-cohl-EE-ev-nah): An Aes Sedai of the Red Ajah.

Anya is a vengeful woman with a hard, mocking sense of humour. She has a vocal distaste for men, but sometimes finds her eyes drawn to them against her will.

Anya’s curling, dark yellow hair falls to her shoulders. Her eyes are hazel. She has a long face with a strong jaw, and is quite pretty. She is 5`4`` tall, weighs 125lbs, and is slim with narrow hips.

Her strength is 43/69.

Anya was born in Volsung in 926NE. She went to the White Tower in 937 in a fit of fury after finding out that her first lover was being unfaithful to her. She proved to have the ability to channel, and spent 7 years as a Novice and 8 as Accepted before being raised to the shawl. As the Aes Sedai had only stoked the dislike of men her faithless boyfriend had kindled in her, there was never any doubt that she would join the Red Ajah.

Likes all the rest of the Red Ajah, Anya sided with Elaida when she moved to depose Siuan Sanche from the Amyrlin Seat in 997NE. It was she who killed Siuan’s Warder, Alric, stabbing him in the back with a knife while he was bound and helpless.

**\*Arad Doman** (pronounced AH-rad do-MAHN): A nation built largely on the sunny plains of southwest Valgarda. It has a population of about 4 million.

Though there is monarch, the all-female Council of Merchants are the real power in Arad Doman. They elect the ruler, who reigns until she, or occasionally he, dies. All rulers are chosen from among the bloodborn, which is to say, the Domani nobility, a famously proud group and insular group. When a new ruler is chosen, they rarely come from the same House as the previous one. A three quarters vote of the Council of Merchants can depose the current monarch. The monarch is not a figurehead, as in Amadicia, but all know they reign only at the Council of Merchants’ pleasure. Arad Doman is a matriarchy, and children inherit their mother’s names while men take the names of their spouses. Flirtation is an art form to Domani women, and in some ways to the men as well.

The population of Arad Doman is primarily of an ethnicity that, in another Age, might have been called “native american”, though that term is not used in the Tenth Age, of course. They are noted for their coppery skin tone, of reddish or light brown hue. Immigration is strictly controlled, as the Domani do not welcome others moving into their lands.

The fashion for Domani women around 996NE tended towards clinging, almost opaque gowns that cover everything but conceal little. Jewellery is worn if it can be afforded, and the hair is usually left long and loose. It is fashionable for Domani men to wear tight breeches, a loose shirt, and a short coat that does not reach the hips. Wearing earrings, bracelet and necklaces is not at all frowned on for men, and some might even add a fake beauty spot to their faces. Domani men often wear their hair long, and grow thin moustaches. Wearing an earring given to you by a member of the opposite sex is an official acknowledgement of them as a lover.

The Domani use utensils called sursa to eat many of their meals; these utensils are a pair of slim, often lacquered, sticks.

The banner of Arad Doman is the Sword and Hand. It shows a silver hand grasping a silver sword by the blade, point down, on a field of four green and three blue horizontal stripes.

Bandar Eban is the capital city of Arad Doman, and has a population of about 200,000. The Terhana Library there is widely regarded as one of the best in the world.

The second largest city is called Katar, and was built on the ruins of the city of Iman, the long-destroyed capital of Safer, one of the Ten Nations. Katar presides over the rich and deep mines found in Gara’s Shield. Domani horses are famed for their speed. The glasswork and mirrors produced there are considered among the finest in Valgarda, and their carpets can rival Tarabon’s. It is, all told, a rich and mercantile land.

There is no standing army in Arad Doman, only the personal levies of the bloodborn and whatever mercenaries the Council of Merchants employs. But considering how rich said Council is, mercenaries tend to spend quite a bit of time in Arad Doman. The Council is also known to employ assassins, and even to train some of their own, which they are rumoured to deploy against their rivals or hire out to others. Arad Doman has a standing fleet, albeit a small one, called the Coast Guards; they are charged with defending shipping lanes against pirates.

Arad Doman was founded in the latter days of the War of the Hundred Years, by a group of shrewd merchants who had managed to avoid getting embroiled in the fighting while becoming very rich off those who did.

Throughout most of its history, Arad Doman has tended to avoid open conflict, preferring back-room deals, but in 982NE they fought a successful war against Amadicia. This they won as much due to the Council of Merchants’ stranglehold on Amadician trade as due to their famed general Rodel Ituralde’s military victories. This conflict was known as the Whitegold War. Arad Doman and Valreis have been rivals for control of Almoth Plain since the dissolution of the nation that once presided there, but neither Valreis’ efforts at military expansion nor Arad Doman’s more subtle efforts have been able to win much of worth from that vast and largely empty region.

Arad Doman’s peace was shattered in 997NE by the arrival of news from Falme of a man claiming to be the Dragon Reborn who had fought the Dark One in the sky. Despite never having met him, many proclaimed allegiance to this man and quickly came into conflict with those among their neighbours who refused to do the same.

**\*Arafel** (pronounced AH-rah-fehl): The central of the five Borderland nations, and the closest to Tar Valon. The Aes Sedai are even more respected in Arafel than they are in the rest of the Borderlands. The Arafellin are a passionate people, prone to fighting duels. It is said the women there have refined sulking to an art form, and the women themselves take that as a compliment. Arafel is a matriarchy, with children taking their mother’s names, though husbands keep their own. The father’s name is often used as a middle name, though this is considered somewhat formal.

Due to its proximity to Tar Valon, the population of Arafel is a bit more diverse than that of the other Borderlands. Nonetheless, there is a common look, with most Arafellins being of an ethnicity that, in another Age, would have been called “east-indian”.

Circa 996NE it was the fashion among upper class Arafellin women to wear dresses that were lopsided, with an abundance of material on one arm and the other arm left bare. It is also common for Arafellins to wear little bells attached to their clothes, and even in their hair, which both men and women are prone to growing long and sometimes tying into braids.

Arafel’s banner is three white roses on a field of red quartered with three red roses on a field of white; the Roses.

The capital of Arafel is Shol Arbela, sometimes called the City of Ten Thousand Bells.

Like the rest of the Borderlands, Arafel began life as an Imperial Province of Artur Hawkwing’s empire. When the War of the Hundred Years broke out, the governor preferred to focus on holding back the Shadow rather than getting involved in the fighting for the throne. A mutual defence pact was made with the other Borderland provinces and the governors thereof all declared independence at the same time.

**\*Aram** (pronounced AH-rahm): A *Tuatha’an* who was born in 978 NE. His grandfather Raen is *Mahdi* of their band, and his grandmother is Ila. His mother was named Jazel and even she doesn’t know who his father is.

He is a good dancer, confident, proud and popular with women. He used to smile a lot, but since giving up the Way of the Leaf he has become a sombre and joyless man.

Aram is 5´10´´, slender and very handsome, with shoulder-length dark brown hair and brown eyes. He weighs about 150lbs. He is not overly well-endowed.

Aram had a brief affair with Egwene al’Vere in 996NE, during her stay with his band. He also clashed with Perrin Aybara over the worth of the Way of the Leaf.

In early 997NE his band found itself in the Theren during incursions of both Whitecloaks and Trollocs. They tried to stay clear of the fighting but were attacked by Trollocs whilst camping in the woods. Many were killed, including Aram’s mother. The survivors took refuge in Emond’s Field, where Aram decided to give up the Way of the Leaf and take up a sword instead, believing that he might have saved his mother’s life if he had been armed at the time. His grandparents were heartbroken, but he would not change his mind and so became one of the Lost, as the *Tuatha’an* call them. He pledged himself to Perrin afterwards, and took every chance he could to receive lessons in swordplay from Tam al’Thor or Lan Mandragoran. He fought bravely in the defence of Emond’s Field and remained at Perrin’s side after the battle was won.

**\*Arcaval, of the Nine Valleys Taardad** (pronounced ar-cah-VAL): *Far Aldazar Din*.

He is a skilled warrior, particularly with a spear or knife. He is not very nice, however. He is loud, rude and boastful. And he is a bully.

Arcaval is a handsome man despite the scar down the left side of his face. He has small green eyes, pale yellow hair, and tan skin. He is 6`8`` tall, weighs 250lbs, and has a muscular build. His cock is large and thick.

Arcaval’s mother died birthing him in 972NE. He was raised by his father and has always wanted to be a great warrior. He often teased Rhamys when she was little, and managed to tease her into bed when she was not so little. The relationship didn’t last but the teasing certainly has.

In 997NE he engaged in a semi-friendly archery contest in Cold Rocks Hold but was soundly defeated by Rand al’Thor. He engaged in a semi-friendly gangbang in the sweat tents not long after, too, where he fucked Rand just as soundly.

**\*Areku Hiruden** (pronounced ahr-EH-ku hihr-UH-den): A female Shienaran soldier, which is as much a rarity in that nation as it is in the other nations of Valgarda. She is notably solemn and loyal. Like all Shienaran soldiers, Areku is proficient with a variety of weapons, but she favours the axe.

Areku is 5`7`` and has a very muscular build, weighing about 150lbs. Her hair is of the light, ash-grey colour that is sometimes found among Shienarans; she wears it in the topknot typical of Shienaran soldiers, with most of the rest of her head shaven. She has brown eyes and a hard face. Areku has small breasts and a somewhat mannish figure.

She was born in 975NE to a common family in Fal Dara. Her mother owns a farm. Her father was a soldier, and even from a young age Areku knew she wanted to be one, too. She has dedicated herself to that goal, and has little tolerance for anything that endangers it. She is an only child, her parents having struggled to have children.

In 996NE Areku was assigned to the party that pursued Padan Fain when he stole the Horn of Valere. She became friends with Rand al’Thor and Anna al’Tolan during the pursuit. A mishap with a Portal Stone led to their party glimpsing a variety of alternate words, and experiencing pieces of the lives of their other selves. In the aftermath of that traumatic experience, Areku spent the night with Rand. She witnessed the effects of the sounding of the Horn of Valere at Falme, and saw Rand proclaimed to be the Dragon Reborn. Afterwards, she joined the rest of her fellow armsmen in swearing fealty to him.

Areku was dismayed at the change in Rand’s status. She had never wanted to be involved with a lord, especially her lord, since she felt it endangered her long-held career goals. Yet now she found herself sworn to a man she had already begun a relationship with. She spoke to Rand quietly about her doubts, and offered to serve him in any way he desired, but asked that if he required sexual favours of her he keep their relations secret. She was relieved when Rand expressed disgust at the notion of ordering her to do any such thing, and the two ended their fledgling relationship. Occasionally she regrets the way things turned out between them, but she considers it for the best.

Areku fought the Shadowspawn bravely at Tarcain Cut, taking injuries, but nothing that could not be Healed. While travelling with Luca’s circus she encountered a young smuggler named Jenny Addisera, who took a liking to her. Jenny pursued Areku throughout her stay with the circus and eventually persuaded her to sample the favours of another woman for the first time, which she found much more enjoyable that she had expected it to be. Jenny’s efforts to persuade Areku to leave Rand’s service and run away with her were, however, doomed to failure.

During the Theren campaign, Areku joined with Anna and some of the Aiel Maidens in training Therener women to use the bow in combat, both impressing and befriending many of them. She came to Tear with the rest of Rand’s armsmen, and saw him proven to be the Dragon Reborn when the Stone was captured and *Callandor* claimed.

She and the other Shienarans were supplanted as Rand’s guards by the Aiel and the Defenders of the Stone, but continued to serve him as best they could. For Areku’s part, she tried to urge Tam to speak to Rand about his tendency not to fight back against his female enemies, but Tam proved reluctant to budge on the issue. When Rand divided his Shienaran armsmen into groups just before leaving the Stone, Areku was assigned to the group that accompanied Nynaeve to Tanchico.

Despite her offense at the way Nynaeve demanded oaths of obedience from her and her fellows, Areku served ably during the investigation of the Black Ajah’s activities there, and dealt with the Seanchan Egeanin as needed. She would have killed her, too, which her male companions would have balked at, had Nynaeve entrusted the Seanchan with the male *a’dam*. She did not do that, however, so Areku subsided.

**\*Arindrelle, the** (pronounced AYR-ihn-DREHL): A great river that links the nations of Tar Valon, Andor, Ghealdan and Tear together. It begins in the foothills of the Oburun Mountains, and has numerous smaller tributaries.

**\*Artur Paendrag Tanreall** (pronounced AHR-tuhr PAY-ehn-DRAG tahn-REE-ahl): Better known by his moniker, Artur Hawkwing, and sometimes as the Hammer of the Light. He was a legendary king and general who rose to rule the entirety of Valgarda, save for the Aiel Waste and the Atha’an Miere islands. Hawkwing was *ta’veren*, and arguably the most skilled military commander in recorded history. He wielded a Power-wrought sword he named Justice, and was a tall, hook-nosed man with dark skin, deep-set eyes and a deep voice. His banner was a golden hawk in flight on a white field, but his nickname came from the speed with which he marshalled and moved his armies.

Artur was born in the small nation of Shandalle in FY912 of the Tenth Age. His mother was Queen Mailinde Paendrag Lyndhal, and his father King Myrdin Paendrag Maregore. He married Amaline Tagora in FY937. Two years later, when Artur was 27 years old, the Black Fever epidemic swept through Valgarda, killing a tenth of the population. Both his parents and all his siblings were killed, leaving Artur as the sole heir to the throne. In the absence of a female heir, Artur became King of Shandalle.

Guaire Amalasan declared himself the Dragon Reborn in the same year, taking advantage of the weakened state of the nations. The war he began became known as the War of the Second Dragon. The Aes Sedai sent forces to oppose him, but all were defeated, with Amalasan eventually conquering a third of Valgarda. Only Artur, now called Hawkwing, was able to stalemate Amalasan. He was finally able to defeat the false Dragon at the Battle of Jolvaine Pass in FY943, despite being outnumbered almost 2 to 1. With the help of Aes Sedai who had been travelling with his army, Hawkwing capture the false Dragon and carried him to Tar Valon to be Gentled.

As Hawkwing had not been given permission from the Amyrlin Seat to bring an army into Tar Valon territory, he was coldly received by the Amyrlin Bonwhin Meraighdin, despite the prize he brought her. She gave him five days to rest his army, then commanded him to leave. The Aes Sedai with Hawkwing were given penances. While Hawkwing was still encamped nearby, Amalsan loyalists Sawyn Maculhene and Elinde Motheneos led an army of over 100,000 men to attack Tar Valon and attempt to free their leader. They managed to capture two bridges, and their forces poured into the city. In response Hawkwing ordered his own men to enter the city and engage them. The fighting was bloody and street to street, but Hawkwing prevailed. Sawyn and Elinde were killed and Guiare Amalasan was Gentled after a speedy trial.

Chaos reigned throughout Valgarda in the aftermath of the War of the Second Dragon. When Hawkwing returned to his home kingdom, he soon found himself attacked by an alliance of three of his neighbours. Their reasons are a source of speculation. Some say they were simply ambitious and opportunistic. Others claim they were wary of Hawkwing’s ambitions and thought to stop him while he was weakened. Yet more point to the new Aes Sedai advisors that each monarch had been sent, and Bonwhin’s humiliation at having had to rely on a man to both defeat the false Dragon, and save Tar Valon from his army, and the general disdain all Red Ajah show for the idea of a man being given command of anything, and claim she sought to kill Hawkwing out of spite.

Whatever the reason, Hawkwing found himself once more fighting against a superior force, and once more prevailed, claiming large swathes of all three nations for his own. The next year, three more monarchs received three more Aes Sedai advisors, and three more nations joined the war. The long conflict that would follow came to be known as the Wars of Consolidation and lasted 20 years. By the war’s end in FY963, Artur Hawkwing was High King over all of Valgarda, the first person to have ever accomplished such a feat.

His victory was tainted by the murder of his wife Amaline and all four of their children, just two years prior to the final battle of the Consolidation. Hawkwing suspected the White Tower was behind the poisonings, and dismissed his Aes Sedai advisor, Chowin Tsao. In the Black Years that followed he became a harsher man. He launched an invasion of the Aiel Waste, and there suffered his first major defeat.

Meeting his second wife, Tamika Mondwin, mellowed Hawkwing’s attitude. She was much younger looking than him, and some claimed she was a renegade Aes Sedai, but she did not have the ageless face. She did persuade Hawkwing to take a gentler stance with the Aes Sedai, however. They had four children together, the eldest being a boy named Luthair Paendrag Mondwin.

The High King ruled Valgarda for 23 years, and proved to be one of the few men in the Tenth Age to rule by public acclaim. There were 7 minor rebellions in that time, but Hawkwing was a highly respected ruler who implemented a complex and fair system of government that allowed even commoners to bring nobles to court for trial should they feel wronged by them. He promoted people based on their abilities, not bloodlines or gender, and the judges he appointed were required to rotate between provinces on a regular basis in order to avoid prejudice in their judgements.

In FY973 Jalwin Moerad came to Hawkwing’s court. A year later, Hawkwing removed all those Aes Sedai who held positions of power in his empire, and later put a price of 1000 gold pieces on the head of any Aes Sedai who would not renounce the White Tower. He also commanded Tar Valon be besieged, a siege that would last for 20 years. It is suggested he did this because he had become convinced that the Amyrlin Bonwhin had ordered the murder of his first wife and children, but no-one knows for certain.

A large Trolloc invasion in FY986 was soundly defeated by Artur at the Battle of Talidar. He commanded a monument to be raised there afterwards, one which bore the names of all those who had fallen in the battle.

Queen Tamika died the next year of unknown causes.

In FY992 Artur sent out two massive naval expeditions, one to Kigali commanded by his daughter, and the other across the Aryth Ocean, commanded by his son Luthair. Both had orders to explore and conquer but neither expedition was heard from again in Hawkwing’s lifetime. He planned to build a new capital for his empire in an unclaimed *stedding* located in what is now central Andor, but those plans never came to fruition.

The same year, the Amyrlin Bonwhin was deposed and stilled for undisclosed reasons. Vague suggestions of her having tried to use Hawkwing as a puppet are all that is known of her crime. She was replaced by Deane Aryman of the Blue Ajah. Afterwards Bonwhin served as a scullion in the Tower kitchens for four years until her death at age 258.

Artur Hawkwing died of a sudden illness in FY994, at age 82. He was offered Aes Sedai Healing on his deathbed, but refused it. His daughter and heir, Laiwynde, died the same year and her son Tyrn sur Paendrag Mashera disappeared. Years later a young man would show up in Mayene claiming to be Tyrn, but that claim was not widely believed and he did not make any effort to claim the throne, or take part in the war between would-be High Kings and High Queens that was by then raging all across Valgarda. The ruling family of modern day Mayene are descended from this possible-imposter.

The war over the throne Artur Hawkwing left behind would become known as the War of the Hundred Years, and the empire he had so quickly forged would be just as quickly destroyed by those who fought over his legacy.

Artur Hawkwing is known to be one of the Heroes bound to the Wheel of Time. He is among those chosen few who can be summoned from beyond the grave by the Horn of Valere.

**\*Arwen, daughter of Bena daughter of Dalar** (pronounced AHR-when, ben-ah, DAH-lar): An Ogier woman from Stedding Tsochan, near the headwaters of the River Ivo.

She is intelligent, kind and gentle; well educated in matters of herblore, among other topics. She is torn between curiosity about the world outside the *stedding*, and caution caused by her grandmother’s fate. She is a skilled healer, though she has not had much opportunity to practice her craft on humans. Like all Ogier, she is much stronger than her human counterparts, even most of the male ones, though one would never know it given how gentle she is.

Arwen is about 8` tall and fair-skinned. She has a thick mass of slightly curling yellow hair. She wears it loose at the back and in two braids that hang forward. Her long eyebrows are also yellow, as is her pubic hair, and she has long ears which are likewise tipped with yellow tufts of hair. She has wide eyes of a bright blue colour, a very broad nose, and a wide mouth with full lips. She has very large breasts and wide hips. Her legs and arms are very thick and strong, especially by human standards.

Arwen was born in 856NE and is still considered young by Ogier standards. Her grandmother Dalar was a famous writer who adventured among the Sea Folk for ten years before returning to the *stedding* to tell of all she’d seen. Unfortunately, such a long time outside the *stedding* left Dalar very ill, and she spent the rest of her life walking with a cane before dying at a relatively young age. Arwen loved to listen to her grandmother’s stories, and was heartbroken at her death.

She met Rand and his companions in 997NE and helped nurse them back to health after they were attacked by the Forsaken Asha’bellanar. She and Rand spent quite a bit of time in each other’s company while he was resting in the *stedding*, and his presence brought to mind some of the more ribald tales her grandmother had told about her adventures. Ordinarily, Arwen would not have acted on her curiosity, but Rand did not prove to be an ordinary man. When he propositioned her, Arwen did not hesitate for long before saying yes. It proved an experience both strange and exciting for them both and they parted on good terms.

**\*Aryth Ocean, the**: A huge body of water to the west of Valgarda. For millennia it was believed that there was nothing beyond the Aryth Ocean, that the waters simply stretched on forever, or at least until they led back to the eastern coast of Kigali. Tales brought back by Atha’an Miere explorers in the latter period of the Free Years, however, told of a place that they called the Islands of the Dead. They described it as a hostile land, the natives of which attacked their ships on sight. The Atha’an Miere did not explore thoroughly as a result of the native hostility. Intrigued by these tales, Artur Hawkwing sent a large expedition across the Aryth Ocean with orders to add those islands to his empire. The expedition was never heard from again in Hawkwing’s lifetime. However, what they found on the other side of the ocean was not the few islands the Atha’an Miere had spoken of, but a huge continent called Seanchan which they set about conquering as per Hawkwing’s orders. In recent times, their descendants have once more ventured across the Aryth Ocean intent on conquest.

**\*Asha’bellanar** (pronounced ASHA-bell-ah-nahr): A Forsaken whose name is sometimes translated as “A True Witch” or “A True Fool”.

Asha’bellanar is 5`7`` and weighs 155lbs. She has fair, if weathered skin, long snowy hair and eyes of a light amber brown. Her brows are dark, and there are deep furrows in the skin around her mouth. She has a hard, stern face. Asha’bellanar was accounted beautiful in her youth, and echoes of it remain in her face and form.

Her strength in the Power is rated 9 on the 69 point scale. She has a Talent for Healing. Her *valdarhei* is overseen by a *Sysan Odiva* named Shae’el who speaks with a gravelly and disinterested voice. Among the *ter’angreal* linked to it are a silver ring that can create a bubble-shaped shield around her and a silver earring that can be used to induce debilitating pain in anyone targeted by it. A second silver ring, twin to the other, can absorb direct weaves of the Power.

Before turning to the Shadow she was an Aes Sedai named Flemeth Gaelin Mulgru (pronounced FLEHM-ef GAY-lihn Mull-grew). She served as a judge for many years, and was well-acquainted with both Be’lal and Lews Therin, the latter of whom she once had a relationship with. She turned to the Shadow late in the war, when defeat had started to look more and more likely. Asha’bellanar is a survivor, tricky, cunning and strong-willed.

Asha’bellanar was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. She was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. She was among the group of seven released late in that year; the eleventh to be returned to the world. She took some time to familiarise herself with the new world, then attended a meeting in *Tel’aran’rhiod* where she and the other Forsaken plotted to divide Valgarda between them. She told the others she intended to focus her attention on Altara, but that was a lie. Instead she kept watch over Rand al’Thor, Lews Therin’s reincarnation, through proxies and under various guises. Her most useful proxy was the Darkfriend Morrigan. After her betrayal Asha’bellanar confronted Rand, defeating him and his party easily, and demanding to know where Morrigan was. She threatened to kill them all if he did not talk, but did not learn Morrigan’s location from him. She left him and his followers alive, saying that Ishamael’s prohibition against harming him was all that held her in check, and claiming that they would meet again someday.

**\*Asheron din Gronpre** (pronounced ASH-eh-rohn dihn GRON-pree): A Sea Folk youth.

He is clever, wilful and impressionable. He loves tales of heroes.

Asheron is an androgynously pretty boy. He has brown eyes. His hair falls in loose, black curls that brush the tops of his shoulders. He has a slim build and dark brown skin.

He was born in 986NE to Clan Somarin. His mother died birthing him, leaving him to be raised by his father Agatay and his two elder sisters, whose nickname for him was “Spark”. He crewed on the *Liberty* when his sister Avaleen is Sailmistress, but stayed with her in Tear when she took the position of Rand’s Mistress of Finances instead.

Asheron met Rand al’Thor while he taking passage on the *Liberty* to Godan. He took a dislike to him on account of his relationship with Avaleen, as well as the shameful way he went about earning his passage.

He came to Tear with his sister shortly afterwards, where he was dismayed to find that she intended to give up her position of Sailmistress in favour of joining Rand’s court. Though reluctant to leave the ship and the water, Asheron remained with his sister when *Liberty* sailed from Tear under a new Sailmistress.

**\*Ashly Brooks** (pronounced ASH-lee BROOKS): A Falmeran nobleman with a lot to prove.

Ashly is a handsome man, with short black hair, brown eyes and naturally-tanned skin. He is 6` tall and weighs about 165lbs, with a leanly-muscular build.

Ashly was born in 978NE to Lady Shana Brooks and her husband Willim. His parents surrendered to the Seanchan after they took Falme, swearing fealty to the Crystal Throne. For this they were executed by their fellow Falmerans after the Seanchan were driven from the nation’s shores. Ashly found himself torn between grief at their executions, and shame at what they had done to earn it. He is the eldest of four children, though his younger sister Sara became the High Seat of their House after their mother’s death, in accordance with Falmeran law. Ashly became an officer in Queen Evelin’s army, hoping to restore his family’s honour. He fought against the Trollocs at Tarcain Cut, and briefly met Rand al’Thor there.

**\*Asmodean** (pronounced ahs-MOH-dee-an): Accounted the least of the Forsaken, his name means “Musician” in the Old Tongue. His original name was Joar Addam Nessosin (pronounced JOHR ahd-DAHM neh-soh-sin) and he was born in the port city of Shorelle in the Age of Legends.

Asmodean is not the bravest of men, but it would be an injustice to call him a coward. He is somewhat weak-willed, but above all he is selfish.

He is a handsome man with black hair, tan skin and deep-set brown eyes. He stands about 6` tall and weighs about 160lbs. His mannerisms tend to be cautious, and he will often look at people out of the corner of his eye rather than face them directly. Lack of physical exercise has led to his body having a weak muscle tone.

His strength in the Power is measured at 10 out of 69. He has a minor Talent for Healing.

He possessed a partial *valdarhei*, which was operated by a *Sysan Odiva* named Aigis. There were only two *ter’angreal* attached to it. The first was a silver medallion with a lute engraved on it, which can be used to provide a shield against physical attack. The second was a silver medallion with a harp engraved on it, which can be used to detect the use of *saidar*. The *ter’angreal* that contains Aigis herself is a silver medallion with an elaborate shield engraved upon it, with Aigis’ face engraved upon the shield in turn; the eyes of her face glow when Aigis is active.

Joar Addam was a child prodigy in the fields of musical performance and composition. Great things were expected of him. As an adult, however, he proved somewhat of a disappointment both to himself and to those who had followed his career from a young age. His mother, too, found him a disappointment, and was not shy about telling him so. He grew into a resentful, insecure man, one who was easily tempted by the Shadow. Immortality was what he wanted most, for he felt that if he had enough time he would surely achieve the greatness he had thus far failed to grasp. His mother was a fellow Aes Sedai, and even more disappointed than ever when she learned of his betrayal. Asmodean defeated her when she came after him, and Severed her from the Source. He gave her to the Myrddraal afterwards, to do with as they wished.

Asmodean was present at Shayol Ghul when the Bore was sealed. He remained trapped there for three thousand years, while the world around him changed into something unrecognisable.

He was freed from the Bore at about the same time as Lanfear, making them the fifth and sixth Forsaken to appear in the Tenth Age. He attended a conference of Forsaken in *Tel’aran’rhiod*, where he was mostly ignored by his peers.

Lanfear later persuaded him to make a secret pact with her and Rand al’Thor, the Dragon Reborn. She said that if he secretly taught Rand how to use *saidin*, and helped tempt him to the Shadow, he would be able to rise above the other Forsaken that so often looked down on him, while also securing a powerful ally. Asmodean agreed, though he remained cautious.

He and Lanfear journeyed to the Aiel Waste in the company of a group of Darkfriend peddlers. While there he operated under the alias of Jasin Natael (pronounced JAY-sihn nah-TAYL) and pretended to be a gleeman. His meetings with Rand proved unconvincing, however. Not only was the man often distracted by other things, when he finally did meet with them to obliquely discuss he proved too fatalistic, too uncompromising, and not remotely grateful enough over the offer Asmodean was making. Even bringing in small groups of Shadowspawn and ordered them to attack him did not motivate Rand to show an appropriate eagerness to barter for what Asmodean could offer him. Annoyed, he decided to call it off.

Besides, he had heard Mat Cauthon’s description of some of the things contained within Rhuidean, and thought he might have recognised one of them. In order to distract Rand—and to punish him for his lack of appreciation for the opportunity he had spurned—Asmodean marked Couladin with a pair of Dragons in imitation of the markings of the Aiel *Car’a’carn*. While Rand was busy dealing with that, he Travelled to Rhuidean to claim what Mat had described.

He misjudged the situation, however. On learning from Lanfear where he had gone, Rand—who had learned to Travel by studying the residues he and Be’lal had left behind from their previous uses of the weave—promptly returned to Rhuidean in pursuit of the Forsaken. Asmodean found the item he had been seeking in the heart of Rhuidean, which proved to be the access key to the male Choedan Kal. Rand was right behind him, though, and the two of them fought for control of it, with Rand narrowly emerging the victor. The decisive blow of their battle was when Rand managed to cut away Asmodean’s connection to the Dark One, simultaneously denying him access to the so-called True Power and removing the protection he had enjoyed from the taint on *saidin*.

Lanfear appeared immediately after. When Rand said that he would accept Asmodean as a teacher, but only under his terms, further horror awaited the Forsaken. He found himself shielded by Lanfear in such a way that he could only channel a trickle of *saidin*. Furthermore, she said that she would do as Rand asked and spread the tale among the other Forsaken that he had willingly defected to Rand’s side. Captured, and knowing that the only ones who might have freed him would now be more likely to seek his death, Asmodean was left with no choice but to show Rand what he knew of how to channel *saidin*.

He even lost his *valdarhei* in that most disastrous of encounters. While Rand pocketed the *ter’angreal* themselves, Lanfear forced Asmodean to order Aigis to shut herself down, and threatened to kill him herself if he ever turned the *Sysan Odiva* on again without her permission.

**\*Asne Zeramene** (pronounced AHS-NAY zeh-rah-MEEN): A Saldaean Aes Sedai of the Green Ajah publically, and the Black Ajah in truth.

Though she tends to dress conservatively, Asne is a promiscuous woman who makes use of all four of her Warders when she is feeling frisky, one at a time or even all at once.

Asne has black hair, tan skin and tilted brown eyes. Her mouth is wide and her nose bold. She is 5`4`` tall and weighs 130lbs.

Her strength in the Power is 24/69. She has four Warders and of those only one, Powl, was a Darkfriend before she bonded him, though a second, Dalnos, has been turned since then.

Dalnos is a yellow-haired and blue-eyed man who has found the serving the Shadow to be more enjoyable than he’d once expected, since it allows him to indulge his fondness for raping women. He is 5`9`` tall. Though his colouring would not suggest it, he is an Arafellin by birth.

Another of Asne’s Warders. Belar Nasir, stands taller than him in height, at 6`1``, and is taller than him in character as well. A Saldaean warrior who was once eager to become a Warder, Belar is not a Darkfriend but finds himself Compelled by his bond to serve the Shadow nevertheless. He has the black hair, black beard and tilted brown eyes typical of his nation. Asne has often used the bond to force him to have sex with her. She has forced him to do worse, as well.

Asne was born in 837NE to a family of common farmers, and went to the White Tower in 853NE. She spent 7 years as a Novice and 8 as Accepted before being raised to the shawl in 868NE.

In early 997NE, Asne was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fighting between the two groups, and was able to defeat Mayam Colona, though not without more difficulty than she liked. She took part in the torture afterwards as well, focusing her efforts on Mayam in particular, since she wanted to humiliate her as thoroughly as possible as revenge for having embarrassed Asne in front of the other Black Ajah. Towards that end, she and her Warders raped Mayam in front of everyone. Asne fled the Stone of Tear along with most of the other Black Ajah when it fell to Rand al’Thor.

It was to Tanchico that they fled, where they hoped to secure certain items that could be used against the Dragon Reborn. Their plans were thwarted by Nynaeve’s group of Accepted.

**\*Asseil Moussa** (pronounced AH-sail MOO-sah): An Accepted in the White Tower.

She was proud and ambitious with a jealous streak. She was somewhat spoiled.

She had pale hair, which she wore in many thin braids with colourful beads woven into them. Her eyes were brown and her skin tanned. Asseil was a beautiful woman, with full breasts and a slender build. She stood 5`7`` and weighs 130lbs.

Her strength was 25/69. She had a Talent for Fire Breathing.

Asseil was born in Tanchico, capital of Tarabon in 977NE to a minor noble House. She went to the Tower in 990NE. After 6 years as a Novice she was raised to the Accepted in 996NE.

She became an unwelcome member of Nynaeve’s Black Ajah hunting party in early 997NE, after delivering a message she falsely claimed came from the Amyrlin Seat. Who put Asseil up to it, and why she complied, were questions that the Amyrlin left Nynaeve to answer herself.

Though suspicious of Asseil’s allegiance, Nynaeve refused to kill her without proof of wrongdoing. She had her watched carefully instead, waiting to see some sign of where Asseil’s loyalties lay. That sign came when she pushed Keestis and Wynifred out of the way of an incoming lightning bolt during the fight against the Black Ajah. Unfortunately, in proving herself not to be a Darkfriend Asseil also gave her life, as the lightning bolt struck her instead, killing her instantly.

**\*Astoril Damara** (pronounced as-toh-RIL dah-mahr-AH): An elderly Tairen High Lord. He commanded the Tairen forces who fought in the Aiel War and was a mentor to Storin Sanada. Accounted a fine general, he retired to his country estates long before the fall of the Stone of Tear, and did not stir from them afterwards. He has a large extended family.

**\*Atha’an Miere** (pronounced ah-thah-AHN mee-EHR): Sometimes informally called the Sea Folk, though the proper translation of their name from the Old Tongue to the Common Tongue would be, “People of the Sea”. They are a collection of seafaring clans who almost never venture inland. Indeed, they make every effort to see that their children are born on the water, even if it is only in a small boat put off from the shore, and that they themselves die on the water. Sea Folk burials inevitably take place at sea; to die on land is considered bad, and to be buried on land even worse. They control many of the islands of the Sea of Storms and the Aryth Ocean, but only rarely visit them, preferring to live most of their lives aboard their ships. Those ships are universally considered the fastest in the world.

There are four classes of Sea Folk ships. They are, in order of size, darter, soarer, skimmer and raker. Rakers are the fastest and most graceful, with three square-rigged masts. Skimmers are also three-masted and as long as rakers but broader in the beam, slower and heavier, with a larger crew compliment. Soarers are only two-masted, but are usually faster than a skimmer, while darters can have one or two masts. Ships are usually owned by the clan, rather than by individual families or the Sailmistress, but may occasionally belong to another clan, if the crew and clan fall into too much debt and be forced to seek out a benefactor to sail under until their debts are worked off. Unlike most seafaring people, the Atha’an Miere refer to their boats as “he” rather than “she”.

The Atha’an Miere control most of the seafaring trade in the known world and are accounted hard-bargainers and shrewd merchants. Making a contract, or Bargain, with a member of the Atha’an Miere is a very serious affair that is steeped with formality. While much of their wealth comes from buying, transporting, and reselling goods from other peoples, the Atha’an Miere produce many goods of their own, too. Their porcelain, pearls, clocks, and looking glasses are considered second to none.

They are one of the most insular peoples in the known world, second only to the Aiel, and as a result have a very homogenous population. All Atha’an Miere are of a race that, in another Age, might have been called “black”, though that term is not used in the Tenth Age, of course. Curly hair is most common, but straight hair is not so rare as to occasion comment. There are variations in skin tone from a lighter brown to near-black.

Though well travelled in many ways, this insularity has led to some odd misconceptions of other nations and people. For example, the Sea Folk think the Ogier to be a mere myth, and that the Aiel are cannibals.

Their naming conventions are similar to the average Valgardan nation, save for the custom of adding the Old Tongue term “din”, meaning “of the family”, between the given name and the family name, and the awarding of what the Sea Folk call a “salt name”. This last is a short term that is usually awarded in the years following one’s majority, and references either a notable deed they accomplished or a summary of their character. Salt names are chosen by the Sailmistress of one’s vessel, provided that she is not an immediate family member, in which case it would be the responsibility of the highest-ranking unrelated crewmember.

As Sea Folk ships belong to their clans, and are often crewed by members of the same family, they tend to be more closely-knit even than the crews of other vessels. With many married couples among the crews, and space being at a premium, it is necessary to set aside certain areas for the crew to indulge their desires in privacy. These Privacy Cabins are available for all to use, and will usually contain the amenities necessary to facilitate their purpose. It is customary to leave a wooden placard hanging from the outside doorhandle when the room is in use, to prevent any unintentional intrusions.

The Sea Folk are noted for tattooing their hands and, if necessary, forearms. The left hand shows the symbols of their clan and their family line, and is tattooed in early childhood, with the symbols for one’s parents and clan on the hand itself, and smaller symbols for one’s more distant ancestors inked in a sleeve up the forearm. The right hand is tattooed in later life, and displays a more personalised record of one’s life, such as symbols representing the ships one has served on or the tanks one has held.

Notable tattoos include a three-pointed star on the back of the right hand, which is required for any Windfinder. An eight-pointed star surrounded by sea birds is granted only to the Mistress of the Ships, while an eight-pointed star surrounded by swords is worn be the Master of the Blades. A stylized design showing multiple lines intertwining and intersecting with each other to form a vaguely triangular shape shows that someone has served as a Wavemistress. A Sailmistress will show a wheel of eight spokes, with each spoke ending in a handle, on her right hand. Both Cargomasters and Swordmasters have scales balanced from a sword’s hilt with the blade pointing down on their hands, but a Swordmaster will also have a spyglass held in a fist tattooed on his. Another notable sign is a six-pointed star tattooed on the web between the thumb and forefinger of the right hand, which symbolises the *Coramoor* and is considered a sign of good luck.

*Coramoor* is a term in the Old Tongue that means “Chosen One”. This refers to a figure spoken of in the Jendai Prophecies, the full text of which is known only to the highest-ranking Atha’an Miere, who almost never speak of it with outsiders.

The Atha’an Miere are a matriarchal people led by a woman called the Mistress of the Ships. Beneath her are the Wavemistresses, twelve women chosen by a vote in which only Sailmistresses of their clan are allowed to take part to lead their individual clans and represent them as the First Twelve in any gathering of the wider Atha’an Miere people. The Mistress of the Ships is in turn chosen by a vote of the First Twelve, and she cannot be removed except by the unanimous vote of that same group. A vote to remove her that fails results in each woman who voted for it having to resign her position as a Wavemistress. As such, the Mistress of the Ships has a degree of authority that most queens would envy. The position does come with its drawbacks though, at least by Sea Folk lights, for the Mistress of the Ships is usually required to remain on one of the Sea Folk islands, in order to make herself more readily available to contact for the people she rules. This is a burden she shares with those poor souls who are forced to take up the temporary role of Governor of the small settlements on each of the islands.

Rank is not hereditary among the Atha’an Miere. All Sea Folk must begin at the very lowest rank and work their way up, and anyone other than the Mistress of the Ships can be demoted, even all the way down to deckhand, for malfeasance, cowardice or other crimes. As survival at sea often depends on instant obedience, it should be no surprise that the Atha’an Miere stick strictly to their hierarchy and have little patience for anyone who disobeys the orders of a lawful superior.

They use golden jewellery to make their rank readily apparent, at least to each other. The shorebound, as they often call non-Atha’an Miere, often have difficulty understanding the significance of the adornments, other than that they are rich enough to make anyone other than a noble Lady or rich merchant jealous.

Men and women were golden rings in their ears, with higher-ranked people wearing more of them than the lower-ranked. The rings also vary in thickness depending on rank. The highest-ranked Atha’an Miere, the Mistress of the Ships, wears 6 fat golden rings in each ear, for a total or 12. The Master of the Blades wears 11 fat gold rings, with 5 in his right ear and 6 in his left. A Wavemistress would have 10 fat golden earrings, 5 in each ear, her Swordmaster a total of 9, with only 4 in his right ear. A Sailmistress of a raker has 4 fat gold rings in each ear, while her Cargomaster wears 7 in total, again with one less in the right ear. A Sailmistress of a skimmer has 3 fat gold rings in each ear, while her Cargomaster wears 5 in total, again with one less in the right ear. A Sailmistress of a soarer has 2 fat gold rings in each ear, while her Cargomaster wears 3 in total, again with one less in the right ear. A Sailmistress of a darter has 2 fat gold rings in each ear, while her Cargomaster wears only 1 in his left earlobe.

Thinner earrings are worn by the crew of each vessel, again in order of rank, with the Windfinder serving the Mistress of the Ships having a total of 12 thin rings in her ears. A Junior Sailmistress, being the woman assigned to take command in the event of the Sailmistress being rendered incapable of doing her job, wears 11 thin gold rings in her ears, with only 5 in her left ear. Windfinders who serve one of the Wavemistresses wear 10 thin golden earrings. A Junior Cargomaster or a Junior Swordmaster, meanwhile, will have nine thin gold rings in his ears, with one less in the right ear. The ship’s Supplymistress, who is responsible for doling out rations of food, water, rope, oil and other essentials as needed, wears 8 thin gold rings in her ears. The ship’s Surgeon, a healer and herbalist who is always female, and the Deckmistress each get 7 thin gold rings, with only 3 of which being in their left ears, though the Surgeon will also wear a nose ring and honour chain, for she outranks the Deckmistress in the event of their roles conflicting. A Windfinder to any Sailmistress, regardless of her class of ship, wears 6 thin golden earrings. A ship’s Hullmaster will have 5 thin gold rings in his ears, with only 2 in the right ear; he is responsible for overseeing repairs to the ship during transit. Experienced female deckhands wear 4 thin rings, balanced between their ears. Experienced male ones wear 3, with 1 less in the right ear. A new female deckhand wears a thin golden ring in each earlobe, while the newest male deckhand on a darter would have only 1 thin ring in the lobe of their left ear.

These rings are expected to be provided by the Sailmistress, in the shameful event that the sailor or their family cannot afford to buy some themselves. The only Atha’an Miere without an earring of some kind are degenerates, or cripples, who have never served on a ship at all. They are scorned by the rest of the Sea Folk.

Women of the rank of Sailmistress or above, in addition to the Surgeon and all Windfinders, wear rings in their left nostril as well, with a golden honour chain linking it to the ring in their left earlobe. This chain is usually unadorned, but the highest-ranking women among the Sea Folk will have tiny medallions hooked onto it. The medallions can indicate such things as seniority, the type of ship one serves on, the clan one comes from, and particularly noteworthy accomplishments. To better support the weight of these medallions, the metal of the honour chain increases in thickness as an Atha’an Miere grows more accomplished.

Other jewellery such as necklaces and bracelets are often worn as well, by both men and women, at least when not working. These are just worn as adornments and displays of wealth, however, being more of an unofficial signal of rank than the rest. Some Atha’an Miere are fond of carrying a perfume box as well, this being a small, golden and ornate filigree box that dangles from a necklace and is kept filled with a pleasant scent of their choice.

Their jewellery is not the only outward sign of the Sea Folk’s wealth. Their preferred style of clothing features a great deal of brocaded silk or bright colours. Silk is often used in their baggy trousers, their loose shirts and blouses, and in the long sashes that they knot about their waists.

The Sea Folk love of hierarchy even extends to the knots they use to tie their sashes, and the parasols they use to shield themselves from the sun when out on the deck of their ships or visiting foreign lands. The Mistress of the Ships rates a fringed blue parasol of four tiers. The Master of the Blades rates a fringed blue parasol of three tiers. The Windfinder to the Mistress of the Ships rates an unfringed blue parasol of three tiers. A Wavemistress uses a two-tiered, gold-fringed red parasol. A Swordmaster is merits a fringed red parasol of one tier, while a Windfinder to a Wavemistress rates an unfringed red parasol of one tier. Anyone else who wishes to use one is required to keep it plain white.

That love of hierarchy does not include the bows and salutes common among the nations of Valgarda, save for the exception of an apprentice Windfinder, who is expected to bow to any senior Windfinder. Others signal their assent or regard by touching their fingertips to certain parts of their bodies, such as the heart, forehead, or lips. More personal agreements and departures, those with family or close friends, can involve touching the other person’s lips as well.

While most authority rests with the females of the Atha’an Miere, the males have a line of ranks running parallel to them and can, in certain circumstances, overrule their feminine betters. Defence and trade are the two areas that are primarily considered male responsibilities. The highest-ranking man on a Sea Folk vessel can, by law, assume temporary command in the event that the ship comes under attack. He is also obliged to take care of any trade negotiations when the ship is in port, regardless of whether the Sailmistress would prefer to attend to that task herself or not.

The Master of the Blades is the highest-ranked man. He is chosen by the Mistress of the Ships, and is usually her husband or a close family member. Though the Atha’an Miere have never formally declared war or any nation, in the event that they did, the Master of the Blades would be expected to oversee the war effort. Beneath him are the Swordmasters, twelve men who take the same role with their Wavemistresses that he does with the Mistress of the Ships. A step down from them are the Cargomasters, who are much more numerous, as they serve the Sailmistresses on each and every Atha’an Miere ship.

Sea Folk men prefer to fight with a thick-bladed sword of medium length, with a slightly curved blade that is sharpened completely on one side and sharpened for one third of the other side, starting at the tip. Men and women will also carry a curved dagger of similar design, usually kept attached to their sashes. The hilts of these blades vary in ornateness depending on the rank of their owner. Men and women are also trained in the use of long bows made from goldenheart wood, with which they are accounted excellent shots. Outside of the thick, quilted coats that they wear in cold weather, the Atha’an Miere do not make use of anything that might be considered armour.

A notable divergence in armament is the ship’s Mistress of the Law, an experienced female sailor (2 thin rings in each ear) who is responsible for investigating and punishing any infractions in Atha’an Miere laws. She carries, in addition to her dagger, a leather whip with an ornate handle that is used to discipline lawbreakers.

The twelve Atha’an Miere clans are, in alphabetical order: Clan Adnakaw, Clan Catelar, Clan Dacan, Clan Kumoga, Clan Narwa, Clan Nautilus, Clan Rossaine, Clan Sereni, Clan Shodein, Clan Somarin, Clan Takana and Clan Varun.

Though a Sea Folk man does not take his wife’s name on marriage, he is considered to have married into her clan should they have been born into different ones. Most of the crews on their ships will come from the same clan, with the notable exceptions of the Windfinders, who are assigned to specific vessels, often belonging to different clans than their own, by order of the Mistress of the Ships. This is done to ensure that no one clan can gain a monopoly on the Windfinders’ powers.

**\*Atswe, of the Cumo sept of the Shiande Aiel** (pronounced AT-sway): *Sha’mad Conde*.

A hotheaded Aiel warrior who perished while defending the Theren from a Trolloc incursion.

Atswe was 6` tall. He had yellow hair and grey eyes.

He was born in 976NE and was one of those chosen to cross the Spine of the World in search of He Who Comes With the Dawn. He was successful in that task, but did not survive to boast of it. He had an elder sister named Samwe, who is a Wise One’s apprentice.

**\*Avaleen din Gronpre Hidden Blade** (pronounced ah-vahl-EEN dihn GRON-pree): A forward-thinking Atha’an Miere woman of Clan Somarin. Former Sailmistress of the soarer *Liberty*.

Avaleen is a passionate woman with a rebellious streak. She often chafes against societal restrictions and can be hotheaded at times. She is a responsible leader, who cares for others. Intelligent and charming, she has more of an interest in economic dealings than is considered appropriate for a Sea Folk woman, who are expected to focus on commanding the ships and crews instead. She is a skilled knife fighter and a better than average shot with a bow.

She is 5`7`` tall, weighs 135lbs, and has a light brown skin tone. She is a beautiful woman, with full lips and a slender figure that still shows signs of her more athletic past. She has large brown eyes and thick, curly black hair which she usually wears gathered into multiple braids that hang down her back. There are several small scars on her face, one cutting through her right eyebrow and another just above the right side of her upper lip. She has a well-rounded bottom and breasts of average size for her height and weight.

There are 2 fat golden rings in each of her ears, a pair piercing her lobes, and another pair piercing her auricles. There is another golden ring piercing her left nostril, and a thin golden chain runs between it and the ring in her left earlobe.

The backs of her hands are tattooed in black ink. Notable images on her left hand include a stylised eagle’s head and a cresting wave, symbolising her parents, and a pair of curved swords crossing, symbolising her clan. On her right hand there is a stylised design reminiscent of broken chains, which represents her service on the *Liberty*, and a wheel of eight spokes, with each spoke ending in a handle, which symbolises her promotion to Sailmistress. Upon the web between the thumb and forefinger of her right hand can be seen a six-pointed star.

Avaleen was born in 971NE to Jeen din Gronpre Soft Breeze and her husband Agatay din Macan Sharp Eyes (pronounced ah-GAH-tay dihn mah-CAN). She is the eldest of their three children. Her mother died birthing her brother Asheron when Avaleen was 15. Driven into responsibility at an early age, Avaleen soon surpassed her age-mates among the Sea Folk. She eventually rose to the position of Sailmistress and was granted command of the soarer *Liberty*, which belongs to her clan.

She appointed her father as her Cargomaster and her cousin and best friend Jeraldeen din Gronpre as her Supplymistress. Though trading should have been his responsibility under Atha’an Miere law, Avaleen and her father agreed that she would handle that business as well as the running of the ship, since she had a greater interest in it. He would serve as her mouthpiece in such matters, in order to keep up the facade of propriety.

The *Liberty* visited Tear in 997NE, seeking better trade deals, but Avaleen was frustrated by the Tairens’ hostility towards foreign merchants. She cut a deal with Estevan Bocento which involved her going to war torn Cairhien to purchase goods for him. On her way back to Tear, she spotted a half-dressed man standing alone on the riverbank, looking lost. A sudden curiosity drove her to stop the ship and pick him up. The man proved to be Rand al’Thor.

Instantly attracted to his exotic looks, and knowing that he was in her power, Avaleen still resisted her first impulse, deeming it unworthy of her. The temptation lingered, however, and after an attack on the *Liberty* that cost the lives of several of her crew, she finally gave into it. She pressured Rand into having sex with her as recompense for her ferrying him to Tear, and he acceded to her demands. They slept together every night of the remaining journey to Godan, and grew fond of each other in the process.

At Avaleen’s request, Rand accompanied her to a meeting with Bocento in Godan, one that ended with him trying to swindle and kill her. The ambush was defeated with the help of her Windfinder Ororo, who revealed to Rand her ability to channel in the process. That secret is fiercely guarded by the Atha’an Miere, and many of them urged that Rand be killed to protect it, but Avaleen chose to spare him, in part because of her feelings for him, and in part because he revealed himself as a male channeler who was bound for the Stone of Tear ...

Avaleen suspected that something momentous was occurring with Rand, and so ordered the *Liberty* to visit Tear instead of its next scheduled port. There she learned that the Stone of Tear had fallen to Rand. This revealed him to the rest of the world as the Dragon Reborn, but to Avaleen and the Sea Folk it revealed him as the *Coramoor*.

Wanting to help him, and to atone for his mistreatment of him, Avaleen sought Rand out and volunteered her services. He took her on as his Mistress of Finances, and had her manage the investment of the money he’d come into when he took control of Tear. With Tam’s help, they arranged a contract, and Avaleen set about looking for ways to exert financial control of the industries that she thought Rand would need to further his cause. Since she could not perform that role while also acting as Sailmistress on *Liberty*, Avaleen gave over control of her ship to Jacaline din Obrai Fog Runner. She bid a sad farewell to her crew when they sailed shortly after, but was comforted by the fact that her immediate family had decided to remain with her.

She was also comforted by the developments in her relationship with Rand, who not only forgave her for what she’d done to him, but continued to act as her lover, willingly this time. She also became intimate with the Tinker Merile, and took part in an orgy with Rand that featured Imoen, Saeri, Berelain and Elayne. When Rand left Tear, Avaleen stayed behind to continue her work.

**\**Avendesora*** (pronounced Ah-vehn-deh-SO-rah): The fabled Tree of Life, spoken of in many legends. Supposedly, a fellow named Ghoetam sat beneath its branches for forty years and gained enlightenment. Other legends link it to the Green Man.

Though the legends never specified its location, the tree that most call *Avendesora* was grown in the heart of Rhuidean, in the Aiel Waste, having been planted there by the Jenn Aiel in the aftermath of the Breaking of the World.

The actual truth of the Tree of Life is a bit more mundane than the legends of it. *Avendesora* is a chora tree, the last known to exist. These trees were once commonplace in the Age of Legends, and are enhanced with the One Power in such a way as to inspire peace and contentment in those who draw near. The legends spoken of it are simply garbled recollections of those times, with little direct link to the actual tree in Rhuidean.

The Aiel took a sapling from *Avendesora* and gave to the Cairhienin as a gesture of peace in 566NE. *Avendoraldera* (pronounced Ah-ven-doh-ral-DEH-rah), as it came to be known, grew in the city of Cairhien for four hundred of years, until it was ordered cut down by Queen Laina Damodred so that she might have a fine new throne made from its wood, an act which precipitated the Aiel War.

Aside from the relaxation they inspire, the chora trees were and are most notable for their distinctive trefoil leaves.

**\*Aviendha, of the Nine Valleys sept of the Taardad Aiel** (pronounced ah-vee-EHN-dah): A former *Far Dareis Mai* who is now an apprentice Wise One.

Most Aiel tend to be serious and honour-bound; Aviendha more so than usual. All Aiel are trained in combat; Aviendha took those lessons more seriously than usual as well. She had never wanted to be anything but a Maiden of the Spear, and dedicated her life to that singular goal, but was obliged to become a Wise One instead.

She is a beautiful, strong-faced woman with dark red hair and blue-green eyes. Standing 5`11`` and weighing 160lbs, she has a muscular yet curvaceous figure. She has full breasts, a narrow waist, and flaring hips. Her hands and face are tanned from the sun, but the rest of her skin is pale.

Aviendha’s strength in the One Power is measured at 12 on the 69 point scale.

Aviendha was born in 980NE to Morin and Amos of the Nine Valleys sept. Her father died in battle when she was four, and she has no living siblings save a first-sister named Niella who is six years her senior. She has numerous, more distant, relatives in the Taardad clan, however, notably the clan chief Rhuarc, who is married to her sister-mother (aunt on her mother’s side) Lian, and her second-sister Dailin, who is the daughter of her other sister-mother, Tamela. She and Dailin are of an age, and have been close friends since childhood.

Aviendha and Dailin were among those who journeyed past the Spine of the World in search of He Who Comes With the Dawn circa 996NE. During their search they were accosted by a patrol the Tower Guard who thought them hostile. Dailin was mortally wounded in the fighting but was saved by Nynaeve al’Meara, whom Aviendha approached for help, meeting Elayne, Dani and Ilyena in the process. Aviendha journeyed to Tear with the rest of the Aiel searchers, and took part in the attack on the Stone of Tear that coincided with Rand al’Thor’s claiming of *Callandor* and resulted in the fall of that once-invincible fortress.

She was reunited with Nynaeve and Elayne while staying in the Stone, and advanced her friendship with them. Sadly, Dailin died at the hands of a Myrddraal during the Moridin-led attack on the Stone, though Aviendha was glad that she had died with honour. To her great dismay, Aviendha received a letter from the Wise Ones demanding that she return to the Waste to begin training with them. She wanted to refuse their command but honour bound her to obey. She returned to the Three-fold Land with Rand al’Thor, travelling by way of the Portal Stones.

Heartache awaited Aviendha on her return home. Though devoted to the Maidens, she was born with the ability to channel. By Aiel law, any such woman is obliged to train as a Wise One, which meant that Aviendha was forced to give up the spear and her membership *in Far Dareis Mai* to become an apprentice to Amys, her aunt my marriage. Further heartache was soon added, as the Wise Ones conceived the idea of trying to pair her with Rand, despite the fact that she had promised to look after him for her friend Elayne. Aviendha resisted this idea as much as the constraints of honour would allow, while instructing him in Aiel customs as ordered. Despite her hostility towards him, she took to wearing an ivory bracelet carved with roses and thorns that Rand gave her.

**\*Ayame Kodachi** (pronounced eye-AH-may ko-DAH-chee): A Shienaran soldier who likes to wield two short swords at once.

Ayame is a ruthless fighter, with a biting, sarcastic sense of humour. He is much less polite than the average Shienaran. His best friend is Rikimaru, and he sometimes wishes they could be more.

At 5`7`` tall and weighing 160lbs, Ayame is smaller than average. His is a wiry strength. Pale-skinned and with a pretty oval face, he has lightly hooded brown eyes, and black hair that he wears in the style of a Shienaran warrior—a dark topknot with the rest of his dead shaved.

He was born in 977NE and orphaned in a Trolloc raid on his home village of Kio in 989NE. The soldiers who saved Ayame and what was left of his village took him back to Fal Dara, and began to train him in their ways. He threw himself into that training with a vengeance, and soon came to excel at combat. Rikimaru Azuma, who had been among the soldiers to rescue him, soon came to be his best friend.

In 996NE he fought at Tarwin’s Gap when Queen Kensin rallied the Shienarans against a massive Trolloc horde that gathered there. Not long after that, he was among the soldiers Lord Ingtar Shinowa led in pursuit of the Horn of Valere, which had been stolen by Padan Fain. They chased Fain all the way to Falme, suffering a mishap with a Portal Stone along the way which showed them a great many of the Lines of If. At Falme they saw Rand al’Thor proclaimed the Dragon Reborn by the Heroes who came at the Horn’s call. Katsui and his fellow armsmen swore fealty to Rand afterwards.

Ayame helped to protect Rand all throughout his journey east from Falme, fighting at the Battles of Tarcain Cut and Emond’s Field most notably. He saw the fall of the Stone of Tear, and helped defend it from the Shadow when the Forsaken Moridin led an assault on that great fortress.

He accompanied Rand into the Aiel Waste, while secretly seething at the truncated role he and his fellows were forced to play, and less secretly missing Rikimaru.

**\*Ayla, of the Lost Circle sept of the Chareen Aiel** (pronounced AY-lah): *Far Dareis Mai*.

A brave woman, she is a skilled fighter and tracker, and is particularly good with the bow. She is proud and fierce, with a competitive streak, and is not noted for her tolerance of weakness.

Ayla is 5`9`` tall and weighs 155lbs, with a leanly muscular build. She has dark red hair, grey eyes, and a handsome, unsmiling face.

She was born in 967NE. She and Lidya have been friends since they were girls, but only became lovers after adopting each other as first-sisters in their mid-twenties. They were among the last to leave the Waste in search of He Who Comes With the Dawn, having lingered with Aviendha.

They met with Nynaeve al’Meara when she saved Dailin’s life, and chatted with Elayne about the customs of the Maidens. They then journeyed to Tear, where they took part in the attack on the Stone which resulted in the fortress’ prophesised fall. Afterwards, she briefly encountered Mat Cauthon, who tried to flirt with her while excluding her first-sister.

She helped captured the Stone of Tear, and later defended it from the Shadow. When Rand al’Thor journeyed from Tear to Rhuidean, Ayla accompanied him, glimpsing the Lines of If in the process. She and Lidya went to the Roof of the Maidens, where they were reunited with him in time to see him become the first man to be allowed to stay under said roof after he agreed to let *Far Dareis Mai* serve as his honour guard. They did not take part in the celebratory orgy that followed, but did decide to share him between them later on. Ayla also took part in an archery contest at Cold Rocks Hold, and was annoyed to be beaten at what she considered her specialty.

**\*Azula Sozin** (pronounced ah-ZOO-la soh-ZIHN): An Aes Sedai of the Red Ajah.

Azula is very skilled and highly intelligent. She maintains an aloof and aristocratic veneer, which somewhat hides her penchant for cruelty. She is a shrewd manipulator.

A notably beautiful woman, Azula stands 5`5`` and weighs 115lbs. She has a slender build, with full breasts and a narrow waist. She prefers to wear her straight black hair tied up. Her slightly hooded eyes are a very light brown, almost amber, while her skin has an even lighter amber tone to it.

Her strength in the Power is 15/69. She has Talents for Cloud Dancing and Fire Breathing, with the latter being particularly rare in women.

Azula was born in Kaltor to a noble family from Azaria in 956NE. She was born with the spark, and her ability to channel manifested both early and spectacularly in 968NE, resulting in some fiery deaths. Her parents dispatched her to the White Tower with haste. She was the strongest channeler the Tower had seen since Cadsuane Melaidhrin, and much was made over her. After spending four years as a Novice and three as an Accepted, she was raised Aes Sedai in 975NE. The Red Ajah considered it a great boon that she chose to join them on gaining the shawl.

Like the rest of her Ajah, Azula sided with Elaida in the coup that pulled Siuan Sanche from the Amyrlin Seat.

**\*Bael, of the Jhirad sept of the Goshien Aiel** (pronounced BAIL): Chief of the Goshien. He was *Sovin Nai*.

Like almost all Aiel, he is a hard and honourable person, but he has a warm heart as well.

Bael is extremely tall, standing 6`10`` and weighing about 275lbs. He is lean of face, with greying, dark red hair, and sharp blue eyes. His voice is quite deep.

He was born in 949NE. Likes the rest of the Goshien, he did not fight in the Aiel War. His wife and roofmistress is named Dorindha, and they have three sons together.

He was present at Alcair Dal in 997NE when Rand al’Thor and Couladin of the Shaido both claimed to be the He Who Comes With the Dawn. When Rand proved that he had been to Rhuidean and taken the test, while Couladin had not, Bael acknowledged him as the *Car’a’carn*.

**\*Baerlon** (pronounced BAYR-lon): A large and relatively prosperous town in the far east of Andor, whose industry is focused on the mining and smelting of iron ore. A log wall, nearly twenty feet tall, surrounds the town, with wooden watchtowers scattered along its length. There are three gates in the wall, each opening onto a dirt road. The Whitebridge Gate leads west, the Miner’s Gate leads south to the mines and the Farmer’s Gate leads east. Farms lie scattered about the town, thickest to the north while only a few break the forest to the south and east. It is the first major settlement one might encounter on leaving the Theren, and the last for quite some time afterwards. The Kingswood to its north, and the Hills of Absher to its east are mostly depopulated. Baerlon is ruled by a Governor, who owes allegiance to the Lion Throne of Andor, but the town is semi-independent. It is policed by its own Town Watch and, like the Theren, never sees any sign of the Andoran Queen’s Guards. The Governor of Baerlon in 996NE was a woman named Ada Heran.

**\*Bain, of the Black Rock sept of the Shaarad Aiel** (pronounced BAYN): *Far Dareis Mai*.

Young and spirited, she has a curious and adventurous nature, and likes to tease people. Her sense of humour is more cutting than that of her first-sister Chiad and she has a bad temper.

Bain is a pretty girl with an athletic build. She is 5`8`` tall and weighs 135lbs. She has dark blue eyes and fiery red hair cut short with a narrow tail at the back. Her breasts are fairly small.

Bain was born in 978NE. She became friends with Chiad, despite their clans having been involved in a blood feud for four centuries, shortly after joining the Maidens of the Spear, and the two of them eventually adopted each other as first-sisters. They are lovers, and never allow a man or woman to sleep with one without also sleeping with the other.

She and Chiad were among those sent across the Dragonwall to find He Who Comes With the Dawn. They ventured far to the west where, in early 997NE, they encountered Rand al’Thor in the city of Aringill and attached themselves to his party along with a Stone Dog named Gaul who was from Bain’s own clan, and who she had had poor relations with in the past.

Bain befriended Faile while travelling with them to the embattled Theren. While staying there, she and Chiad shared Wil al’Seen’s body, thinking him pretty, but it was not a romantic encounter for either woman. Bain grew concerned as she watched Chiad’s developing affection for Gaul, one which was complicated by his poor relations with Bain, as well as by his desire for marriage and children rather than a simply sexual relationship. When the rest of the Aiel searchers departed the Theren in pursuit of Rand al’Thor, Bain remained behind with Chiad and Gaul.

**\*Bair, of the Haido sept of the Shaarad Aiel** (pronounced BAYR): A senior Wise One dreamwalker. She cannot channel.

Bair is a stern and strong-willed woman, but she is not inflexible and can adapt to changing times. She has outlived three husbands and has many children and grandchildren. She has trained many apprentices, too, Amys not least among them.

Bair has a creased, grandmotherly face and white hair. She has a reedy voice and pale blue eyes. She is thin and bony with pale blue eyes in a leathery, wrinkled face. She had yellow hair when she was young.

She was one of the four Wise One dreamwalkers who met Rand al’Thor when he first came to the Three-fold Land, and who gave him permission to enter Rhuidean. After he emerged marked as the *Ca’a’carn*, she had her fellows resolved to find a way to steer their people through the troubled times they knew he would bring them. They also agreed to teach him how to use *Tel’aran’rhiod*, since he was a dreamwalker, too.

**\*Balthamel** (pronounced BAAL-thah-mell): A Forsaken whose name can be translated to the Common Tongue as “Essence of Youth”. Balthamel was born male but decided to have gender-alteration surgery about 80 years before the end of the War of the Powers. The medical technology of the Age of Legends was highly advanced, and the conversion process was fairly complete. Balthamel possess fully functional female reproductive organs and could conceive children in the unlikely event that she so chose. The only remnant of her time as male is her ability to channel *saidin*, as opposed to *saidar*. Her original name was Eval Ramman (pronounced EE-val rah-MAN).

Balthamel has ivory skin, glossy black hair and green eyes. She is very beautiful, with an oval face and a voluptuous figure. She stands 5´11´´ tall and weighs about 150lbs.

On a scale of 1 to 69, her strength as a channeler is measured at 4. She possesses a *valdarhei* which is overseen by a *Sysan Odiva* named Puki, whose illusionary appearance is that of a small, naked boy with fluttery wings. Puki is notably irreverent, but like all *Sysan Odiva* is obliged to obey and protect his owner. One of the *ter’angreal* in her *valdarhei* allows for the generation of protective shields.

Eval Ramman was not highly regarded by her peers, as evidenced by her lack of a third name. Even before turning to the Shadow Balthamel was a noted hedonist with a taste for rough company, and had a violent temper. This was true before and after changing her gender. She enjoying studying ancient cultures, and found descriptions of their barbaric practices exciting. During the War of the Powers she operated a spy network for the Shadow, performed assassinations and occasionally governed captured territory.

Balthamel was the second Forsaken to be released from the Bore, when the seal on the Dark One’s prison began to crumble. She occupied herself with exploring the new world, which she found fascinatingly barbaric, but soon came to miss the comforts she had taken for granted in the Age of Legends. She was sent by Ishamael to take the Horn of Valere from Fal Dara and ordered to deliver it into the hands of Padan Fain, which she did, albeit reluctantly. She killed the Aes Sedai Berisha Terakuni and her Warder Paras Invaskar in the process.

During a meeting of the Forsaken in *Tel’aran’rhiod* just after the battle at Falme that marked Rand al’Thor’s official declaration as the Dragon Reborn, Balthamel attempted to urge her fellow Forsaken to ignore the orders left by the now-comatose Ishamael and instead take the opportunity to kill Rand while he was still weak. To her dismay she was unsuccessful, as most of the Forsaken were more interested in parcelling out the various nations of Valgarda among themselves, and in arguing over who should get what. The attempt alone was enough to win her Lanfear’s enmity.

She had better success with Moridin when he was released from the Bore, and managed to manipulate him into attacking Rand for her. It was with some dismay that she learned that the attack resulted in Moridin dying at Rand’s hand.

**\*Barthanes Damodred** (pronounced bahr-THAN-nehs DAH-moh-drehd): The High Seat of House Damodred in 996NE. He was the chief rival of Queen Galldria and secretly a Darkfriend.

The banner of House Damodred shows a Golden Tree with a golden crown above on a black field. Their stripes of rank are red, green and white. Barthanes’ personal sigil was a charging boar.

At 6´2´´, Barthanes was very tall by Cairhienin standards. He was a handsome man with a slim build, dark eyes and long black hair which had begun to turn grey.

Barthanes was born in 944NE and was the eldest son of Prince Aldecain Damodred. His family took extensive casualties during the Aiel War, among them his father and mother and several of his siblings, as well as his aunt Queen Laina, her husband Moressin and all their children. Barthanes became High Seat of House Damodred in the aftermath of the war, at age 35, setting aside the claim of his youngest sister Caraline, who was 10 at the time. He contested for the Sun Throne in the Fourth War of Cairhienin Succession but was defeated by Galldria Riatin. House Damodred’s removal from the throne was primarily a result of the blame placed on Queen Laina for provoking the Aiel War, but Barthanes’ gender was also a factor in his perceived unsuitability.

Not long after losing the throne and being demoted from Prince to mere Lord, Barthanes turned to the Shadow in pursuit of advantages he could use against his enemies. He received many such favours and granted many others in turn, and was able to restore a large part of House Damodred’s power. It also allowed him to maintain his place as High Seat even after his sister reached adulthood. Barthanes preferred the company of other men. He was never married, and had no children.

In 996NE an encounter with Rand al’Thor led to Barthanes blurting out his allegiance to the Shadow, an uncharacteristic indiscretion caused by Rand’s *ta’veren* nature. The Shadow, ever conscious of the need for secrecy among its agents, had Barthanes killed not long afterwards. His assassination was followed within a day by that of Queen Galldria and the combination of both led to a civil war in Cairhien.

**\*Basel Gill** (pronounced BAH-zehl GILL): The innkeeper of The Queen’s Blessing in Caemlyn.

Basel is a good and upstanding man, and any who took him too lightly would be in for a rude awakening. He is very loyal to Queen Morgase, though he is not above criticising her.

He is stout and pink-faced with grey hair that he combs over a bald spot. He is 5`8`` tall and weighs about 340lbs.

Basel was born in 943NE and served as a soldier in the Aiel War. Among his employees at The Queen’s Blessing are Coline the cook, Ramey the groom, Gilda the maid, and Lamgwin Dorn the bouncer. He has been a friend of Thom Merrilin’s for decades, and is therefore a friend of Thom’s friends, as he proved when he welcomed Rand and Mat to his inn, the latter on two occasions, the most recent of which occurring in early 997NE, where Mat revealed to Basel that “Lord Gaebril”, the Queen’s consort, was plotting to have the Daughter-Heir killed.

**\*Bast, of the Iron Mountain sept of the Taardad Aiel** (pronounced BAST): *Tain Shari*.

He is a rude boy who looks down on anyone who is not Aiel, but he does not lack courage.

Bast has yellow hair and blue eyes. He has a round face, tanned skin, and a lean build. He is 6`2`` and weighs 200lbs.

Though born in the same year as Rand al’Thor—978NE—Bast took an instant dislike to him when he arrived at Iron Hold. His desire to take part in the orgy that sprung up after Rand visited the sweat tents that day had nothing to do with affection and everything to do with putting a wetlander in what he saw as “his place”.

**\*Bayle Domon** (BAIL DOH-mon): An Illianer merchant captain with a taste for exploration and a history of less-than-legal activities. He is the owner of the *Spray*.

Bayle is 5´10´´ tall and weighs 250lbs. He is round of body and of face, but far from soft. There is much more muscle than fat on him. He has large hands and thick arms. He has curling black hair that falls to his shoulders and a long, black beard that leaves his upper lip bare. His skin has an olive complexion. Dark hair covers much of Bayle’s chest, stomach, shoulders and bottom. His cock is quite thick and of average length.

Bayle was born in Illian in 954NE to a common family. He grew up in the Perfumed Quarter of the capital city. In 996NE his ship was captured by Egeanin Sarna during a trading trip to Falmerden and he was forced to spend several months entertaining the Seanchan High Lord Turak with tales of Valgarda. His crew grew increasingly disgruntled at the time spent in a foreign port, unpaid, and Bayle began to fear mutiny would await when he finally left. He entertained the idea of resorting to several unpleasant activities in order to prevent this, before finally deciding to rob the High Lord’s antique collection while the Battle of Falme was being fought outside the city walls. He fled Falme with his treasures; among them a certain *cuendillar* disk, half black and half white, divided by a sinuous line.

His efforts to sell these items drew the attention of some less than savoury personages, among them “Lord Brend” of the Council of Nine. On returning to Illian from a sales trip in which he had met and befriended Mat Cauthon, and also become intimate with him, Bayle was invited to meet said lord, who wanted to purchase some of the items in his collection. Those items proved to be, unbeknownst to Bayle, a male *angreal* and one of the Seals on the Dark One’s prison. “Lord Brend” also proved to be an alias for Sammael. While unwittingly delivering such items into a Forsaken’s hands was bad enough, things got worse when Sammael recognised Mat, who had accompanied Bayle to the meeting. He attacked them, intent on killing Mat. Bayle stepped in front of him and took the blow for Mat, who then fell out of a window into the canal, leaving Bayle to face Sammael’s fury.

**\*Beatrix Ellis** (pronounced BEE-tricks EHL-ihs): An Aes Sedai of the Green Ajah.

Beatrix is a loyal and disciplined woman, who believes in following the law. She can be merciless with her enemies, but she is kind to her friends. She is an experienced and dangerous combatant.

Beatrix is a good-looking woman, with fair skin, long brown hair, and brown eyes. Or brown eye, at least, since she lost the right one in battle. She is slender, with a fine figure and large breasts. She stands 5`7`` tall and weighs about 130lbs.

Her strength in the Power is 35/69. She has Talents for Healing and Cloud Dancing.

Her only current Warder is a strong and blocky man half a foot taller than, with dark eyes and dark hair, named Aedwin Stein (pronounced AY-dwihn STIHN). A fellow Andoran, he is very loyal and determined, but a lot more emotional than she is.

Beatrix was born in Caemlyn in 873NE. She came to the Tower in 890NE, spent five years as a Novice and five as an Accepted, and was raised Aes Sedai at the turn of the century. She chose the Green Ajah, and was often seen in the Borderlands in the years that followed.

Beatrix sided with Elaida and the law during the Tower coup of 997NE, and fought against several of her fellow Aes Sedai in the conflict that erupted over it, killing a Yellow sister named Rosil in the process. She lost her right eye in that conflict, too.

**\*Be’lal** (pronounced BEH-lahl): A Forsaken general and blademaster whose name means “The Envious”. He is sometimes called Netweaver as well.

Be’lal is 6`1`` tall and weighs about 175lbs, with a slender build. He has a dark, olive complexion and his hair and neatly-trimmed beard are white. He has dark eyes.

His strength is 5/69. The *Sysan Odiva* that oversees his *valdarhei* is named Labrys. It has a notably irreverent attitude, which Be’lal often finds annoying, but it is far too useful to do without.

Be’lal was once an Aes Sedai named Duram Laddel Cham (pronounced duh-RAM LAH-dehl CHAM), who worked as a lawyer in the Age of Legends. He was noted for his cunning and his careful planning. During the War of the Powers he emerged as one of the best generals for the Light. Along with Lews Therin, he was responsible for turning swordplay from the formalised dance it had become in that Age back into the deadly art it once was and currently is, making him one of the first blademasters in history. It is said that Be’lal turned to the Shadow because he was jealous that Lews Therin received greater acclaim for their victories than he did. While serving the Shadow, he also grew to envy Ishamael and Lanfear, who were better regarded than he was by the Dark One. He was part of the army that razed the Hall of the Servants towards the end of the war, and is quite proud of that accomplishment.

Be’lal was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. He was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. He was among the group of seven released late in that year; the ninth to be returned to the world. He took some time to familiarise himself with the new world, then attended a meeting in *Tel’aran’rhiod* where he and the other Forsaken plotted to divide Valgarda between them. Be’lal’s ambition focused on Tear, and the *sa’angreal* held in its heart.

As part of his plans for Tear, Be’lal ordered thirteen of the Black Ajah to raid the White Tower’s *ter’angreal* storeroom and bring to him certain items they found there, in addition to themselves. He took to himself the alias of “High Lord Samon”, as well as the sigil of a silver-gauntleted fist clutching jagged lightning bolts, as he positioned himself inside the Stone of Tear and awaited Rand al’Thor’s prophesised arrival.

Be’lal intended to wait until Rand had disabled the wards that protected *Callandor* before killing him and claiming the *sa’angreal* for himself. He knew the timing would have to be perfect, for he’d have only a brief moment between *Callandor* being freed and Rand becoming frighteningly powerful while armed with it. He prepared several contingencies, such as the wards of his own he placed near *Callandor*, that were intended to stun and disable Rand, and the circle of thirteen Black Ajah he’d ordered sent to him from Tar Valon, which would be able to shield anyone, no matter their strength in the One Power.

None of his preparations were enough. The Black Ajah were left with only twelve members after Nynaeve’s Accepted managed to kill Berylla Naron, and his wards were disabled by Moiraine Damodred when she attacked him in the Stone, interrupting his duel with Rand, which Be’lal had been winning handily. He barely survived Moiraine’s attack, as he arrogantly allowed her to get so close that the Balefire she shot at him would likely have killed him if not for the warning from his *Sysan Odiva*. Though he was able to rally and defeat her, by the time he’d done so Rand had claimed *Callandor*. Faced with an overwhelmingly more powerful channeler, Be’lal used Travelling to flee the Stone of Tear in shame and defeat, uncaring of the prohibition against using that weave in front of anyone from the Tenth Age who might be able to learn it.

**\*Belevaere Osiellin** (pronounced BELL-eh-veer oh-SEE-ehl-lihn): A Cairhienin noblewoman, lusty and lacking in loyalty. She is chatty yet polished. She is somewhat serious and competitive.

She has long dark hair, brown eyes, and is quite pretty.

Belevaere was born in 969NE. Her House was not particularly highly ranked and did not have very many branches so her parents married her off to her cousin Amondrid at a young age.

She encountered Rand al’Thor at a ball in Cairhien in 996NE, where she involved him in one of the uninhibited encounters that often spring up during such get-togethers of the Cairhienin nobility. She was joined in this encounter by Breane Taborwin and Alaine Chuliandred. The presence of the latter woman was both vexing and exciting to her, for they had long been rivals and Rand’s efforts to force them to get along were oddly thrilling.

**\*Berelain sur Paendrag Paeron** (pronounced BEH-reh-lain suhr PAY-ehn-DRAG pay-ROHN): The First of Mayene, Blessed of the Light, Defender of the Waves, High Seat of House Paeron.

She is a strong-willed woman, patriotic and proud, who will use every means at her disposal to achieve her goals. She is not above using her body to get her way, something which she has been obliged to do at times in the past, since she and Mayene’s political positions are so precarious. She is flirtatious and spirited, vocal and competitive, and far from stupid.

Berelain is a very beautiful woman. She has large, dark eyes, and long, glossy, black hair. She has a voluptuous figure, with large breasts, wide hips, and a curvaceous and fleshy bottom. She has an olive skin tone, stands 5`7`` tall and weighs about 145lbs. She has slim hands and a regal bearing.

Berelain was born in 974NE and is the eldest of the four children of Agustin and Maria, who was First of Mayene before her. She had a close relationship with her father, who loved her back, but she and her mother were distant. Both of her parents were lost at sea when she was nine, so Berelain became High Seat of House Paeron and First of Mayene in 984NE at age ten. Lord Cregan Kratz was her Regent and Guardian for the remaining years of her childhood. She banished him from her sight on her sixteenth nameday, for his dour and dutiful strictness had worn on her nerves.

When she departed Mayene on a diplomatic mission to Tear in 996NE, however, she summoned Lord Cregan back and placed him in command of Mayene, watching over the Second Lady, her twelve-year-old sister and heir, Miselle. Despite her exiling of him, she trusted his honesty and loyalty completely.

Berelain did not return from that mission at the expected time, for the High Nobles kept her as a “guest” in the Stone while they tried to pressure her into giving Mayene over as a province of Tear, something which Berelain would never have allowed. She was still in the Stone when it fell to the forces of Rand al’Thor, now acknowledged as the Dragon Reborn. Lanfear gave her a message to carry to Moiraine, but Berelain was more interested in arranging meetings with Rand and Rhuarc.

Rhuarc was easy to meet with, but hard to influence, and proved immune to her feminine wiles, being already married. He began to treat her like a daughter or niece afterwards, which Berelain found surprisingly endearing.

She had a difficult time getting her hands on Rand at first, too, but her persistence paid off in the end. Though she managed to manoeuvre her way into his bed, and win his ear—among other things—it was not without consequence. Not only did she find herself caught up in what had come to be called a “bubble of evil”, wherein the Dark One’s influence on the Pattern caused Rand’s reflections to attack him—and her, but she also won the enmity of Elayne Trakand. The two noblewomen became rivals for Rand’s affections, but Berelain did not hold out much hope of victory in the long run, since she knew that Elayne was much higher ranked than her. That concession manifested in her taking a more submissive role than Elayne in the farewell orgy that occurred just before Rand left Tear, leaving Berelain with the a treaty guaranteeing Mayene’s freedom from Tairen control. He also left her rather conflicted in what to do next.

**\*Berowyn al’Vere** (pronounced behr-oh-WIN ahl-VEHR): A Therener from Emond’s Field. Eldest daughter of the Mayor of Emond’s Field, Marin al’Vere and her husband Bran al’Caar.

Berowyn is very kind and conscientious. She is gentle and graceful. She can be quite fussy and dislikes conflict. While far from cowardly, she likes things to be done just right and gets flustered easily when they are not. She and her sister Elisa are especially close, though Berowyn goes out of her way to look after all of her siblings.

Berowyn is a beautiful woman. She is 5´5´´ tall and weighs 95 lbs. She is not overly well-endowed but her figure is well-proportioned to her slender frame. She has dark brown hair in a braid that falls to below her waist. Her eyes are brown and crinkle when she smiles. Age rests lightly on her, and her skin is smooth and youthful.

Berowyn was born in 965NE. She married Jaim Lewin in 989NE. They had a daughter named Avine, but both daughter and husband died of a fever in 990NE. Berowyn was 7 years older than Jaim when she married him and did not get along with his mother Jina, whom she found overbearing. She was further grieved to learn of the death of her youngest sister Egwene in 996NE, and resolved that if she ever had another daughter she would name her after her.

She helped her mother organise the people of Emond’s Field when it found itself besieged by forces of the Shadow in early 997NE. She was the only one of her sisters not to take up the bow during that time, being concerned that it was an unwomanly thing to do. Berowyn had always been fond of Rand but had not exactly been harbouring a crush on him, so she was more than surprised when he propositioned her during his stay at the Winespring Inn. She refused him at first, but the surprise kiss he’d given her woke feelings that had long been dormant in her, so when he tapped on her door later that night, she gave in to temptation and let him sleep with her. She was shocked to learn, not long after, that he was a male channeler and had been claiming to be the Dragon Reborn. She resolved to keep their tryst a secret.

Berowyn became pregnant with Rand’s child as a result of their encounter. She decided to keep the baby and to keep the father’s identity a secret.

**\*Berylla Naron** (pronounced BEAR-ill-AH NAH-rohn): An Illianer Aes Sedai of the Blue Ajah publically, and the Black Ajah in truth. She was notably manipulative and composed.

Berylla was lean and scrawny. She had black hair, tan skin and brown eyes. She was 5`4`` tall and weighed 80lbs.

Her strength in the Power was 33/69. Her Warder Dain was a fellow Darkfriend.

Berylla was born in 933NE and went to the White Tower in 948NE. She spent 5 years as a Novice and 5 years as an Accepted before being raised to the shawl in 960NE. She was part of a Black Ajah “heart” that included Falion Bhoda.

In early 997NE Berylla ws one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically, incurring the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Berylla and the others aided Be’lal in laying a trap for Rand’s forces, but they were ultimately unsuccessful in their goals. While attempting to capture Nynaeve’s party, Berylla was defeated and killed by the Accepted Ilyena Volnicoliev. Her Warder died soon after her.

**\*Bethamin Zeami** (pronounced bef-AH-min ZEE-ah-mee): A Seanchan *sul’dam*.

Bethamin was 5´7´´ tall. She had coal-black skin, dark eyes and wavy black hair that she wore to her shoulders. She was notably busty, though she dressed conservatively.

Bethamin was born in the village of Abunai on the shores of the Sea of L’Heye in 964NE. She was part of the *Hailene* and was initially responsible for capturing Ryma Galfrey, though Ryma’s training was later turned over to a more senior *der’sul’dam*. Bethamin was a loyal servant of the Empire, but when she found her fellow *sul’dam* Seta Zarbey bound by an *a’dam* and realised that she too might share that fate, Bethamin panicked and deserted. As a result Bethamin was left behind in Falmerden when the Seanchan fleet withdrew, and without the army to protect her was left to the tender mercies of the newly-liberated Falmerans. With her distinctive accent it proved impossible for her to elude capture and she, like almost all those Seanchan who were left behind, was hanged.

**\*Birgitte Silverbow** (pronounced ber-GEET-teh): One of the legendary Heroes of the Horn who was summoned back from the dead at Falme. Over many lives she has worn many names, among them Teadra, Maerion, Joana and Jethari Moondancer.

In her most recent incarnation, the one she chooses to appear as when summoned by the Horn, she stood 5`6`` and weighed 150lbs, and had an athletic build. Her golden hair hung in a thick braid to her waist, she had blue eyes, tanned skin and was very beautiful.

In the myths and legends told of her, Birgitte was a famously skilled archer armed with a bow of pure silver. Her lover through many lives was Gaidal Cain, another Hero of the Horn, and the romantic tale of their love that transcends death has captivated many. Though not mentioned in the legends, Gaidal is almost always older than Birgitte and they almost always dislike each other when they first meet.

She was incarnated during the Age of Legends under the name Teadra, where she fought alongside Lews Therin Telamon against the Shadow. She thwarted one of Moghedien’s plots in that life, and the Forsaken, who recognised her as one of the Heroes, vowed to make her weep alone for all eternity as revenge.

Birgitte appeared to Nynaeve and Perrin while they were in *Tel’aran’rhiod*, to warn them of the dangers there. She did this despite the disapproval of Gaidal Cain, and the precepts that forbid the dead from contacting the living in that manner. She made a particular point of warning Nynaeve to be wary of Moghedien.

**\*blademaster**: A formal term used to describe someone who is accounted a master sword wielder. This title can be gained either by executing the forms flawlessly in front of an assembly of 5 already-acknowledged blademasters, or by defeated a blademaster in fair combat before witnesses. A blademaster gains the right to adorn his or her blade and/or scabbard with the symbol of a heron.

**\*Blasted Lands, the**: The almost completely unpopulated region that immediately surrounds Shayol Ghul. It was the site of a nuclear explosion during the War of the Powers, and the fallout caused by it has been preserved by the Dark One’s malignance. Entering it is rightly considered a death sentence for anyone who does not have regular access to Aes Sedai Healing.

**\*Blight, the**: Also known as the Great Blight, it is a toxic environment north of the Mountains of Doom completely under the Shadow’s control. Many forms of Shadowspawn dwell there, and even the plants are hostile to human life. Though situated in the extreme north, the Blight is preternaturally warm, almost tropical even. The Blight stretches for the entirety of the northern portions of both the continent of Valgarda and the neighbouring continent of Kigali, ending in the west at the shores of the Aryth Ocean and in the east at the shores of the Morenal Ocean. It has been suggested that the Blight may even extend underwater, and cover the entire northern pole of the planet, but lack of knowledge of the lands beyond Valgarda consigns this to mere speculation.

**\*Blood, the**: The hereditary nobility of the Seanchan Empire. They are divided into roughly five layers of rank, with many smaller variances within those layers. At the top is the Imperial Family, followed by two degrees of High Blood, followed by another two degrees of Low Blood. Though originally composed exclusively of the descendants of Luthair Paendrag’s army, the Blood have since been expanded to include many others. It is possible for a commoner to be raised to the Blood for meritorious actions, and it is possible for a member of the Blood to be adopted into the Imperial Family, should they be judged worthy. It is also possible for a member of the Blood to be stripped of their titles and declared *da’covale*.

To mark their station, Seanchan nobles shave parts of their head and lacquer their fingernails. Members of the High Blood shave the sides of their head and wear their remaining hair in a tall crest, whilst those of the imperial family shave their heads completely. This is such a significant designator of rank that baldness is not publicly displayed by any save the Imperial Family, and those that lose their hair are required to cover their head with a wig. Those of the Low Blood may sometimes shave a few fingertips worth of the hair on the sides of their heads, depending on their relative rank, and in such case will wear their remaining hair in a bowl-like cut. All nobles grow their fingernails long, and the Low Blood lacquer the little finger. The High Blood lacquer the ring finger also, while members of the imperial family will additionally lacquer their middle finger. The Emperor/Empress lacquers all five nails.

**\*Bodewhin “Bode” Cauthon** (pronounced BOHD-wihn “BOH-dee” CAW-thon): A Therener from Emond’s Field who was born in 983NE. She is the eldest daughter of Natti Cauthon and Abell Candwin, and Mat’s little sister. Bode was allowed to braid her hair when she was only 14.

Bode is plumply pretty, with a round face. She has big, brown eyes. Her hair is dark brown and she wears it in a thick braid that falls to her waist. She is 5´4´´ and 165lbs. Her breasts are very large, and bell-shaped, with wide, pale pink nipples. She has a distinct curve to her waist. Her bottom is round and fleshy.

She and her younger sister Eldrin spent most of their childhoods on a solemn quest to thwart Mat’s pranks, a quest which he did not much appreciate. They were friends with their cousins, Darea and Imoen Candwin, who are close to them in age. Bode was briefly friends with Egwene al’Vere but they fell out.

For all that she so-often told on Mat to their parents, Bode has a mischievous streak of her own, and bears more in common with her brother than she would like to admit. She is sassy, clever and hungers for adventure.

In 996NE Bode witnessed an orgy that Egwene staged for herself involving Mat, Perrin Aybara and Rand al’Thor. She spied on them for quite some time and found the whole thing quite arousing, especially when Rand noticed her watching. She spent much of the next year fantasising about what she’d seen that day.

Early in 997NE Bode and most of the rest of her family were arrested by Geofram Bornhald on suspicion of being Darkfriends. Though treated humanely by Bornhald, the imprisonment and accusation were quite enough to sour her on Whitecloaks. She was rescued by a party led by Rand al’Thor. Seeing the opportunity to finally make her fantasies a reality, Bode snuck into Rand’s bedchamber shortly afterwards. She lost her virginity to him that night, but her parents grew suspicious and took steps to keep them apart. They were only partially successful, because Rand and Bode found two separate opportunities to enjoy each other’s bodies in the days that followed. On one of those occasions she lost her anal virginity to him as well. While her parents couldn’t keep her from Rand, the revelation that he could channel the One Power proved much more effective at driving a wedge between them. Bode was horrified at learning that, and fled his company in tears.

**\*Bonwhin Meraighdin**: An Amyrlin Seat who was raised from the Red Ajah. She was born in the city now called Far Madding in FY738 and became Amyrlin in FY939, the same year Guaire Amalasan declared himself the Dragon Reborn. Bonwhin ruled for more than 50 years, one of the longest reigns in the history of the White Tower. Her conflicts with Artur Hawkwing were numerous and finally caused her to be deposed and Stilled in FY992. She was replaced with Deane Aryman from the Blue Ajah, who had uncovered damning evidence of Bonwhin’s failures and crimes. After being Stilled, Bonwhin was kept as a scullion until she died four years later at the age of 258.

**\*Bore, the**: The hole in the Pattern that allows the Dark One to access the world. Created by an ill-fated research team during the Age of Legends who thought they had located a new source of power that they could tap and channel, its creation led to the end of the Age of Legends, just over a century later. The research team that originally opened the Bore were based in the Sharom, a building formed as a massive white sphere floating above the Collam Daan university in the city of V’saine. A male Aes Sedai named Beidomon led them. He and Mierin Eronaile were the only members of the team to survive the backlash caused by their disastrous experiment, which also brought the Sharom crashing down on top of the Collam Daan, destroying both. Beidomon took his own life shortly after. Mierin chose another path ... The Bore was partially sealed by Lews Therin Telamon, but that seal is prophesised to eventually fail.

**\*Branwen, of the Jindo sept of the Taardad Aiel** (pronounced BRAN-when): *Far Dareis Mai*.

Branwen is a proud and honourable woman. She is not remotely shy, and holds strong opinions. She is a true believer, and is devoted to the Aiel and *Far Dareis Mai*. And to the *Car’a’carn*.

She has blue eyes and yellow hair. She is quite handsome, with a muscular build and large breasts. Her height is 5`10`` and her weight is 165lbs.

Branwen was born in 969NE. She was one of those sent across the Spine of the World in search of He Who Comes With the Dawn, and took part in both the capture and defence of the Stone of Tear. She journeyed back to the Three-fold Land with Rand al’Thor, travelling by way of the Portal Stones and glimpsing the Lines of If in the process. She saw Rand proclaimed the *Car’a’carn*, and helped protect him on his journey to Cold Rocks Hold.

There she helped to persuade him to accept *Far Dareis Mai* as his surrogate society and honourguard, before inviting him into the Roof of the Maidens. She took part of in the celebratory orgy that marked that event, and thoroughly enjoyed herself in the process.

**\*Breaking of the World, the**: Sometimes known as the Time of Madness. It was the cataclysm that finished the destruction of the Age of Legends and began the Tenth Age. It was caused by hundreds of thousands of male channelers, all of them driven mad by the effects of the taint on *saidin*. They rampaged across the world, using the One Power to destroy all around them. Entire continents were sunk beneath the waves, and new ones raised in their places, changing the very map of the globe. Almost nothing of the Age of Legends survived and the loss of life was appalling. The Breaking is believed to have lasted somewhere been 200 and 300 years, but no-one knows for certain. This extended period was in part caused by the Ogier having allowed many of the male Aes Sedai to take shelter in their *stedding*, thereby shielding them from *saidin* and the effects of the taint. When these men eventually left the *stedding*, however, they were driven mad as mad as those who had remained outside. Whether this made the cataclysm worse or lessened the damage is a subject of some debate.

**\*Breane Taborwin** (pronounced bree-AN tah-BOR-wihn): A Cairhienin noblewoman of adventurous spirit and open mind.

Breane is 5`4`` tall, weighs lbs and is pretty. She has pale skin, black hair and dark eyes.

The eldest child and heir of Lord Dobraine Taborwin, Breane she born in 963NE. She successfully managed to resist all attempts to marry her off, but the advance of time and the looming presence of her married siblings left her wondering if she should give in to one of the offers.

She encountered Rand al’Thor at a ball in Cairhien in 996NE, where she involved him in one of the uninhibited encounters that often spring up during such get-togethers of the Cairhienin nobility. She was joined in this encounter by Alaine Chuliandred and Belevaere Osiellin.

**\*Bruan, of the Salt Flat sept of the Nakai Aiel** (pronounced BROU-ahn): Chief of the Nakai. He was *Sha’mad Conde*.

Bruan is an intelligent, even-tempered man. A hard fighter and devious tactician, he is considered one of the best battle leaders among the Aiel.

Bruan is a huge man, standing 6`6`` and weighing 300lbs. He has grey eyes and greying yellow hair.

He was born in 945NE. He met and befriended Janduin while he was trying to end the blood feud between their clans, and ended up helping him to do so. Their friendship persisted into the Aiel War, in which Bruan fought. He was often at Janduin’s side during that war. Though he had only recently become chief of the Nakai when the war started, by the war’s end he was considered Janduin’s unofficial second in command, having presided over many successful battles. Bruan’s victorious return to Shiagi Hold in 979NE was tainted by the news that Janduin had decided to go into the Blight to seek his own death shortly after returning to his clan. In the years that followed he became part of a *harem* marriage with a woman named Mishael and a man named Roidan, who was an old friend of his during his time as a Thunder Walker.

When he learned that Janduin’s child, who had been thought dead, had come to the Three-fold Land and been proclaimed He Who Comes With the Dawn, Bruan was quick to order his Nakai to run to Alcair Dal. He did not arrive in time for the meeting there, however, for Couladin of the Shaido’s fraudulent claim to be the real He Who Comes With the Dawn forced the meeting to begin early.

**\*Cadsuane Melaidhrin** (pronounced CAD-swahn meh-LAY-drihn): A famous Aes Sedai of the Green Ajah, considered a legend among the Green Ajah and elsewhere.

Her strength in the power was measured at 13 on the 69 point scale and remained unrivalled among Aes Sedai for centuries.

Cadsuane was born in Far Madding in 705NE. She went to the White Tower in 720NE, where she spent 6 years as a Novice and 5 as Accepted before being raised to the shawl in 731NE. She might have moved faster as novice and Accepted—in fact almost certainly should have—but she was noted for both her stubbornness and her pride.

She remained an abrupt and domineering figure in the years that followed, though one who preferred an active life to a political one. She was quite the proponent of tough love, and enough of a bully that the love part could be hard to discern. Upon deciding that the Amyrlin Myriam Copan was too weak for her role, Cadsuane saw fit to abduct her and keep her on an isolated farm for two months in 758NE, during which she delivered some personal training. This training involved, among other things, beating her until she shaped up and started acting like a strong woman. Her training methods actually worked, and Myriam became a much more effective Amyrlin in the years that followed her return. She did not press charges against Cadsuane either, despite her actions having been utterly against the laws of the White Tower. She had no respect for the nobility, either, and slapped or spanked no less than seven monarchs over the course of her career.

She thwarted a plot to depose another Amyrlin, Sereille Bagand, in 871NE. Sereille and Cadsuane did not like each other, so the conspirators were certain she would join them once they revealed their intentions. Instead, Cadsuane dragged the ringleaders weeping before the Amyrlin and revealed their crimes.

Her other adventures were too numerous to list, and sometimes too fanciful to be believed. It is known that Cadsuane located and captured more male channelers than any other sister of her time by a considerable margin, and never had to kill a single one of them.

Though she was at the top of the Aes Sedai social hierarchy, she consistently refused attempts to install her in any office. She refused to be made a Sitter twice, the first time in 846NE. She refused to be made Captain General of the Green Ajah in 862NE. She even refused an attempt to make her Amyrlin in 890NE, by the simple means of fleeing the Tower and staying away from it for a decade. She retired to a home in northern Ghealdan about twenty five years before the Aiel War, but came out of retirement, with her two surviving Warders, for that conflict. She returned to her retirement home after the war ended, and is thought to have died there.

**\*Caemlyn** (pronounced KAYM-lihn): The capital of Andor, and the second-largest city in Valgarda, housing 300,000 people. It is built on a series of rising hills, and it covers 53.82 miles. The 50´ walls that surround it are 24 miles long. Outside the main walls of the New City is Low Caemlyn, a rough collection of wooden buildings and markets. The Whitebridge Gate leads east, the Far Madding Gate leads south, the Tar Valon Gate leads north to the Tar Valon Road, the Sunset Gate leads west. Inside Caemlyn, the Origan and Mondel gates lead from the New City, which is the biggest part, to the Inner City, which is the oldest part of Caemlyn and was built by the Ogier. It is protected by a smaller, but still tall, secondary wall all of white stone. That part of the city is hilly, and broad, paved streets spiral upward, following the contours of its hills, rising past towers glittering in a hundred colours toward the golden domes and pale spires of the Royal Palace perched atop the highest hill.

The central part of Caemlyn was built by Ogier during the time of the Ten Nations, and was under the control of Coremanda. When that nation fell, it became the capital of city of Caembarin, and was rebuilt and expanded in the centuries that followed. Caembarin eventually fell to Artur Hawking, who combined it with Aldeshar into the Imperial Province of Andor.

**\*Cairhien** (pronounced CAYHR-hihn): A nation in the east of Valgarda, and the capital city of that nation. Cairhienin are more invested in *Daes Dae’mar* than any other nation, and have turned it into a national pastime. Even commoners engage in their own version of it. There is a strict class divide in Cairhien, and its nobles are noted for their snobbishness. Marriages between nobles and commoners are very rare, and always generate mockery from the noble’s peers. While the Cairhienin are rigidly proper in public, the things that sometimes go on behind closed doors there would scandalise even the most jaded of folk. Cairhien is a matriarchy, but not a very rigid one. Female heirs take precedence, and children usually take their mother’s names, but the constantly shifting alliances of *Daes Dae’mar* can lead to all manner of atypical arrangements.

The population of Cairhien are mostly what would in some other Ages be described as “east-asian”, though that term is not used in the Tenth Age, of course. They are usually short and the nobles are notably paler than the commoners. There are of course exceptions to these generalities. They speak with a clipped, precise accent.

Cairhienin soldiers wear helmets that look like bells with part cut away to expose their faces. They also wear plain breastplates over dark blue coats and breeches, and shave the fronts of their scalps. Nobles distinguish themselves by wearing a series of coloured stripes on their clothing, the colours being determined by the House they belong to. Those with the highest rank wear the highest number of stripes. Ladies often wear their hair piled up in elaborate towers, and place stiff wooden hoops on their dresses which give their skirts a bell-like appearance. Sombre colours are favoured by both genders.

The banner of Cairhien is a many-rayed Rising Sun, gold on a field of blue.

Everything in the city of Cairhien is square and neatly arranged. Its walls are heavy grey stone. The towers inside were once twenty times the height of the walls. The city gates are tall, square archways and just past them are squat stone buildings with iron-bound doors where visitors are required to register. The streets are paved and very wide. The buildings are all of stone, and are very straight and rigid of design. Shop signs are kept small. The Foregate is an area just outside the walls of the city that is notably more raucous than the usually sombre city. The Royal Library in Cairhien is reputed to be second only to the Great Library of Tar Valon. The city of Cairhien predates the nation of the same name, and was originally called *Al’cair’rahienallen*, which means “Hill of the Golden Dawn” in the Old Tongue. It was first built with the help of the Ogier in the aftermath of the Breaking of the World, and was once the capital of Almoren, one of the Ten Nations, prior to that nation’s destruction during the Trolloc Wars. Much of the city was destroyed then, too, but it was rebuilt by the people of Tova afterwards, albeit in less eye-catching architecture.

The Sun Palace, also called the Palace of the Rising Sun in Splendour, occupies the highest hill in the city of Cairhien, exactly in the centre. The Tower of the Full Moon is usually set aside for visiting nobility of high rank. The Tower of the Risen Sun is where the monarch stays. The Grand Hall of the Sun is inside, and holds the Sun Throne. The throne is a large, heavy-armed chair that glitters with gilt and golden silk. It is all plain vertical lines except for the wavy-rayed Rising Sun that stands above the head of whoever is sat on it. It is installed on a wide dais of dark-blue marble.

Not long after the Breaking of the World, the very distant ancestors of the Cairhienin allowed the passing caravan of Aiel to draw water from their wells without cost. It was a seemingly insignificant act of charity, but one that would have surprising consequences. Many nations rose and fell in the years after. During the time of the Ten Nations, their descendants were part of the nation of Almoren. After the Trolloc Wars they were part of a smaller nation called Tova, one that would be the sight of Artur Hawkwings great victory over Guiare Amalasan. Motivated in part by a long history of warring with Hawkwing’s native land, and in part at the urging of the Amyrlin Bonwhin, Tova attacked Hawkwing not long afterwards. They were soundly defeated, and became one of the first nations to be added to his growing empire. Efforts were made to restore Tova in the aftermath of Hawkwing’s death, but those efforts only resulted in a series of assassinations and betrayals, including a famously brutal ball in Cairhien at which most of the remaining descendants of the old nobility were killed. By the time all the plotting and murdering had run its course, it would not be Tova that remained, but a new, smaller nation named after its capital city: Cairhien.

The first ruler of this new nation was Matraine Colmcille, and many of its customs were inspired by the methods he had used during the spree of assassinations and betrayals that led to his being crowned. His House has long since been extinguished, ironically due to those very customs. The renewal of Aes Sedai influence after the War of the Hundred Years has led to male rulers being increasingly frowned upon in Cairhien, but the matriachy’s grip has never been as tight as it is in some other lands.

In 566NE the Aiel learned that the Cairhienin were the descendants of the people who had shared water with them. As repayment for this kindness, the offered them peace and safe passage in the Aiel Waste as long as they carried a banner with the trefoil leaf on it. They sealed this treaty with the gift of a sapling from *Avendesora*.

The Silk Road that the Cairhienin soon built across the Waste to Kigali made them very rich, and the sapling that grew into *Avendoraldera* was a source of much prestige, as well. Cairhien prospered for many years, until Queen Laina Damodred took it upon herself to cut down *Avendoraldera* and use its wood to make herself a fine new throne.

This not only ended the peace treaty with the Aiel, it resulted in four of their clans marching out of the Waste intent on ending Laina’s life. The Aiel War began in 976NE with the devastation of much of Cairhien. Their army was routed and their capital was sacked. Untold lives were lost. Laina managed to escape, fleeing her nation to search for aid and protection elsewhere, but the Aiel pursued her. It would not be until 978NE that they caught and killed her. Once having done so they promptly returned to the Aiel Waste, leaving a devastated Cairhien in their wake.

Cairhien was greatly weakened by the Aiel War. They took significant casualties in the fighting. Their capital city was partially burnt, with the famous Topless Towers—built by Houses grown rich off the Silk Road, with each competing to see who could build the tallest—having been mostly toppled. And they lost access to the Silk Path that crosses the Aiel Waste and links Valgarda to Kigali, which had been a great source of wealth to them. Now, with a population shrunk to less than 1 million, they are nation teetering on the brink of destruction.

This situation was not helped by the assassinations of Queen Galldria Riatin and Lord Barthanes Damodred, and the civil war that erupted in response.

**\*calendars, dates and feastdays**: The exact number of years the Tenth Age has lasted is difficult to say for certain. When the Breaking of the World finally ended, and humans began rebuilding their society, most of the historical knowledge of the Age of Legends had long since been lost, and with it whatever calendars they used. A new calendar was devised by Toma dur Ahmid and soon came into use throughout Valgarda. The Toman Calendar began with 1AB, with the AB standing for “After Breaking”. This calendar remained in widespread use for approximately 1,350 years.

The widespread destruction caused by the Trolloc Wars once more left people in doubt as to the date, and with the Ten Nations having been destroyed and a myriad new countries rising from their ashes, it was decided to create a new calendar. Tiam of Gazar was responsible for devising this one. The Gazaran Calendar began with FY1, with the FY standing for “Free Year”, a term chosen to signify freedom from the Trolloc threat. This calendar remained in widespread use for approximately 1,135 years.

The same thing happened after the next cataclysmic war, the War of the Hundred Years. With widespread destruction, a great loss of knowledge and the rise of new nations came a new calendar. Urin din Jubai Soaring Gull of the Atha’an Miere devised it but it came to be named for Farede, the Panarch of Tarabon who first embraced its use. The Farede Calendar began with 1NE, with the NE standing for “New Era”. It was still in use when the Dragon was Reborn 978 years later.

Under the Farede Calendar there are 13 months to a year; 28 days to a month; 7 days to a week; and 3 months to a season, except for summer which lasts 4 months. The months of winter are: Taisham, Tevat and Saban. The months of spring are: Naine, Adar and Sive. The months of summer are: Amadaine, Tammaz, Maighdal and Choren. And the months of autumn are: Sholdine, Nesan and Danu. The days are not named, save for three special ones. Sunday occurs yearly between the 14th and 15th days of Amadaine but is not considered part of that month; it is day of public celebration. The Feast of Thanksgiving occurs every 4 years between the 7th and 8th days of Naine but is not considered part of that month. And the Feast of All Souls' Salvation, also called All Soul’s Day, occurs once every 10 years between the 21st and 22nd days of Choren but is not considered part of that month.

There are a variety of other festivals. Some are specific to certain nations whilst others are celebrated across the continent. Individual dates of birth, or namedays, are kept track of but are not celebrated. Some examples of Valgardan festivals:

The Feast of Lights is celebrated on the last day of Danu and the first day of Taisham, which is the shortest day of the year, and marks the beginning of the new year. It is a joyous celebration in which lights and candles are lit all over and alms are given generously. In Cairhien this holiday is particularly notable, as all social barriers are set aside in favour of wild dancing and public debauchery in which it is considered churlish to refuse a kiss from anyone. At the festival’s end, everything returns to normal and the inhabitants pretend to have forgotten what happened.

The Day of Repentance is observed only in Cairhien on Taisham the 8th. It is a sombre day during which no food or drink is taken between sunrise and sunset. The first meal of the day is always bread and water, treated with herbs to make them bitter. It is a response to the Feast of Lights.

High Chasaline occurs on Taisham the 12th and is sometimes called the Day of Reflection; in it folk are encouraged to recall the good things in life, and any complaint is swiftly silenced, often with a bucket of cold water. It is a day of feasting.

Swovan Night is a day of dancing occurring on Taisham the 14th.

The Festival of Birds is a celebration unique to Altara, Illian and Tarabon occurring on Taisham the 18th. People adorn themselves with feathered masks during it to hide their identities, and often go about in very revealing outfits. It is encouraged to throw money around during the festival, often at those who strike the most impressive figure.

Chansein occurs on Tevat the 3rd and is a day of gluttony, where food is shared with gusto and leaving even a crumb uneaten is considered rude.

The Feast of Abram is held on Tevat the 9th. It encourages generosity and hospitality.

Lamma Sor, also called the Day of Remembrance, is only observed in the Borderlands, and occurs on the day after the first quarter moon of Saban. On this day, nothing is eaten but bread, water, salt, and oil. It is a day of prayers for all those who have fallen and all those who will fall defending against the Blight.

Winternight occurs in the first half of Naine and is a time to visit friends and family and exchange gifts. The exact date varies from region to region, but it always immediately precedes Bel Tine, which is an often-raucous celebration marking the beginning of spring. Prospective couples will often be encouraged to dance with each other, and various competitive games are staged.

Etsio’s Day occurs on Adar the 1st, and encourages the giving of gifts to spouses and lovers.

The Feast of Sefan is unique to Illian and occurs on Adar the 27th. It is a competition of bards and storytellers, in which prizes are given out to the best performers.

Asadine is celebrated in the Borderlands and Cairhien only, and is a day of fasting. It occurs on Amadaine the 4th, and the day after is considered a lucky day to wed.

The Day of Ribbons, which was once called Genshai, is a day of colourful dancing and feasting which occurs on Tammaz the 3rd and is only celebrated in the southern, coastal nations.

Mabriam’s Day is Tammaz the 18th and is a day of relaxation on which labour is discouraged; during the festival, young woman are encouraged to play tricks on young men, and should the man guess who was responsible he can claim a kiss as reward.

The Feast of Fools is celebrated on Tammaz the 28th, and is sometimes called Foolday, or the Festival of Fools. During this festival all order of rank is flip-flopped: people of high status perform lowly tasks, while the low do no work and give orders to their usual superiors. In many villages and towns the most foolish person is given a lofty but foolish title, and for that one day everyone has to obey whatever orders the chosen one gives. Celebrations for this holiday can include wearing of masks, pranks, and the exchange of sweets and small pastries.

Tandar is celebrated on Maighdal the 9th, and encourages the letting go of grudges.

Low Chasaline is on Maighal the 18th, and is day of fasting.

The Festival of Lanterns occurs on Choren the 1st and involves adorning the environment with coloured lanterns and dancing late into the night. It is celebrated throughout the southwest.

Amaetheon occurs on Sholdine the 6th, and is a joyous remembrance of the dead; it is not celebrated in the Borderlands.

Shaoman occurs on Sholdine the 12th and is a celebration of children, who often walk from house to house, singing songs and being given gifts.

Danshu is celebrated on Nesan the 28th.

The Seanchan have a separate calendar, dating from the arrival of Luthair Paendrag’s armies.

**\*Calindin Dohald** (pronounced cah-LIHN-dihn DOH-hahld): An Accepted in the White Tower.

A rather dull witted woman who happened to be born with the ability to channel the One Power, Calindin was sadly below average in all ways save for her loyalty.

Calindin had brown eyes and black hair, which she wore in the traditional Taraboner fashion—a multitude of thin braids. She had tan skin and a plain face. She was 5`4`` and weighed 160lbs.

Her strength in the Power was 37/69.

She was born in Tarabon in 960NE and went to the White Tower in 977NE. After 12 years as a Novice, she was raised Accepted in 989NE.

In 997NE she was chosen by Nynaeve al’Meara as one of her Black Ajah hunting party due to her strength in the Power and her experience. Neither proved a great asset though, for Calindin was too hampered by her lack of intelligence to make any great use of her other gifts. She was killed by the Black Ajah during their first confrontation with Nynaeve’s band of Accepted.

**\**Callandor*** (pronounced CAH-lahn-DOOR): A famed *sa’angreal*, designed for male channelers, which was held in the Heart of the Stone, the central meeting hall inside the great fortress known as the Stone of Tear. *Callandor* is sometimes called “The Sword That Is Not A Sword”, or “The Sword That Cannot Be Touched”. *Callandor* takes the form of a clear crystal sword, slightly curved and sharp on only the outer edge. It is made of *cuendillar*, which is thought to be indestructible.

For over three thousand years, it was protected by a powerful ward that it was prophesised would only yield to the hand of the Dragon Reborn. This prophecy was proven true when Rand al’Thor claimed *Callandor* in Sive of 997NE and used it to drive Be’lal—who had wanted to claim *Callandor* for himself—from the Stone of Tear.

Rand soon grew wary of *Callandor* and the effect it had on him. That was part of the reason he left it driven into the floor of the Heart of the Stone when he departed Tear. He wove a deadly ward around it, and warned the Tairens that he would return to collect it one day.

**\*Cara, of the Stones River sept of the Goshien Aiel** (pronounced KARA): *Far Dareis Mai*.

She is a reserved and conservative woman, who is friends with Aviendha, Ayla and Lydia.

Cara is plain of face and small of breast. She has orange hair, and pretty green eyes. She is 5`6`` tall and weighs 145lbs.

Cara was born in 970NE. She was one of those chosen to cross the Dragonwall and search for He Who Comes With the Dawn. While travelling the wetlands, she met Nynaeve al’Meara’s Accepted party and became indebted to them. She took part in the fighting that led to the fall of the Stone of Tear, and guarded Rand in the weeks that followed. She also played a memorable game of Maiden’s Kiss with Mat Cauthon, followed by an even more memorable game of Maiden’s Song. When Rand left Tear for the Three-fold Land, Cara accompanied him, journeying home by way of the Portal Stones. She parted from him shortly afterwards, and returned to her clan to tell them of what she’d seen in the wetlands.

**\*Caraighin Maconar**: A legendary Aes Sedai who lived between 212AB and 373AB. She was a member of the Green Ajah and is remembered as the most powerful Aes Sedai in the White Tower’s history, with a strength level of 9/69.

**\*Caralain** (pronounced cah-rah-LAIN): A dead nation. It came into being after the War of the Hundred Years and lasted until 500NE. Caralain was never a strong nation. Its people were largely nomadic, and the land it occupied was poor and too close to the Blight for comfort. These things, in addition to the declining birth rates that afflicted all the nations of this time, led to the region it once claimed—the Caralain Grass—being largely abandoned.

**\*Carneira Sedai** (pronounced car-NEER-ah seh-DEYE): The title given to the leader of the Aes Sedai in the Age of Legends. It could be held by male or female channelers, and means “First Among Servants” in the Old Tongue.

**\*Cenn Buie** (pronounced SEN boo-iy): A thatcher from Emond’s Field in the Theren who is a notorious curmudgeon. He was born in the summer of 932NE. He is a widower, and all of his children moved out of town. Some say they did this in order to get away from Cenn’s constant complaints.

He is gnarled but spry, dark as an old root, with a lined, leathery face and beady eyes. His hair is white and thinning badly. He has a scratchy voice. Cenn is 5`8`` and weighs 135lbs.

Though he is often a source of discord in the village, Cenn tends to back down once others point out how wrong he is. He did this when the Emond’s Fielders tried to drive Moiraine out in the aftermath of the Winternight raid of 996NE, and again in 997NE when the Whitecloaks began accusing folk of being Darkfriends, something which Cenn had initially encouraged. He lost at least one grandchild in the fighting against the Trollocs, but given how estranged he has grown from his family, cannot say for certain that he didn’t lose more.

**\*Cerandin** (SEHR-ahn-dihn): She was a *morat’s’redit* from Seanchan who was part of the *Hailene*.

Cerandin was a slender woman with pale, yellow hair. She had a narrow face, fair skin and small breasts, and stood about 5`5``.

Born in 959NE, Cerandin was among those left behind when the Seanchan army was driven from Falmerden. Unlike most of the Seanchan abandoned so, Cerandin survived the wrath of the Falmerans. This was due to the three *s’redit* she maintained control over: Mer, Sanit and Nerin. She evaded capture long enough to run across the travelling circus owned by Valan Luca who, recognising the draw her strange charges would be, took her in and gave her shelter. That shelter proved short-lived, however. When Rand’s party also sought shelter with Luca’s circus, Cerandin let slip that she had seen him before, at Falme. Moiraine was not willing to trust an enemy combatant with such sensitive information, and so had Lan murder her and dispose of the body, along with all her possessions, the better to make it look like she had simply left. Among those possessions was an *a’dam* that Cerandin had recovered in the aftermath of the battle, but that, too, was discarded.

**\*channelling**: The act of focusing the One Power by allowing it to pass through one’s body, and weaving its elements in such a way as to have a myriad of effects. The ability to do this is genetic, and recessive, and cannot be taught to anyone who was not born with it in their blood. The ability must be present in the bloodlines of both parents for there to be a chance of it being inherited, but even then it is only a chance. A person who does possess the ability, and who has learned to use it, is generally referred to as a channeler. Some channelers will begin using the ability automatically at some point in their teenage years. This is referred to as “having the spark” and only 1 in every 50 channelers is marked so. In others the ability will lie dormant until and unless it is woken by another channeler. All channelers have an innate, extra-sensory, ability to detect the presence of Shadowspawn.

During the Age of Legends roughly 2-3% of the populace possessed the ability to channel, but that number has dropped precipitously in the current Age. Insular groups such as the Aiel, the Atha’an Miere and the Kigali might maintain as much as 1%, but in the rest of the world the number has dropped as low as 0.1%.

**\*Chesmal Emry** (pronounced CHES-MAHL EHM-ree): A Ghealdanin Aes Sedai of the Yellow Ajah publically, and the Black Ajah in truth.

She is a stern woman who is notably cold and arrogant. She is boastful, cruel and prone to violence. Somewhat surprisingly, she likes to embroider as a hobby, and is quite good at it.

Chesmal stands 5`7`` and has a sternly handsome appearance. She has brown eyes and slightly curling brown hair. She weighs about 150lbs.

Her strength in the Power is 24/69 and she has a strong Talent for Healing. She is skilled at using this Talent for murder and can kill without leaving any sign of the act on her victim’s body. She has no Warder.

Chesmal was born in 863NE went to the White Tower in 878NE. After spending 7 years as a Novice and 6 years as Accepted, she was raised to the shawl in 891NE. She came close to being expelled from the Tower on three occasions as a student, all three times for having physically assaulted other students.

In 978NE, Chesmal was part of the group that tortured and killed the Amyrlin Seat Tamra Ospenya, seeking information about the Dragon Reborn. She was also involved in the deaths of some of those Aes Sedai who had been charged with finding the newly born Dragon, notably Meilyn Arganya. Later she leaked false information to the Red Ajah concerning their pogrom against male channelers, inspiring them to assassinate a second Amyrlin, Sierin Vayu, in order to prevent her from moving against them. In truth however, Chesmal did this because Sierin had come to suspect the Black Ajah’s involvement in Tamra’s death.

In early 997NE Chesmal was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fighting between the two groups, where she helped to defeat Theodrin, and then murdered Wynifred despite her having surrendered. She also took part in the torture that followed. She took a particular delight in whipping, frightening and humiliating Elayne Trakand, who she’d seen weep over Wynifred’s fate. She fled the Stone of Tear with most of the rest of the Black Ajah after it fell to Rand al’Thor.

It was to Tanchico that they journeyed, where they hoped to find certain items that could be used against the Dragon Reborn. Towards this end, they took control of the Panarch’s Palace, but they were thwarted by the timely arrival of Nynaeve’s group.

**\*Chiad, of the Stones River sept of the Goshien Aiel** (pronounced CHI-ahd): *Far Dareis Mai*.

Young and spirited, she has a curious and adventurous nature, and likes to tease people. She is quite kind, at least by Aiel standards.

Chiad is a very pretty girl with an athletic build. She is 5`7`` tall and weighs 125lbs. She has grey eyes and reddish-yellow hair cut short with a narrow tail at the back. Her skin, where the sun has touched it, is tan. Her breasts are not large, but they are larger than those of many Maidens.

Chiad was born in 978NE. She became friends with Bain, despite their clans having been involved in a blood feud for four centuries, shortly after joining the Maidens of the Spear, and the two of them eventually adopted each other as first-sisters. They are lovers, and never allow a man or woman to sleep with one without also sleeping with the other.

She and Bain were among those sent across the Dragonwall to find He Who Comes With the Dawn. They ventured far to the west where, in early 997NE, they encountered Rand al’Thor in the city of Aringill and attached themselves to his party along with a Stone Dog named Gaul who, like Bain, was from a rival clan.

Chiad befriended Faile while travelling with them to the embattled Theren. While staying there, she and Bain shared Wil al’Seen’s body, thinking him pretty, but it was not a romantic encounter for either woman. Chiad developed an affection for Gaul, one which was complicated by his poor relations with Bain, as well as by his desire for marriage and children rather than a simply sexual relationship. When the rest of the Aiel departed the Theren in pursuit of Rand al’Thor, Chiad remained behind with Bain and Gaul.

**\*Chiarid, of the Chumai sept of the Taardad Aiel** (pronounced chee-AHR-ihd): *Far Dareis Mai*.

She is a merry woman who likes to play around.

Chiarid has blue eyes and yellow hair. She has a fine figure. She is 5`8`` tall and weighs about 150lbs.

She was born in 960NE. She was present when Rand accepted *Far Dareis Mai* as his surrogate society, and took part in the celebratory orgy that sprung up when he became the first man to be invited to stay under the Roof of the Maidens.

**\*Children of the Light, the**: A society of men who follow strict ascetic beliefs, owing allegiance

to no nation and dedicating themselves to the defeat of the Dark One and the destruction of all Darkfriends. The Children were founded by Lothair Mantelar in FY1021 during the War of the Hundred Years, to proselytize against an increase in Darkfriends. They swiftly evolved into a completely military society.

Known disparagingly as Whitecloaks, a name they themselves despise, they are headquartered at the Fortress of Light in Amador, Amadicia. They rule that nation in all but name, using the Queens there as their figureheads. They are extremely rigid in their beliefs, and certain that only they know the truth and the right, and are quite happy to appoint themselves judge, jury and executioner, even when visiting nations other than Amadicia. The Children are reviled by most people in Valgarda. They consider Aes Sedai and any who supported them to be Darkfriends.

The Children of the Light always wear a pure white cloak or tabard over their clothes and armour, the left breast of each has a golden sunburst worked into it, a symbol of the light. Their garb is further adorned with silver lightning bolts for under-officers and golden stars or knots in increasing quantity to indicate rank for higher officers, with three knots indicating one of the Lord’s Captain. Each Child is armoured with conical metal helm and plain breastplate.

An exception is the garb worn by the Hand of the Light (also referred to pejoratively as Questioners), a relatively independent investigative branch within the Children’s organization. Their cloaks are adorned with a red shepherd’s crook behind the sunburst. Questioners report to the High Inquisitor, who only wears the red shepherd’s crook alone, suggestive of his independent authority.

The Children of the Light are the largest standing army south of the Borderlands, and are led by the Lord Captain Commander. There are usually 3-4,000 Children on duty as border guards and police in Amadicia, while the rest attend to other duties. They are divided into legions of roughly 2,000 troops each and are entirely cavalry, all armoured in platemail and usually trained in sword, crossbow and lance. A Lord Captain usually commands a legion. There are 12 Lord Captains on the Council of the Anointed. This then invites the estimate that the Children are 24,000 men strong.

Beneath the Lord Captains are Senior-Lieutenants, Lieutenants, Under-Lieutenants, Hundredmen, Bannermen, Second Bannermen, Squadmen, Second Squadmen, File leaders and regular troopers.

**\*Choedan Kal, the** (pronounced CHO-dahn KAHL): The most powerful *sa’angreal* ever created. They take the form of two giant statues, one of a robed man, the other of a robed woman, each holding aloft a crystalline sphere. They can only be safely used with their access keys, which are foot-tall *ter’angreal* that look like miniature versions of the main statues. The male statue magnifies the amount of *saidin* that a man channelling through it can access to potentially planet-destroying levels, and the female statue does the same for the amount of *saidar* that a woman channelling through it can wield. Choedan Kal is a name from the Old Tongue that can be roughly translated as “the prayers and hopes of the world”.

Both *sa’angreal* were buried underground during the upheaval of the Breaking of the World. The male one came to be located in Cairhien, near the town of Tremonsien. The female one ended up on the island called Tremalking. The access keys to both of the Choedan Kal were found in Rhuidean by Rand al’Thor, who kept them safely hidden from all others.

**\*clocks**: Clocks in Valgarda measure the day in 24 hours, divided into blocks of 4: Evening marks the beginning and end of the day and is typically considered bedtime; Midnight occurs 4 hours later, followed by Dragon. After that is Morn, then High and finally Trine before the clock cycles back to Evening again.

**\*Cold Rocks Hold**: The main hold of the Nine Valleys sept of the Taardad Aiel. It is built within a tight cluster of tall, sheer sided buttes of grey-brown stone, the widest fissure in which is five of six feet across at the broadest. Within can be found, among other eddies, a canyon that is even longer than it is wide. The majority of the roofs of the Nine Valleys sept are built into the walls of this canyon, tunnelled into the rock with only the front of the building showing, and narrow, switchback pathways leading up to the higher entrances. These buildings are of grey stone and yellow clay, and often have gardens on their flat roofs. Other terraces surround the canyon walls, stretching halfway up in places, and are dedicated entirely to cultivating plants. At the far end of the canyon can be found a deep, dark pocket where the sun never reaches. A wide grey boulder located there is used as a platform should the sept’s leaders wish to address their people.

**\*Comar Maran** (pronounced COH-mahr MAHR-ahn): An Andoran Darkfriend who was under Rahvin’s command.

He was 6`1`` and weighed 230lbs. He had wide shoulders, a deep chest, and a muscular build. Comar’s eyes were dark blue and his hair was black. His short-trimmed beard was black, too, albeit with a streak of white on the chin.

Comar was born in 961NE to a minor Andoran House. He joined the Queen’s Guards, where he excelled as a fighter, but was fired from the Guards after he was caught cheating at dice. He had already turned to the Shadow by that point, being somewhat disgruntled by his lot in life.

When Rahvin made Andor his base of operations in 997NE, Comar was welcomed back into the Guards. Not long afterwards, he was given the task of hunting down and killing Elayne Trakand, whom he was told was somewhere in Tear. Comar took up that task, though he was somewhat at a loss as to how he was to find her in such a big city.

He was less than assiduous in his search of Tear, and took the time to entertain himself by dicing with the locals, who were unable to express their disgruntlement to a foreigner of means, even when he used weighted dice to ensure his winnings. Mat Cauthon, who had overheard his conversation with Rahvin and the orders he’d been given, caught up with Comar at an inn called The Golden Cup, and offered him the chance to abandon his mission and leave. Comar chose to attack Mat instead. The fight between them ended with Comar dying of a broken back.

**\*Common Tongue, the**: The primary language spoken in Valgarda. It came into widespread use roughly 1500 years ago, replacing the Old Tongue. It was the official language of Artur Hawkwing’s empire, and is still used throughout most of the known world today. The people of Seanchan did not speak this language when Luthair’s army landed, but it has been forcibly spread across that continent in the centuries since and is now the official language of the Seanchan Empire as well.

**\*Companions, the**: The heart of the Illianer army, and the Queen’s bodyguard. They provide such standing garrisons as need to be maintained in various parts of the country. In total, the Companions number about 5,500 men. Unlike most national armies, there are a fair number of foreigners among the Companions, though no Tairens or Altarans. It is not unusual for foreign commoners to rise to rank among the Companions, though the highest rank has never been attained by a foreigner.

The Companions wear pointed, conical steel helmets with face-bars; and green coats, with cuffs ringed with yellow or gold braid for officers. Officers also wear plumes on their helmets. The First Captain has four rings of gold braid on his cuffs; his helmet bears three thin, golden plumes. The Second Captain has three rings of gold braid on his cuffs; his helmet also bears three thin plumes, but his are goldtipped green. Lieutenants have two yellow rings on their cuffs, and two green plumes on their helmets. Under-lieutenants have one yellow ring on each cuff, and one green plume on their helmets. Bannermen have two broken rings of yellow on each cuff, and wear a single thin yellow plume. Squadmen have a single broken ring of yellow on each cuff, and wear no plumes. All the Companions’ breastplates are worked with the Nine Bees, usually burnished.

There was an organisation in the Age of Legends who also bore this name, sometimes inaccurately called the Hundred Companions. They were an elite group of Aes Sedai war veterans who followed Lews Therin Telamon. That group has no relation to the modern-day Companions.

**\*Compulsion**: A forbidden weave of the One Power that uses mostly Spirit and allows a channeler to force someone to obey them. Depending on the strength and skill of the channeler, the effect can be resisted, but this requires strong will. *Ta’veren* have an in-built resistance to such forms of control, in order to prevent anyone from co-opting an individual that the Pattern has already marked for its own use. Particular strong Compulsion can essentially lobotomise the person it is used on. Subtle Compulsions, that match the person’s desires, are particularly difficult to resist. This weave can be tied off, and if it is, then attempting to Unweave it can kill the person it was used on. The Blue Ajah know a minor form of this that “suggests” an action rather than compels someone towards it. One aspect of the Warder bond also allows the bonder to compel obedience in the bondee. Neither of those cases is considered true Compulsion by those that use it, perhaps delusionally. This weave can also be used to control animals, though the commands that can be given are limited by the intelligence of the beast in question.

**\**Corenne*** (pronounced koh-REEN-neh): Meaning “the Return” in the Old Tongue, it is the term used by the Seanchan to refer to a massive military and colonial expedition intending to re-establish contact with the descendants of Artur Hawking in Valgarda, if they survive, or of conquering the continent in Hawkwing’s name, should there prove to be no imperial presence remaining there. Those who take part in it are sometimes called the *Rhyagelle* (pronounced rheye-ah-GEHL), meaning “Homecomers”, or “Those Who Come Home”. The vanguard of the *Corenne* is known as the *Hailene*.

**\*Corianin Nedeal**: The last Aes Sedai known to have the Talent for Dreaming. She died in 526NE. Corianin was a very secretive woman. She kept most of what she learned in her studies to herself, entrusting her findings only to her notes. She also somehow managed to erase all records of the existence of a *ter’angreal* ring she possessed that allowed anyone who fell asleep touching it to enter *Tel’aran’rhiod*. Verin Mathwin discovered the ring and her notes by chance. She later passed the ring on to Elayne Trakand, but kept the notes for herself.

**\**corlm***: A species of Seanchan Exotic. Looking like a wingless bird, this animal has fur (usually grey, black or brown) instead of feathers and stands erect up to 8 feet on strong hind legs that have feet with 4 small-clawed toes. Its front legs are small and usually retracted to the chest, and are only used for feeding and nest building. Its tail flattens out widely, like a duck's, for stability when running. The beak is long and hooked like a bird of prey and, like a bird of prey, the *corlm* uses it to kill its prey.

*Corlm* are carnivores and are extremely efficient predators. They are unmatched trackers, using both ears and smell to track their prey, and can outrun a man on the short sprints and match him on the long ones. They are controlled by voice command and high pitched whistles above human hearing. Solitary creatures, except during mating season, *corlm* are always used singly as they are known to turn on each other. The females lay one egg at a time, though often the eggs do not hatch.

They are never used with *torm* as the latter will always strike at the *corlm* and both are too rare and valuable to risk in this way.

**\*Couladin, of the Domai sept of the Shaido Aiel** (pronounced COO-lah-dihn): An ambitious and deadly Aiel warrior with a terrible temper and a distinct lack of scruples. He is *Seia Doon*.

He has flame red hair, broad shoulders, a hawk’s blue eyes, and a suntanned face. His forearms are marked with a pair of glittering Dragons, the tails beginning near his elbows, the bodies twining around his arms, and the heads resting on the backs of his hands.

Couladin was born in 966NE. He had an elder brother named Muradin, with whom he often spoke longingly of a day in which the Aiel left the Three-fold Land to conquer the wetlanders, whom they considered to be contemptibly weak. After the chief of the Shaido, Suladric, passed away, Muradin received permission from the Wise Ones to go into Rhuidean and attempt the test to become clan chief. He died in the attempt, and Couladin’s desire to try it himself was refused by the Wise Ones, who considered him flawed within. This infuriated him almost as much as seeing Rand al’Thor being proclaimed to be the *Car’a’carn*, and the way the wetlanders that he had brought with him were being allowed to trespass on Aiel land without being rightly killed. Indeed, he tried to kill Mat Cauthon twice over before they left Rhuidean, only to be thwarted by the Wise Ones.

Though not their chief, Couladin led the Shaido that shadowed Rand’s movements through the lands of the Taardad until a meeting with Asmodean, who was posing as the gleeman Jasin Natael, gave him a new purpose. Finding himself suddenly marked with Dragons on his arms, just as Rand was, he quickly took himself to Alcair Dal, linking up with more Shaido led by Suladric’s widow, Sevaana, and proclaimed himself to be the *Car’a’carn*.

Rand was right on his heels, though, and confronted him before the assembled Aiel. With both men claiming the title and neither willing to back down, Rand revealed what he had seen of the Aiel’s secret history in Rhuidean, including that they had once followed the Way of the Leaf. Couladin was incredulous, and named him a liar. This revealed him to be an imposter and not the real He Who Comes With the Dawn, so the chiefs that had already gathered there proclaimed Rand to be the *Car’a’carn*. Couladin tried to impale Rand with a spear before leaving Alcair Dal in a fury.

**\*Creator, the**: The source of all good in Creation. An immortal, formless entity that almost never takes a direct hand in the affairs of mortals. The Creator is said to have created everything in the universe, but then to have stepped aside and let Her Creation proceed as designed. Though it is genderless, the Creator is usually referred to as a female. She built several safeguards into Her Creation to prevent its destruction, among them the automated designation of certain individuals as *ta’veren*, and a group of key champions whose souls She, for unknown reasons, marked out for repeated reincarnation at important junctures in time. Those champions, or Heroes, are summonable by the Horn of Valere.

**\*Crystal Throne, the**: The throne on which the ruler of the Seanchan Empire sits. It is also a *ter’angreal* that inspires awe in anyone who looks upon it.

**\**cuendillar*** (CWEN-dehl-lahr): “Heartstone” in the Old Tongue. It is a term used to refer to items which have been strengthened with the One Power in a way that makes them almost indestructible. *Cuendillar* even resists the effects of Balefire. The making of *cuendillar* required a Talent called Aligning the Matrix, the same Talent used to create Power-wrought weapons. The knowledge of how to correctly apply this Talent was lost in the Breaking of the World, and anything that was made with it before then is now highly-prized.

**\*cutting**: In context it is the act of destroying another channeler’s weave. It can be used to pierce a defence or intercept an attack, among other things. It is woven differently by women and men. Women's weaves are composed of threads of Air, Fire and minor Earth. For men the weave is composed of Spirit, Fire and Earth. As Fire and Earth are generally more potent with males, the average man has a slight advantage with this weave over the average women, though this is only a generality and elemental strengths actually vary wildly from individual to individual.

**\**da’covale*** (pronounced dah-koh-VAHL): A term in the Old Tongue meaning “one who is owned”, or perhaps “person who is property”. It is a more formal form of description for slaves in the Seanchan Empire. A child born to a slave there is also a slave, and slaves can be bought or sold at will. Some slaves have a relatively high rank, such as a *so’jhin*, others are little more than animals, such as *damane*. Even those who possess the highest of ranks can be made *da’covale* if they cross the wrong people. Other than *so’jhin*, *da’covale* are not allowed to give evidence in court, or bring charges against anyone, meaning that virtually nothing that is done to them can be considered illegal, save that it somehow offends their owner. Most *da’covale* can be freed at the discretion of their owner.

Slaves of the Imperial Family are marked with raven tattoos on their shoulders, and often display these proudly. These slaves are never freed, for the mark of the raven is forever. Seekers, and human members of the Deathwatch Guard, are all *da’covale*, though the Ogier Gardeners who serve as members of the Deathwatch are not considered property.

**\**Daes Dae’mar*** (pronounced DAH-ess day-MAR): A phrase in the Old Tongue which translates to “The Great Game”, but is more commonly known as “The Game Of Houses”. It refers to the political and social manoeuvring employed by the nobility of various nations to gain status or wealth, or to cause the downfall of others they dislike. *Daes Dae’mar* is played in most nations of Valgarda, save for the Borderland nations, who disdain the concept. It is most firmly engrained in Cairhien, where it is almost a national pastime. Some suggest that the Great Game was invented by Aes Sedai, and even if that is not true the Aes Sedai are usually highly skilled at it.

**\*Dailin, of the Iron Mountain sept of the Taardad Aiel** (pronounced DAY-lihn): *Far Dareis Mai*.

She had dark red hair and grey eyes. She stood 5`10`` and had a lean, athletic build, with small breasts.

Born in 980NE, Dailin was the eldest child of Duncan, chief of the Iron Mountain sept, and his wife Tamela, who is the Wise One of Iron Hold. She had numerous relatives in the Taardad clan, notably the clan chief Rhuarc, who is married to her sister-mother (aunt on her mother’s side) Amys, and her second-sister Aviendha, who is the daughter of her other sister-mother, Morin. She and Aviendha were of an age, and had been close friends since childhood.

Dailin and Aviendha were among those who journeyed past the Spine of the World in search of He Who Comes With the Dawn circa 996NE. During their search they were accosted near Nesum by a patrol of the Tower Guard who thought them hostile. Dailin was mortally wounded in the fighting but was saved by Nynaeve al’Meara at Aviendha’s request. She journeyed to Tear with the rest of the Aiel searchers, and took part in the attack on the Stone of Tear that coincided with Rand al’Thor’s claiming of *Callandor* and resulted in the fall of that once-invincible fortress.

Dailin guarded Rand in the weeks that followed, while developing a friendship with Nynaeve and her fellow Accepted. She played a memorable game of Maiden’s Kiss with Mat Cauthon, followed by an even more memorable game of Maiden’s Song. Sadly, her fate caught up to her not long afterwards, when she was killed by a Myrddraal during the Shadowspawn attack led by Moridin.

**\*Dain Bornhald** (pronounced DAY-ihn BOHRN-hahld): A Lieutenant in the Children of the Light.

Dain is zealous, loud-mouthed and arrogant. He is very convinced of his own righteousness. He commits no crimes that he knows to be crimes, but his hands are far from clean.

He is 5`10`` tall with brown hair and blue eyes. He has a narrow face and a lean build, weighing about 180lbs. He wears two golden knots of rank on his uniform.

Dain was born in Tarabon in 969NE, the only son of Lord Geofram Bornhald and his common-born wife Cecelia, though he has several sisters. His mother was murdered by a Darkfriend, an act which led his father to hand control of the House over to his eldest daughter before leaving to join the Children of the Light. As soon as Dain was old enough, he too left Tarabon to join his beloved father in his crusade.

In 996NE he briefly encountered Rand al’Thor in Baerlon and took a dislike to him, going so far as to threaten to put him to the question for laughing at a prank Mat played on Dain and his men, one that resulted in their cloaks being splashed with mud. He attempted to arrest him and his friends while they were leaving Baerlon, but was stopped by Moiraine.

Dain later went to Tar Valon along with Eamon Valda, where he kept an eye on the ambitious Senior-Lieutenant at his father’s behest. He was left behind with about five hundred others when Valda moved his forces to Valreis, and so was on hand to see Nynaeve and Elayne return from their sojourn, and to mouth off at them, too.

**\*Daisy Congar** (pronounced Days-EE Cohn-gahr): A formidable woman from Emond’s Field.

Daisy is a hard and domineering woman, who brooks no nonsense and relishes a fight. She is a surprisingly skilled herbalist, though her bedside manner leaves much to be desired.

She stands 5`10`` tall and weighs 250lbs, with much of her weight being muscle rather than fat. She has brown eyes, and her long braid is mostly grey now. Her face is thin and carries her age well. Her shoulders are wide and her breasts large.

Daisy was born in 956NE. A member of the large and in-bred Congar clan, she married her cousin Wit and has two children by him, a boy named Jori, and a girl named Alora, who became the Wisdom’s apprentice immediately after Daisy herself was given the title of Wisdom, following Nynaeve al’Meara’s departure from the Theren in 996NE.

Wit is significantly weaker and smaller than Daisy, and she enjoys bullying him, something which he has long-since grown used to. The couple showed their nature to Rand al’Thor in early 997NE, when Daisy invited Rand to have sex with her while Wit secretly watched them. Though an unpleasant woman in many ways, Daisy was a pivotal part of the defence of Emond’s Field against the Trolloc attack that year. She fought bravely, treated the wounded with skill, and suffered the loss of her youngest brother Eward over the course of the campaign.

**\**damane*** (dah-MAH-nee): A word meaning “leashed one” in the Old Tongue. It is used by the Seanchan to refer to female channelers who have been captured and enslaved by the use of a *ter’angreal* called an *a’dam*. Female channelers who have not yet been captured are referred to as *marath’damane* (pronounced ma-RAFF-dah-MAH-nee), which means “those who must be leashed”. Male channelers are simply *marath’mordero*, meaning “those who must be killed”.

Seanchan regard *damane* as subhuman, and torture and indoctrinate any who are leashed until they come to accept their status in life. A good *damane* is treated much like one would a loyal, if smarter than average dog, but never spoken to as a person. A bad *damane* can have her eyes, tongue, hands and feet removed, for none of those things are needed to channel the One Power. Mutilating a *damane* so would, however, be considered a mark of shame on her *sul’dam*, since training the *damane* properly is considered a part of their duties. As part of their training, *damane* are often given new names by the *sul’dam* in charge of them, the better to form a break between what they are, and who they were. *Damane* are all given a uniformly drab grey dress to wear.

Throughout Seanchan, a feastday is held every year in which all girls between the ages of 12 and 20 are tested to see if the *a’dam*’s collar will bind them. Any whom it does are declared *damane*, have their names struck from the family rolls, and are immediately handed over to the *sul’dam*. Later on the same day a similar testing takes place using the bracelet portion of the *a’dam*, which determines whether or not a girl can be trained as *sul’dam*. Any who pass that are honoured.

Though many slaves in Seanchan are freely used for sexual services by their owners, and whoever their owners lend them to, consorting with a *damane* is considered a disgusting thing, the equivalent of performing sexual acts on a horse or goat. Such things have been known to happen, but the deviants in question are scorned by all Seanchan. *Damane* are, after all, not people. They are things.

*Damane* can be bought and sold like other slaves, but the vast majority of them are the personal property of the Empress, and are only loaned to others at her discretion. Many are deployed as part of the Ever-Victorious Army, and their usage of the One Power in battle is a cornerstone of Seanchan military practice, as well as one of the reasons the Empress’ authority remains unchallenged.

**\*Dana, of the Iron Mountain sept of the Taardad Aiel** (pronounced DAH-nah): An Aiel Wise One. She is a dreamwalker but cannot channel.

Dana is a kind, serene and honourable woman.

Her long hair was a pale yellow when she was young. She has dark green eyes. She stands 5`9``, weighs 140lbs, and has a slim build.

Dana was born in 946NE, the fourth of five children. She is especially close to her younger sister Sunadai. She began training as a Wise One when she was young, after her dreamwalking ability was recognised. Her husband died in battle, leaving her to raise their children Raya and Aliarc alone.

She discovered that her deceased brother Janduin had had a son named Rand during the Aiel War shortly before said son presented himself at Iron Hold shortly after coming to the Three-fold Land in 997NE. This was a surprise to Dana, as was learning that he was also the *Car’a’carn*.

**\*Daniele “Dani” Rulonir** (pronounced DAHN-EE-ehl “DAH-nee” rool-oh-NEAR): An Accepted in the White Tower.

Dani is tough, brave and opinionated. She is strong-willed, independent, proud and serious. She cares for others, though hers is often a tough sort of love. She has a sense of humour but is rarely one to make jokes. She is a good leader, who thinks ahead and tries to anticipate problems and put an end to them before they can become serious. Dani’s taste run more towards simple things, and she has little interest in wealth or luxury. She is self-confidant and not ashamed to admit to fault.

Dani is 5´7´´ and weighs 125lbs. She is lean but full-breasted. She is pretty, with a long face, and striking cheekbones which are both high and wide. Her eyes are dark brown and slightly tilted. Her black hair falls all the way to her hips, and she often wears it in two long tails. She has coppery skin of a slightly reddish hue.

Her strength in the Power is level 41/69. She has a Talent for Cloud Dancing.

She is a skilled horsewoman and tracker, who knows how to survive alone in the wilds. She has received training from *Far Dareis Mai* in archery, spear fighting and hand-to-hand combat.

Daniele was born in Arad Doman in 973NE. Her mother Pegah owns a farm near Gara’s Wall and her father is a soldier named Jonalem who serves Rodel Ituralde. Her next-eldest sibling is seven years younger than her. The age gap with her siblings and their farm’s isolated location led to Dani’s childhood being somewhat lonely. She spent much of her time ranging in the mountains, or playing with the animals.

Dani was born with the spark, which manifested early, and she was sent to the Tower in 986NE. Dani did not receive the training in seduction that most Domani girls do due to her humble upbringing, and to having left her homeland at such a young age. After spending 9 years as a Novice she was allowed to test for accepted in 995NE and passed. She would likely have been promoted sooner if her strength in the Power had been higher, and Aes Sedai custom was not what it is. Dani befriended Ilyena Volnicoliev during their time as Novices, though not without some clashes of wills, and the two eventually became pillow friends. Theodrin Dabei was another friend of hers.

In 996NE she came to include Min Farshaw, Elayne Trakand and Nynaeve al’Meara among her social circle.

In early 997NE she helped to save Nynaeve’s life when she was attacked by a Grey Man in the Novice’s quarters of the Tower. Afterwards she became one of the first Accepted to be recruited into Nynaeve’s Black Ajah hunting party. She left the Tower with the rest of her party, bound for Tear, where they had come to believe the traitors were located.

Dani was one of the most trusted members of Nynaeve’s party, and was often given responsibility over Asseil, who was suspected of being a Darkfriend. She took the responsibility given her very seriously and kept a protective eye on the other girls. When she was not dallying with Ilyena, at least. Even so, she was unable to prevent the deaths of Calindin, Asseil and Wynifred in the fight that broke out when the Black Ajah located them, nor the capture and torment that the survivors endured.

While held captive in the Stone’s dungeon, Dani was tormented by Marillin Gemalphin, who humiliated her by turning her upside down and jamming a candle up her bottom before lighting the wick, turning her into a human candleholder, uncaring of the hot wax that soon dripping down onto Dani’s exposed privates.

All of this all grieved her, of course, but her greatest grief came at finding a catatonic Ilyena sitting naked in a dungeon beside the corpse of Mair, after she and the others were freed by Mat Cauthon and Juilin Sandar, on the night Rand al’Thor claimed *Callandor* and proved himself to be the Dragon Reborn.

Dani nursed Ilyena through her trauma in the weeks that followed, while helping Nynaeve and learning to Link from Moiraine. She was chosen to command the group of Accepted who were assigned to look after Rand when Nynaeve took the rest to Tarabon, and was given a *ter’angreal* in the form of an amber plaque that would allow her access to *Tel’aran’rhiod* so that she could keep in touch with the other group at the weekly meetings they arranged. She was also given a white stallion of Tairen stock that she named Brightwind.

This assignment required her to get to know Rand better, which proved difficult since he was vocally distrustful of anyone connected to the White Tower. She served as Moiraine’s second, and the voice of the Accepted party with the Aiel during this time. Dani found herself enjoying that role, and soon came to enjoy her time among the Aiel, too, whom she grew to admire. She accepted the Wise Ones’ offer to train her in *Tel’aran’rhiod* as well as the Maidens offer to teach her how to fight, and became friends with several of the Aiel, including Aviendha. She even came to see the idea of a *harem* marriage to be not so terrible a thing at all.

Not long after arriving in the Aiel Waste she bought herself a wide-brimmed, flat-crowned brown hat to shield herself from the sun. She also took to wearing her hair in two long braids, as a result of a confrontation she had with the Wise One Amys.

Her relationship with Ilyena grew strained, despite their being given a fun new toy that mimicked the shape of a penis but could be strapped around a woman’s waist. It was not just Ilyena’s attitude that troubled her. She came to suspect that she had had an affair with Mat, as well.

She had a hard time getting close to Rand, but she persisted and was able to win some regard from him by agreeing to teach his friend Merile how to channel. This also brought her closer to Raine Cinclare, whom Dani felt immediately drawn to for reasons she could not explain.

She felt drawn to Rand as well, in no small part due to certain things she had seen when a mishap with the Portal Stone that brought them to the Aiel Waste resulted in her witnessing some of the Lines of If, and experience part of the relationship a male version of her had had with a certain Raye al’Thor. As such, Dani was happy to train with both Rand and Raine in *Tel’aran’rhiod*. Her attraction to the two of them eventually led her to give in to temptation and get involved in a threesome with them both not long before they arrived at Alcair Dal.

**\*Dannil Lewin** (pronounced DAH-nihl LOO-ihn): A young man who grew up on a farm not far from Emond’s Field. He was a childhood friend of Mat, Perrin and Rand. He is responsible, hard working and very loyal.

Dannil is a thin, lanky man who stands 5`11`` and weighs 145lbs. He has brown hair and brown eyes. His nose is notably long.

He is a good dancer and a better archer.

Dannil was born in 976NE to a very large farming family. His parents are Jina Lewin and Paet al’Seen. His elder brother Jaim was briefly married to Berowyn al’Vere and had a child by her, but both Jaim and Dannil’s niece died of a fever in 990NE. He also has an elder sister named Jillie and a younger brother named Tell. He has numerous cousins, both Lewins and otherwise.

In early 997NE, Dannil was one of the first to volunteer to help Perrin free those Thereners who had been arrested by the Whitecloaks on suspicion of being Darkfriends. He stayed with Perrin afterwards, helping him to hunt down and kill the Trollocs that infested the region, and supporting him as he took on a leadership role in Emond’s Field. He became the unofficial leader of Perrin’s personal guards during this period, and remained at his side after the war was won.

**\*Daru din Sabura Night Walker** (pronounced da-ROO dihn sah-BOOR-ah): An Atha’an Miere exile who wanders mainland Valgarda.

He has dark skin, near-black eyes, and curly hair which he has taken to dying yellow. He is 5`8`` tall and weighs 150lbs.

Daru was born in 976NE. Daru happened to run into Rand al’Thor at the docks of Godan, but their meeting was cut short by the arrival of the crew of *Liberty*, who treated him with hostility and demanded he leave.

**\*Darkfriends**: Humans who have sworn allegiance to the Dark One. They are more formally called *Atha'an Shadar*, which means “People of the Shadow” in the Old Tongue. Among the Aiel they are called Shadowrunners, and among themselves they are called Friends of the Dark. Reasons for turning to the Shadow will vary from person to person, from a true worship of the Dark One, to ambition, a penchant for cruelty, or simple a desire to indulge in something taboo. Perhaps the most common is a desire for the immortality that the Dark One can grant his most favoured servants. It is estimated that as many as 1 in every 100 humans is a Darkfriend.

Darkfriends have their own internal hierarchy and a lord or Aes Sedai would have to obey the lowest beggar if they stood higher than them and gave the correct signs. They rely on secrecy, work in cells, and their network of contacts are kept carefully compartmentalised, which can lead to confusion and conflicts of interest. They do have ruling councils, but the need for secrecy makes it difficult for these to be effective.

In most cases, to become a Darkfriend you must be noticed by another Darkfriend. Darkfriends are always on the lookout for new recruits to raise their numbers. A cell of Darkfriends might watch people in public and see how they react, and if they think that someone shows signs of a being a possible candidate they will approach them. Often they kill people who refuse.

**\*Darkhounds**: A rare breed of Shadowspawn that specialise in tracking and pursuit. The bite of a Darkhound is poisonous and absent an Aes Sedai Healing is invariably fatal. Even a drop of their saliva on the skin will cause a human to die slowly and painfully. Oddly, Darkhounds leave no tracks on soft ground, but their pawprints are always distinctly visible on stone. They dislike water, and will even avoid venturing out in the rain if possible, but they take no damage from it and will still pursue their quarry across even a river if motivated enough.

Darkhounds cannot be killed by conventional means, only injured enough to allow for a hasty retreat. Eventually they will recover and continue the pursuit. Evasion is the best means of dealing with them, either by hiding one’s tracks, laying a false trail or trapping them in some way. They are tireless hunters, and if not eluded in such a manner will wear down and kill even the most skilled of warriors. Many Aes Sedai have even been known to be targeted and killed by Darkhounds over the years. The only known weave of the One Power that can permanently kill a Darkhound is Balefire. It is for this reason that the means of forming that weave has been preserved among the Aes Sedai. Balefire remains forbidden, officially, but a blind eye is often turned when the more experienced and stronger sisters choose to learn it.

Darkhounds look like very large, black-coated dogs or wolves. They are about as tall as a pony, and weigh 250-300lbs. Their gleaming silver eyes have no pupils. The scent they give off can be likened to burned sulphur.

Darkhounds are hated and feared by wolves, who refer to them as the Shadowbrothers.

**\*Darlin Sisnera** (pronounced DAR-lihn sis-nehr-AH): A former High Lord of Tear.

He was a brave man and a skilled swordfighter. He was also proud and prone to parroting some of the most unsavoury attitudes of his peers at the worst possible times ...

He had short black hair and an equally black beard that he styled into a point after the fashion of Tairen noblemen. His eyes were blue and his skin dark. He was not a very handsome man, and had a long, sharp nose. He stood 6` tall and weighed 160lbs.

Darlin was born in 961NE and inherited control of his House in 984NE upon the death of his father. He never married, though he had many offers, claiming that he was holding out for the best offer possible while secretly wishing that he would meet someone that he could marry for love.

Like almost all Tairen nobles, Darlin had a snobbish disdain for commoners and thought little of threatening them with death and torture. Though he himself was not particularly cruel by the standards of his caste, his mirroring of their attitudes had lethal consequences when he encountered Mat Cauthon in the spring of 997NE, on the fateful night that Rand al’Thor took *Callandor* from the Heart of the Stone. In the midst of their lengthy engagement, Darlin threatened Mat with a slow, tortuous death, something which Mat, hardened and embittered by past mistreatments, was not inclined to simply shrug off. He pressed the attack, won past Darlin’s defence, and killed him.

He was succeeded as High Seat of House Sisnera by his younger sister Hama.

**\*Dav Ayellin** (pronounced DAV ay-YELL-ihn): A young man from Emond’s Field who was a childhood friend of Mat, Perrin and Rand.

Like Mat, Dav has always had a penchant for pranks, though he is slightly the more responsible to the two. He is a friendly fellow and was well liked by his age-mates around the village.

He is a skilled archer, as is typical of men from his region.

His hair and eyes are brown and he has a stocky build, standing 5`7`` and weighing 190lbs.

Dav was born in 978NE. He is the only son of Corin Ayellin and Jon al’Vere, and is therefore Marin al’Vere’s only nephew. He has three sisters; Milli is his elder, Larine is a year younger, and Marisa was born the year after that. As all three are notably attractive, Dav has had to work hard to shoo off the advances of men over the years.

In early 997NE Dav participated in the defence of Emond’s Field against a Trolloc incursion. His immediate family came through the fighting relatively unscathed, though they did lose their house to the fires, and almost Corin herself when she was trapped beneath the debris of its collapse. She was saved by the timely intervention of Han Saresta, who died in the process. His habitual efforts to “protect” his sisters from the advances of other men failed miserably during the siege of the village, since Milli became engaged to Tod Aydaer and Larine ended up having an affair with Rikimaru.

Dav was shocked by the changes that had come over Rand, Perrin and Anna while they were away from the village. Despite their past friendships, he found it difficult to speak to them upon their return, feeling that a gulf had grown between them due to his own relative lack of experience. He was even more shocked to learn that Rand could channel the One Power, though he spoke in his defence in the aftermath of that revelation.

**\*Davian** (pronounced DAH-vee-ahn). One of the more notorious false Dragons. He could channel the One Power, and declared himself the Dragon Reborn somewhere around FY350. Although his cause swept through the nations like wildfire almost overnight, with riots in every major city, several of which were seized in his name, the rebellion lasted less than a year before he was assassinated by one of his advisors, who wanted to take his place. With Davian’s death, the rebellion died out, yet in its short span it managed to seize control of two countries and involve most nations in riots as well as in sending troops against him. Some stories claim that he declared himself during the Feast of Lights and was killed during the same festival of the next year. Davian was a moderately common name for men during his time; after, it was believed to have been almost five hundred years before anyone again gave that name to a child.

**\*Deane Aryman** (pronounced dee-AHN-eh AH-rih-mahn): An Aes Sedai of the Blue Ajah who was raised to the Amyrlin Seat in 992NE. She is considered the finest example of a Blue sister ever to have lived.

Deane was born in the village of Salidar in FY920, in what was then the nation of Shiota. She made her way to Tar Valon in FY934, and spent five years as a Novice and four as an Accepted before being raised Aes Sedai.

She uncovered damning evidence proving that the then-Amyrlin, Bonwhin Meraighdin, had manipulated nations into attacking Artur Hawkwing after he embarrassed her by saving Tar Valon from the armies of the false Dragon Guaire Amalasan. She also accused Bonwhin of using immoral means to manipulate Hawkwing after her attempts to have him killed failed. As these actions had led to Tar Valon having been under siege by Hawkwing’s armies for seventeen years by that point, Bonwhin was deposed from the Amyrlin Seat and Deane was raised in her place.

At the time of her raising, the was the youngest woman in history to become Amyrlin. She would go on to become the longest serving Amyrlin, as well. She attempted to make peace with Hawkwing, even offering to Heal him as he lay dying of an illness, but all her efforts were rebuffed. It was only after his death that Deane was able to negotiate an end to the siege. She persuaded the commanding general, Souran Maravaile, to use his army to secure the position of his lover, Ishara Casalin, instead. Ishara would go on to become the first Queen of Andor and found an alliance with Tar Valon that would last a thousand years.

During the War of the Hundred Years that followed Hawkwing’s death, Deane did what she could to limit the damage while rebuilding the White Tower’s severely damaged prestige. She eventually managed to persuade the leaders of the warring factions to meet with her in an effort to end the fighting. She had hoped to persuade them to accept Tar Valon’s rule as a means of restoring order, but died in FY1084 before the conference could be concluded. The cause of death was a suspiciously sudden fall from her horse.

**\*Defenders of the Stone, the**: The Defenders of the Stone are the elite, standing army of Tear, and are charged with ensuring the Stone of Tear remains unassailable. They usually have between 1500 and 2000 men in total.

The Defenders also serve as the town watch in the capital city, though occasionally they are supported by other levies in that duty.

The Defenders wear burnished breastplates and backplates over black coats with puffy sleeves striped black and gold, and rimmed and ridged helmets with steel bars for faceguards. Plumes on helmets indicate rank: 3 short far white plumes for the Captain of the Stone, 2 short white plumes for a captain, 1 for a lieutenant, and one short black plume for an under-lieutenant. The cuffs of their coats are also altered to show rank, with the Captain of the Stone having three intertwined golden braids on a white band, Captains having a single line of golden braid on white cuffs, lieutenants having a single line of black braid on white cuffs, and under-lieutenants having plain white cuffs. Bannermen have gold-coloured cuffs on their coats, and squadmen have cuffs striped black-and-gold. They wear armour on their legs as well as heavy gauntlets.

The Defenders are primarily cavalry and are trained to use lances, spears and swords. They do not field many archers or pikemen, though these can be found among the regular Tairen levies.

Whether Defender or regular soldier, Tairens favour straight swords that are sharpened on both edges and tapered to a point.

**\*Dena Daeraile** (pronounced DEN-ah dee-RAIL): A Cairhienin commoner who wishes to be a gleewoman, or a bard. Her first name means “song” in the Old Tongue.

Dena is wilful and roguish. She wants to be famous and gives short shrift to anyone who gets in the way of that ambition. She is a hard-worker and clever. Dena has a good memory, quick hands and an excellent singing voice. She has been taught how to use throwing knives.

Dena is slender and pretty, with fair skin, brown eyes and long, wavy black hair that she usually wears in a loose ponytail. She is 5`4`` tall and weighs 115lbs. She has a skinny bottom, and medium sized breasts.

She was born in 975NE to an unmarried tavern maid. Her father was a travelling bard whom she has never met. In 996NE she met Thom Merrilin while he was performing in Cairhien and was impressed enough by his skills to seek him out and try to persuade him to teach her. He agreed and the two soon became lovers. It was not simply that Thom was useful to her—though there was that, too—she was genuinely fond of and impressed by him. The same year she was almost killed by agents of Queen Galldria who wanted information about Rand’s activities, but she was saved by Thom. The two left Cairhien before the civil war began, and headed to Tear.

Dena and Thom settled in Tear, entertaining in taverns and staying at The Woman of Ebou Dar. All was peaceful until Mat Cauthon sauntered into their inn during the spring of 997NE, while searching for Elayne Trakand and the assassin who’d been sent to kill her. Dena found him to be more likeable company than Rand, but still resented his getting Thom mixed up in dangerous business. Nevertheless, she accompanied Thom when he volunteered to help Mat in his search.

Dena and Thom moved into the Stone of Tear, which had fallen to the Dragon Reborn’s forces, shortly afterwards. Though not very fond of Rand, she helped Thom with his work on Rand’s behalf anyway. She also continued her friendship with Mat, and even went so far as to have a threesome with him and Thom one night. Despite Mat’s efforts to make their affair a regular thing, Dena impressed on him that she was committed to Thom, and would do nothing behind his back.

\***Dhaeric of the Two Spires sept of the Reyn Aiel** (pronounced DEHYR-ik): Chief of the Reyn. He was *Duadhe Mahdi’in*.

He is contemptuous of wetlanders.

A husky man with a big nose, he stands 6`5`` tall and weighs 250lbs. He has pale golden hair, blue eyes and tanned skin.

Dhaeric was born in 956NE. He fought in the Aiel War as a young man. Though Rhuarc was sure he would support Rand as *Car’a’carn*, the meeting at Alcair Dal began before Dhaeric could arrive.

**\*Doncari Astalonia** (don-CAHR-ee Ah-stah-LOH-nee-ah): A blademaster who holds the rank of Captain among the Defenders of the Stone.

Doncari is a brave and charismatic man, who is quite the womaniser.

He stands 6`4`` and weighs 220lbs. He is a handsome man, with dark skin, blue eyes, and curly black hair. He has the muscular build one would expect of a man who practices his swordplay on a daily basis.

Despite fighting against the Aiel on the night the Stone of Tear fell, Doncari soon embarked on an affair with the Aiel Maiden called Jec. He was also quite willing to welcome of Rand al’Thor as Tear’s new ruler. Doncari distinguished himself in the fighting during the Shadowspawn attack on the Stone led by Moridin. Due to this, and his innate charm, Rand was persuaded to trust him with the protection of those members of his entourage that were left behind in Tear.

**\*Dorindha, of the Jindo sept of the Taardad Aiel** (pronounced doh-RIHN-dah): *Far Dareis Mai*.

Dorindha was a friendly and fair-minded girl.

She was 5`9`` tall, with red hair and blue eyes. She had small breasts and a pretty smile.

She was born in 977NE. She was among those sent over the Dragonwall in search of He Who Comes With the Dawn, and took part in the battle that led to the fall of the Stone of Tear. She guarded Rand in the weeks that followed, and played a memorable game of Maiden’s Kiss with Mat, followed by an even more memorable game of Maiden’s Song. She accompanied Rand when he journeyed to the Three-fold Land by way of Portal Stone.

She would later take part in the orgies that sprang up around Rand after he became the first man to be allowed to stay under the Roof of the Maidens. As such, Rand was rather grieved to find her among the casualties during the Shadowspawn attack on Iron Hold, for Dorindha was ambushed and killed by a Grey Man there.

**\*Draghkar** (pronounced DRAGH-kahr): A breed of aerial Shadowspawn. Draghkar have a slender, nearly-human appearance, with unnaturally large eyes, blood-red lips and sharp, pointed teeth. They have thin, frail limbs, and their hands and feet are tipped with sharp talons. Their skin and hair comes in a variety of colourings. All Draghkar have wide, leathery wings that they can drape about themselves like a cloak. They have shrill, distinctive screams, and often act as scouts and assassins in the Shadow’s armies. Draghkar are less physically dangerous than Trollocs, but significantly more intelligent and malevolent. Their most deadly ability is their hypnotic, crooning voice, which prevents anyone caught by it from resisting as the Draghkar closes in for the kill. A Draghkar’s kiss can consume both the life and soul of its victim. There is no known cure, and even a partial touch of a Draghkar’s lips leaves one indelibly less than one was. The first Draghkar were not genetically engineered, but were ordinary humans, captured and corrupted by the Forsaken during the War of the Powers. The True Power was used to turn them into monsters, and the Draghkar of the current Age are their descendants. Female Draghkar are like their male kin in almost all ways, save the obvious human-like differences, but are referred to as Harghkar (pronounced HARGH-kahr).

**\*Dragonmount**: A volcanic mountain west of the island of Tar Valon, created by the suicide of Lews Therin Telamon. It sits on an otherwise flat plain and is about 10 miles tall, with smoke still leaking from its jagged peak. It is believed to be the tallest mountain in the world. Prophecy says that the Dragon will be Reborn on the slopes of the very mountain which once marked his tomb.

**\*Dragon’s Fang, the**: In the Age of the Legends the symbol of the Aes Sedai was a circle, half white and half black, divided by a sinuous line. It represented balance, the two halves of the One Power, the duality of man and woman, the conflict between Light and Shadow, and the Wheel of Time. After the Breaking of the World that symbol was discarded. One half of it became known as the White Flame, and is now used as the symbol of the White Tower and Tar Valon. The other half came to be called the Dragon’s Fang, and is now considered an evil sign and an omen of ill-luck, though its link to male channelers has largely been forgotten. A common use for the Dragon’s Fang is to scrawl it on someone’s door as an accusation of evil or as a curse.

**\*Duncan, of the Iron Mountain sept of the Taardad Aiel** (pronounced DUNK-ahn): The chief of the Iron Mountain sept. He is *Far Aldazar Din*.

Duncan is a loyal and moral man, and a studious learner. He is a very skilled warrior.

Standing 6`5`` and weighing 220lbs, he is a handsome man with dark red hair and grey eyes.

Duncan was born in 959NE. He fought in the Aiel War as a young man, but bore no enmity towards any wetlanders other than the Cairhienin. He had already formed a *harem* marriage with Teresa and Tamela when he was chosen as sept chief in 991NE. His eldest child, Dailin, died in battle with the Shadow after being sent over the Dragonwall to find He Who Comes With the Dawn. He has three other children, two boys named Haresh and Ricard, and a girl named Mailin.

Duncan welcomed Rand al’Thor to Iron Hold in 997NE, and reluctantly acknowledged him as *Car’a’carn*.

**\*Dynahir Rashamon** (pronounced die-nah-HEER rah-shah-mon): An Aes Sedai of the Blue Ajah.

Dynahir is graceful and poised, assured and self-possessed. She is fair but firm. She speaks in a well-educated, slightly pretentious manner. She is brave.

Dynahir is 5´7´´ and weighs about 185lbs, with a voluptuous, somewhat fleshy build. She has large breasts and wide hips. She has dark brown skin and is very pretty, with full lips and smooth cheeks. Her hair is black and slightly wavy, and she wears it long and loose to mid shoulder. Her eyes are brown.

Dynahir’s strength in the Power is level 23/69. She has a moderate Talent for Healing.

Her Warder is a Shienaran named Jaim Minsk. He is 6`3`` tall and hugely muscled, weighing about 245lbs. He has a broad face, a strong jaw, and small eyes. He is amiable, but simple-minded.

Dynahir was born in Tarabon in 954NE. She came to the Tower in 970NE and spent 6 years as a Novice and 5 as Accepted before being raised to the shawl in 981NE. During her time as a student she became friends with Moiraine Damodred and Siuan Sanche, among others. She bonded Minsk as her Warder shortly after becoming Aes Sedai and set off to explore the world, as many newly raised Aes Sedai do after years in confinement. During her travels she was ambushed and almost killed by a group of Whitecloaks but managed to defeat them. Minsk was badly wounded in the fight and Dynahir’s skill at Healing was sufficient to save his life, but not to fully repair the damage to his brain; a fact she laments.

As a trusted friend of Moiraine’s, Dynahir was asked to escort Min Farshaw to the White Tower so that her viewings could be used to aid the Aes Sedai. She performed this task easily, handing over enough money for Min’s then employer to rebuild her destroyed inn. Later events in Valgarda caused Dynahir to grow concerned that there was more going on than she had been allowed to know of.

When the false Dragon Mazrim Taim escaped from Aes Sedai custody, it was Dynahir whom the Amyrlin Seat chose to command the group sent to recapture and Gentle him.

**\*Eamon Valda** (pronounced AY-mon VAHL-dah): A Whitecloak blademaster noted for his arrogance and cruelty.

Valda stands 5`9`` and weighs 185lbs. He has dark brown skin, curly black hair, brown eyes and a hard, somewhat plain face. His unremarkable appearance contributes to his fierce desire to be seen to excel.

Born in 964NE. By 996NE Valda was the Senior-Lieutenant in Geofram Bornhald’s legion. While fomenting unrest in Andor, the legion was divided in two and Valda was given command of the second half. He joined the procession that escorted Logain to Tar Valon to be Gentled, officially to ensure the false Dragon did not escape, but also in hopes of finding an opportunity to cause trouble, since the Daughter-Heir and her brothers were also accompanying the procession.

While his Whitecloaks encamped around Tar Valon, Valda kept in contact with Galad Mantear and urged him to consider joining the Children. He was successful in this, and saw Galad sworn into their ranks shortly before receiving orders to reinforce the two legions then deployed in Valreis. While in Valreis, he wasted no time before setting about killing as many Dragonsworn as he could get his hands on.

**\*Eelfinn** (pronounced EEL-finn): A race of extra-dimensional people from a world called Sindhol whom the Aes Sedai of the Age of Legends made contact with. Knowledge of their existence among the general populace has faded so much that only vague references to them remain, such as stories like *Bili Under the Hill*, and the children’s game Snakes and Foxes, but they still maintain a limited degree of contact with the peoples of the current Age through some of the *ter’angreal* that survived the Breaking of the World.

One such *ter’angreal*, taking the form of a polished and oddly twisted and joined redstone doorframe which resists any effort to knock it over, was stored in Rhuidean for millennia.

The Eelfinn are vaguely humanoid in appearance, though they are tall and thin, with long faces and pointed ears. They have wide shoulders and narrow waists. Their eyes have black, vertical slits for pupils, but are otherwise colourless. Their hair is light red and stands up straight from their heads, at least for the first six inches or so. Their teeth are pointed. Altogether, they have a distinctly fox-like appearance. They are known to fashion clothes of the tanned skin of their enemies, or victims.

The ancient treaty between humans and the Eelfinn allows one to gain three gifts or wishes from them. Only three wishes are allowed per visitor to their lands, and only one visit is allowed per person. The terms of the deal and the price of the gifts must be set beforehand, or the Eelfinn will set a price of their own—often a painful, or even fatal, one. The treaty forbids the bringing of sources of light, iron, or instruments of music to their land. A modern-day rhyme references these conditions: “Courage to strengthen, fire to blind, music to dazzle, iron to bind.”

What the Eelfinn gain in return for their gifts is unknown, and perhaps unknowable, for they are a people truly alien to humanity.

**\*Egeanin Sarna** (egg-ee-AHN-ihn SAHR-nah): A Seanchan naval officer, Captain of the *Fearless*.

She is a stern woman who hopes to rise to the Blood someday. She likes order and tidiness, and can be arrogant and harsh, but is not overly cruel by Seanchan standards. She likes her men rugged but can be a tad prudish. She has been trained in the Seanchan style of hand-to-hand combat.

Egeanin’s dark hair is cut just short of her shoulders. She has cold blue eyes. Her skin is very pale. She has a hard face, with pronounced cheekbones, but she is still pretty. She is 5´7´´ tall and leanly muscular, weighing 135lbs. She has a swordswoman’s callused hands.

Egeanin was born in 965NE. Her father was a soldier, her mother a very high-ranking naval officer—a Captain of the Gold, the highest rank of Admiral, and later *so’jhin* to the Empress, the Hand of the Empress at Sea. She met and befriended Bethamin Zeami in 986NE. She paid a great deal for her *damane* named Serissa, and doesn’t regret the purchase.

After the *Hailene* was driven from Falme, Egeanin became one of the Seanchan assigned to scout Tarabon under the supervision of the Seeker Almurat Mor. She made contact with the local underclass there while posing as a foreign merchant, sometimes hiring thugs like Ikyu to stir up trouble in order to weaken the position of the local authorities. She found the act distasteful in comparison to the military patrols she that had been her previous duties, so felt compelled to interfere when some of hired thugs accosted Nynaeve al’Meara’s party shortly after they arrived in Tanchico. Nynaeve and the others were duly grateful, which Egeanin found rather disturbing since she had witnessed Elayne use the One Power in her defence during the scuffle.

Finding herself being treated with what she deemed an unnatural friendliness by “*marath’damane*”, Egeanin gave in to her curiosity and began to question them about themselves, the Aes Sedai, and the One Power. She found their answers disturbing, and not at all what she would have expected given all she had been taught to believe about such woman. She learned about Circles and *angreal*, among other things, but her questioning was cut short.

Egeanin had tried to keep her Seanchan background hidden from Nynaeve and the rest but was eventually recognised, with Elayne proving particular displeased to find herself having been growing friendly towards her, due to her having been held as *damane* at Falme. Despite this mutual distrust, Egeanin volunteered to help Nynaeve’s party infiltrate the Panarch’s palace to thwart the Black Ajah’s plot there. Though she offered to take the male *a’dam* they found inside off their hands, and promised to throw it into the ocean, Elayne and the others did not trust her enough to give it to her. Instead, they elected to throw it overboard themselves, while sailing back to the mainland.

**\*Egwene al’Vere** (pronounced eh-GWAIN ahl-VEHR): The youngest daughter of the Mayor of Emond’s Field, Marin al’Vere, and her husband Brandelwyn “Bran” al’Caar.

Egwene stood 5´3´´ tall and had a slender build, weighing about 110lbs. She had long brown hair and big brown eyes. She was accounted a very pretty and intelligent girl.

Egwene had 4 older sisters, none of whom she got along with. She was very confidant, ambitious and eager to learn, but somewhat self-absorbed. She made friends easily, but lost them just as quickly. She and her cousins, Larine and Marisa Ayellin, were friends despite competing with each other often. Egwene was a notable misandrist, and considered men greatly inferior to women. She expressed this contempt most oftenly towards Rand al’Thor, to whom she was briefly engaged.

She was born in 981NE and was apprenticed to the Wisdom Nynaeve al’Meara in 995NE. She lost her virginity during a celebratory orgy she staged with Rand and his friends Perrin Aybara and Mat Cauthon, shortly after deciding to leave the Theren and pursue a career elsewhere. She attached herself to the party Moiraine Damodred led out of the Theren. Not long after leaving it was discovered that Egwene could channel the One Power, with a potential strength level of 12/69. She eagerly embraced the idea of becoming Aes Sedai. Egwene clashed with Anna al’Tolan often, and the two girls thought little of each other. Egwene was dismayed when Nynaeve caught up with and joined the party, but chose to side with Moiraine over her former teacher.

After a mishap in Shadar Logoth led to the party being split, Egwene made it across the Arindrelle river with the help of Bela, the horse she had been loaned by Rand. She travelled with Perrin and Anna and eventually came to stay with a band of *Tuatha’an*. While there she had relations with a boy named Aram. Later, after being reunited with the others, she slept with both Moiraine and Nynaeve, who both wanted to persuade her to their way of thinking. Egwene journeyed to the Eye of the World, where she and her companions were confronted by Aginor. During the fight, she attempted to use the One Power against the Forsaken, despite being barely trained. This decision led to her being summarily killed by Aginor.

**\*Elaida do Avriny a’Roihan** (pronounced ee-LAH-dah doh AHV-rih-nee ah-ROY-han): An Aes Sedai of the Red Ajah. She is a severe and arrogant woman, who is utterly devoted to the White Tower. Ruthless and harsh, she is dedicated to the Tower’s goals and will use any and all means to advance them. Elaida knits for relaxation, and keeps a collection of carved miniatures.

Elaida is a handsome woman with a stern face, ageless in the typical Aes Sedai manner. She has brown eyes and dark brown hair that falls to her shoulders. She stands 5´6´´ tall and has an average build, weighing 150lbs.

Her strength in the Power is measured at 16/69 and she has the Talents of Healing and Foretelling, the latter of which is very rare.

Elaida was born in 950NE, the youngest daughter of an Altaran House whose lands were little more than a farm and who lived to the north of Murandy. As is typical of Altara, she identifies more by her most local city than the nation as a whole, and would describe herself as Murandian. Elaida went to the White Tower in 967NE to be tested for the ability to channel. She proved to possess it and after spending 3 years as a novice and 3 years as Accepted, she was raised to the shawl in 973NE. She was the quickest student in White Tower history to achieve the shawl, until the raising of Moiraine Damodred and Siuan Sanche 5 years later, who tied with her. She took a hard hand with them, partially out of irritation at their matching her record and partially to ensure they lived up to their potential and served the Tower well.

Elaida was pillow-friends with Meidani Eschede while training in the Tower. She advanced much quicker than Meidani though, and broke off the relationship after becoming Aes Sedai. She took a special interest in Meidani’s training afterwards and pushed her in much the same way she pushed Moiraine and Siuan. In her way, Elaida intended this benignly, but it soured Meidani’s feelings for her.

After Siuan and Moiraine passed their tests for the shawl, during the night they were supposed to spend in contemplation and meditation, they decided to play a trick on Elaida, who caught them. Where another sister might have let go two Accepted who were to be raised in the morning, Elaida promptly took them to the Mistress of Novices, Merean Redhill, who was not pleased at being roused from her bed in the night and made sure that their last punishment as Accepted was particularly memorable.

While still an Accepted Elaida had a Foretelling that the royal line of Andor would be the key to winning the Last Battle. At that time, Mordrellen of House Mantear was the Queen of Andor, but she died shortly thereafter, and her heir, Tigraine, went missing. By 974NE Elaida had identified Morgase Trakand as the likely winner in the Succession in Andor and attached herself to the young woman, eventually becoming the Aes Sedai advisor to that nation. From then on her focus was on protecting and controlling House Trakand, the royal House of Andor. She displayed the occasional kindness towards Morgase and her children, but for the most part remained coldly professional.

Elaida met Cadsuane Melaidhrin in 977NE who sternly criticised her, claiming she was too hard, that good steel had some give in it, and what was too rigid was too easily shattered. Cadsuane also told her that she allowed her anger too free a rein, that an Aes Sedai had to be the mistress of her emotions, not they of her. Elaida was not pleased by this frank assessment.

Elaida was not deeply involved personally in the Red Ajah’s male channeler pogrom in 979–985NE, being focused on Andor, though she knew of it and supported it wholeheartedly, partly because the leadership of her Ajah was behind it and partly because she considered a man who could channel dangerous enough for her to violate the law, even to do murder on suspicion. Her one personal involvement was seeing that Thom Merrilin’s nephew was Gentled on the spot when he was caught; this was at the very tail end of the pogrom and was done in part to break Morgase of what Elaida saw as a bad influence.

While Moiraine and Siuan thought Elaida had always hated them, her true distaste only began when Siuan was chosen over her as Amyrlin in 988NE.

Elaida was still acting as Morgase’s Aes Sedai advisor in 996NE when she encountered Rand al’Thor, who she was immediately suspicious of. She advised Morgase to imprison him, but was refused. She later learned that Moiraine was connected to Rand’s activities, so decided to return to the White Tower and investigate further. She accompanied the Daughter-Heir Elayne to Tar Valon, where she was being sent to train as an Aes Sedai.

When she and Morgase came to visit the Tower only to find that Elayne had gone missing, Elaida was as furious as Morgase, but this didn’t save her from being dismissed from her post by the Queen, who departed for Caemlyn without her. Elaida did not stay without a role for long, however, since she was able to persuade Amira Moselle to step down as Sitter and allow her to take her place. She oversaw Elayne’s rise to Accepted upon her return to the Tower, though by then she had grown very suspicious that Elayne, Moiraine, and perhaps others, were hiding something important from her.

That suspicion was confirmed when news came to Tar Valon that Rand al’Thor had captured the Stone of Tear and proven himself to be the Dragon Reborn. Furious, and convinced that Siuan had been aiding him in secret, Elaida gathered a group of Aes Sedai conspirators with the intent to remove Siuan from the Amyrlin Seat. She was successful in securing the support of ten other Sitters, the bare minimum needed to strip the Amyrlin of her title under Tower law, and promptly called and held the meeting in which that sentence was passed, without waiting for those Sitters who were not part of her cabal to arrive. The questionable legitimacy of their actions, and the violent method by which they enforced Siuan’s removal, led to fighting inside the White Tower itself, with Warder killing Warder and Aes Sedai killing Aes Sedai. Though Elaida’s forces won the battle, and even managed to Still Siuan and her Keeper, many Aes Sedai fled the Tower rather than submit to her rule, including the entirety of the Blue Ajah. Elaida became Amyrlin over a broken Tower midway through 997NE.

**\*Elam Dowtry** (pronounced EE-lahm dow-TREE): A young man from Emond’s Field who was a childhood friend of Mat, Perrin and Rand. He likes women and can be quite impressionable, especially when it comes to older, more accomplished men.

Elam has a square face and a long nose. His eyes are brown, as is his hair, which is styled in a cowlick. He is 5`9`` and weighs 190lbs.

Like almost all Theren men, Elam is a skilled archer. He has also taken to carrying a sword, though he is not particularly skilled with it.

He was born in 978NE to Ellan Dowtry and Jon al’Van. The middle child, he had an older brother and was soon given a younger sister as well. His uncle, Bar Dowtry, married the owner of the Padwhins’ carpentry shop, where he works as a cabinetmaker. Elam would have preferred to be apprenticed to him, but was instead obliged to work the family farm. He was friendly with most of his age-mates around the village and in the surrounding lands, but his best friend was and is Dav Ayellin. He fancies all three of Dav’s sisters, though he tries not to show it when Dav is watching.

Elam took part in the fighting to defend Emond’s Field from a Trolloc attack in early 997NE. His brother Jonneth and two of his cousins, Gar Padwhin and Jaim al’Van, were among the casualties, to his great grief.

**\*Elansu Haya** (pronounced ee-LAHN-suu HAI-yah): The *shatayan*, or head servant, of Fal Dara keep. She is a friend and confidant of Lady Amalisa, whom she harboured a secret attraction to.

Elansu is a stern but playful woman, who is used to getting her way.

Elansu is 5´3´´ tall and weighs 105lbs. She is thin, but not very toned. She has stern features, with fine lines on her face, and heavier ones around her mouth. She has sharp eyes with a mildly-pronounced upper eyelid. Her black hair is cut in a bowl shape, chin length at the sides and back, with a straight fringe that reaches below her eyebrows. Her complexion is somewhat pale. Elansu has smallish breasts with long nipples. Her bottom is small and she has a soft belly, with visible folds.

Elansu was born in 962NE. She harboured an attraction to Rand al’Thor throughout his stay in Fal Dara during 996NE, and often took the chance to flirt with him. When Amalisa was ordered to abduct him, Elansu was happy to volunteer as seductress. She and Rand met in the communal baths and had sex, which she found most satisfying. Elansu also found herself pleasuring her long-time friend Amalisa in the process, though she had until that point kept her feelings for her secret due to Amalisa’s loyalty to her husband. Amalisa’s plot was thwarted by a summons from the Amyrlin.

**\*Elayne Trakand** (pronounced ee-LAIN TRAHK-and): The Daughter-Heir of Andor, and a channeler. Her personal sigil is a golden lily on a blue field.

Elayne has led a sheltered and privileged life, but is neither snobbish nor spoiled. She has no hesitation in befriending, or even deferring to, commoners should the situation warrant it, and is quite willing to perform humble tasks like cooking or sewing. Nevertheless, when in a position of authority she is quite bossy and expects to be obeyed instantly. Her first instinct in a conflict, especially between friends, is to seek a compromise, and she will often place herself in the role of peacemaker. She is quite intelligent and has been educated in diplomacy, *Daes Dae’mar* and various other things since she was a little girl. She is very patriotic and dutiful. She is kind, passionate and hot-headed, and can occasionally be quite immature. She is quite courageous, sometimes to the point of recklessness, though she would vehemently deny being either of those things. Elayne has a weakness for sweets, and gets a naughty thrill out of using foul language, though her understanding of the terms she uses is sometimes embarrassingly flawed, since few people have been willing to curse in front of the Daughter-Heir. She is adventurous, and treasures the chance to get out of the palace and see the world. She has a strong stomach but little tolerance for alcohol.

Elayne is exceptionally beautiful, with a slender yet curvaceous figure, smooth, pale skin, full lips and an oval, heart-shaped face. Her face is framed by a mass of sunburst curls, which can be described as red-gold, or orange. Her eyes are large and bright blue. She stands 5´7´´ tall and weighs 125lbs. She has a pretty smile, which brings out the dimples in her cheeks. Her breasts are full and tipped with small pink nipples, and she has a curvaceous bottom. She has a high-pitched voice that is ill-suited to shouting.

Elayne’s strength in the Power is measured at 12/69, which would have made her the strongest female channeler known to live—by the White Tower at least—if not for the discovery of Nynaeve al’Meara. She has Talents for Cloud Dancing and for Making. She has an interest in healing, but was disappointed to discover she has no Talent in that field.

Elayne was born in the early spring of 980NE to Queen Morgase Trakand and her Prince Consort Taringail Damodred. She has an elder brother, Gawyn, to whom she is close, though she often bosses him around. She has a vocal dislike of her elder half-brother, Galadedrid, partially because she suspects he resents her House for replacing his as rulers of Andor, but mainly because he always informed her mother about any less-than-proper behaviour Elayne indulged in while growing up, and was not averse from lecturing her about her duties. Her nurse Lini was a stern woman who was full of old sayings, and whom Elayne was very fond of. Her father died when she was 3 and Gareth Bryne acted as a surrogate father to her afterwards, teaching her to ride the white mare her mother gave her, which Elayne named Lioness and treasures. Her mother’s Aes Sedai advisor Elaida took an interest in Elayne’s education, and occasionally indulged her fancies, but was usually stern and distant.

Elayne met Rand al’Thor in 996NE after he climbed the wall outside the garden of Andor’s Royal Palace while trying to get a better look at a parade, not realising where he was trespassing. She treated him kindly, flirted with him a bit and soon found she had developed a crush on him.

She left Andor for Tar Valon soon after, travelling with her brothers and Elaida as part of the group that brought Logain Ablar to the White Tower for Gentling. Once in Tar Valon she became a Novice and began training to become Aes Sedai.

She met Min Farshaw in Amadaine of that year, just before Sunday and the two soon became friends. Min was the first friend Elayne had ever made, and about a fortnight later she became the first lover Elayne had ever known, too. They continued their relationship throughout the months of Elayne’s training and eventually added Nynaeve al’Meara, Daniele Rulonir and Ilyena Volnicoliev to their social circle. Many of the students in the Tower resented Elayne’s strength in the Power and high birth and delighted in testing her, hoping she would fail. She met their tests gamely, only rarely letting her anger over their behaviour show.

At this time Mat Cauthon was being held in the White Tower against his will and had hatched a plot to inspire the Amyrlin to release him which involved seducing as many Novices and Accepted as possible. He attempted to add Elayne to his growing list of conquests but she saw through him and rejected his advances, forming a poor opinion of him in the process.

When Liandrin Guirale approached Nynaeve, claiming that Rand needed her help and that she must come with her to Falme, Elayne and Min decided to come along. It proved a trap, and Liandrin turned Elayne and Min over to the Seanchan. Nynaeve escaped to seek help, but Elayne was made *damane* and Min almost killed. As a *damane* Elayne was given the name Tuli and subjected to dehumanising treatment and occasional torture by her captors, specifically a *sul’dam* named Renna Emain. Min remained at Elayne’s side throughout this ordeal and attempted to support her as best she could. When Rand arrived in Falme he joined Min and together they freed Elayne, who had by then realised the truth of the *sul’dam* and *damane* pairs, and revealed it to everyone present. The *sul’dam* Seta Zarbey was left collared by the same *a’dam* she had used to control *damane*, ready to be found by any passing Seanchan. Renna was killed by a vengeful Min. Later Elayne too would kill for the first time, during a struggle against the Seanchan over possession of the Horn of Valere, a struggle in which Elayne’s abilities as a channeler would prove crucial. She defeated and killed the *sul’dam* Surine, along with her *damane* Odia during that fight, and saved Rand’s life when he was attacked by a *lopar* named Tyangni.

Victorious, they fled Falme with the Horn of Valere, but soon found themselves in the midst of the battle that was raging outside the city between the Seanchan’s army and the Falmeran resistance that Nynaeve had mustered. In desperation, Min sounded the Horn of Valere and Elayne watched in awe as the ghosts of legendary Heroes appeared before her. She listened in awe, too, as Rand, whom she had already been nursing a crush on and who had now saved her life, was revealed to be one of those Heroes, and the Dragon Reborn.

With the Seanchan defeated by the Heroes, Elayne, Min and Nynaeve joined Rand’s party and journeyed east. She then met her estranged aunt, Moiraine Damodred, for the first time, and briefly clashed with her when they disagreed over what Rand should do with the ruins of his father’s sword, with Elayne’s suggestion that he keep it as a reminder of where he came from being heeded over Moiraine’s belief that he should discard such attachments.

Elayne endeavoured to put her traumatic experience among the Seanchan behind her as best she could, though she often had nightmares about them. She hid her emotional pain as well as she did her physical discomfort while accompanying Rand’s party through the war-torn Falmeran winter. Determined to make the most of things, she tried to get to know the new people she was travelling with, and had mixed success. Her aunt Moiraine remained aloof from her, but Verin proved a more amiable teacher. She made friends with Loial and Leliana and continued to grow closer to Min; but Perrin, Anna and Morrigan proved unwelcoming, and clashes with Nynaeve proved difficult to avoid. Elayne fought at Tarcain Cut and her abilities as a channeler were crucial in allowing Rand’s forces to hold off the Shadowspawn long enough for Falmeran reinforcements to arrive.

It was Rand himself she was most focused on during this time. He was distant and formal with her at first, but he came to trust her and value her advice about how to deal with his sudden rise in station. Elayne was very moved when he invited her to join his Inner Circle, gladly accepting and sharing her knowledge with them. She soon came to the realisation that she had become infatuated with him, but kept her feelings to herself.

Elayne posed as Lady Morelin Taravin to secure passage over the Valreio border with Luca’s circus. She was asked to perform in said circus in addition to paying her way, and proved open to the idea. Adventurous as ever, she attempted the highrope, first using the One Power as a safety net and later performing without it, which she found very exciting. She very much enjoyed the cheers of the crowd who had come to watch. Min performed along with her, and they both wore daringly form-fitting outfits for their show.

Elayne met a Seanchan woman named Cerandin in the circus, and was immediately hostile towards her, with the memories of her time as their slave fresh in her mind. She avoided Cerandin as best she could, and whatever good might have come of their speaking to each other went unknown.

When the party’s stay in the circus was cut short due to being tracked by come Darkhounds, Elayne saw Moiraine use the forbidden wave called Balefire to destroy the Shadowspawn, and memorised the means of its weaving in the process.

In Fontaine she was shocked to encounter her half-brother Galad, who had joined the Children of the Light. He was intent on seeing her safely back to Caemlyn whether she wanted it or not, and the two exchanged hard words. Despite her insistence against involving him, Nynaeve agreed for Galad to secure passage for them up the river Ivo. He did, though he had to kill several Valreio soldiers in order to do so, which Elayne found all-too unsurprising. Some of the other women noted a certain similarity in appearance between Rand and Galad on seeing the two side by side; an observation that Elayne found unsettling. She questioned Nynaeve on his parentage and was glad to conclude that Tigraine and Kari could not have been the same person.

Elayne impressed Rand yet further when she used some of her jewellery to pay for Agni Neres’ cargo, which Nynaeve had had thrown overboard to make room on the ship. She noticed him noticing her, and was quite pleased by it.

When Asha’bellanar attacked the party shortly afterwards, Elayne was defeated along with everyone else. She took shelter in Stedding Tsochan to recover from the experience.

She was saddened by the need to part company with Min and Rand shortly afterwards, as her duties called her back to the White Tower. She could only take comfort in Min’s confident prophecy that they would meet again someday. Elayne’s return to the Tower was somewhat fraught, for she could not honestly answer Gawyn or Elaida’s questions about where she had been without telling them that Rand was the Dragon Reborn. She and Nynaeve were tarred as runaways by the Amyrlin instead, the better to hide the truth.

Elayne was raised to the Accepted shortly after returning to the Tower. While she passed the test on the first attempt, there was a curious mishap with the testing *ter’angreal* which caused Elayne to suspect that someone had tried to use it to assassinate her. She had no way of narrowing down her list of suspects, however, for a great many Aes Sedai had been present at the time.

She was given a *ter’angreal* ring by Verin shortly before her testing, one which seems to be made of stone and is flecked with specks of red and green. It is a curious looking thing, which has only one side and is too large to actually be worn on a finger. Falling asleep while it is in contact with your skin will allow anyone, even someone who does not have the Talent for Dreaming, to enter *Tel’aran’rhiod*. Elayne proved this shortly after her testing, though she did so only with great trepidation. She encountered Rand, Perrin and Lanfear during her sojourn into the dreamworld, but it was her encounters with Nynaeve before and after that proved the most shocking for her. While she and Nynaeve had become friends and allies, theirs was a fraught relationship, one in which harsh words had often been shared. So Elayne was as surprised as she was excited to find herself sharing a bed with Nynaeve that night, while pleasuring each other with their hands.

Though the Amyrlin had forbidden Elayne to take part in Nynaeve’s hunt for the Black Ajah, she was one of the first women that Nynaeve recruited. She took to the task eagerly, in no small part due to the vendetta she held against Liandrin. Most of the women were chosen by Nynaeve, but Elayne took it upon herself to add Keestis Trep to their group after taking a liking to her.

She and Nynaeve’s return to the White Tower proved short-lived, as they left again only a week after arriving, bound for Tear where they had learned the Black Ajah were headed. They encountered a group of Aiel on their way there, after Aviendha stopped them to request their help in saving her cousin Dailin, and Elayne took the opportunity to question her about Aiel customs and beliefs. Nynaeve was able to save Dailin, and they parted on good terms.

Elayne and Nynaeve shared a cabin aboard the *Grey Gull*, and came to acknowledge each other as lovers. Her greater combat experience was instrumental in preventing any casualties among their number when the Accepted found themselves being ambushed by an over-ambitious group of bandits. She and Keestis grew closer during the trip, and Elayne urged her to visit her family while they were passing through Whitebridge, and later shared with her her intention to flout the Aes Sedai prohibition on marriage.

Though the strongest among the Accepted bar Nynaeve, she was the first to be taken down when the Black Ajah attacked them at Mother Guenna’s house in Tear. Elayne was taken by surprise when the thief-catcher they’d hired, Juilin Sandar, struck her in the face with his staff while acting under Compulsion. She spent the following fight shielded, and could only watch as Calindin, Asseil and Wynifred were killed in action. She and the rest of the Accepted were taken prisoner, and transported to the dungeons of the Stone of Tear.

Elayne was terrified to see what awaited them. Stripped and locked into stocks, she was sure she would be raped, and lamented the idea of losing her virginity in such a manner. She and Nynaeve were spared that particular fate due to their value to Be’lal as prisoners, but that didn’t save Elayne from being whipped by Chesmal Emry instead, the very woman who had murdered her friend Wynifred.

Elayne used the *ter’angreal* ring, which the Black Ajah had overlooked, to enter *Tel’aran’rhiod* that night and capture Joiya Byir and Amico Nagoyin there, but was unable to free herself and her fellow Accepted from the cell they’d been put in, nor break the shield that was woven upon them. They were freed by Mat Cauthon instead, who was less than pleased with the lack of gratitude his heroics engendered.

She met up with Rand again shortly afterwards, since he had come to the Stone to claim *Callandor* in accordance with the Prophecies of the Dragon, and was soon updated on all that had happened with him in her absence, when the Inner Circle convened once more.

Elayne was rather less than pleased with the little stuffed bear that Rand bought her in Tear, feeling that it implied he saw her as childish rather than as the desirable woman she wanted him to think her. Her fears in that regard were to prove unfounded, however, for he proved very welcoming of her advances when she finally decided to take matters into her own hands and actively pursue the relationship she had been hoping he would seek. Rand confessed to sharing her feelings, and the two spent some weeks canoodling in corners of the Stone of Tear. Elayne’s happiness at this turn of events was undercut slightly by the knowledge that Rand was involved with other women, especially her rival Berelain, but that did not stop her from taking their relationship to the next level. She lost her virginity to him in the Stone of Tear, and got a replica flower—a golden lily in full bloom—as a keepsake. Her amorous escapades continued in the days that followed, where she found herself sharing his bed with Nynaeve on one occasion, and taking part in an orgy that included Avaleen, Saeri, Imoen and even Berelain on another.

Her time in Tear was not spent exclusively in Rand’s embrace, however. She learned quite a bit in that time. She discovered that Thom Merrilin had been her mother’s lover and a surrogate father to her, a fact that both shocked and delighted her, and one she decided to keep to herself, even from Thom. Her discovery of the unpleasant effects of alcohol was her excuse for doing that last. Elayne learned to Link from the Aes Sedai, as well, and made contact with the Aiel dreamwalkers in *Tel’aran’rhiod*, before leaving Tear on a Sea Folk ship, where she learned that the Windfinders were channelers.

It was on the Sea Folk ship *Wavedancer*, en route to Tanchico, that she befriended and became intimate with the Windfinder Jorin while the two women exchanged instructions in how to channel. Elayne’s command of the weather improved greatly, and Jorin taught her quite a bit about how the One Power could be used for sex, as well.

In Tanchico she was obliged to leave much of the investigation to others in her company, what with the city having grown so dangerous that she found herself being pick-pocketed almost every time she ventured out of the inn. She was violently attacked once, too, and was forced to defend herself by braining some ruffians with a mallet. She was forced to defend Egeanin from a man who was about to stab her in the back, too, after the woman had come to their aid.

She came to consider Egeanin a new friend during their subsequent meetings. She and Keestis grew increasingly close, too. As did she and Areku.

Not everything went so well for Elayne, however. She encountered and took a great dislike to the Meridarch’s advisor, Nataly. And Shimoku’s company began to grate on her nerves, too. Worse followed when it was revealed that Egeanin was a Seanchan. Despite the good opinion she had had of her, Elayne was unable to overcome the great distrust and distaste her time as *damane* had given her for all things Seanchan, and her friendship with Egeanin came to an abrupt end.

She maintained contact with Rand and Dani by way of *Tel’aran’rhiod* throughout this period. This led to some pleasant, if occasionally perverse, encounters between her and Rand, and her and Nynaeve, who was also making use of the World of Dreams by then.

When the Accepted infiltrated the Panarch’s Palace in their efforts to thwart the Black Ajah’s plans in Tanchico, Elayne was responsible for rescuing Amathera from her gaolers. She defeated Temaile Kinderode in the process, but left her alive. It was her friend Keestis who executed the Black sister, something which troubled Elayne in ways she couldn’t explain. They took possession of the male *a’dam* and Elayne agreed with Nynaeve that it should be thrown into the ocean on their way back to the mainland.

**\*Eldrene ay Ellan ay Carlan**: An Aes Sedai, the last Queen of Manetheren, and the wife of Aemon al Caar al Thorin, who was also her Warder. She was sometimes called *Ellisande*, which means “the Rose of the Sun” in the Old Tongue. Eldrene was born in 950AB. She had hair like spun gold, and was so beautiful that it was said the flowers bloomed to make her smile. She was one of the strongest Aes Sedai in history, with a strength level of 10 on the 69 point scale. When her childhood rival, the Amyrlin Tetsuan, betrayed Manetheren in 1200AB, Eldrene organized the flight of the people of Manetheren into the forests and mountains, while Aemon and his army fought to hold off the Shadow. From the city of Manetheren, Eldrene felt Aemon die, and her heart died with him. Driven by grief, she reached out to the True Source, and hurled the One Power at the Trolloc army. All the Dreadlords burst into flame, and the Trollocs fled. But Eldrene had drawn to herself more of the One Power than any human could wield unaided and as the enemy generals died, so did she; the fires that consumed her consumed the empty city of Manetheren, even the stones of it, down to the living rock of the mountains. There is a 500´ tall waterfall in the Theren named Eldrene’s Veil which was named for her.

**\*Eldrith Jhondar** (pronounced ehl-DRIFF JON-dahr): An Amadician Aes Sedai of the Brown Ajah publically, and the Black Ajah in truth.

She was a dreamy and absent-minded woman. She was selfish, and could be casually cruel. She disliked cats and routinely killed any that lingered near her.

Eldrith was a plump, plain woman with a round face. She had brown eyes, light-brown skin and thick, curly black hair. She was 5`4`` and 220lbs.

Her strength in the Power was 22/69. She had a Warder named Kennit who was not a Darkfriend and did not accompany her when she left the Tower. He was still bonded to her when she died.

Eldrith was born in 884NE and went to the White Tower in 901NE. She spent 12 years as a Novice and 7 years as Accepted before being raised to the shawl in 920NE.

In early 997NE, Eldrith was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fighting between the two groups, but not in the torture that followed in the Stone of Tear’s dungeons, preferring to chat with Ispan while the surviving Accepted were raped and tormented right next to her. She fled the Stone with most of the rest of the Black Ajah when it fell to Rand al’Thor.

It was to Tanchico that they fled, where they hoped to secure certain items that could be used against the Dragon Reborn. Eldrith’s research into where those items could be found was slowed by her tendency to get distracted by other books, but she eventually able to track them to the Panarch’s Palace. She was in said palace when the Accepted group infiltrated it, but did not flee as quickly as the others when confronted by an *angreal* wielding Nynaeve. Instead, she was struck by lightning and killed on the spot.

**\*Elisa al’Vere** (pronounced EHL-ee-sah ahl-VEHR): A Therener from Emond’s Field. Second-born daughter of Marin al’Vere and Bran al’Caar. She was born in 967NE and wasn’t allowed to braid her hair until 986NE.

Elisa is somewhat flighty. She is open-minded to a fault, and is given to offering advice and homilies which are perhaps not always as welcome or as wise as she thinks them. She likes men, especially older ones, but is opposed to the idea of settling down. Elisa is kind, outgoing, friendly and adventurous. She enjoys music and dancing, and has always been close to her sister Berowyn. Her friend Jillie Lewin is the elder sister of Berowyn’s late husband and helped to introduce them.

Elisa is 5´4´´ and is the plumpest of the al’Vere sisters. She weighs 170lbs. She has large breasts, wide hips and a round, fleshy bottom. Her hair falls to mid-shoulder and is of a lighter shade of brown than her mother’s. She has brown eyes which crinkle when she smiles, and is quite pretty.

She helped with the defence of Emond’s Field when Trollocs invaded the Theren in early 997NE, even going so far as to take up the bow at Anna al’Tolan’s urging. Her sense of adventure also led her to have sex with Rand al’Thor, something which she enjoyed at the time but regretted shortly afterwards, when he was revealed to be a male channeler who was claiming to be the Dragon Reborn. Elisa resolved to keep their tryst a secret.

Elisa became pregnant with Rand’s child as a result of their encounter. She decided to keep the baby and to keep the father’s identity a secret.

**\*Elisane Tishar**: The very first Amyrlin Seat. Much of her history is shrouded in mystery and conflicting or incomplete accounts. She is known to have led an *ajah* that allied with several others circa 47AB and took it upon themselves to track down and either force capitulation from, kill, or Still any other groups of channelers they could find.

By 98AB Elisane had been made the Amyrlin Seat of this group and was being advised by seven woman who led *ajah*s of their own. It was in that year that they decided to build Tar Valon and the White Tower. As records of this time are quite spotty, it is unknown how long Elisane remained as Amyrlin or what her cause of death was. Nor can it be said what, if anything, these women did during the War of the Powers, or even if any of them had been alive during that time.

**\*Elmindreda “Min” Farshaw** (pronounced EL-MIN-drehy-da “MIN” FAR-shaw): A native of Baerlon in the far east of Andor who possess a unique ability to see a person’s future, represented by images and auras that occasionally appear around them, to her eyes. The images Min sees are not always understood by her, but sometimes their meaning will come to her instinctually. Whether the meaning is known or not, the futures her viewings represent always come to pass.

Min is quite friendly and amiable, with an irreverent sense of humour. She enjoys teasing others, but never cruelly. She smiles easily and often. She is kind, warm and supportive to those she cares about. Min has a slightly fatalistic view of the world, brought about by her viewings and the sense of inevitability they reveal about people’s fate, her own included. Though a rebel in some ways, who shows little regard for custom and who has often stood on the outskirts of society, Min is not overly strong-willed and can be pushed around by those with a more determined attitude. She is more likely to walk away from such a conflict that to fight back. She enjoys reading and has an inclination towards philosophical texts. She vehemently dislikes the name Elmindreda, which is the name of a girl in several songs who spends a great deal of time sighing over her various male lovers; Min avoids identifying herself by her full name wherever possible. She has neither a talent for nor an inclination towards embroidery. She isn’t inclined to wear makeup and fancy clothes either, but that is not to say she doesn’t know how to primp herself up when she wants to.

Min is 5´5´´ tall with a slender build, weighing about 115lbs. She has very big eyes of a very dark brown. Her hair is a brown so dark it is almost black and she likes to keep it cut well short of her shoulders. She is of uncertain and very mixed heritage, and her skin has a slight natural tan, though nowhere near as dark as found in other regions of the world. She has a low, womanly voice. Min gives little thought to her appearance, and prefers to dress in loose shirts and trousers of the sort usually worn only by boys. Nevertheless she is a very pretty girl, with breasts of a fine size, a narrow waist and an eye-catchingly curvaceous bottom. She has light-brown nipples.

Min was born near Baerlon in 975NE to a miner named Brandel Farshaw and a woman called Megan, who died birthing her. She was raised by her father until his death in a mining accident when she was 8. Afterwards she came to live with his three sisters, Miren, Rana and Jan; a trio of spinsters who lived together above the seamstress shop they owned. Min had already taken to wearing boys’ clothes by then and resisted her aunts’ efforts to put her in dresses and turn her into what they judged a proper young Baerlon lady to be.

Min had several friends in the early years of her life but lost them all when she was between 13 and 14 years of age, the time her ability to see the future began to manifest. Her efforts to warn people of the things she saw, in the hope they would avoid their fates, proved futile. Her personal interventions proved even more disastrous, as occasionally the things Min did to try and prevent a viewing from coming true proved to be the very things that caused its fulfilment. She gained a poor reputation in Baerlon and some began to claim she was deliberately causing ill-fortune. An angry mob that gathered outside her aunts’ shop one night might well have led to Min being driven out of town, or worse, but her aunts were able to talk the mob down, pleading Min’s youth and promising she would stop having her supposed viewings. Min avoided talking about the things she saw after that, but her reputation never really recovered and she made few friends in the years that followed.

Min worked for a time in her aunts’ shop but she disliked doing embroidery and decided to pursue a different trade. She tried working in the stables first, over the objections of her aunts, but quit that job after less than a year, in part because it was smelly and unpleasant work, and in part due to an incident with two male grooms who attempted to assault her. She worked as a tavern maid at the Miner’s Rest after that, but only for a month since she hated wearing dresses almost as much as she hated having her bottom pinched by drunks. She later worked as a weaver but found it boring and eventually quit that job, too. Her stint as a dyer’s apprentice was short-lived, since she hated the smell and the way her hand’s were left constantly coloured. She preferred her time working as a shop assistant, even if it meant wearing dresses again, but was eventually fired from that job when the shop fell on hard times. She took a job as a serving girl in the Stag and Lion inn, and was pleased when its owner Mistress Fitch allowed her keep wearing her customary shirt and trousers.

While working her various jobs, Min had the opportunity to meet many well-travelled men, mature and worldly. She occasionally found herself developing crushes on them but never worked up the nerve to approach them. The stories of her viewings still carried a certain notoriety, so few people in Baerlon would approach Min first, leaving her isolated and a little lonely.

The stories also reached the ears of an Aes Sedai named Juilaine Madome who visited Baerlon in 994NE when Min was 18. Juilaine was of the Brown Ajah and found Min’s ability fascinating, perhaps especially so after her vigorous testing proved that it had nothing to do with the One Power. She spent months urging Min to view everyone she could and writing down everything Min saw, with the intention of writing a short book about her. Min was a bit put out by being bossed around by the Aes Sedai, and agreed to cooperate only after Juilaine promised she would not tell anyone the real name of the girl she was writing about. Juilaine herself found Min very charming and attractive, and once she felt she had enough material for her book she attempted to seduce her. Juilaine was the first woman to ever kiss Min, who panicked in response and rejected her advances, which Juilaine accepted with grace shortly before departing Baerlon. Min sometimes regretted her response, and wondered if she hadn’t overreacted. The book Juilaine went on to write about her viewings was called *Pieces of the Pattern*.

In 996NE Min was approached by Moiraine Damodred, who knew of her and her ability due to Juilaine. Min had several viewings of Moiraine which steered her towards the nearby Theren. Not long afterwards, Moiraine returned to Baerlon in the company of various others, most notably Rand al’Thor, about whom Min had a great many viewings, some of which involved her in a most personal way. Moiraine urged Min to tell her everything she saw about Rand and his friends, and Min complied for the most part, though she held a few things back. She approached Rand and told him teasingly of the things she saw. Later the same day Rand noticed her sitting alone, and approached her in turn, inviting her to dance with him and his friends. She was happy to make some new friends at last, and sad when they left Baerlon again shortly after.

When the Stag and Lion was burnt down by Darkfriends, Min once more found herself out of a job. Unbeknownst to her, Moiraine had sent word to her allies in the White Tower, and an Aes Sedai named Dynahir Rashamon soon arrived in Baerlon, offering enough coin to rebuild the inn but asking that Min accompany her to Tar Valon, where it was felt her viewings would be a useful resource. Min reluctantly agreed and travelled to the White Tower in Dynahir’s company, being given a sorrel mare she name Wildrose, and spending the latter stages of her trip on Captain Bayle Domon’s ship. Min sometimes suspected that the captain found her attractive, but nothing came of it.

Shortly after arriving at Tar Valon, Min was introduced to Elayne Trakand and was shocked to find that she already knew her from the viewings she had had of Rand. The two girls swiftly became friends and Min confessed the nature of her viewings to Elayne, breaking her own promise to herself that she would keep them secret. Elayne proved much more open-minded about Min’s viewings than the folk of Baerlon had been, to Min’s delight. Min didn’t tell her everything she had seen about their future though, for that would have been much too embarrassing. Min and Elayne became each other’s first lovers, just over a fortnight after they first met, leading Min to wonder if the future she had seen might not be so bad after all.

During her stay in the White Tower, Min reported everything she saw to the Amyrlin Seat Siuan Sanche, save for those viewings that affected her friends. Those included Elayne of course, as well as her brothers, Nynaeve al’Meara, Daniele Rulonir and Ilyena Volnicoliev.

Min left the Tower in the company of Elayne and Nynaeve after Liandrin Guirale convinced them that Rand was in danger and needed their help. Liandrin proved to be a Darkfriend and betrayed them to the Seanchan at Falme. Elayne was made *damane* and Min was taken prisoner alongside her. In resisting her captors Min won the enmity of a Seanchan Captain named Zaired Elbar, who wanted to kill her for having cut him, but was refused after Elayne pleaded for her life, promising cooperation to her captors in exchange. Min supported Elayne through her captivity, trying to keep her spirits up while searching for a way to free them both. She thought she had found one when she spotted Captain Domon in port, but the price he asked to smuggle them away from the Seanchan was heavy. Min resolved to pay it, for Elayne’s sake, but was spared the need to follow through when Rand and his party arrived in Falme in pursuit of the Horn of Valere.

Together Rand and Min freed Elayne from the Seanchan, taking advantage of a battle that was being fought outside the city between the bulk of the Seanchan forces and the Falmeran army. Rand balked at killing the *sul’dam* Renna Emain, who had been chiefly responsible for tormenting Elayne, claiming that it was wrong to kill a woman for any reason. Min did not share his opinion on that matter, and took it upon herself to drive a knife into Renna’s heart, killing for the first time in her life. With Elayne’s help, they then snuck into the Divalaird and recovered the Horn of Valere, fighting off a Seanchan ambush in the process.

After fleeing Falme, they found themselves in the middle of the battle outside the walls, a battle that was going in the Seanchan’s favour. A distracted Rand had shoved the Horn into the hands of the person nearest him, which just so happened to be Min. In desperation, Min sounded the Horn of Valere and then watched in shocked awe as the Heroes of legend returned from their graves and proclaimed Rand to be the Dragon Reborn. The Heroes drove the Seanchan from Falme at his request, while Rand himself fought Ishamael in the skies above the city. Min found him unconscious in the aftermath of the fight and nursed him as best she could, though she was more than worried when she suddenly found the Forsaken Lanfear standing over them and claiming Rand as hers. Lanfear departed without harming Min, claiming Min could not possibly be her rival.

Min and Elayne then joined up with Rand’s party as they all journeyed east. When Moiraine attempted to dispose of the remains of Rand’s father’s sword, Min and Elayne argued against it and placed it back in his hands. It was brought to her attention that by using the Horn Min had bound it to her. So long as she lived it would be useless to anyone else, possibly making her a target for those who wanted to claim the Horn, or those who wanted to prevent it from being used at Tarmon Gai’don. Min resolved to keep as secret as she could the fact that she was now the Hornsounder.

While travelling through war-torn Falmerden Min had the opportunity to grow closer to Rand and Elayne and their various friends. The only one she didn’t get along with was Morrigan. When she attempted to sound the Horn a second time she was horrified to find that it no longer worked, and came to fear that she had wasted its power at Falme instead of saving it for use at Tarmon Gai’don. It was with great relief that she saw it finally work again, two months after she first sounded it. The summoned Heroes revealed to her that the Horn needed time to recharge its energies between uses, and that she should be careful not to use it unnecessarily.

Min was invited to join Rand’s most trusted circle of allies, and like the others in said circle was required to share all she knew that might be relevant to their cause. It was her that first called the group “the Inner Circle”, a name which stuck.

She was reluctant at first to join Elayne in her highwire act while they travelled with the circus, but was won over by Elayne’s enthusiasm and the promised use of *saidar* as a safety net. The outfits they wore for their performance were much more form-fitting than Min was used to, but she couldn’t help but notice how much Rand enjoyed looking at them both while they were wearing them.

Min was briefly tortured by Asha’bellanar in an effort to get Rand to reveal Morrigan’s location, but Rand refused to answer the Forsaken’s question. Like the others, she took shelter in Stedding Tsochan afterwards.

She and Elayne parted company not long afterwards, since Elayne had to return to the White Tower, and they agreed that Min and the Horn could do more good by staying with Rand. This added to Min’s dismay when it was discovered that Moiraine had secretly given the Horn of Valere to Verin to carry back to the Tower, where it was to be kept safe ... and far from Min’s hands. Min stayed with Rand anyway though, for she had other reasons to want to be alone with him.

Min journeyed to the Theren with Rand’s party when it was discovered that the Whitecloaks and the Shadow were making trouble there. Bereft of the Horn, she spent most of her time helping out at the al’Veres’ inn, where she befriended Marin and her daughters, as well as Raine and Merile. She got some archery lessons from Anna, too, and helped to repel the later Trolloc attacks on Emond’s Field. She also got one particularly memorable lesson from Marin, in which the older woman bent her over a barrel and fingered her until she admitted that she had feelings for Rand, whom Marin gave her some womanly advice on how best to seduce.

Min put Marin’s advice to the test after Rand, now revealed as a channeler, was driven out of Emond’s Field under a rain of arrows. She found him bathing alone in the Waterwood that night, and seized the chance to join him. She didn’t get much bathing done though, for it wasn’t long before they were hugging and kissing and then doing much more. She lost her virginity to him in that pond, and fell asleep in his arms shortly afterwards.

She woke alone, to her dismay. Rand had fled in the night, bound for Tear, where *Callandor* awaited him. Min was hurt by his abandonment, especially since it came at such a time, and so didn’t put up too much of a resistance when Moiraine sent her away to Tar Valon to deliver a letter to the Amyrlin, instead of inviting her to join the party that set out in pursuit of Rand.

When she returned to Tar Valon, she was shocked to see evidence of a coming disaster which would cost the lives of many Aes Sedai and Warders. She reported this to the Amyrlin but knew that there was nothing she could do to stop it. She was unable to leave Tar Valon immediately either, despite having her request to have the Horn of Valere returned to her refused. Instead, she was required to once more use her visions in the Amyrlin’s service. She serviced her in other ways, as well, and not just her. Juilaine and Min renewed their acquaintance while she was staying in Tar Valon, cut off from her friends, and this time she decided to allow the Aes Sedai to have her way with her. The relationship was cut short, however, when it emerged that Juilaine was part of the conspiracy to depose the Amyrlin and put Elaida in her place. The disaster Min had foreseen came to pass, and Siuan Sanche was deposed and Stilled, while Warder fought Warder and Aes Sedai fought Aes Sedai over the decision. After the fighting had died down, Min sought the help of the Tower’s cook, Laras, whom she had become friends with, and together they freed Siuan and Leane from the dungeons and spirited them out of the Tower. They encountered Logain Ablar on their way out, who Siuan promptly invited to come along with them for reasons Min could only guess at. This made the vision of future glory she saw around the former false Dragon seem even more troubling to her.

**\*Else Grinwell** (pronounced EHL-see Grihn-wehl): A lusty Andoran farmgirl, the eldest daughter of nine children. Her family farm is a day’s travel east of Arien. She was born in 977NE.

Else is a somewhat ditsy girl, who would much rather be staring at boys than working or studying. She doesn’t do well at studying even on the rare occasions she applies herself to it. She is outgoing and not at all shy.

She has big brown eyes and wears her dark brown hair in two pigtails. She is pretty and plump. Else is 5´5´´ tall and weighs 220lbs.

Her strength in the Power is 54/69.

Else was quite pleased when Rand al’Thor and Mat Cauthon stopped at her farm on their way to Caemlyn in 996NE. As was often her habit when interesting strangers came to visit, she seized the opportunity to have some fun and shared the affections of both boys in her family’s barn that night.

Chores and farmwork seemed even more boring than usual after they left, so Else decided to go to Tar Valon and become an Aes Sedai. She proved to possess the ability to channel, albeit weakly, and became a Novice in the White Tower. Her teachers were not impressed by her. When Mat came to stay in the Tower she was quite happy to resume their relationship and they spent several weeks sleeping together regularly. Her activities were judged inappropriate to a prospective Aes Sedai. Steps might have been taken to correct her attitude if her strength in the Power was more impressive, but as it was not she was judged too much trouble to be worth training. Else was expelled from the White Tower and sent back to her mother’s farm. And her chores.

**\*Elyas Machera** (pronounced ee-LY-ahs mah-CHEER-ah): A wolfbrother and former Warder. To the wolves, and his fellow wolfkin, he is known as Long Tooth.

Elyas mostly eschews human company in favour of that of the wolves, but he is not without compassion for his fellow man and will help travellers in need. He is gruff, assertive and opinionated. While he has embraced the ways of the wolfkin wholeheartedly, he still hungers for human contact occasionally. He is a survivalist by nature, and can be ruthless when he deems it necessary.

Elyas is 5´10´´ tall. He is a lean, rawboned man who weighs about 135lbs. He has yellow eyes that glow in the dark. His light-brown hair is heavily greyed and hangs to his waist, gathered at the nape of his neck with a leather cord. A thick beard fans across half his chest, similarly greying. He dresses in furs and wears a flat-topped fur cap.

Elyas is an exceptional hunter. He carries a long knife, almost a sword, that he is very skilled in the use of. He is an excellent archer and an experienced fighter. Like all wolfkin he has enhanced senses and can enter *Tel’aran’rhiod* freely while sleeping.

Elyas was born in 943NE in Tear, the son of poor farmers. In 957NE he ran off to the Borderlands seeking adventure. By 959NE he had become a soldier in Shienar, serving along the Blightborder, and was bonded by Rina Hafden of the Green Ajah in 965NE. He met Lan in 969NE, during the last year of Lan’s training in Shienar, and gave him a few pointers. In 974NE he awoke to his nature as a wolfbrother and was imprisoned by members of the Red Ajah who suspected his abilities were connected to *saidin* or the Dark One. Angered at their treatment of him and the invasive tests they performed, Elyas killed several Warders who had been assigned to keep him prisoner, and fled the White Tower, escaping Tar Valon by jumping into the River Erinin. Rina never released the bond, and keeps it masked so to ensure he wouldn’t know if she was coming for him. Elyas somewhat regrets the circumstances of his parting with the Aes Sedai, and still feels a degree of loyalty towards the Tower. He is widely-travelled. Among his former lovers is a Saldaean woman named Merya, who once almost killed him with a knife in a fit of anger.

In 995NE he met a young wolfsister named Raine Cinclare who was newly awoken to her nature and had been driven from her home. Elyas was directed towards her by the wolves, who thought she needed his help. He undertook to teach her the ways of the wolfkin, as well as how to survive in the wilds. He also became her lover, as is appropriate for the pack leader. Raine’s oft-stated opinion that the wolfkin were monsters, herself included, was a source of great vexation to Elyas, but he came to care for her. She left him about a year later, saying she wanted to try to reconnect with her human side. During this period Elyas also met another young wolfkin, Perrin Aybara, whom he instructed as best he could. He defended Perrin from those who hunted him, and was lightly wounded in the process. They parted company, and Elyas once more disappeared into the wilds.

**\*Emara Narettin den Sovar** (pronounced ehm-AHR-ah NAH-reh-tihn den SOH-vahr ): An Accepted in the White Tower.

Emara is the eldest daughter of Lady Spira Narettin den Sovar, who is a member of the Council of Nine in Illian. She is quite friendly usually, though she has little time for those who break the rules. She has a delicate stomach and has a history of being the butt of other students’ pranks.

She is a small, thin, almost wispy woman. She has long, curling brown hair, fair skin, and her eyes are large and grey. She has small breasts, narrow hips and a skinny bottom. Emara is quick to smile and has a high-pitched voice. She stands 4`10`` and weighs 85lbs. All these characteristics combine to make her seem significantly younger than she is.

Her strength in the Power is measured at 36 on the 69 point scale. She has a Talent for Healing.

She was born in Illian in 968NE and went to the White Tower in 985NE, knowing that if she passed the test and proved able to channel she would have to give up her inheritance. She passed, and after spending 9 years as a Novice she was raised Accepted in 994NE. She and Ronelle have been pillow-friends throughout much of their stay in the White Tower.

In 997NE she saved Nynaeve’s life when she was struck by a bolt fired from a Grey Man’s crossbow. She was recruited into Nynaeve’s Black Ajah hunting party shortly afterwards. Against Nynaeve’s wishes, she informed Ronelle of their activities. Ronelle promptly volunteered to join them and together they set out for Tear, where the Black Ajah were believed to be hiding.

The two were inseparable throughout the journey south, and were even together when the Black Ajah ambushed them on the streets of Tear while they were out shopping for supplies. They were taken to the dungeons of the Stone of Tear, where they and the rest of the Accepted were tortured by the Black Ajah. Temaile Kinderode whipped Ronelle in front of her, and demanded that Emara submit to the desires of two Warders named Dalnos and Wain in order to spare Ronelle further pain. Driven by her love for her pillow-friend, Emara complied. She found herself being spit-roasted by the two men in front of Ronelle and everyone else, friend and foe, and was soon left covered in their come, with Temaile’s mocking words ringing in her ears.

Emara and the others were freed from the dungeons by Mat Cauthon and Juilin Sandar. They spent several weeks afterwards living in the Stone of Tear, which had fallen to Rand al’Thor, now revealed to be the Dragon Reborn. Emara and Ronelle spent most of their time in isolation, trying to recover from what had happened to them, though they ventured out whenever their duties required them to, either to question the Black Ajah prisoners or to fight the Shadowspawn who attacked the Stone under Moridin’s command.

It was during one of the interrogation sessions that Emara learned that Sammael was secretly ruling in Illian now. She resolved to pen a letter to her mother, urging her to gather the family and flee the country. She and Ronelle were among the group chosen to go to Tanchico with Nynaeve to investigate reports of Black Ajah activity there.

Her familiarity with *Daes Dae’mar* proved a boon to their party during the investigation of the Black Ajah’s activity in that city. Upon helping track them to the Panarch’s Palace, Emara joined her companions in infiltrating said palace. They were able to drive the Black Ajah off and seize the items they had hoped to use against Rand, and soon departed Tanchico in victory. The most impressive part of it all, for Emara, was learning that Nynaeve had fought and defeated Moghedien.

**\*Emi Aybara** (pronounced EHMI ay-BAHR-ah): A young Therener woman who is the only surviving direct relative of Perrin Aybara, being his first cousin.

Emi was always cheerful, positive and energetic, with an adventurous nature and a teasing sense of humour. These qualities were not dimmed by her injuries and losses; if anything, they were enhanced to a disturbing degree. She is stubborn and independent and hates to be condescended to.

She has large brown eyes, and her brown hair is braided in the Theren fashion. She is pretty and slim, weighing 90lbs. She has small breasts and narrow hips, giving her a quite girlish appearance. After Padan Fain’s attack on her family farm, Emi lost both legs just below the knee. She stood only 5 foot tall, even before her losses; she was and is sensitive about her height.

Emi was born to Magde and Eward Aybara in 997NE, the youngest of their three children. Her mother had inherited the family farm, so Emi grew up there along with her elder brother Toren and her elder sister May. She had a happy childhood and made friends easily when she visited Emond’s Field.

Her happiness came to an end in 997NE when Padan Fain led a group of Whitecloaks to her family farm intent on arresting Perrin. They did not find him there, but that did not deter a creature as mad and evil as Fain from slaughtering everyone else and burning the farm down. Emi was inside one of the houses at the time, with her great aunt Ealsin. A Whitecloak set fire to the building, and Ealsin advised that they stay inside as long as they could, to escape Fain’s notice. It worked, but the escape came at a heavy cost, for Ealsin was killed by falling debris, the same debris that severed Emi’s legs just below the knee. Emi was discovered by Sara Aythes in the aftermath, a woodswoman and virtual hermit who carried her back to her isolated camp in the Waterwood. Sara treated Emi’s wounds and kept her safe until Perrin returned to the Theren.

Sara encountered Perrin and Rand in the aftermath of a Trolloc ambush and led them both to Emi’s location. Emi then informed Perrin that it had not been Shadowspawn that killed their family, as he had supposed, but that Fain had been the one responsible. Perrin swore revenge. They then carried Emi back to Emond’s Field, where Moiraine Healed her wounds, which had grown infected. Emi testified to Geofram Bornhald about Fain’s actions, and managed to convince him to sign an arrest warrant for the man, though she could not convince him to withdraw his condemnation of Perrin for an earlier set of murders.

Far from growing withdrawn and depressed over her losses, Emi became even more positive than before. She tried to initiate a sexual relationship with Perrin, who turned her down in no small part due to how strange he found her attitude. She took the rejection in stride, and then immediately tried to initiate a sexual relationship with Rand al’Thor instead. Given his own predilections, and the fact that they were old friends, Rand didn’t hesitate to go to bed with Emi. They remained lovers throughout most of the Trolloc siege of Emond’s Field, once experimenting with anal sex, which Emi did not like, and once inviting Anna al’Tolan, another old friend, to join them in a threesome, which Emi liked a lot. Their relationship came to an abrupt end just after the murder of Rand’s friend Hurin. Emi did not care for the over-protective attitude Rand displayed towards her, so she decided to break up with him. She survived the fighting and was present when Rand was revealed to be a male channeler who claimed to be the Dragon Reborn. Emi was not as disturbed or frightened by that as most people would have been. She encouraged Rand not to give up, but remained in Emond’s Field when he left.

**\*Erim, of the White Mountain sept of the Chareen Aiel** (pronounced EHR-ihm): Chief of the Chareen. He was *Far Aldazar Din*.

Despite his brutish appearance, Erim is an honourable man with a strong sense of propriety.

His bright red hair has gone almost half white, but he is still a hulking man, standing 6`7`` and weighing 235lbs, with strong arms and huge hands. He is not a very handsome man, with a pugnacious jaw, a thick, oft-broken nose and a lined face.

Erim was born in 936NE. He is part of a *harem* marriage with his two wives, who are named Ros and Morena.

He was present at Alcair Dal in 997NE when Rand al’Thor and Couladin of the Shaido both claimed to be the He Who Comes With the Dawn. When Rand proved that he had been to Rhuidean and taken the test, while Couladin had not, Jheran acknowledged him as the *Car’a’carn*.

**\*Erinin, the** (pronounced EHR-ihn-ihn): The greatest river in Valgarda. It begins in the Mountains of Doom and flows through Saldaea, Tar Valon, Andor and Far Madding before finally emptying into the sea at Illian. Numerous other rivers, great and small, link up with the Erinin and become part of it before it reaches the sea. The cities of Tar Valon and Far Madding are both built on islands in the middle of the Erinin, though at different points of its long journey, obviously. The river carries extensive trade-traffic.

**\*Erith, daughter of Iva daughter of Alar** (pronounced AYR-if, EYE-vah, AHL-ahr): An Ogier girl from Stedding Tsofu whom Loial thought very attractive. She was born in 900NE.

Erith is 8´ tall, weighs about 550lbs, and is considered beautiful by Ogier standards. She has a short, round nose than is quite broad. Her mouth is wide and straight. Naturally her features are more delicate and feminine than Loial’s, and her eyebrows shorter. She has big brown eyes. Her hair is a glossy black, and hangs down her back. Her ears are curving and plump, tipped with fine tufts that look as soft as dandelion down ... but who would be so crass as to speak of such things?

Erith first met Loial, Rand and their companions in 996NE, where she took a fancy to Loial and gave him a flower that he keeps pressed as a bookmark. She met Rand again, if briefly, in early 997NE. On that occasion he informed her that Loial spoke of her often, encouraging their romance.

**\*Estanda Selorna** (pronounced eh-STAHN-dah seh-LOR-nah): A High Lady of Tear.

Estanda a treacherous, ambitious and manipulative woman.

She is sternly beautiful woman, with olive skin, brown eyes and long black hair.

Even prior to the fall of the Stone of Tear, Estanda was involved in most curious affair. A High Noble of Tear in her own right, she had further solidified her power in the land by marrying another High Noble—Carleon Novares. She was not the only woman to do so, for Alteima Mercandes, who was also a High Noble in her own right, married Tedosian Dajenna not long afterwards. The two couples were outwardly friendly with each other, but hatreds burned under their friendly veneer.

Despite being nominally allies, they often plotted against each other, and even had affairs with their rival’s spouse. This was true for all four of the nobles involved. Estanda did not know that her husband Carleon was sleeping with Alteima, and Carleon did not know that Estanda was sleeping with Alteima’s husband, too. None of this prevented the four of them from plotting to have Rand killed, but it did offer Thom Merrilin a way to get rid of them quietly. By subtly revealing their affairs, Thom set the scheming nobles against each other. Carleon was killed by Tedosian in a staged hunting accident, and Tedosian was poisoned by Alteima in response.

Estanda got an unexpected boon, in the midst of that disaster, when Rand removed the dying Tedosian from his wife’s charge and placed him in Estanda’s instead, while simultaneously ordering Alteima to accompany the army bound for Cairhien. Though her plot against Rand had been thwarted for now, she took comfort in knowing she’d gotten the best of her rival at last.

**\*Evelin Denagar** (pronounced EV-el-inh DEN-ah-gahr): The only living daughter of Queen Nora of Falmerden. After her mother’s death at the hands of the Seanchan she became Queen of Falmerden. Or more fully: By Steel’s Light, Queen of Falmerden, Defender of the Threshold, Lady of Toman Head, High Seat of House Denagar.

Evelin is trained at arms, despite her mother’s disapproval. She is tough, brave, and speaks bluntly. She is loyal and law-abiding. She is mocked as “the Bastard” by some.

Evelin is very big, especially for a woman. She stands 6´1´´ tall and weighs 200lbs. She has a muscular build and an ample bosom. Her hair is light red, straight, and she usually wears it tied back in a ponytail that hangs just below her shoulders. She has clear green eyes. She has a long, somewhat plain face, with a wide jaw and an outthrust chin. Freckles run across her nose and cheeks.

Evelin was born in 978NE to Queen Nora Denagar and King Kaelan Ostarim. She has one sibling, a brother named Alasdair to whom she is close. Evelin became Queen of Falmerden in 996NE following the death of her mother at the hands of the Seanchan, though she was content to leave the business of ruling to more experienced folk. She was captured the same year, and scheduled to meet the same fate as her mother, but was saved by the intervention of Rand al’Thor and Ingtar Shinowa. She witnessed the effects of the sounding of the Horn of Valere and saw Rand fight Ishamael in the sky above Falme. Upon being reunited with her brother Alasdair, she learned that her father had been killed in the fighting and that General Surtir had abandoned him to his fate. She vowed to see the general answer for his betrayal.

In the aftermath of Falme, Evelin rallied what support she could among the nobles of Falmerden. She was outraged when Surtir falsely declared himself her regent, and concluded that war between them was inevitable. While staying in Amaran with her supporter Lady Isolde she was approached by Moiraine, who wanted her to bring her army to relieve Rand’s at Tarcain Cut and help him destroy the Shadowspawn that had been rampaging through her country. With the debt she owed Rand, and the clear danger to her people, it proved easy to persuade Evelin to come to his rescue.

In the aftermath of the battle she met with Rand, and accepted his claim to be the Dragon Reborn, though the implications inherent in that troubled her greatly. A day later she was to meet with Surtir, whose army had also come to fight the Trollocs. Evelin did not expect much to come of the meeting, and had her brother preparing to attack Surtir as soon as honour would allow, but the sudden sounding of the Horn of Valere once more changed her fate entirely. With Rand’s *ta’veren* presence, and the mediations of the ghost of Mabriam en Shereed, Surtir was persuaded to surrender to Evelin’s custody in exchange for leniency and the promise that he would be released to face Falmerden’s enemies when next the nation came under attack. With the war that had seemed inevitable now ended before it had really begun, Evelin offered Rand sanctuary in Falmerden. When he refused she directed him towards a group of smugglers the throne had used in the past, ones currently allied with Valan Luca. She bid Rand farewell, and while she was personally sorry to see him go, she was relieved on behalf of her nation to have a dangerous male channeler pass beyond her borders.

**\*Exotics**: The collective name given to the strange creatures brought to Seanchan long ago by use of the Portal Stones. Most breeds have since been domesticated for the Empire’s use.

Their handlers are known as “*morat*”, with “*der*” added as a prefix in cases of seniority. For example: someone considered a master at training and managing *grolm* would be a *der’morat’grolm*. Theses handlers have an established social order, denoting the importance placed on the creatures they handle. This order is, from most important to last: *der’sul'dam*, *sul’dam*, *der’morat’raken*, *der’morat’to’raken*, *morat’raken*, *der’morat’torm*, *morat’to’raken*, *der’morat’lopar*, *morat’torm*, *der’morat’s’redit*, *der’morat’grolm*, *morat’lopar*, *morat’s’redit*, *der’morat’corlm*, *morat’grolm*, *morat’corlm*.

While almost all of the Exotics are creatures whose existence seems unbelievable to natives of Valgarda, the *s’redit* might seem familiar to someone who had visited far-off Kigali, where they are a common sight and are known as elephants. The Seanchan mistakenly believe that they, too, came from the other side of a Portal Stone, however.

**\*Eye of the World, the**: A well of untainted *saidin* held in an extra-dimensional garden, once under the care of the being known as the Green Man. It was created during the Breaking of the World, and the Dragon Banner, one of the seven seals, and the Horn of Valere were concealed at its bottom. The process by which the Eye was made resulted in the deaths of all the Aes Sedai who made it, among them a man named Kodam and a woman named Solinda. The garden and the vacuole in which the Eye sits have also come to be referred to as the Eye of the World, by those who do not understand the distinction.

The Eye was drained of its power by Rand al’Thor, who used it to defeat and cripple the Forsaken Aginor and help destroy a Trolloc army at Tarwin’s Gap. The Green Man was slain by Aginor in the conflict, however, and the status of his garden, and the vacuole it resides in was left uncertain.

**\*Fal Dara** (FAHL dahr-ah): A fortress-city in the north of Shienar, near Tarwin’s Gap, ruled by House Jagad. Fal Dara is built on hills higher than the surrounding land and is surrounded by an austere 50´ grey stone wall, with high towers topped by wooden hoardings and bedecked with pennants. The East Gate, the Queen’s Gate to the south and the Malkier Gate to the north give access. The streets are stone-paved. The architecture is plain and simple: wood-shingled rooftops, tall stone chimneys and taller towers. A fortress is centrally located on the highest hill, surrounded by a deep and wide drymoat, the bottom of which is forested by man-high steel spikes. Inside the second defensive wall is a large square courtyard paved with huge stone blocks and surrounded by crenulated towers and battlements. Around the city the land is clear-cut a mile out from the wall in all directions. Farms outside the city have wood-shingled, steep-pitched roofs that come near the ground.

**\*Falion Bhoda** (pronounced FAH-lee-ohn BOH-dah): A Kaltori Aes Sedai of the White Ajah publically, and the Black Ajah in truth.

Falion is outwardly cold and rarely shows emotion, but inside she seethes with anger over past slights, real and imagined. She is very arrogant, and blind to her own faults even as she revels in listing those of others. She has little tolerance for company. She is amoral and devoid of compassion.

She has a long face and amber skin. Her hair is black and glossy. She has narrow brown eyes. She is 5`5`` tall and weighs about 145lbs.

Her strength in the Power is 23/69.

Her Warder is a stocky, muscular man named Ogrin Condrat and does not share her allegiance to the Shadow, though he finds himself Compelled by the bond to serve her—and it—anyway, to his shame. He has developed a fondness for alcohol as a result. He is Andoran by birth, His eyes are blue, and his hair and beard are yellow.

Falion was born in 873NE and went of the White Tower in 889NE. She spent 7 years as a Novice and 6 as an Accepted before being raised to the shawl in 902NE. While a Novice she ran away from the Tower once, managing to reach Ebou Dar before being caught and dragged back. She was part of a Black Ajah “heart” that included Berylla Naron.

In early 997NE Falion was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fighting between the two groups, and defeated Shimoku Noallin. She also took part in the torture of those Accepted who survived, forcing her Warder to rape Shimoku, and found she rather enjoyed it, too. She fled the Stone with most of the rest of the Black Ajah when it fell to Rand al’Thor and the Aiel.

It was to Tanchico that they journeyed, where they hoped to find certain items that could be used against the Dragon Reborn. Towards this end, they took control of the Panarch’s Palace, but they were thwarted by the timely arrival of Nynaeve’s group.

**\*Falmerden** (pronounced FAHL-mair-den): The youngest nation in Valgarda. It was a province of Valreis until its governor, Lady Dahnela Denagar, declared independence and crowned herself as the first Queen of Falmerden in 784NE. Due to its strong defensive position, with only a few known passes through the Zandarakh Mountains, and only one port of viable size on its rocky coastline, Falmerden was able to hold off every attempt to retake it by the rulers of Valreis in the years, and indeed generations, that followed. The bitter enmity between the two nations continues to this day.

The Falmeran population is estimated at about 2 million people, and like Valreis has a large variety of skin, hair and eye colours.

Falmeran men favour leather and fur in their garb, while women usually wear high-necked dresses, also richly decorated with furs. Falmerans have a reputation for their quarrelsome nature and fierce independence. Like most nations in Valgarda, they are a matriarchy, with female heirs taking precedence and children inheriting their mother’s name.

The banner of Falmerden is two red Warhounds combatant on a field of four squares, gold and white. It is also the banner of House Denagar, who founded the nation.

Falme (pronounced FAHL-may) is the capital of Falmerden, as well as its only viable port. Falme’s harbour is enclosed by high cliffs which run to the harbour mouth on both sides, and atop one of those cliffs stands the towers of the Watchers Over the Waves. On the opposite side is the city of Falme itself, which is built on a slope with stone docks at the lowest point and the Divalaird at the highest. The Divalaird is a tall fortified lighthouse made of well-fitted grey stone which tapers upwards. It was built long before the city itself, and has been converted into a royal palace for the rulers of Falmerden. A beacon fire is still kept lit on its peak at all times. The houses in Falme are made of dark stone with slate roofs; few of the buildings stand taller than two stories, and even the richest are modest by the standards of other cities. The streets are paved, as is the large square that fronts the Divalaird. There is a city wall, which is made of dark granite.

Falmerden was the sight of the Seanchan *Hailene*’s first landing in 996NE. The invaders captured the capital almost immediately, and soon secured most of the land surrounding it. The Falmerans’ efforts to expel them met with failure until the Horn of Valere was sounded, securing their freedom. For now.

In the aftermath of the invasion, Falmerden faced even more troubles. A large Trolloc raiding party ravaged the land in search of Rand al’Thor, slaughtering many villages in the process. Simultaneously there was a civil war brewing between the new Queen and a rebel general. These two plights might have toppled the fragile government altogether, had they not been dealt with swiftly due to Rand’s continued involvement in Falmeran affairs.

**\*Faolain Orande** (pronounced FOW-lain oh-RAN-deh): An Accepted in the White Tower.

Faolain is a prickly and unfriendly sort. She is quite opinionated and strong-willed, but this is not to say she is a bad person. She has a firm sense of right and wrong, and the conviction to stand up for her beliefs.

Faolain is 5`5`` tall and weighs 180lbs. She has brown skin, dark brown eyes and curly black hair that forms a halo around her head. Her face is round, with full lips. She has large breasts and a fleshy bottom.

Her strength in the Power is 22/69.

Born in Mayene in 970NE, Faolain came to the White Tower to be tested in 986NE, shortly after breaking up with her then-boyfriend over an argument about the merits of the Aes Sedai. She spent 8 years as a Novice and had been an Accepted for 3 years when she met Mat Cauthon. She disappointed her Aes Sedai teachers by embarking on a brief affair with him.

Irritated with herself for her indiscretion, and pained by the punishments she received, Faolain was somewhat less than friendly towards Nynaeve upon her return to the Tower. She was excluded from the Black Ajah hunting party due to this.

**\*Far Madding** (pronounced FAR MAHD-ing): A mercantile nation which shares a name with its capital city. Far Madding was once a larger nation but like many places in Valgarda has become depopulated, in no small part due to the drop in birth-rate that has been experienced throughout the world as the Dark One’s prison continues to crumble. Far Madding’s status as a nation is now questionable, as it controls only a little land beyond the bounds of its capital, and many would regard it as a mere city-state. It has a population of about 100,000.

The Counsels rule Far Madding. They are a collection of 13 women, rich merchants all. The highest ranked among them is the First Counsel. Far Madding is one of the most devout matriarchies in Valgarda. It is illegal for a man to own property or wealth of his own, instead everything must be given to him by the ranking woman in his life; mother, wife or otherwise. Even daughters are known to refer to their fathers as “boy”. Children inherit the mother’s name of course, and husbands take the names of their wives. Spanking unruly men of all ages is encouraged, and paddles are kept in all the inns for that purpose. The women of Far Madding have a reputation for sternness, and are accounted hard bargainers. Far Maddinger men are rarely seen outside the nation’s borders, and are the butt of many jokes among the inhabitants of other nations.

The majority of the populace are of a race that, in another Age, might have been called “white”, though of course that term is not used in the Tenth Age.

The banner of Far Madding is a woman’s raised open hand in gold, and an upright golden sword, separated by an upright red oval, on a blue field.

The carrying of loose weapons within the city walls is strictly forbidden to anyone but the city Guards, who are divided into two groups. The Wall Guard are responsible for policing the bridges, the Street Guard for policing the streets. Both are allowed to go armed, though only the Wall Guards are allowed swords; the Street Guard must rely on cudgels. Both Guards are mostly comprised of men, though the top officers are all female. The men’s training begins young and adults and foreigners are never recruited into either group of Guards. Any visitor’s weapons are required by law to be peace-bonded with metal wire if worn within the city.

Far Madding city is built on an island in the River Erinin just as Tar Valon is, though Far Madding is much smaller and nearly half a continent farther south. There is a wall built around the edges of the island, and three gates and three arching bridges that connect the city to the mainland. The Caemlyn Gate leads north to the Ajalon Bridge and the village of Glancor. The Illian Gate leads southeast to the Ikane Bridge and the village of Daigan. The Altara Gate leads southwest to the Goim Bridge and the village of South Bridge.

Far Madding’s greatest defence is the Guardian, a large *ter’angreal* that generates a shield for more than a mile beyond the city’s walls, preventing channelers from touching the Source. This is similar to a *stedding*, but does not mimic a *stedding*’s other qualities. Unlike a *stedding*, this *ter’angreal* blocks access to *saidin* over a longer distance than it does *saidar*.

Though the nation of Far Madding’s history is no longer than that of the other nations of modern Valgarda, the city of Far Madding was built shortly after the Breaking of the World and has been populated continuously since. In was known as Aren Mador when it was the capital of Essenia, one of the Ten Nations, and was renamed as Fel Moreina when that nation splintered into several separate ones during the course of the Trolloc Wars.

It was at this time that the second of the two notorious false Dragons to have been born in Far Madding made his play for power. Yurian Stonebow, like Raolin Darksbane before him, caused great damage to the world and shame to his native land. This was part of what motivated the people of then-Fel Moreina to move the *ter’angreal* known as the Guardian within their walls. The legacy of their distaste for make channelers informed the strict and misandrist culture that has dominated the city ever since.

**\*Five Powers, the**: A term used to describe the five elements that the One Power is comprised of. Namely: Air, Water, Fire, Earth and Spirit. The strength with which one can channel each element varies from person to person, but in general Air and Water are stronger with female channelers, and Fire and Earth are stronger with males, while Spirit is universal. Weaving these elements together in a precise manner is necessary to form all but the most basic of weaves with the One Power. Base strength is not the only thing that decides how well one can use a particular element; there are Talents which allow a channeler to use one or more of the Five Powers with greatly increased efficiency, allowing even a weak channeler to use, for example, Fire in such a way that they would rival a much stronger channeler—in that element at least. These Talents are called Cloud Dancing (Air), Water Walking (Water), Fire Breathing (Fire) and Earth Singing (Earth). There is no equivalent Talent known for Spirit.

**\*Fontaine** (pronounced fohn-TAYNE): The second largest city in Valreis. It is situated where the rivers Haevindrelle and Ivo meet, and presides over two bridges that cross those rivers, as well as a set of stone docks for shipping. The bridge across the Haevindrelle is called the Caralain Bridge, and the bridge that crosses the Ivo is known as the Heartland Bridge. Fontaine is a rich city and is protected by 40` tall white walls. Most buildings are two or three stories tall and brightly painted. The streets are broad, paved and arranged neatly.

**\*Foretelling**: A rare Talent that causes the channeler who has it to occasionally and spontaneously voice a, usually lyrical, prophecy. Foretellings cannot be made to happen, not can the impulse to speak them aloud be resisted. It is believed that no Foretelling can be false, that everything spoken will happen, even if the exact circumstances of its happening are sometimes difficult to predict.

**\*Forsaken, the**: A collective name for the Dark One’s most powerful agents. A group comprised mostly of former Aes Sedai from the Age of Legends who turned against their fellows for myriad reasons, and were granted immortality by the Dark One in exchange for their service. The Forsaken numbered in the tens of thousands during the War of the Powers, but almost all of have since been killed, save for those who were sealed in the Bore along with the Dark one. The exact number of that last group are unknown, with speculation ranging from as few as thirteen to as many as fifty.

The names by which they are known are not the names they were born with; instead they are terms granted to them by those they betrayed during the War of the Powers, intended as insults; the Forsaken have since embraced their monikers wholeheartedly, and now dislike being referred to as anything else. Those loyal to the Shadow refer to the Forsaken as the Chosen, the Chosen Ones, or sometimes *da’concion* in the Old Tongue, and aspire to join them.

In addition to immortality, all Forsaken bear the Dark One’s mark, giving them control over any Shadowspawn they encounter. Their leader is called the Nae’blis, and most of the Forsaken compete with each other in hopes of being awarded that position by the Dark One. These competitions are usually fatal. The weakening of the seal on the Dark One’s prison allowed the Forsaken to be slowly released back into the world.

**\*Fortress of the Light, the**: The main stronghold of the Children of the Light. It is located in Amador, capital of Amadicia.

The Dome of Truth can be found within the Fortress. It is where the Council of the Anointed and the Lord Captain Commander meet to decide policy for the Children of the Light. It is also here that any trials the Children stage are held.

The Dome is a pure white building, three hundred feet wide and one hundred and fifty feet tall at its highest point. The inside is lit by a thousand hanging lamps. Its vast chamber contains a ring of thick white columns, behind which stand a row of smaller columns, all plain but polished to a high shine. In the centre of the white marble floor is a simple white marble dais from which the speaker addresses the assembly. Beyond the columns, tall alcoves show triumphant scenes the Children’s' victories, a thousand years in the form of frescoes.

**\*Furyk Karede** (pronounced FUHR-ihk kah-RED): A Banner-General in the Seanchan Deathwatch Guards. He is a blademaster. He is loyal, courteous, honourable, merciless and very deadly. He is proud to be a slave of the Empress.

Furyk is 6´1´´ tall and weighs 235lbs, with a muscular, stocky build. He has a bluff, fatherly face that reveals little of his thoughts. He has dark, slightly slanted eyes. His black hair has grey at the temples. His complexion is dark. There are ravens tattooed on his shoulders.

Furyk was born in 958NE to a family of weavers owned by Jalid Magonine, a merchant in Ancarid. Family lore told of an ancestor who had been a nobleman and accompanied Luthair Paendrag to Seanchan; and a subsequent ancestor who ran afoul of authorities by trying to create his own kingdom and was sold on the block. Karede was chosen for the Deathwatch Guard at age 15. After 7 years, during which he was cited twice for heroism and mentioned in dispatches three times, he was named to the bodyguard of one of the Empress’ daughters, Tuon, upon her birth. The same year, he survived the first attempt on her life. He was then trained to be an officer, and served during the Muyami Uprising and the Jianmin Incident. He married a woman named Kalia during this time and they had three sons. At his request, Furyk returned to Tuon’s bodyguard shortly before her true-name day. The following year, Furyk was wounded while saving Tuon’s life again; she gave him her doll, which he kept for ten years until it was lost in the Great Fire of Sohima. Two of his sons followed him into the Deathwatch Guards. The third, and his wife, have passed on. Furyk served as a captain in the bodyguard of the Empress until named to accompany the High Lord Turak and the *Hailene*. He was then promoted to Banner-General.

During the Battle of Falme, Furyk and the Deathwatch Guard under his command were ordered to fight with the main force of the army by High Lord Turak rather than remain as his bodyguards. Furyk saved Captain-General Miraj from a Falmerden raid on his command post, but was bitterly ashamed to learn mere hours later that the High Lord had been assassinated in his absence.

**\*Gaidal Cain** (pronounced GAY-dahl KAIN): One of the legendary Heroes of the Horn who was summoned back from the dead at Falme. Over many lives he has worn many names, such as James, Patch and Logan.

In his most recent incarnation, the one he chooses to appear as when summoned by the Horn, he was an uncommonly ugly man. Dark and swarthy man, he had a stocky, muscular build. His face was wide and flat, with a big nose and a wide gash of a mouth. He was only 5`5`` tall in that life.

In the myths and legends told of him, Gaidal was a famously skilled swordsman who liked to dual-wield. His lover through many lives was Birgitte Silverbow, another Hero of the Horn, and the romantic tale of their love that transcends death has captivated many.

That they love each other is unquestionable, but that is not to say they always agree. Indeed, many of their lives together begin in antagonism. Even when between lives and possessed of all the memories of their past incarnations, Birgitte and Gaidal sometimes disagree, such as when he cautioned her against breaking the precepts by interfering in the affairs of the living in *Tel’aran’rhiod*.

**\*Galadedrid “Galad” Mantear** (pronounced gah-LAHD-eh-drihd “gah-LAHD” MAN-teer): The son of Tigraine Mantear and Taringail Damodred. He is half-brother to Elayne and Gawyn.

Conscientious to the point of obsession, Galad will always do what he perceives to be right, no matter the consequences to himself or others. He is honourable, disciplined and socially conscious. Some would call him brave and selfless, and admire his confidence. Others would say he is prudish, preachy and overbearing.

Galad is considered by many to be the handsomest man in Valgarda, almost too handsome for masculinity. Though he has his father’s colouring, he got his looks from his mother. Galad has black hair and large, dark brown eyes. He has a slender, athletic build. His skin has a natural light-amber tone. He is 6´4´´ tall and weighs 195lbs. His personal sigil is a winged silver sword, point down on a white field.

Galad was born in 971NE. His mother disappeared when he was barely a year old for reasons that were never explained. This was a source of no little grief to him. His father was remarried within the year, and his new wife, Morgase Trakand, adopted Galad and treated him well. When Galad was 8, the first of his half-siblings was born and named Gawyn. A few years later he was presented with another half-sibling, a girl named Elayne. Galad often took an almost parental role with his siblings, something which Gawyn accepted but which Elayne bitterly resented. He saved Gawyn’s life twice when he was young. He received instruction in military tactics and swordplay, from Gareth Bryne and the blademaster Henre Haslin respectively, throughout his childhood and excelled in both fields.

In 996NE Galad accompanied his siblings to Tar Valon where he and Gawyn began receiving training from the Warders. His looks and skills made him very popular in Tar Valon. He met Mat Cauthon during his training and sparred with him alongside Gawyn, only to be embarrassed when Mat defeated both swordsmen by using a staff.

Galad was more than displeased when he discovered his sister was no longer in the Tower, and that the Aes Sedai could not or would not tell him where she was. Early in 997NE Galad was persuaded to join the Children of the Light by Eamon Valda. He had never been overly fond of the Aes Sedai, and their failure to properly protect Elayne was unacceptable in his eyes. With his skills and his social standing, he was promoted to officer rank very quickly and accompanied Valda’s Whitecloaks to Fontaine.

There he was both relieved and dismayed to chance upon Elayne. Relieved that she was unharmed, and dismayed that she was travelling without a proper escort. Despite her protestations, he endeavoured to arrange for her passage out of Valreis. Towards this end, Galad killed the Valreio guards who were tasked with keeping anyone from accessing the docks. He fought against Dragonsworn rioters on the streets while escorting Elayne to her ship, and encountered Rand once more, growing increasingly suspicious of him.

Those suspicions proved well-founded when it was later revealed that Rand was the “false” Dragon that the Valreio were trying to kill. Galad was ashamed to have unwittingly helped him escape. He was confined to the barracks by Inquisitor Carridin, who was trying to cover up Galad’s killing of the Valreio guards and also gathering information on Rand by interrogating those who knew him. Galad escorted one such prisoner, Leliana, into Carridin’s custody and witnessed the tail-end of his torture of Vara Elsac, hearing her condemnation of Rand’s sexual proclivities in the process. Carridin was done with Vara by then and killed her. Since torture and murder are wrong, Galad did not hesitate to behead the Inquisitor right then and there, an act which also required him to kill several of Carridin’s guards. He considered turning himself over to the Whitecloaks for judgement, but ultimately decided his duties required him to pursue and kill Rand instead. He escorted Leliana to safety before setting out to do just that.

He tracked him east to mid-Andor but lost his trail. Reasoning that he might return to the Theren, Galad made his way to Whitebridge in hopes of picking up the trail there. He did not find Rand, but he did run into his estranged aunt Moiraine, who implied to him—with questionable honesty—that the false Dragon of Falme had been Gentled and was no longer a threat. This was not enough for Galad, who felt that execution was in order, so she directed him towards Saldaea.

**\*Galina Casban** (pronounced gah-LEE-nah caz-BAN): An Aes Sedai of the Red Ajah.

Galina is a hard-headed and arrogant woman. She is ruthless, cruel and selfish. She finds men disgusting, and is exclusively interested in women. Her eyes often roam when there are pretty girls about, and she is prone to using her authority to pressure them into performing sexual favours for her.

She is 5`5`` tall and weighs about 180lbs. Her eyes are hard and brown, while her hair is long and black. She has a pretty round face and a plump mouth.

Her strength is 20/69. She has a Talent for Healing.

Galina was born in 875NE, and went to the White Tower in 891NE. She spent 9 years as a Novice and a further 7 as Accepted before being raised to the shawl in 907NE. She met Tarna Feir in 964NE and “helped” to break her block by the simple expedient of beating it out of her. She enjoyed tormenting Tarna enough that she kept visiting her even after the block was gone, only this time to demand sex from her. This continued throughout Tarna’s time as Novice and Accepted, so she was surprised when Tarna refused to comply as soon as she attained the shawl. In 981NE Galina became the youngest woman ever to be made Highest of the Red Ajah.

She rather liked what she saw when Elayne arrived in the White Tower, but Elaida was aware of Galina’s tendencies and warned her off. Despite this, when Elaida informed her of her plans to depose Siuan Sanche from the Amyrlin Seat in 997NE, Galina supported the plot whole-heartedly. She helped to question and Still both Siuan and Leane, though she was amused to see Elaida’s efforts to rape Siuan end in humiliation.

**\*Galldria Riatin**: The ruler of Cairhien in 996NE. Her full title was Galldria sur Riatin *Rie* (pronounced GAHL-dree-ah soor REYE-ah-tin RAY), Queen of Cairhien, Defender of the Dragonwall, High Seat of House Riatin. Her personal sigil was a golden stag, and the banner of House Riatin is five silver stars on a black field.

Galldria was married to Lord Matraine Maravin in 958NE as part of the usual political manoeuvring of *Daes Dae’mar*. She had five children with him, though only three lived to adulthood: her eldest son Toram her daughter and heir Ailil and her youngest daughter Sefara. She took the Sun Throne in 979NE in the aftermath of the Aiel War. She was aged thirty-eight at the time. Her efforts to rebuild Cairhien were of limited success. She promoted feast days, invited the Illuminators Guild to establish a chapter house in Cairhien, and ordered the excavation of the male Choedan Kal, with the intent of having it moved to the city itself as a sign of Cairhien’s grandeur. She hired Ogier to rebuild the Topless Towers, but was unable or unwilling to meet their fee and so the work came to a halt. Her husband died in a supposed horse-riding accident in 989NE and she never remarried.

She was assassinated at age fifty-five, shortly after the death of her great rival, Lord Barthanes Damodred. Their deaths, coming in such close conjunction, led to a civil war in Cairhien.

**\*Gareth Bryne** (pronounced GAH-rehth BRIHN): An Andoran nobleman from a minor House who is accounted one of the great captains of Valgarda. He rides a bay gelding named Traveller.

He is an intelligent man and an accomplished tactician, who is noted for his imperturbable nature. He is fair-minded.

Gareth is 5´11´´ tall, with a strong, stocky build, weighing about 280lbs. He has a broad, square face, which is notable bluff, tanned and weathered. He has brown eyes, and his black hair and beard are heavy with grey.

He was born the younger son of his family in 939NE in Kore Springs, a small town in northern Andor and his family’s ancestral seat. The sign of House Bryne is a wild bull collared with the Rose Crown of Andor. Gareth is now the High Seat of the House, and its sole surviving member. His personal sigil is three golden stars, each of five rays.

He joined the Queen’s Guards and distinguished himself during some intense border skirmishes with Valreis from 961NE to 964NE, which invariably ended in Andor’s favour thanks to Gareth’s leadership. At age 24, he became the youngest ever Captain-General of the Queen’s Guards. The same year, 963NE, Queen Dolera was widowed, and Bryne was named First Prince of the Sword. Dolera died in 964NE and her daughter Mordrellen Mantear took the throne; Gareth remained as Captain-General of the Guards. When Morgase Trakand took the Lion Throne in 973NE she replaced Gareth as Captain-General, being wary of him due to his long service to House Mantear. She gave the command to one of her House’s own guardsmen, Aranvor Naldwinn, instead, though Gareth still remained an officer in the Guards. After Naldwinn died during the Battle of the Shining Walls in 978NE, Gareth was named Captain-General once again; he was later made Morgase’s First Prince of the Sword and became her lover, sometimes acting as a surrogate father to her children.

Gareth’s romantic involvement with Morgase ended at the same time as his latest stint as Captain-General of the Queen’s Guards, when she dismissed him from his post and exiled him from Caemlyn under the influence of her new lover and advisor “Lord Gaebril”.

**\*Gaspard Valmont je Orlay** (pronounced gas-PAHRD VAHL-mon): A Valreio Reidin, brother to Riela Selene, and High General of the Faithful Sons.

**\*Gaul, of the Imran sept of the Shaarad Aiel** (pronounced GAHWL): *Shae’en M’taal*.

Gaul is an honourable man and a fearless warrior. He is intelligent, and has a dry sense of humour. He is loyal, and always meets his debts.

He is ruggedly handsome, with reddish hair and clear green eyes. He stands 6`7`` tall and weighs about 240lbs.

Gaul was born in 971NE, and was one of those chosen to cross the Spine of the World to search for He Who Comes With the Dawn. His search took him all the way to the western shores of the River Erinin, where he and his companion Sarien ran afoul of a group of Hunters of the Horn led by Lords Orban and Gann. They killed many of the Hunters, but Sarien was slain and Gaul captured. He was taken to the nearby town of Remen, where he was placed in a cage to be displayed to the jeering villagers.

While Min and Anna objected to his treatment, it was Perrin Aybara who freed him from the cage, and who helped him to defeat the Whitecloaks who arrived to try and stop him from escaping. Gaul felt very indebted to Perrin for that act of kindness and so tracked him to Aringill, where he and the two Maidens he had since met up with first encountered Rand al’Thor, the person that Perrin said was likely who they had been sent to find.

They accompanied Perrin and Rand to the Theren, which was under attack by Shadowspawn forces brought in through the Ways. Seeing an opportunity to repay his debt, Gaul went with the Ogier Loial on a mission to seal the Waygate. It took them a week to travel there and back, and they had to make their way through hostile territory for much of the journey, but they were successful. On returning to Emond’s Field, Gaul received a hero’s welcome, not least of which from the Maiden Chiad, whom he had begun to have romantic feelings towards, despite her involvement with Bain and the fact that she was of the Goshien clan, whom Gaul’s own Shaarad had a blood feud with.

While the other Aiel left to pursue Rand after he went off to Tear alone, Gaul, Bain and Chiad chose to remain with Perrin, whom Gaul had come to regard as a friend.

**\*Gawyn Trakand** (pronounced GAH-win TRAHK-and): The son of Queen Morgase of Andor and her Prince Consort Taringail Damodred. He is Elayne’s elder brother and has been sworn to protect and obey her since they were no more than children. He is expected to become First Prince of the Sword when Elayne ascends the Lion Throne. His personal sigil is a charging white boar on red.

Like his sister, Gawyn is not very snobbish despite his high rank. He would be quite willing to befriend a commoner, or even pursue a romance with one. He is amiable and friendly but nurses a hidden resentment and jealousy which he struggles to explain.

Gawyn is a handsome man and stands 6´3´´. He weighs about 185lbs. He has blue eyes and red-gold hair and is physically fit, since he was been training in combat since he was a boy.

Gawyn was born in 979NE. He greatly admired his older half-brother Galadedrid while growing up, and the two are best friends, despite Elayne’s enmity towards Galad and Gawyn’s closeness to her. Galad saved Gawyn’s life twice when he was young. His father was aloof towards him, and died when Gawyn was 5. Gareth Bryne acted as a surrogate father to him instead.

Gawyn met Rand al’Thor in 996NE and behaved in a friendly manner towards him. Shortly afterwards, he accompanied his sister to Tar Valon where he and Galad began training with the Warders, in keeping with Andoran custom. He met Mat Cauthon during his training and sparred with him alongside Galad, only to be embarrassed when Mat defeated both swordsmen by using a staff.

He was very worried by Elayne’s disappearance from the Tower, and almost as worried by Galad’s decision to join the Children of the Light not long afterwards. His mother had similar reactions when she visited the Tower to find her daughter and stepson no longer there. Gawyn was barely able to persuade her not to take him home with her, though he was not able to cool her anger towards the Aes Sedai over their neglect of Elayne’s well-being. As such, he was more than glad to be reunited with his sister early in 997NE, and extremely frustrated when she disappeared yet again only a week later.

This frustration festered in Gawyn. He worried about Elayne’s safety, and blamed Siuan Sanche for the risk he feared she was facing. As such, when a coup was launched by Elaida with the intent to remove Siuan from the Amyrlin Seat, Gawyn took the side of his mother’s former advisor. He fought against his friends and teachers in that conflict, and slew several of them, most notably the blademasters Hammar and Coulin. Though their deaths at his hands accorded Gawyn the right to call himself a blademaster, he took no joy it in, and grieved for the deaths of his mentors. The trainees who sided with him developed a fierce loyalty to their new leader and came to be known as the Younglings. Despite his enmity for Siuan, when Gawyn caught Min trying to smuggle the now-Stilled former Amyrlin out of Tar Valon, he chose to help them rather than stop them. They left him in Tar Valon, a very angry and confused young man.

**\*Geko Igawa** (pronounced GEK-oh EE-gah-wah): A Shienaran soldier from Fal Dara, now sworn to the Dragon Reborn.

Hard, intelligent, self-disciplined, brave and very loyal; Geko is second in command of the Shienaran armsmen who serve the Dragon Reborn.

He is 5`11`` tall, weighs about 175lbs, and is leanly muscular. He has a dark amber complexion, and is handsome, albeit in a hard and unsmiling way. There is a thin scar stretching across his face, only a few inches below his eyes, which are narrow and brown, with a heavy fold to the upper eyelid. His black hair is worn in the traditional topknot of a Shienaran soldier, with most of the skull shaved around it. His left arm ends in a stump just above where his elbow would have been.

Geko was born in 960NE, in lands close to Fal Dara presided over by House Shinowa. Like his cousin, Inukai, he took service as a soldier early in his life and served as a scout. He was recognised as a promising officer and promoted, though his loyalty to House Shinowa kept him from the higher rank he might have achieved elsewhere. In 996NE he was one of the twenty soldiers under Lord Ingtar’s command who were sent to recover the Horn of Valere from Padan Fain. They chased Fain all the way to Falme, using a Portal Stone for the last stage of their journey. A mishap with said Stone caused Geko to see a variety of alternate worlds through the eyes of his own alternate selves there. At Falme he saw the Horn of Valere sounded and Rand declared as the Dragon Reborn. In the aftermath of that battle, he and the other Shienaran armsmen swore fealty to Rand.

Geko fought to defend Rand as they made their way east through war-torn Falmerden while being hunted by Shadowspawn. That conflict came to a head at Tarcain Cut, where Geko was wounded on the arm while fighting a Myrddraal. Aes Sedai Healing might have saved his life and his arm, but he felt that the channelers were already being worked to exhaustion and that their remaining strength was better preserved for killing Shadowspawn and protecting Rand. As such, he bravely volunteered to have his arm removed at the elbow, preventing the poison from the Myrddraal’s blade from spreading and preserving his life, but at great cost. After the victory at Tarcain Cut, he endeavoured to adapt to his injury but was forced to admit he would never be the warrior he had once been. When Rand convened his Inner Circle and got them to put aside their secretiveness and share what they knew, Geko and Uno were the two Shienaran armsmen chosen to join it.

Geko continued to serve Rand throughout his journey across Valgarda, including during the campaign in the Theren, where he impressed the Aiel who had joined them by wading into battle to defend Rand despite having only one arm.

He was part of the group that accompanied Rand from Tear to the Aiel Waste by way of Portal Stone. A mishap with said Portal Stone show Geko yet more of the Lines of If, including one reality where he was a commander in the Dragon Reborn’s army during Tarmon Gai’don and involved with an Aiel woman named Shinobha. It was quite the shock, then, when Geko found himself being introduced to one of Rhuarc and Amys’ daughters, the self-same Shinobha, though now only twelve years of age. She complimented him on his courage and honour after hearing of how he had fought with only one arm, leaving Geko feeling very confused and disturbed.

**\*Geofram Bornhald** (pronounced GEE-oh-frahm BOHRN-hahld): A Lord Captain in the Children of the Light. He was formerly a Lord in Tarabon.

Geofram was fair-minded by Whitecloak standards. He was very dedicated to the Light, and proactive in pursuing any cause he deemed just. But he was also an experienced soldier and followed orders, even those he considered distasteful. He was one of the most capable and experienced military commanders in the Children, a good leader who inspired loyalty in his men, but he was not accounted one of the great captains of Valgarda.

At the time of his death, Geofram had grey hair which was turning white. He had a very creased face and a grandfatherly appearance. His eyes were blue. He was 5´11´´. At 230 lbs, his once-fit body had softened with age.

Geofram was born in 930NE and pledged himself to the Children in 962NE, shortly after the death of his wife Cecilia. She had been a local Guide—a village herbalist—and commonborn, but Geofram fell in love with her. As per the terms of their marriage contract, their children took the Bornhald name to inherit the family estates. Cecelia was murdered and Geofram took personal command of the investigation into her death. When he uncovered the killer, it proved to be a Darkfriend who had come to her for treatment and feared she had realised his true allegiance. He turned control of House Bornhald over to his eldest daughter and left to join the Children. Years later, his son Dain came to Amador to join him.

In 996NE Geofram encountered Perrin Aybara and his party while travelling through Andor. He sentenced Perrin to death for killing several members of his legion, but Perrin was rescued by Lan before the sentence could be carried out. Not long afterwards, Geofram was recalled to Amador with half his legion, the other half having been placed under Eamon Valda and sent to shadow the small army escorting the false Dragon, Logain Ablar, to Tar Valon to be Gentled.

Geofram received orders from Pedron Niall directing him to assist the Hand of the Light in pacifying Almoth Plain for the Children. He carried out those orders, but reluctantly. He would have preferred to have gone to Toman Head to investigate rumours of the Seanchan, but was denied entry by the Valreio blockade.

Early in 997NE Geofram received new orders from Niall directing him to pacify the Theren, a distant region of Andor that was said to be a haven for Darkfriends. These orders were delivered by the hand of Padan Fain, who was going under the alias Ordeith at the time. Though he disliked Fain on sight, Geofram obeyed the Lord Captain Commander’s orders and split his legion yet again, leaving Lieutenant Corfala to oversee the annexation efforts on Almoth Plain.

On arriving in the Theren, he seized control of Taren Ferry before moving his legion south to Watch Hill. On the way there, they encountered and slew a Warder named Owein, who had been scouting their position. Geofram was doubtful of Fain’s conviction that the Theren was a haven for Darkfriends, but he still had, or tried to have, the chief suspects’ families arrested, sending Jaret Byar to the al’Thor farm and Padan Fain to the Aybaras’, while he himself went to Emond’s Field to arrest the Cauthons. He was displeased to hear that Tam al’Thor escaped from Byar, and that Trollocs had apparently slaughtered all of the Aybaras by the time Fain arrived. Suspicious of Fain’s report, he made sure that the man was not allowed near any of the rest of the suspects.

When he learned that Perrin Aybara had returned to the Theren, Geofram gathered the majority of his troops and went to Emond’s Field to confront him. He was persuaded to assist in the battle against the Trollocs after hearing Emi Aybara’s testimony that it was Fain, and not the Trollocs, who slaughtered her family. But he still required Perrin’s oath that he would turn himself over to face punishment for his crimes before agreeing to help. Perrin gave his word, and Geofram kept his, ordering his Whitecloaks to fight in the defence of Emond’s Field.

He also signed a warrant for Fain’s arrest, which he gave into Byar’s care when he ordered the man to stand aside and watch what happened on the conclusion of their battle against the Trollocs. Geofram wanted to be sure that Pedron Niall and his son Dain would learn the truth, regardless of what happened to him.

He met his end shortly after the Trollocs were defeated, but not because Perrin broke the terms of their agreement, as Geofram had feared he would. Instead, Geofram was witness to Rand al’Thor’s unwittingly revealing himself to be a male channeler during a confrontation with the Aes Sedai Alanna Mosvani. Though he had liked Rand during their previous encounters, the man’s ability to channel and claim to be the Dragon Reborn left Geofram with no choice. He immediately ordered his remaining men to charge Rand and kill him. He underestimated Rand’s power, however, and he and all the men who rode with him that day—save for the watching Jaret Byar—were killed in a storm of earth and fire conjured by *saidin*.

**\*Ghealdan** (pronounced GHEE-al-dahn): A relatively minor nation in Valgarda on the southern side of the Mountains of Mist. It is not as divided as Altara but the queen’s power is little respected, and the nation’s extended power proportionately weak. It has a population of about two million people.

The banner of Ghealdan is three silver stars arranged one above and two below on a field of red. It is sometimes called “the Stars” or “the Silver Stars”. Its ruler is styled: Queen of Ghealdan, Blessed of the Light, Defender of Jheda’s Wall.

The capital of Ghealdan is Jehannah (pronounced jeh-HAHN-nah). It was built on the remains of Shanaine, which was a major city in Manetheren prior to its fall, and some of the remains of that city can still be seen in modern-day Jehannah, including the famed Jheda Palace, from which their queen rules.

Ghealdan’s population is somewhat mixed, but mostly of an ethnicity that would have been called “white” in another Age, though that term is not used in the Tenth Age, of course.

It is a matriarchy, but not a particularly stern one. Children inherit the mother’s names primarily but can take the father’s name in addition, though this is considered formal. Spouses keep their own.

The queen is advised, and in some ways supplanted by, an organisation known as the Crown High Council. Men can sit on the Crown High Council if they are powerful or rich enough. Merchants can, too, of either gender. While Ghealdan is egalitarian in that regard, there is a snobbish distinction elsewhere: a noble who marries a commoner must forfeit their titles and the name of their House, becoming commonborn. Commoners cannot marry into the nobility.

Ghealdan was the home of the false Dragon Logain Ablar and suffered severe losses during his rise to power and subsequent rampage in 995NE, during the reign of Johana Talvaen. Logain was defeated and Gentled by the Aes Sedai, but Ghealdan’s reprieve would be only a short one, for a man named Masema arrived in the spring of 997NE, preaching of the rebirth of the Dragon ...

**\*Giladin, of the Nine Valleys sept of the Taardad Aiel** (pronounced GIL-lah-dihn): *Shae’en M’taal*.

He is a nice, quiet fellow. An orphan, he is protective of his clan and friends. Those who are closest to him tend to call him “Gil”.

A handsome man with blue eyes, yellow hair and fair skin, he stands 6`6`` tall and weighs 230lbs, with a muscular build.

He was born in 978NE. His father died in the Aiel War and his mother died birthing him.

He met Rand al’Thor for the first time when he was staying in Cold Rocks Hold waiting for the meeting at Alcair Dal to commence so he could be proclaimed the *Car’a’carn*. During an archery contest that sprung up there, Giladin was the only one to bet on Rand to win. He made quite a bit of coin as a result. He felt drawn to Rand, and took part in the events that sprung up around him when he visited the sweat tents.

**\*Gitara Moroso** (pronounced gih-TAH-rah moh-ROH-soh): An Aes Sedai who had a Talent for Foretelling. She was the Aes Sedai advisor to Queen Mordrellen of Andor, and later became Keeper of the Chronicles for the Amyrlin Tamra Ospenya.

Even in the latter years of her life, when her hair was as white as snow, Gitara was still voluptuously beautiful. She had blue eyes, fair skin and dressed flamboyantly, with a fondness for jewellery. She was always just and usually fair, but never kind. She had a strength level of 19/69.

Gitara was born in 672NE and went to the Tower in 689NE. After spending 6 years as Novice and 7 as Accepted, she was raised to the shawl in the year 702NE. She became the Aes Sedai advisor to Andor in 960NE and held that position until Queen Mordrellen’s death in 972NE. Gitara returned to Tar Valon and became Keeper of the Chronicles in 973NE. In 977NE she took the then-Accepted Tarna Feir as her pillow friend. She died in 978NE at the age of 306.

The cause of her death was her last Foretelling. On the last day of the Battle of the Shining Walls, Gitara Foretold that the Dragon was about to be Reborn. The shock of that revelation caused her to have a heart attack. The only people present to hear her last Foretelling were Tamra Ospenya, Siuan Sanche and Moiraine Damodred.

**\*Godan** (pronounced go-DAN): The second-largest city in Tear, situated near a wide harbour on the western side of the Bay of Remara.

Godan has no defensive wall, its distant location having been deemed all the defence it needs. It is an industrious but unremarkable city, with no major landmarks of note. The buildings are mostly of white stone, with red-tiled roofs. The docks are made of stone as well, while the streets are unpaved, of hardened dirt farther inland, and soft muck closer to the docks.

Godan is under the dominion of House Andiama, and is the source of much of their great wealth. The family’s main mansion is located on the outskirts of Godan rather than within the city proper, though the sight of Andiama men is fairly common on the city’s streets ...

**\*Goeban** (pronounced GOO-ben): A dead nation. It once occupied the lands around Lake Yulari, the upper Arindrelle and parts of the Kingswood. It was plague that did for Goeban, a plague of such virility that a third of the populace died in the first year of its onset. Many tried to flee to other nations, but none of their neighbours were willing to risk letting them in. It became the policy in those years to shoot on sight anyone seen coming from the direction of Goeban, and to use fire arrows on their corpses. The river trade was severely curtailed as well, but the damage done to the economy was considered a small price to pay to prevent the plague from spreading. Even the Aes Sedai gave up on treating it, for though they could Heal the disease the Healer themselves then needed Healing, as did the one who Healed *them* and anyone they came into contract with. The plague eventually killed the entire populace of Goeban. To this day, people are reluctant to venture into the lands they left behind, for fear some trace of the unknown disease yet lingers there.

**\*Graendal** (pronounced GREHN-dahl): A Forsaken noted for her manipulativeness and hedonism. Her name translates roughly to “Vessel of Pleasure”; as with all the names given to the Forsaken, it was not meant as a compliment. Indeed, a more crass translation might be “Come Dump”.

Graendal is a beautiful and curvaceous woman, with elaborately-curled golden hair and blue eyes. She has fair skin, large breasts and a full figure. She stands 5`5`` tall and weighs about 165lbs.

Her strength is measured at 8 on the 69 point scale. She has a strong Talent for Healing.

Prior to becoming Graendal, Kamarille Maridim Nindar (pronounced KAH-mah-REEL Mah-rah-DIHM nihn-DAR) spent four hundred years working as a psychologist. She was famed both for the quality of her work and for her ascetic nature, though many chathed under her judgmental attitude towards those who did not live up to the strict standards she herself did. Kamarille Maridim was the second Aes Sedai to turn to the Shadow, after Ishamael. No-one truly understands why she did it, though it is speculated that she simply grew sickened by humanity’s inability to rise above its base nature.

Whatever her reasons, the new persona she adopted was almost the complete opposite of the woman she had been. Graendal is wildly hedonistic, regularly throwing orgies which she herself indulges in fully, often accompanied by her enslaved pets—men and women whom she has used Compulsion on to such an extreme that they exist only to serve her. These people are only ever chosen from among the most beautiful and powerful available. She habitually wears the most revealing clothing she can find. She retains her high intelligence and the ability to subtly manipulate the thoughts and feelings of others, but all moral standards have been thrown aside. Graendal has been known to murder the children of those she decides to take as her pets. She was partly responsible for turning Sammael to the Shadow, and the two retain an alliance of sorts, though they would of course murder each other if given the chance.

Graendal was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. She was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. She was among the group of seven released late in that year; the eighth to be returned to the world. She took some time to familiarise herself with the new world, then attended a meeting in *Tel’aran’rhiod* where she and the other Forsaken plotted to divide Valgarda between them. Graendal turned her lustful eye on Arad Doman.

**\*Green Man, the**: The being who watched over the Eye of the World and the garden that surrounds it, and controlled the vacuole in which both are held. He was man-shaped and as much bigger than an Ogier as an Ogier is bigger than a man. He appeared to be made of woven leaves and vines, his hair looked like grass, his eyes were hazelnuts, and his fingernails were acorns. There was a deep scar running up his head, the result of a wound taken during the War of the Powers which also caused his lingering amnesia. The Green Man was killed by Aginor during a conflict over the Eye, though he did manage to badly wound the Forsaken in their struggle.

The Green Man was actually a Nym named Someshta, an artificially intelligent construct designed to perform gardening duties in the Age of Legends. Aginor had been shocked that the Green Man attacked him, for Nym were designed to be passive and obedient.

**\**grolm***: A species of Seanchan Exotic. *Grolm* are the size of large bears, weighing 300-500lbs. They have a grey-green coloured skin with the texture of tough frogs. They have 3 eyes, small and fierce that lack the intelligence of a *torm*. Their beaks are horny and used for tearing and ripping flesh.

*Grolm* appear awkward and wobbly when walking but that changes the moment they start to run, using their muscular hind legs to leaped and bound forward at great speed.

They are used as guard animals because of their very good vision, keen sense of smell and tendency to be extremely territorial. They learn quickly who is allowed in a given area and will use their sense of smell to distinguish anyone who is nervous or afraid.

They are also used in battle, but only against lightly armoured opponents. To break holes in an enemy line which will be quickly exploited by human soldiers. They can also be used against cavalry, as horses often panic in their presence unless they are trained to tolerate them. *Grolm* are very hard to kill fortunately, as their hides are thick enough to turn most blows from swords, axes or spears away and arrows fail to penetrate their hide unless aimed at a vulnerable spot such as an eye. They have fantastic endurance and will keep going even when injured, and it takes seriously ferocious wounds to even slow them down significantly. They also heal very rapidly.

*Grolm* give birth to litters of young at a time, though usually only one from each litter survives. They are kept separate in captivity as they show aggression to their own kind if unchecked. They will often rip apart and eat one of their own that is injured, and they even consume their own dead. *Grolm* are controlled by spoken commands, hand signals and the use of a small, piercing whistle-like flute. It is a matter of pride among *morat’grolm* to use only the hand signals and the flute, probably in distant imitation of the way the Blood communicate.

**\*Grey Men, the**: Sometimes known, quite literally, as the Soulless, they are Darkfriends who have given their souls to the Shadow. Despite the gender-specific name, some Grey Men are female, though they are significantly rarer than their male counterparts. The process by which a Darkfriend becomes one of the Soulless involves a trip to Shayol Ghul, after which they become almost completely unnoticeable. While the Grey Men are not invisible in the literal sense, even the gaze of alert eyes will slide right over them. This ability to pass completely unnoticed makes them highly effective assassins, whether in busy public areas or infiltrating heavily guarded private quarters. The victim himself generally does not realize the presence of a Grey Man until he is struck. Witnesses to the murder often report seeing the victim fall and yet still failing to see the Grey Man killer. Because they are not Shadowspawn in the traditional sense, even Aes Sedai and Warders are unable to detect the presence of one of the Soulless. Wolves call them “Notdead”.

**\*Guaire Amalasan** (pronounced gware ahm-ah-LAH-sin): A male channeler and false Dragon, famous as much for his own conquests as for having been defeated by the legendary Artur Hawkwing. He was born in Darmovan, a nation that occupied the land that Arad Doman eventually came to control.

**\*Hadnan Kadere** (pronounced HAHD-nahn kah-DEER): A Darkfriend peddler.

He pretends to be fearful and nervous but is in fact very cold-hearted and ruthless. He is intelligent and manipulative, too.

Standing 5`9`` and weighing 220lbs, he is a heavy man but most of his bulk is muscle rather than fat. He has a swarthy skin tone, black hair, slightly slanted brown eyes, and a large, hooked nose.

Hadnan was born in Saldaea in 963NE. He turned to the Shadow when he was still little more than a boy. His career as a Darkfriend was successful enough to bring him to the Forsaken’s attention. He and the band of peddlers he led were sent into the Aiel Waste in 997NE, where they met and joined the part of the Dragon Reborn. A girl named Isendre was brought into his group, too, and soon wormed her way into Hadnan’s blankets. Without realising it, Hadnan acted as Asmodean’s proxy while he attempted to negotiate the terms for his teaching Rand how to master *saidin*.

**\**Hailene*** (pronounced haye-LEHN): Meaning “Forerunners”, or “Those Who Come Before” in the Old Tongue, it is the term used by the Seanchan to refer to the vanguards of the *Corenne*, sent to scout Valgarda and pave the way for the much-larger invasion and colonisation force that follows.

The *Hailene* was initially commanded by the High Lord Turak Aladon. It occupied Falme, and most of western Falmerden, easily defeating the forces of that nation, but was in turn defeated by the Heroes summoned by the Horn of Valere. Its remaining members fled back to sea, where they were rallied by the High Lady Suroth, who captured the Aile Somera and used them as the staging point for their continued invasion.

With Falmerden having proven surprisingly difficult to conquer, Suroth turned the *Hailene*’s attention upon a target both larger and softer. Tarabon was isolated from the rest of Valgarda due to its island status, and had a peaceful history due to the same. Suroth reasoned that it would be ripe for conquest, so sent Seanchan agents into the nation in disguise, to gather information and sow dissent.

**\*Hama Sisnera** (pronounced HAMA sis-nehr-AH): A High Lady of Tear.

She is a determined, creative and clever woman, who hides her vengefulness behind a facade of good will.

Hama is not an overly pretty woman, but she does have a rich laugh. She has brown skin, black hair and blue eyes. Her nose is long and sharp.

Hama inherited command of her House from her brother Darlin after his death at the hands of Mat Cauthon during the fall of the Stone of Tear. She would have sought revenge on Mat for her brother’s death, but was stymied by his friendship with the Dragon Reborn. Like the rest of Tear’s nobles, she reluctantly swore fealty to Rand after the Stone’s fall. Her oaths did not stop her from plotting against him, and she was deeply linked to the Alteima, Tedosian, Carleon, Estanda quadrangle through her husband, who is Estanda’s brother.

**\*Hammar** (pronounced hah-mahr): A senior Warder and a blademaster who assists in training prospective Warders at the White Tower. He was bonded to the Blue Sitter Anlee Donavelle.

Hammar was a blocky man with only a fringe of white hair left. He had thick black eyebrows, a weathered face and a gravelly voice. He was 5`10`` tall and weighed 230lbs.

In 996NE while training Gawyn and Galad he pitted them against a quarterstaff-wielding Mat Cauthon in order to teach them a lesson, pocketing a respectable amount of coin when he rightly bet on Mat’s victory.

He sided with Siuan Sanche during Elaida’s coup, and led a group of Warders intent on freeing the Amyrlin from her enemies. He was opposed in this by many other Warders, but it was one of his own students, Gawyn Trakand, who ended up striking him down.

**\*Han, of the Shorora sept of the Tomanelle Aiel** (pronounced HAN): Chief of the Tomanelle. He was *Tain Shari*.

Han is a prickly man, hard to know and difficult to deal with. He has a sour disposition. He is a man of honour, and intolerant of those who are not.

Han stands 6` tall and weighs a stocky 210lbs. He is accounted short by the standard of an Aielman, and sore about it. He has white hair and a tanned face liked wrinkled leather.

He was born in 928NE and is a father and a grandfather. He was present at Alcair Dal when Rand al’Thor and Couladin both claimed to be He Who Comes With the Dawn. Though he found neither of them likeable, Han recognised that Rand had followed the proper forms while Couladin had not, and so acknowledged him as the *Car’a’carn*.

**\*Han Saresta** (pronounced HAN sahr-EHS-tah): A Shienaran soldier.

An amiable man, who liked drink a bit more than was good for him. He was brave and easy-going and not afraid to make fun of himself.

Han was 6`1`` tall and weighed about 170lbs. He had a lean build and a scruffy appearance, with bleary brown eyes and a face more lined that his years warranted. He did not shave as often as most Shienaran men do, and often sported a thin, patchy beard.

Born in Fal Dara in 961NE, Han joined the army simply because it was what a man from that place was expected to do. He did not like fighting but he still fought whenever he was needed, though he often needed to drown his sorrows and his nerves in beer afterwards.

In 996NE Han was one of those chosen to accompany Lord Ingtar Shinowa on his mission to recover the Horn of Valere. He was present at Falme when the Horn was sounded and saw Rand al’Thor proclaimed as the Dragon Reborn. He swore fealty to Rand afterwards.

He fought for Rand at Tarcain Cut, Fontaine and other places, but it was during the battles to defend Emond’s Field from the Shadow that Han met his fate. He died defending the Ayellins, who were struggling to save the family matriarch after she had gotten trapped beneath some fallen debris. Though Han slew many Trollocs, and successful prevented them from killing the distracted and helpless family, the wounds he sustained in the process proved fatal. He was buried on the Ayellin lands in honour of his sacrifice.

**\*Haral Weyland** (pronounced HAH-rahl WAY-land): A Therener blacksmith. He was born in Taren Ferry in 950NE and moved to Emond’s Field when he married Alsbet Luhhan. To their grief, they proved incapable of having children. Haral took Perrin Aybara as his apprentice in 989NE and regards him as more of a son than a student.

He is a brave, mature and responsible man. He is slow to anger, compassionate and fair-minded.

Haral is exceptionally tall for a Therener, standing 6´4´´. His arms and shoulders are hugely muscled, especially his right arm, which is as thick the trunks of some trees. He weighs about 300lbs. There is much more grey than brown in his hair. He has dark eyes.

Like all of the people of Emond’s Field, Haral was shocked by the Trolloc raid during the Winternight of 996NE. But thanks to Lan’s inspiration he rallied and helped defend the village.

Haral was arrested by the Whitecloaks on suspicion of being a Darkfriend in early 997NE, but was freed by Perrin. Afterwards, he helped to repel the Trolloc attacks on Emond’s Field and supported Perrin and Faile as Lord and Lady of the Theren.

**\*Hardan** (pronounced HAR-dan): A dead nation. It came into being in the aftermath of the War of the Hundred Years and lasted until 700NE, when declining birthrates left too few people within its borders for it to be considered a nation. The land it once occupied between Cairhien and Shienar became a wilderness in the years that followed, with only a few isolated villages clinging on. Hardan’s capital city, Harad Dakar, was dismantled almost completely, the stone and wood found there being carted off to be used elsewhere.

**\*Harilin, of the Iron Mountain sept of the Taardad Aiel** (pronounced hah-RIHL-ihn): A *Far Dareis Mai* with a cutting sense of humour. She is not very fond of wetlanders.

Harilin is a lanky, flat-chested woman who stands 6`1`` and weighs 150lbs. She has red hair cut short with a narrow tail at the back. Her eyes are grey. She has a skinny bottom.

She was born in 978NE and her father was named Jherilan. She has a sister-mother named Sunadai, among various other relations. She had a sister-father named Janduin, as well, who was the clan chief who commanded the Aiel forces that fought in the Aiel War.

She was among those sent into the wetlands to find He Who Comes With the Dawn. While she and two other Maidens, Rhian and Jec, were visiting Stedding Tsofu to buy some sung wood, they encountered Rand al’Thor and almost came to blows with him.

The encounter was enough make Rhian intrigued about the Theren, where Anna had told her she and Rand were from. They grouped up with Urien and ventured into that region, still searching for clues as to the location of He Who Comes With the Dawn. They found Rand there once more, and attached themselves to him as bodyguards and observers, though Harilin preferred to keep her distance from him. After all, if he was the one she’d been sent to find it would be pretty embarrassing to have her fellow Aiel find out that she’d once tried to kill him.

Harilin took part in the fighting against the Trollocs that attacked the Theren in early 997NE, where she was given cause to revise her low opinion of wetlanders such as the one-armed Geko, whom she saw fight in Rand’s defence despite his injury. She followed Urien to Tear, where she joined Rhuarc’s band and took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall.

While staying in the Stone, Harilin played a memorable game of Maiden’s Kiss with Mat Cauthon, followed by an even more memorable game of Maiden’s Song. She was soundly trounced in that game, having been made to come while being buggered by the wetlander boy right in front of her fellow Maidens. It was an experience that she was not soon allowed to forget. She left Tear for the Three-fold Land, travelling there by way of the Portal Stones alongside Rand.

A surprising revelation awaited both her and Rand in the Waste. It was not that he turned out to be He Who Comes With the Dawn—that was already expected—it was that he turned out to be her second-brother, his father having been her long dead sister-father Janduin. Neither Harilin nor Rand were particularly pleased by this revelation, as they had not been getting along very well. Even so, she was obliged to introduce him to the rest of the family at Iron Hold when he came to visit.

**\*Healing**: In context, it is the act of using the One Power to swiftly repair damage to a living being. Only those born with the Talent of Healing can form the weaves. The strength of the Talent varies wildly, with some being able to do no more than Heal a few cuts and others able to negate near-lethal wounds. Regeneration of lost limbs is beyond current skills, and required specialised *ter’angreal* even in the Age of Legends. Scars that have been there a long time resist all but the most intense healing, since the body comes to recognise them as a natural part of it. The quicker weave, which requires less strength and skill to form, draws strength from the person to be healed, forcing their body to repair itself quickly and leaving them drained and hungry. In females this method uses Water, Air, and Spirit; in males it uses Fire, Earth and Spirit. A more effective, and less damaging, form of Healing uses all five powers but requires more strength and Talent to use. A person who has Healed someone sometimes develops an affinity to the one they Healed, and can sense when they are near.

**\*Hearne Belcelona** (pronounced HEHRN bel-ceh-LOW-nah): A High Lord of Tear.

He is power-hungry man who tugs at his ear when angry, and he is angry often. He is known for his tendency to lash out at his servants, and is even prone to beating his wife and children.

Hearne has fair skin, dark eyes, and a narrow face. His hair and the oiled beard that hides his narrow chin are grey. He is 5`11`` tall and weighs 190lbs.

He was born in 946NE. His wife is Caeril Pellatear, sister to High Lord Aracome, but that has never spared her from her husband’s fist. They have three children, a boy named Carlon and two girls named Lizaiyella and Sofia.

Hearne swore fealty to the Dragon Reborn after the Stone of Tear fell to his forces in 997NE, but did not welcome his rule. His plotting did not go unnoticed, and he was sent to Cairhien with the Tairen army, under orders to restore peace to the land and feed the hungry.

**\*Heart Guard, the**: A military organisation that served as the personal bodyguards of the ruler of Manetheren up until the destruction of said nation in the Trolloc Wars. The Heart Guard were wiped while defending King Aemon in his final battle.

A new organisation bearing the same name was founded in the Theren during the Trolloc incursion of 997NE, having been named so by the new-made Lady Faile on behalf of her husband, Perrin Goldeneyes. As with the original Heart Guard, their purpose is to defend the Lord and Lady of the Theren, though they are nowise near so elite as their predecessors.

**\*heartleaf tea**: A contraceptive drug known throughout the Tenth Age. It prevents pregnancies and has no negative side effects. It can also abort pregnancies with near complete reliability if taken in the first month. Heartleaf is brewed from a commonly occurring weed. Unbeknownst to the peoples of the Tenth Age, said weed is not naturally occurring but was created by advanced sciences in an Age long past and has since grown wild.

**\*Heirn, of the Jindo sept of the Taardad Aiel** (pronounced HEERN): The sept chief of the Jindo. He is *Tain Shari*.

Heirn is an honourable, good-natured man of a relaxed mien. He is attracted to women only.

He is darkly tanned and has a stocky build. His face is lined and weathered. His dark yellow hair has started to go grey. His eyes are blue. Hiern stands 6`3`` and weighs about 230lbs.

Heirn was born in 954NE. He led the Jindo to Rhuidean in 997NE after becoming suspicious of the Shaido who passed through their lands. Knowing from the Wise Ones that Rhuarc—who was both a friend and his chief—would be arriving there soon, and wishing to ensure his safety, he took the warriors of the Jindo to Rhuidean, ostensibly to escort the Wise Ones. He met Rand al’Thor there shortly before he was to attempt the test of Rhuidean, and saw him emerge from the city marked as the *Car’a’carn*. Heirn was one of the first to offer allegiance and protection to Rand, and escorted him all the way to Alcair Dal, gathering more and more Taardad to them as they went.

**\*Heita Jin** (pronounced HAY-tah JIHN): A Shienaran soldier from Fal Dara, now sworn to the Dragon Reborn.

Heita is hot-headed and eager to prove himself. He is brave, loyal and friendly.

He is 5`10`` tall, weighs about 190lbs, and is leanly muscular. He has an open demeanour and a long, handsome face. He has a tanned complexion and narrow brown eyes. His black hair is worn in the traditional topknot of a Shienaran soldier, with most of the skull shaved around it.

Heita was born near Fal Dara in 980NE to a farming family. In 996NE he was one of the twenty soldiers under Lord Ingtar’s command who were sent to recover the Horn of Valere from Padan Fain. They chased Fain all the way to Falme, using a Portal Stone for the last stage of their journey. A mishap with said Stone caused Heita to see a variety of alternate worlds through the eyes of his own alternate selves there. At Falme he saw the Horn of Valere sounded and Rand declared as the Dragon Reborn. In the aftermath of that battle, he and the other Shienaran armsmen swore fealty to Rand.

Heita fought to defend Rand as they made their way east through war-torn Falmerden while being hunted by Shadowspawn. He was injured several times in the course of the fighting, but Aes Sedai Healing ensured that the injuries were not fatal. He fought at Tarcain Cut, and after the victory there he continued to protect Rand as they journeyed east through Valreis. He developed a fondness for the shy and withdrawn Falmeran refugee, Luci Narosay, but had difficulty getting close to her at first. They eventually overcame this difficulty while staying in Emond’s Field, and became a couple.

They both followed Rand to Tear, where they saw the Stone fall to him and the Aiel. Heita and Luci had become lovers by the time of Moridin’s attack on the Stone, and Heita found himself in a difficult position. He could not protect his girlfriend and the Dragon Reborn at the same time. When Rand left Tear, Heita asked to stay behind with Luci. His request was granted, though the granting left him somewhat ashamed of himself. How could he continue to call himself a solider if he was not performing the duties of one?

**\*Heroes, the**: The Creator’s chosen champions, whose souls are bound to the Pattern and the Wheel of Time, and who are reincarnated over and over again to perform certain specific and crucial tasks. Not to be confused with heroes in general, who are much more numerous, this group is comprised of only 117 individual souls. The exact reason for this surprisingly small number is unknown, and perhaps unknowable. They can be summoned back to the physical world by the artefact known as the Horn of Valere.

Customarily, when manifested physically, the Heroes take on the appearance of their most recent incarnation, and answer to the name they bore in that life, but each of them possesses access to all the memories of all their past selves, which in some cases makes for hundreds of thousands of lifetimes, perhaps more. This inevitably comes with a certain sense of detachment from the affairs of the mortal world.

Many of the Heroes have not been reborn in living memory, but others are well known in the Tenth Age, either through their actions in that Age or through myths and legends handed down from previous ones. Using their most recent known incarnation, a partial listing of Heroes would be: Rand al’Thor, the Dragon Reborn; Artur Hawkwing; Amerasu; Birgitte Silverbow; Gaidal Cain; Shivan the Hunter; Calian the Chooser; Paedrig the Peacemaker; Mikel of the Pure Heart; Gabrielle the Magnificent; Rogosh Eagle-Eye; Otarin; Lian; Jearom; Etsio of Shiota; Coarwen of Abayan; Buad of Albhain; Blaes of Matuchin; Karna of Anga; Bryce of Coremanda; Alan the Quick; Captain Rojer; Van Lucard; Minna Surik, the Saviour of Aramaelle, Caira Rand; Zheba the Just; Toph the Thrice-Great; Maru Anazi; Hernd the Striker; Hera the Cleaver; Kent the Struggler; Ceegar the Invincible; Nymeria of the Rhoyne; Garth Greenhand; Brent son of Mart son of Wint; Serwyn of the Mirror Shield; Elisane Tishar; Azra Onif; Rashima Kerenmosa, the Soldier Amyrlin; Mabriam en Shereed; and Shona, the Virgin of Edirc.

**\*Hervaci Postiles** (pronounced hehr-VAH-chee pos-TEEL-ays): A former High Lord of Tear.

Hervaci was a dissolute and arrogant man, who enjoyed forcing his attentions on women.

He was 6` tall and weighed 200lbs. He had a plain and lined face. His skin was pale, his eyes were brown, and his hair, which was thinning, was in the midst of turning from black to grey at the time of his death. His beard was scruffy, devoid of the oiled care with which most Tairen noblemen treat theirs.

Born into a rich and powerful family, Hervaci wanted for nothing and thought he could do whatever he pleased. This was true for most of his life; right up until the Stone of Tear fell to the Dragon Reborn. Though he swore fealty to Rand afterwards, he still believed he could do whatever he wanted, even when that conflicted with the new laws Rand enacted. When Hervaci was confronted about his latest rape—that of a serving girl in the Stone named Maya—he did not even attempt to deny it, feeling safe and protected by his title. He was wrong about that. Rand sentenced him to death for his crime, and that sentence was carried out less than a day later.

He was succeeded by his son Roberto—eldest child of his late wife, a woman of House Andiama.

**\*Hessalam** (pronounced HESS-ahl-AHM): The oldest woman among the Forsaken, noted for her manipulativeness and cunning. Her name means “Without Forgiveness”.

Hessalam has curling white hair and heavily-lined brown skin. Her eyes are a cold grey colour. She was never accounted a great beauty, even when young, and she certainly is not young now. She is 5`5`` tall and 220lbs.

She has a strength level of 9/69. Like Graendal and Rahvin, she is fond of the use of Compulsion, though she uses it for very different means. She has the Talent for Dreaming, though not as strongly as Moghedien, Lanfear or Ishamael. She also has Talents for Healing and Cloud Dancing. The *Sysan Odiva* that oversees her *valdarhei* she named Nihilus; it appears as a formless black cloud, and speaks to no-one but her.

Hessalam was once a teacher and philosopher named Kraya Sione Trai (pronounced KRAY-ah sigh-ON TRAY). Like Ishamael she had a nihilistic worldview, and like Ishamael that attitude made her an easy recruit for the Shadow. She is a bitter woman, full of hatred and contempt for others, but she is also highly intelligent.

Hessalam was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. She was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. She was among the group of seven released late in that year; the twelfth to be returned to the world. She took some time to familiarise herself with the new world, then attended a meeting in *Tel’aran’rhiod* where she and the other Forsaken plotted to divide Valgarda between them. She chose Valreis as her prospective new seat of power, and began her rise by murdering the Treasurer, Nicol Voucet je Orlay in his sleep.

**\*Hopper**: A grizzled grey wolf who befriended Perrin shortly after his wolfbrother status was revealed. Hopper died physically while fighting against a patrol of Whitecloaks, but his soul lived on in *Tel’aran’rhiod*, where he often visited Perrin to offer him advice. Hopper helped Perrin to track down Faile when she was pulled into *Tel’aran’rhiod* by the entity he called Slayer. She was being used as bait for a trap, one that Perrin was able to escape but which, sadly, Hopper was not. He died his second, and perhaps final, death at the hands of Slayer.

**\*Horn of Valere, the** (pronounced vah-LER): A famed artefact said to have been made in an Age long before the Age of Legends. It calls the immortal souls of the Creator’s champions, the Heroes, back from the grave, allowing them to briefly interact with the physical world in ways that would seem impossible to any who witnessed it. The Horn is made of gold, with a wide bell and a single circular loop in its tube, and is not particularly grand in appearance. During the Age of Legends, the phrase, “*Tia mi aven Moridin isainde vadin*”—meaning “The Grave is no bar to my call”—was engraved around the outer edge of the Horn’s bell.

Though there are significantly more souls in Creation who have performed heroic and famed deeds, there are only 117 souls who have been chosen to be bound to the Pattern, and who can be summoned by the Horn of Valere. Each of those souls has worn a variety of names and faces over the near-infinite Ages of the Wheel, as have all souls, but these ones are usually assigned the most important tasks, those that the Pattern can least afford to have failed.

Once sounded, the Horn becomes bound to the person who sounded it, and will no longer function as anything but a regular musical instrument for anyone but that person. This bond can only be broken by the death of the Hornsounder. Despite what some people believe, sounding the Horn does not grant control over those who answer its summons. Indeed, were a Darkfriend to sound the Horn of Valere, perhaps thinking to command the Heroes to fight for the Shadow, his or her life would likely be measured in seconds.

So many people have set out on quests to find the Horn of Valere over the centuries that there is an extensive sequence of bard’s tales centred around it, and the Horn has achieved near-religious significance, especially in Illian.

The Horn of Valere was recently found at last, though ironically it was finally located by people who were not actively searching for it. Rand al’Thor and his companions found it buried beneath a pool of untainted *saidin* in the Eye of the World, and carried it back to Fal Dara.

Not long afterwards, it was carried off by agents of the Shadow. The Horn was carried all the way to Falme, where it was finally recovered by those who had been sent in pursuit of the thieves. At Falme fate and happenstance left the Horn of Valere in the hands of one Min Farshaw, who sounded it in a moment of desperation and so bound it to her for the rest of her life.

It has since been revealed that the Horn requires a time of at least two months to recharge its energy after having been used. Until recharged, it can only function as a musical instrument.

The Horn was removed from Min’s care by Moiraine Damodred, who felt it should be housed in the White Tower where it would be safer. She gave it to Verin, who carried it to the Amyrlin Siuan Sanche and together they hid it away in a place that no non-channeler could reach.

**\*Howal Gode** (pronounced how-AHL GOHD): A Darkfriend merchant from Andor. He was a fat, sleazy man, with brown hair and brown eyes. He led a group of Darkfriends that tried to abduct Rand and Mat in Four Kings, killing the innkeeper Saml Hake and his bouncers in the process. He was killed soon after, by lightning subconsciously summoned by Rand. Gode’s only real claim to fame is being the first human that the Dragon Reborn ever killed.

**\*Hurin Galesta** (pronounced HEW-rhin gah-LESS-tah): A thieftaker from Shienar. He was what is referred to as a “sniffer”, which is to say someone with the ability to sense violence.

Hurin was an experienced investigator. He was very loyal. He was not servile, but he had a great deal of respect for the law and therefore the aristocracy, and deferred easily to authority figures. He was brave, and though he was not a soldier he was more skilled at arms than most would expect. He carried a shortsword, a cudgel, and notched sword-breaker, and was ambidextrous enough to use two of his weapons at once with some proficiency.

Hurin was 5´10´´ and leanly built, weighing about 140lbs. He had long, greying black hair, brown eyes, and a weathered complexion. His face was lined and his nose long.

Hurin was born in Fal Dara in 940NE and married Melia Morwen in 964NE. They had several grown children. Hurin worked as a thieftaker for many years before his ability as a sniffer manifested during one of his investigations in 992NE. He conscientiously brought the matter to Lord Agelmar’s attention and, after it was determined his ability had nothing to do with the One Power or the Dark One, Hurin was brought into Lord Agelmar’s employ. In 994NE, during an investigation that took him to Cairhien, he encountered Rosara Medrano of the Brown Ajah and reluctantly spent a month in her company as she tried unsuccessfully to figure out how his ability worked.

In 996NE he was assigned to the party that was sent to recover the stolen Horn of Valere, where he encountered Rand al’Thor and came to think highly of him. He befriended Loial during this time, and was more friendly with Lanfear than he would have been had he known her true identity. During a mishap with a Portal Stone, he glimpsed many different worlds and experienced the different ways his life might have gone. He was one of the 5 chosen to infiltrate Falme, and helped to free Elayne Trakand and recover the Horn of Valere, fighting bravely in the process. He witnessed the Horn’s sounding and met the Heroes of legend, who proclaimed Rand to be the Dragon Reborn. Hurin pledged his fealty to Rand afterwards.

He accompanied Rand through Falmerden and Valreis, and fought at Tarcain Cut. His skills as an investigator were occasionally employed by the Aes Sedai. He was chosen as a member of Rand’s Inner Circle, and learned many secrets in their meeting, including that he had unknowingly met Lanfear.

Hurin accompanied Rand all the way back to his home town of Emond’s Field, where they encountered a man calling himself Luc Chiendelna, whose scent Hurin found extremely disturbing. They came to suspect that Luc was somehow involved in the Shadowspawn attack against the region, so Hurin was charged with investigating him. Luc, who was the Darkfriend they suspected him to be, caught wind of Hurin’s investigation and murdered him to ensure that he would not be exposed.

**\*Illian** (pronounced IHL-lee-ahn): A rich coastal nation in the far south of Valgarda with a population of about 4 million people. The nation shares a name with its capital city. The Great Hunt of the Horn has come to be closely associated with Illian. Illian is matriarchy, but one in which gender restrictions are fairly relaxed. It is a monarchy, but not a very restrictive one, and its governance is split between the Queen, a group of powerful nobles known as the Council of Nine, and a collection of merchants and business-owners known as the Assemblage. The Assemblage has a maximum membership of 100, and membership of it is decided by a yearly vote. The Assemblage’s policies are decided by a vote taken among its current members. Both the Assemblage and the Council of Nine admit male and female members, though female are still more common than male. The Queen, the Council of Nine, and the Assemblage often clash.

Illian has a very mixed populace with regards to ethnicity. Immigration is common, though some native Illianers argue that it should be more strictly controlled. The majority of the population are of an ethnicity that, in another Age, might have been called “latin”, though that term is not used in the Tenth Age, of course. Illianers speak with a very distinct accent.

Illianer men tend to wear beards that leave the upper lip bare. Long coats with raised collars are favoured by the nation’s men, as are knee-high boots with colourful fringes. The women often wear wide-brimmed hats tied with colourful ribbons to keep the sun off when outdoors. Their dresses tend to be higher in the hem and lower in the bodice than that of most other nations.

The banner of Illian shows 9 Golden Bees arranged in a diamond, from top to bottom 1-2-3-2-1, on a field of dark green. It is fringed in gold if flown where the sovereign is present. The ruler is styled: Anointed by the Light, Queen of Illian, Lion of the Coast, Defender of the Sea of Storms. She wears the Laurel Crown, which is a heavy gold circlet, two inches wide, of golden laurel leaves; almost buried among the laurel leaves of the crown are the sharp points of swords, half point up, half point down.

There is a long-standing enmity between Illian and Tear, primarily caused by rivalry over trade, and numerous wars have been fought between the two nations. They are prone to denying each other’s trading vessel access to the rivers Alguenya and Arindrelle, at whose mouths the capitals of Tear and Illian sit, respectively.

The elite military formation of Illian is called the Companions, and they also function as the queen’s bodyguards. The Companions do not provide police forces in the cities of Illian; the City Watches do that. Instead, they focus on defending the queen and the nation’s borders.

An Illianer’s family name is usually inherited from their mother, but legal agreements can be reached between spouses to allow the child to take the father’s name instead. This is only really done by nobles interested in preserving a family name or securing a certain inheritance. Even so, Illianer nobles place a greater emphasis on their third name, one preceded by “den” that references some famous ancestor of theirs from whom they boast descent. The “den” is a corruption of the common Atha’an Miere term “din”, meaning “of the family of” in the Old Tongue.

The capital of Illian is home to about 270,000 people. It has no defensive walls but is home to the largest port in Valgarda, which is built around the deepest harbour. The port district is known as the Perfumed Quarter, somewhat ironically. Illian’s immediate surroundings are very marshy, and the Maredo Causeway that leads north through those marshes must be maintained and repaired on a constant basis, to allow ground traffic to go to and from the city. The Altaran Causeway, which lies on the other side of the river, must be maintained in a similar fashion. The Gold Road begins beyond the Maredo Causeway and runs to Far Madding and then on to Caemlyn. The Silver Road intersects it halfway to Far Madding and runs from northern Altara to Tear. Illian is a city of canals. They crisscross with streets and small bridges throughout most of the city, and even provide an extra element of defence for the Queen’s Palace.

Said palace, and the Great Hall of the Council that mirrors it, sit on opposite sides of the Square of Tammaz. They are all-but identical, save that the latter is slightly smaller. They, and the Palace of the Assemblage, were Ogier built back when Illian was Dorelle Caromon. The Square of Tammaz is surrounded by huge white columns ninety feet tall and twelve feet thick, topped with marble wreaths of olive branches. The domes and towers of these palaces are coloured purple, while the stone is usually white marble. Columned walks, airy balconies and slender towers are much in evidence. There are many others palaces and towers in Illian, and they are usually made of white stone as well, though only the three buildings already mentioned are traditionally allowed to be roofed in purple. The Queen’s Palaces contains a great deal of old statuary, the figures often depicted in various stages of undress.

The city, and indeed the nation, celebrate a great many feasts and festivals, often with one running right into another, or sometimes even overlapping. While Illianers normally are a fairly sober lot, in particular inhabitants of the city, these feasts and festivals are usually typified by a carnival atmosphere, costumes that often show too much flesh, drinking, carousing and license, though not to the extent of Cairhienin during the Feast of Lights.

**\*Illuminators Guild, the**: An organisation that jealously guards the secrets of making and deploying fireworks. The main guild house is located in Tanchico. There was a second chapter house a mile east of Cairhien, but it was destroyed in the recent civil war. The Illuminators Guild jealously and violently guards the secrets of making fireworks. They further secure their secrets by only rarely recruiting outsiders into their organisation: for the most part, members of the Illuminators Guild are all related to one another, however distantly.

**\*Illusion**: In context it refers to a weave of the One Power usable by anyone of sufficient knowledge that allows them to make any person or object look or sound as they picture it in their mind. It cannot be used to change one’s words, only the voice they are spoken in. The technique is sometimes also called “the Mask of Mirrors” or “the Mirror of Mists”.

There is a variation of Illusion called Folded Light that renders a person or object invisible. Moving while under its effect will cause a visual “rippling” and may even break the weave entirely.

**\*Ilyena Moerelle Dalisar** (pronounced EEL-ee-ehn-ah MOHR-el DAHL-ih-sahr): An Aes Sedai during the Age of Legends who was married to Lews Therin Telamon and had seven children with him. She was sometimes called Ilyena Sunhair. Ilyena was famously beautiful, with skin like cream and long golden hair. She had a kind and gracious nature. She was also powerful, with a strength level of 10 on the 69 point scale. She was murdered by her own husband whilst he was in the grip of the madness brought about by the Dark One’s taint on *saidin*.

**\*Ilyena Volnicoliev** (pronounced EEL-lee-ehn-ah vohl-nee-COH-lee-EHV): An Accepted in the White Tower.

Ilyena is strong-willed and has a sharp tongue. She has a cutting sense of humour that usually stops just short of cruel, and occasionally ventures beyond it. She is loyal to those who are close to her, but since she is often chill towards strangers the former group is a small one. She is independent, unforgiving and can be somewhat selfish. She is cynical, dishonest, very clever and can be a skilled manipulator when there is something she wants that she thinks worth the effort. She is not a morning person.

Ilyena is 5´5´´ and weighs 130lbs. She has a slender build with a moderately curvaceous figure. Her skin is pale and unblemished. She has straight yellow hair that she wears to below her shoulders, with a fringe that comes to just above her eyes, which are big and blue. Ilyena is a beautiful girl; her doll-like features are often overshadowed by her chilly, unfriendly personality but she is well aware of them, and can use them to good effect on the rare occasions she wishes to. She has breasts of medium size, tipped with pink nipples, and her bottom is pertly pretty.

Ilyena’s strength in the Power is measured at 21/69. She has the Talent for Healing.

Ilyena was born in Volsung in 976NE to a farming family. She has two older brothers named Paitar and Mikel. Ilyena came to the Tower in 990NE, and spent 5 years as a Novice before being allowed to test for Accepted in 995NE. Ilyena had difficulty making friends when she first came to the Tower but eventually became close to Daniele Rulonir, though not without some clashes of wills, and the two went on to become pillow-friends. Dani’s company helped Ilyena to expand her social circle to include Min Farshaw, Nynaeve al’Meara and Elayne Trakand.

In early 997NE she helped to save Nynaeve’s life when she was attacked by a Grey Man in the Novice’s quarters of the Tower. Afterwards she became one of the first Accepted to be recruited into Nynaeve’s Black Ajah hunting party. She left the Tower with the rest of her party, bound for Tear, where they had come to believe the traitors were located.

Ilyena proved to be one of the strongest members of Nynaeve’s group, and was the only one to draw blood from the Black Ajah during the first confrontation between them. She defeated and killed Berylla Naron, an act which earned her the personal enmity of the rest of the Black Ajah. While all of those who were captured in that fight suffered in one way or another at their captor’s hands, Ilyena was afforded their special attention, as well as those of the Forsaken Be’lal. When Dani and the others found her, after the Black Ajah and Be’lal fled the Stone of Tear while it was falling to the forces of Rand al’Thor, she was naked and catatonic, sitting beside the corpse of her friend Mair.

It rook longer for her to recover from those events that it did for the other Accepted, and she spent most of her time in the Stone in isolation, rather to her friends’ dismay. When she finally emerged, she was an even harder woman, one possessed of a new bitterness. She encountered Mat Cauthon again while exploring the Great Hold—they’d met in the White Tower, when Mat had tried and failed to seduce her—and surprised him by initiating a tryst. She asked for and received anal sex from him, only to leave him looking bewildered by her decision when she walked away from him without a backwards glance as soon as he was done.

Ilyena was assigned to the group of Accepted who were left with Rand when Nynaeve split her hunting party. She, Dani and the others journeyed with Rand to the Aiel Waste, travelling by way of the Portal Stones. Like the rest, Ilyena glimpsed several alternate realities due to the mishap that occurred during that journey, but emerged unharmed on the other side. She helped as much as she was able in the weeks that followed, though the distrust and suspicion shown by Rand and Mat kept her and the other Accepted at a distance. Her relationship with Dani grew somewhat strained as well, since Mat’s continued flirtations caused Dani to suspect that something had happened between them.

**\*Imoen Candwin** (pronounced IM-oh-ehn cahn-DWIHN): A young woman from Emond’s Field, who is cousin to the Cauthons.

Imoen is a bright, energetic and curious girl with a roguish nature that belies her strong sense of justice. She is very talkative and friendly, and has never met a mystery she didn’t want to solve.

She has hazel eyes and shoulder-length brown hair, which she has not been granted the right to braid. She is pretty and very slim. Her breasts are yet small and her pussy hairless.

Imoen was born in 985NE and is the younger of Ailys Candwin and Eward Cauthon’s two daughters, with Darea being the elder. She got along well with her sister, as well as her three Cauthon cousins, especially her age-mate Eldrin. She was friends with Jancy Torfinn, too, and grieved for her death. That grief contributed to her anger at her father for taking part in the attempt at driving Moiraine out of town in the aftermath of the Winternight raid of 996NE that cost Jancy her life, since Imoen credited Moiraine with preventing the loss of life from being even worse. Adan al’Caar, Nancy al’Donel and Hilde Barran were also among her childhood friends. As a girl, Imoen would often attempt to involve herself in the older children’s activities. She was not always successful, but her persistence and her general likeability usually won through in the end. She found Rand al’Thor to be one of the most tolerant of her intrusions, and came to see herself as his unofficial sidekick and adopted sister. She even came to harbour a secret crush on him.

In early 997NE Imoen was among those arrested by the Whitecloaks on suspicion of being Darkfriends. She was rescued by a party led by Perrin Aybara and Rand al’Thor. Once back in Emond’s field, she met Saeri Lethyr and Luci Narosay, Rand’s maids, and made friends with them while plying them for stories of Rand and Perrin’s activities in the world outside the Theren. When Anna al’Tolan began recruiting Therener women to be trained to use the longbow, Imoen was quick to join in and proved to have a natural talent for archery. She took part in the fighting to defend Emond’s Field from the Shadow. When Rand’s ability to channel was revealed in the aftermath of that fighting, many among the village turned against him, including Imoen’s parents. Once more incensed at what she saw as an unjust lack of gratitude, Imoen decided to run away from home. Towards that end, she sought out Saeri and Luci and joined them, despite Tam al’Thor’s opposition.

Imoen was as impressed by the sights of the big cities as Rand and the others had been when they first left home. She furthered her friendships with the other girls in his entourage on the way to Tear, where they were all reunited with him.

When Merile and Saeri opted to share Rand’s bed at the same time, Imoen was overcome with curiosity about what they were doing. She experienced a sexual awakening while she watched them couple, one that led to her joining them and losing her virginity to Rand.

She continued her relations with Rand, Saeri and Merile in the weeks that followed, while staying in the Stone of Tear. The vocal disapproval of Mat and Nynaeve failed to dissuade her. She also got to know Elayne, Berelain and Avaleen rather better than she’d expected to. With Rand’s now considerable funds at her disposal, Imoen got herself a new wardrobe, one consisting almost entirely of pink clothes, while from Rand himself she received a golden necklace set with small rubies. She was introduced to Thom Merrilin by Rand, and the gleeman started to train her as one of his spies. When Rand and the others left Tear, Imoen remained behind, to train with Thom and help him in his work.

**\*Indeallein** (pronounced IN-dee-AHL-layn): A Forsaken whose name means “No Man”, or “Nameless One” in the Old Tongue. He was once a famed Aes Sedai and war hero named Avel Razem Weissone (pronounced AH-vel rah-ZEHM WISE-ohn), but was defeated in battle and captured by Ishamael. He was tortured and forcibly Turned to the Shadow and became a brutal enforcer, utterly loyal to Ishamael. As Avel Razem he had been a member of Lews Therin Telamon’s famed Companions, but as Indeallein he was responsible for the deaths of more than a dozen members of that organisation. He is notably fearless, though this may be considered a result of his experiences rather than a sign of his character.

Indeallein has pale skin which is criss-crossed with so many scars that it appears almost grey. There are braids in his thick black hair, but only a few, relics of another time. His hair is wild and unwashed, and he wears a thick beard. He has a deep voice, and his dark eyes are noted for their empty, emotionless appearance. Indeallein is 6´8´´ tall, weighs 325lbs, and is very muscular, with a heavy jaw. His grim face shows little expression. He usually bares his chest, wearing no more than a pair of dark trousers and heavy boots.

His strength in the Power is measured at 3 on a scale of 69. The *valdarhei* and *Sysan Odiva* that he once possessed were destroyed when he was defeated by Ishamael, and were never replaced.

Indeallein was the fourth Forsaken to be freed from the Bore. He resumed his place as Ishamael’s bodyguard and enforcer. It was Indeallein who recovered the comatose Ishamael from the streets of Falme, where he had fallen after his fateful struggle with Rand the day the Horn was first sounded. He carried Ishamael back to his fortress in the Blight, and stood guard over him while he waited for him to recover.

**\*Ingtar Shinowa** (pronounced IHNG-tahr shih-NOH-wah): A Shienaran Lord based in Far Dara, whose family are vassals of House Jagad. He was born in 968NE.

Ingtar was notably outspoken and passionate, and vocal in his patriotism and hunger for glory.

Ingtar was 5´9´´ tall and has a stocky, muscular build, weighing about 200lbs. His topknot was black, and his dark eyes were narrow. He had a dark amber complexion. The banner of House Shinowa is a grey owl on yellow.

Ingtar arrested Padan Fain on his arrival at Fal Dara in 996NE. He did not fight at Tarwin’s Gap afterwards, having been charged with escorting Moiraine to the edge of the Blight instead.

Unbeknownst to most in Fal Dara, Ingtar had turned to the Shadow years before, in despair of the war ever ending, fear that Shienar would simply die like Malkier had if they did not compromise, and resentment of the southern nations who profited from the Borderlanders’ struggle against the Shadow while doing nothing to help with it. He was present at a meeting of Darkfriends in which Ishamael gave him orders to help stage a raid on Fal Dara keep. The raid resulted in Padan Fain escaping custody and fleeing with the Horn of Valere. Shortly afterwards, Ingtar helped a Grey Man enter Fal Dara, who then attempted to assassinate the Amyrlin Seat.

Ironically, he was chosen to command the expedition sent to recover the very Horn he had helped to steal. He led twenty of his family’s armsmen and a sniffer named Hurin Galesta out of Fal Dara in the company of Rand al’Thor, Perrin Aybara, Anna al’Tolan and the Ogier, Loial.

Ingtar grew increasingly obsessed with thoughts of the Horn during their journey. If it could do everything the legends said, he thought, then perhaps victory over the Shadow was not impossible after all and Shienar might yet be saved. He wondered if even he might be saved, for Ingtar was not proud of the things he had done in the Shadow’s service. During their hunt he grew close to Rand and Perrin.

A mishap with a Portal Stone that the hunters used to reach Falmerden led to Ingtar witnessing other timelines and experiencing the lives of alternate versions of himself. He fell into despair, for none of his other selves had been able to find the Horn, or redeem themselves of the things they had done. Ingtar was one of the five chosen to enter Seanchan-controlled Falme to recover the Horn. They were successful, and additionally freed Elayne Trakand from captivity. Ingtar defeated several Seanchan soldiers in the fight over the Horn, and thought that perhaps this time, in this life, salvation was finally his.

His despair soon returned when Rand, whom he had secretly expected to have to struggle with for control of the Horn, simply handed it over to him before volunteering to stay behind and distract the Seanchan. Ingtar was impressed by what he saw as Rand’s selfless and humble heroism. His own hunger for glory suddenly seemed crass and pointless to him, and he confessed his status as a Darkfriend to a shocked Rand. Ingtar decided that since redemption was beyond his reach, he might at least die well. He took Rand’s place and faced off against an overwhelmingly large group of Seanchan, providing a distraction while Rand and the others fled Falme. He died in battle, with a prayer to the Light on his lips.

**\*Inner Circle, the**: An organisation founded by Rand al’Thor in 997NE. It was originally intended as an informal gathering of friends but soon grew into a formal council for the Dragon Reborn. Membership is by invitation only, and all those who would like to join, or to remain, are required to be completely honest and forthcoming while the council is in session. Its original purpose was to try and combat what Rand saw as a harmful secretiveness that was growing between him and his friends.

The founding members of the Inner Circle were: Rand al’Thor, Perrin Aybara, Nynaeve al’Meara, Anna al’Tolan, Min Farshaw, Elayne Trakand, Loial son of Arent son of Halan, Hurin Galesta, Uno Nomesta and Geko Igawa.

Hurin, sadly, was killed during a campaign in the Theren. During his stay in Tear, Rand added Tam al’Thor and Thom Merrilin to the Inner Circle’s membership. He would have added Mat Cauthon as well, but Mat refused to play by the rules.

**\*Inukai Igawa** (pronounced in-oo-KAI EE-gah-wah): A Shienaran soldier and skilled scout.

Inukai is a quiet man, who prefers the solitude of the woods to large gatherings of people. He is a dog lover, and his closest friend is his cousin Geko.

Standing 5`10`` and weighing 200lbs, Inukai has a scarred and muscular body. His skin is darkly amber, and his eyes are light brown. He wears his greying black hair in the style of a Shienaran warrior—a topknot with the rest of his dead shaved. He has a lantern jaw, and a straight nose. There is a heavy scar down the left side of his face, beginning at his temple and ended halfway down his cheek.

Inukai was born in 954NE, in lands close to Fal Dara presided over by House Shinowa. Like his cousin, Geko, he took service as a soldier early in his life and served as a scout. Among many other battles, he fought at Tarwin’s Gap when Queen Kensin rallied the Shienarans against a massive Trolloc horde that gathered there in 996NE. Not long after that, he was among the soldiers Lord Ingtar Shinowa led in pursuit of the Horn of Valere, which had been stolen by Padan Fain. They chased Fain all the way to Falme, suffering a mishap with a Portal Stone along the way which showed them a great many of the Lines of If. At Falme they saw Rand al’Thor proclaimed the Dragon Reborn by the Heroes who came at the Horn’s call. Katsui and his fellow armsmen swore fealty to Rand afterwards.

Inukai helped to protect Rand all throughout his journey east from Falme, fighting at the Battles of Tarcain Cut and Emond’s Field most notably. He saw the fall of the Stone of Tear, and helped defend it from the Shadow when the Forsaken Moridin led an assault on that great fortress.

He accompanied Rand and Geko into the Aiel Waste, where he lamented having lost his job as Rand’s protector to the Aiel.

**\*Irenvelle** (pronounced EHR-ihn-vehl): A dead nation. It once controlled the lands north of Tear and east of Ghealdan, as well as the Forest of Shadows. A series of losing conflicts with their neighbours combined with the declining global birth rate to cause the nation to be dissolved in 693NE. Though both Tear and Ghealdan attempted to seize the land they left behind, neither was able to maintain control for long, and the land was eventually abandoned save for a scattering of independent villages and woodsfolk.

**\*Iron Hold**: The main hold of the Iron Mountain sept of the Taardad Aiel. It is located in and atop Iron Mountain, west of Alcair Dal, and guards the many mines located there. A stout fort overlooked by multiple ledges carved into the stone and fronted by boulders for cover sits at the mouth of the main pass into the mountain. A narrow, winding path leads upwards, often with stairs cut into the rock, and branching paths that lead off to the mines that Iron Mountain takes its name from. High on the mountain can be found a large caldera, and it is there that the majority of the roofs of Iron Hold can be found, built into all sides of the caldera. The Iron Mountain sept gather in the open space in the middle to train or to stage large meetings.

**\*Isam Chiendelna** (pronounced IZ-ahm CHEE-ehn-DELL-nah): A Malkieri nobleman believed to have died as an infant during the fall of Malkier.

Isam, or the being that appeared as him in *Tel’aran’rhiod*, bears a great resemblance to Lan. He has long black hair, which is tied back by a *hadori*, and his eyes are blue. He has a hard, angular face, but one that shows more emotion than Lan is prone to. He stands 6`5`` and weighs about 230lbs.

He is a skilled hunter, who prefers to use a bow rather than a sword.

Isam Chiendelna was born in 952NE, the only child of Lain Mandragoran and his wife Breyan Chiendelna. He was the nephew of el’Leanna, Queen of Malkier, but his mother aspired for him to inherit the throne rather than his cousin Lan. At first she thought to do this by goading her husband into winning great glory in the Blight by destroying Shayol Ghul, but when that expedition ended in a disastrous rout that cost her husband his life, she instead began to plot with Cowin Gemallan. They used their influence to move troops back from the Borderforts to the capital, intent on taking the throne by force, but Breyan was betrayed by Cowin, who turned out to be a Darkfriend. Trollocs invaded the weakened border and began to pillage and burn their way across Malkier. Breyan’s ambition had caused the downfall of the very nation she had hoped to rule. Cowin was caught and executed for his crimes. Fearing she would face the same fate, Breyan tried to flee south with Isam but did not get very far, having been taken by Trollocs before she could escape Malkier’s borders. It has long been assumed that she and Isam died there.

A mysterious entity that the wolves call Slayer, which serves as an assassin for the Shadow, was encountered in the Theren in early 997NE. One aspect of this entity bore a certain resemblance to Isam, but the truth of its existence has yet to be ascertained. The mere usage of the name, however, was more than enough to win said entity the animosity of Lan Mandragoran. That this Isam took a shot at Nynaeve when he encountered her briefly in *Tel’aran’rhiod* would only inflame that enmity.

The being called Slayer was responsible for the deaths of Joiya Byir and Amico Nagoyin in Tear, a pair of Black sisters who had committed the crime of being captured by the enemy. As punishment for this, Slayer nailed their tongues to the door before slitting their throats.

**\*Isendre Demanche** (pronounced ih-SEHN-dreh deh-MANCH): A Darkfriend seductress.

She is a tease and a flirt and devoid of morals. She is proud and has a vengeful streak.

Isendre is palely beautiful, with a heart shaped face and full lips. Her eyes are dark brown, and her long hair is straight and black. She has a smoky voice. She is 5`5`` tall and weighs 110lbs.

Isendre was born in 977NE to a family of Cairhienin commoners who had fled the Aiel War. Her family moved back to Cairhien after the war ended but the events had scarred their spirits. She inherited that scarring, and grew into a resentful young woman with an unnamed hunger within her. She sought to fill that void by pledging herself to the Shadow, and was ordered to accompany a bad of Darkfriend peddlers into the Aiel Waste in 997NE. She soon placed herself in the bed of their leader, a man named Hadnan Kadere.

They found themselves travelling with the Dragon Reborn, who Isendre attempted to seduce on Kadere’s orders. She was unsuccessful with Rand, and unreceptive to the advances of his friend Mat. Her efforts won her the enmity of the Aiel Maidens and of Lanfear, the latter of whom revealed her theft of jewellery to the former, thereby placing her in a great deal of trouble.

**\*Ishamael** (pronounced ih-SHAH-may-EHL): The leader of the Forsaken, bearing the title Nae’blis. The name he was given, intended as an insult, means “Betrayer of Hope” in the Old Tongue.

In the parlance of some other Ages, Ishamael would be described as “white”, though that term is not used in the current Age, of course. He stands 6´6´´ tall and is a handsomely aristocratic-looking man with broad shoulders and a dented chin. He has a slender build, and weighs about 180lbs. His voice is deep, his hair is black, and his eyes are unnaturally dark, two pure black orbs devoid of sclera, iris or pupil. His eyes were not always that colour, but his exposure to the Dark One’s so-called True Power has long since made them so.

On a scale of 1 to 69, Ishamael’s strength in the One Power was measured at 1, but he has nonetheless almost completely abandoned the use of *saidin* in favour of the True Power. Only when the Dark One’s power is, for whatever reason, unavailable to him does he resort to using the One Power. He has the Talent for Dreaming, and possesses many relics of the Age of Legends, including a full *valdarhei*, though his *Sysan Odiva*, Holli, was worn down by millennia of use and is now almost completely inoperative.

During the Age of Legends, before turning to the Shadow, he was an Aes Sedai named Elan Morin Tedronai (pronounced EE-LAHN mohr-ihn TED-row-NAY). A critically acclaimed philosopher and theologian, he wrote several influential books, among them *Analysis of Perceived Meaning*, *Reality and the Absence of Meaning* and *The Disassembly of Reason*. Despite his acclaim, however, his writings and philosophies were often considered too esoteric for popular appeal. Elan Morin was notoriously nihilistic, and railed against reincarnation and the concept of circular time, claiming that they were prisons that reduced humankind to mere tools and robbed them of even the possibility of free will. He was one of the first to realise what had been unleashed on the world with the opening of the Bore, and one of the first to pledge his soul to the Dark One. It was Ishamael who explained the Dark One’s intent, during the meeting at the Hall of the Servants that marked the end of the Collapse and the beginning of the War of the Powers proper. He is one of the few Forsaken, or Darkfriends for that matter, to both fully understand the Dark One’s plans, and embrace them wholeheartedly. He believes the destruction of all creation will lead to the only true freedom that any human will ever know, and that this can only be achieved with the co-operation of the Creator’s and Dark One’s designated champions.

Ishamael was present during the Strike at Shayol Ghul, but was not imprisoned along with the other Forsaken. Instead he has remained active in the world for over 3000 years, growing increasingly mad in the process. He has done much in that time, to set the stage for the conflict to come. He founded the Black Ajah, and oversees its operations within the White Tower, though increasingly over the years he has left their actions to the discretion of their Supreme Council. He led the Shadow’s forces during the Trolloc Wars, ensuring the destruction of the Covenant of the Ten Nations, and became known as Ba’alzamon (pronounced bah-AHL-zah-mon), which means “Heart of the Dark” in the Trolloc’s language. He took the alias Jalwin Moerad when he infiltrated the court of Artur Hawkwing, and sowed dissent amongst all he encountered, doing a great deal to increase the destruction of the War of the Hundred Years and ensure the world was divided once more into many quarrelling nations. He took a special interest in the actions of Hawkwing’s son Luthair, for he had seen what futures the man’s actions in Seanchan might lead to and took steps to ensure his success.

In 996NE he used Padan Fain as his hound and located three newly-chosen *ta’veren*, one of whom he was convinced had to be the Dragon Reborn. The force he sent to abduct them failed, but hunted them all across Andor, while Ishamael himself visited the three boys in their dreams. He sent the newly-freed Forsaken Aginor to seize the Eye of the World but the three *ta’veren* arrived before him, guided there by a series of improbable happenstances. Rand al’Thor used the Eye against Aginor, and later Ishamael as well, lightly wounding him. Ishamael knew Rand for the Dragon Reborn then, and revealed his true identity to him.

He continued to oversee the Shadow’s forces and assist in the acclimatisation of the other Forsaken, more and more of whom were being freed from the Bore as the seal continued to weaken. He arranged for the assassination of many Falmeran nobles and soldiers, in order to make it easier for the Seanchan invasion to find a foothold in Valgarda. He considered killing Aginor over his failure at the Eye but instead granted him the use of the laboratory of equipment Ishamael had preserved from the Age of Legends, thinking the man might still be useful. He sent Balthamel to free Fain and give him the Horn of Valere in order to lure Rand north, only for Fain to betray him and take the Horn to Falme instead. Ishamael visited Rand in his dreams again during this time, trying to impress his philosophical beliefs on him. When Rand continued to prove uncooperative, they were drawn into a confrontation at Falme in which both were badly wounded.

While Rand took an unHealable wound as a result of their clash, Ishamael was left comatose. He was carried back to his fortress in the Blight by Indeallein, but Healing was not sufficient to wake him up. The other Forsaken, and the rest of the Shadow’s forces, were left without his supervision.

**\*Ishara Casalain** (pronounced ish-AHR-ah cah-sah-LAIN): The first Queen of Andor. She was the granddaughter of Joan Ramedar, the last Queen of Aldeshar, and the daughter of Endara Casalain, who was the governor Artur Hawkwing appointed to the province of his empire named Andor.

Her mother abdicated shortly after Hawkwing’s death, so that Ishara could take command, free of the oaths that bound her and what would come of her breaking them. Ishara soon agreed to meet with the Amyrlin Deane Aryman, who was attempting to persuade Ishara’s lover, General Souran Maravaile, to lift the siege of Tar Valon. They were successful, and Ishara returned to Andor with Souran and much of his army at her back. With his and the Amyrlin’s support, Ishara was able to secure her control of Andor, and declared herself its first queen in FY994.

She married Souran, who became the first First Prince of the Sword, and took an Aes Sedai advisor named Ballair. She also began the custom of sending Andoran Daughter-Heirs to Tar Valon for training, by sending her daughter Alesinde there once she came of age.

Ishara’s reign over Andor was not uncontested. There was much fighting there, as there was in the rest of Valgarda during this time period. None of her sons lived past the age of twenty due to this. Souran was assassinated in FY1017. Ishara herself died in FY1020, and was succeeded by Alesinde. Though her House died out some centuries later, succession to the Lion Throne of Andor is still decided in no small part by how close a blood relation one can claim to have to Ishara.

**\*Ispan Shefar** (pronounced ISS-pahn SHEF-ahr): A Taraboner Aes Sedai of the Blue Ajah publically, and the Black Ajah in truth.

Ispan is a somewhat effete and delicate woman, who dislikes dirt and discomfort, as well as insects, snakes and rodents. She dislikes violence, too, or at least the witnessing of it, and has a weak stomach. She is somewhat over-emotional, especially by Aes Sedai standards, and likes to lord over others.

She has black hair that she wears in a multitude of braids, with blue and green beads woven within them. Her eyes are brown, as is her skin. She has full lips.

Her strength in the Power is 23/69. Her Warder was a short, dark-skinned and obedient Darkfriend named Wain, who was a known rapist with a thick cock. He was killed by Be’lal in a fit of temper on the night the Stone of Tear fell to Rand al’Thor.

Ispan was born in 891NE and went to the White Tower in 908NE. She spent 6 years as a Novice and 8 years as Accepted before being raised to the shawl in 922NE. While a Novice she ran away from the Tower once, managing to reach Ebou Dar before being caught and dragged back. Though a strange fit for the Black Ajah personality-wise, her resentment of the White Tower for its imprisonment of her was strong enough that she jumped at the chance to betray them, even if it was only in secret.

In early 997NE Ispan was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fight between the two groups, but did not help to torture the Accepted who survived, finding the act distasteful. This did not, of course, inspire her to try to stop her fellow Black Ajah from doing it, or prevent her from letting her own Warder take part in the rape of Emara. She fled the Stone of Tear with most of the rest of the Black Ajah when it fell to Rand al’Thor.

It was to Tanchico that they fled, where they hoped to secure certain items that could be used against the Dragon Reborn. Their plans were thwarted by Nynaeve’s group of Accepted.

**\*Izana Shinesta** (pronounced is-AH-nah shih-NESS-tah): A Shienaran soldier from Fal Dara, now sworn to the Dragon Reborn.

Izana is very devoted, caring and somewhat shy. He is brave, kind and very polite.

He is 5`9`` tall, weighs about 140lbs, and is very slender. He has a round face and large, dark eyes. He has a very pale complexion. His black hair is worn in the traditional topknot of a Shienaran soldier, with most of the skull shaved around it.

Izana was born in Fal Dara in 979NE. His mother is a Healer named Urei and his father was a soldier named Uhat who died in battle when Izana was nine. Izana joined the army to follow in his father’s footsteps, despite his mother’s objections.

In 996NE he was one of the twenty soldiers under Lord Ingtar’s command who were sent to recover the Horn of Valere from Padan Fain. They chased Fain all the way to Falme, using a Portal Stone for the last stage of their journey. A mishap with said Stone caused Izana to see a variety of alternate worlds through the eyes of his own alternate selves there. At Falme he saw the Horn of Valere sounded and Rand declared as the Dragon Reborn. In the aftermath of that battle, he and the other Shienaran armsmen swore fealty to Rand.

Izana fought to defend Rand as they made their way east through war-torn Falmerden while being hunted by Shadowspawn. He was injured several times in the course of the fighting, but Aes Sedai Healing ensured the injuries left no lasting mark. He fought at Tarcain Cut, and after the victory there he continued to protect Rand as they journeyed east through Valreis. He had taken up the role of Rand’s valet, but was ousted by the arrival of Vara and the other refugees from Nethara, a fact that Izana was secretly rather put out by.

He was one of those chosen to accompany Rand to Stedding Tsofu as part of his plan to distract *Machin Shin* and ensure safe passage for the rest of their party through the Ways. When Rand then used a Portal Stone to return to the Theren, Izana was among those who once more witnessed various alternative lives they might have lived. A slip while climbing down the Mountains of Mist shortly afterwards nearly cost him his life, but Rand caught him in time. The two grew closer afterwards, with Rand insisting that Izana should address him by name rather than title.

He accompanied the rest of Rand’s entourage to Tear, where they saw him officially proven to be the one, true Dragon Reborn. He also accompanied him to the Aiel Waste, where he saw him proven to be the *Car’a’carn* of the Aiel. Throughout all this, Izana grew increasingly distraught. He was convinced that Rand would never realise that he had developed feelings for him, much less that he would return his affections.

**\*Jaichim Carridin** (pronounced JAY-kim CAHR-ih-dihn): An Inquisitor in the Children of the Light who was also a high-ranking Darkfriend.

Jaichim was a patient, ruthless man. He was observant and cunning. He was ambitious and selfish, caring little for anyone save himself. He resented anyone whose authority was considered greater than his own, though he hid it well.

Jaichim was 6´ tall and physically fit. He weighed 170lbs. He had a fair complexion and a hard, expressionless face. His eyes were dark and deep-set. His hair was dark brown with grey at the temples.

Jaichim was an Amadician nobleman and had a large family. He was born in 957NE and was a cousin of the main branch of the family. Ambition drove him to join the Children, since they are the rulers of Amadicia in all but name. His cold-heartedness marked him for recruitment by the Hand of the Light, and he had been a member of that organisation for 8 years before turning to the Shadow, again for ambition, since he didn’t feel he was being promoted fast enough.

Jaichim was present at a gathering of Darkfriends in 996NE where Ishamael gave orders concerning three newly chosen *ta’veren*. Jaichim was told to influence the Riela of Valreis to block access to and from Falmerden, thereby ensuring an easier conquest for the Seanchan. Jaichim had been serving as ambassador from Amadicia to Valreis at the time and carried out his orders successfully, in no small part due to how well the situation suited Valreio interests.

After the Seanchan’s—and Ba’alzamon’s—defeat at Falme, changing orders among both the Children and the Shadow gave Jaichim more than a little concern. He was recalled to Amador and rebuked by Pedron Niall for not doing more to stop Rand and the Seanchan, but then ordered to leave Rand unmolested. He was visited by a Myrddraal and ordered to kill Rand, despite Ba’alzamon’s earlier assertion that he was to be used rather than killed. Failure to comply would result in the deaths of his family, and then of himself, he was told. Unable to fulfil both sets of orders, Jaichim set about trying to scheme his way out of the problem.

He attempted to manipulate the Valreio and some lower-ranked Whitecloaks such as Eamon Valda into killing Rand for him, while publically carrying out Niall’s orders. Despite this, he was incensed to learn that Rand had passed through Fontaine, the very city he was staying in at the time, and the Valreio had not informed him of it. He was further angered by Galad Mantear’s unsanctioned killing of several Valreio soldiers, but dismissed it as the actions of a man who blindly follows orders, which was what Valda had characterised Galad as when first speaking of him to Jaichim.

Jaichim brought Galad and the men with him under his personal command, the better to ensure they didn’t talk about what had happened while he endeavoured to cover it up. He also had his Questioners seize anyone they could find who had been close to Rand. They brought him Vara Elsac and Leliana Corinne. He tortured the former for information and learned much of Rand and his friends from her. When Galad brought him Leliana, Jaichim executed Vara and turned his attention to his new victim. He was utterly surprised when Galad summarily beheaded him for the crimes of torture and murder, right there in the heart of his power.

**\*Jaim Torfinn** (pronounced JAYM TOR-fihn): A young man from Emond’s Field who was a childhood friend of Mat, Perrin and Rand.

He is hard working and responsible, with a competitive nature. His aunt Ellie is notoriously promiscuous, a fact that Jaim is rather ashamed of. He can be quite stiff at times, especially with people like Rand and Mat, who were known to be among those that visited Ellie’s bed on occasion. He is an excellent archer.

Jaim has brown eyes, dusty brown hair and a muscular build. He stands 5`10`` tall and weighs 200lbs.

He was born in 978NE to Rhea Torfinn and Thad Avin. Like his elder brother Leof, he has been working on the family farm since he was very young. They had a younger sister named Jancy but she was killed by Trollocs on the Winternight of 996NE at the tender age of eleven. Both of the brothers became notably grimmer after that.

In 997NE Jaim took part in the battle against a Trolloc incursion that sought to destroy Emond’s Field. He was briefly a member of Perrin’s Companions, but grew estranged from them, though this certainly did not mean he took no further part in the fighting. In the aftermath of their victory, he was shocked to learn that Rand could channel the One Power.

**\*Jain Farstrider**: A famed hero and explorer from Malkier, whose full name was Jain Charin (pronounced JAY-ihn CHAH-rihn).

He wrote a book about his adventures and explorations, calling it *The Travels of Jain Farstrider*. It was published in 968NE and has proven quite popular; it was even the childhood favourite of Rand al’Thor.

Jain was born in Malkier in 932NE. His exploits as a young man were enough to earn him the nickname of Farstrider, even before he began his famous travels. In 955NE, in the midst of the fall of Malkier, Farstrider was responsible for bringing the Malkieri traitor Cowin Gemallen to justice. He later married a woman named Susa, but his marriage was strained by his love of travelling, since he was rarely at home. His travels took him far and wide. He journeyed all over Valgarda, adventured with the Sea Folk, and he even went to the far off land of Kigali, where he reported seeing many outlandish things. His faithful steed throughout these journeys was named *Jeade’en*, which means “True Finder” in the Old Tongue. Jain Farstrider disappeared in 981NE after a trip into the Blight, where it is assumed he died.

**\*Janduin, of the Iron Mountain sept of the Taardad Aiel** (pronounced JAN-doo-ihn): The long-dead clan chief who was Rand al’Thor’s biological father. He was a member of the *Sovin Nai* society.

Janduin was 6`6`` tall and weighed 230lbs. He was a ruggedly handsome man with a muscular build, grey eyes, and dark red hair.

He was born in 943NE, the second of five siblings. His elder brother was Jherilan, his younger brother was Jecht, and his sisters were Dana and Sunadai. Their mother was overly fond of alcohol and often neglectful, so Janduin developed an aversion to drink as well as a strong sense to personal responsibility.

This was part of the reason he was chosen to become sept chief of the Iron Mountain sept in 967NE. It was only a few years later than he was chosen by the Taardad Wise Ones to attempt the test of Rhuidean. He passed the test, and became the youngest clan chief in memory. Janduin was a charismatic man and a good speaker. During his time as chief, he ended the two hundred years long blood feud between the Taardad and the Nakai, and befriended Nakai such as Bruan. He also negotiated an alliance between the Taardad and the Reyn. He endeavoured to negotiate an end to the feud between the Shaarad and Goshien, as well, but his efforts there were interrupted by news of the cutting down of *Avendoraldera*.

In 972NE he heard tell of a strange wetlander woman calling herself Shaiel who had come to the Three-fold Land intent on becoming a Maiden of the Spear, and who had been allowed to stay among his clan rather than being killed as was customary for such intruders. Intrigued, he went to meet this woman. The oddity of her request, and the stubborn will with which she pursued it, was almost as striking to him as her stunning beauty. He soon fell in love with her, and pursued her ardently. Though resistant at first, Shaiel came to return his affections and the two become lovers.

In 996NE, news came to Janduin’s ears that Queen Laina of Cairhien had cut down *Avendoraldera*, the sapling from the Tree of Life that the Aiel had given to Cairhien as a sign of peace. Furious, as all Aiel were furious, over this news, he gathered an army to him and prepared for war. Not long afterwards, Janduin led a coalition of four Aiel clans out of the Three-fold Land, with the intent of seeing Laina Treekiller pay for her crime by whatever means necessary. Aside from his own Taardad, these clans were the Nakai, the Reyn and the Shaarad. They defeated every army sent against them, doing terrible damage to Cairhien, before pursuing Laina across Valgarda over the course of several years. It was at Tar Valon that they finally brought her down. As soon as she was dead, Janduin and the Aiel considered their mission complete, and promptly turned around and returned to the Aiel Waste.

A personal tragedy marred this victory for Janduin, however. It was not the death of his brother Jherilan in the war—for an honourable death in battle was nothing that Aiel feared or grieved over. No, it was Shaiel’s fate that broke him. Shaiel had become pregnant during the course of the war. Aiel law required him to send her back to the hold until she had given birth, but she argued passionately against this, and Janduin had not the heart to deny her. She was close to giving birth when she was attacked on the slopes of Dragonmount during the last day of the last battle of the war. Shaiel died there, and their child was nowhere to be seen when the Aiel found her body.

Janduin carried her body away for burial, and commanded an orderly retreat all the way back to the Jangai Pass. Once his people were safely delivered back to their homelands, Janduin immediately resigned his position as chief of the Taardad. This was not a thing that was usually allowed, but he did not care. He blamed himself for Shaiel’s death, and intended to atone by going into the Blight to spit in Sightblinder’s eye, much as a male channeler of any other Aiel in search of an honourable death would do. He slew every Shadowspawn he came across, until he himself was finally struck down. Those who went with him, and returned to speak of it, said that it was not any Shadowspawn that killed him, but a man. A man that Janduin claimed looked much like Shaiel, and so refused to raise his spear against him.

**\*Jaret Byar** (pronounced JAH-ret BY-ahr): A Hundredman in the Children of the Light.

Jaret is a grim and ruthless man who always follows orders, balking at nothing save for rape, which he finds abhorrent. He is devoid of compassion and desensitised to violence and pain.

He has dark hair that he cuts tight to his skull. His deep-set eyes are dark, too, though his skin is pale. He is leanly built but quite strong, and a skilled fighter. His long face is gaunt to the point of looking skeletal. He is 6`1`` tall and weighs about 145lbs.

Jaret was born in Amadicia in 961NE and has been a member of the Children of the Light for much of his adult life. He was a street urchin prior to that, following the death of his mother when he was still a child. While living on the streets, he did whatever he had to to survive, including selling his body. Joining the Children gave his life a purpose that it had never had before, and his allegiance to them is absolute.

In 996NE, while serving under Lord Captain Geofram Bornhald, Jaret encountered Perrin Aybara and was pleased to hear him condemned to death for killing several of the Children. He considered him a Darkfriend as well, but the sentence of murder was enough to cost him his life, so Jaret didn’t object to the Lord Captain’s holding back on the other charge. Perrin did not have to face the Whitecloak executioners, however, for Lan Mandragoran arrived in time to save him, easily defeating Jaret in the process, to his shame and anger.

He later accompanied Bornhald to Almoth Plain, where he was confused as to his Lord Captain’s distaste for the things that the Hand of the Light did there to ensure the people’s co-operation with their annexation efforts.

Later still, he was with Lord Captain Bornhald when he journeyed to the Theren, which Padan Fain had convinced the Lord Captain Commander was a haven for Darkfriends. Jaret would have been perfectly fine with killing everyone there, as well as the *Tuatha’an* band they encountered along the way, but Bornhald forbade it. Instead, Jaret was sent to the al’Thor farm to arrest Rand’s father. Again he failed, for Tam proved too slippery to be captured, and killed several Whitecloaks in the process of escaping.

Jaret did not agree with Bornhald’s decision to co-operate with Perrin long enough to defeat the Trollocs that were ravaging the Theren, but he followed orders nonetheless. He even followed orders when he was told to stand aside and watch how the final battle turned out, with instructions to report its outcome to the Lord Captain Commander should anything go wrong. Something did go wrong, for Rand revealed himself as a male channeler and thereby brought himself into immediate conflict with Bornhald, a conflict that ended with the deaths of Bornhald and all his men save for Byar and those few he’d left behind at Watch Hill. Byar left the Theren intent on carrying out Bornhald’s final orders and revealing the full vileness of Perrin and Rand to any who would listen, chief among them Bornhald’s son Dain, and the Lord Captain Commander, Pedron Niall.

**\*Jaric Mondoran** (pronounced JAH-rik mon-doh-RAHN): He was an Aes Sedai during the Age of Legends, a war hero, a friend of Lews Therin’s, and one of the Hundred Companions. He was one of the Companions who survived the battle at Shayol Ghul, and so was driven mad by the taint that the Dark One’s counterstroke placed on *saidin*. In his madness, Jaric left a trail of destruction behind him as he made his way to his home city of Tzora. There he was confronted by ten thousand of the Da’shain Aiel, who sang the songs of growing in a vain attempt to bring him back to himself. Jaric killed them all, and then razed the entire city to the ground, killing himself in the process.

**\*Jasmine Danmielle** (pronounced jahs-MIHN DAHN-mee-ehl): Ghealdanin captain of the *Wave Rider*, merchant trader and sometimes smuggler.

Jasmine is a self-made woman. She never knew her father, and her mother died when she was twelve. She started her financial career small and worked her way up, using every trick she could, scrupulous or otherwise. She is very profit-oriented, but prefers to keep her word wherever possible. She makes most of her profits working the river trade along the Arindrelle and the Alguenya, along with their tributaries.

She was born in 951NE, is 5`3`` and weighs 115lbs. She is thin and tough, with long grey hair tied back in a ponytail, large brown eyes, and protruding ears. Though her skin is tanned and weathered, the echoes of the pretty girl she once was are still visible.

In 996NE Jasmine was hired by Moiraine Damodred to ferry the injured and comatose Thom Merrilin safely to Tear. She kept her word.

**\*Jeaine Caide** (pronounced JEEN KAY-dee): A Domani Aes Sedai of the Green Ajah publically, and the Black Ajah in truth.

A misandrist, she detests men and only joined the Green Ajah so she could control as many as she could. She does not find women attractive either. Despite these things she often wears clothes that flatter her figure, and likes to flirt with others. She is proud, vain, arrogant and spiteful.

A slim and attractive woman. She has coppery skin, and a swan neck. Her eyes are dark brown, and her hair is black.

Her strength in the Power is 24/69. She has five Warders and keeps them all under firm control. One of them is a muscular, plain-faced Volsuni named Skot who is utterly obedient to her despite not being a Darkfriend.

Jeaine was born in 912NE and went to the White Tower in 928NE. After spending 6 years as a Novice and 6 years as Accepted she was raised to the shawl in 940NE.

In early 997NE Jeaine was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Jeaine held a shield on Elayne when the two groups came into conflict, and amused herself by threatening to have her Warders rape the surviving Accepted while they were being held in the Stone of Tear afterwards. She didn’t follow through on the threat, though, for it was even more amusing to her to feel how worked up the Warders had gotten and yet deny them the chance to satisfy their lusts. She fled the Stone of Tear with most of the rest of the Black Ajah when it fell to Rand al’Thor.

It was to Tanchico that they fled, where they hoped to secure certain items that could be used against the Dragon Reborn. Their plans were thwarted by Nynaeve’s group of Accepted despite Jeaine’s best efforts. When she discovered Nynaeve in the palace, she used one of the stolen *ter’angreal*—a fluted black rod that produces Balefire—to try to kill her. She missed Nynaeve and accidentally destroyed a good portion of the palace and the great museum within.

**\*Jec, of the Salt Flat sept of the Nakai Aiel** (pronounced JEHK): *Far Dareis Mai*.

Jec is a fun-loving and promiscuous woman, who doesn’t take life very seriously. She likes to laugh, both at herself and others. She is brave, tough and independent.

She is an attractive woman, with a muscular yet feminine physique. She has yellow hair, blue eyes and tanned skin. Jec is 6`3`` tall and weighs about 190lbs. Her breasts are large and her hips wide.

Jec was one of those chosen to cross the Spine of the World in search of He Who Comes With the Dawn. She encountered Rand al’Thor in Stedding Tsofu in 996NE, alongside Rhian and Harilin, and the three of them almost came to blows with him. When she later learned that he might well be the person she had been sent to find, Jec saw the funny side of it more than the embarrassing one.

She was part of the Aiel group that helped defend the Theren from a Trolloc incursion in early 997NE. While staying there, she found many opportunities to indulge her carnal appetites. Among her conquests were Wil al’Seen and Nengar Harata. She left the Theren with Urien’s party, after Rand ran off on his own. They chased him to Tear, where they joined up with Rhuarc’s band and took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall.

While staying in the Stone, Jec played a memorable game of Maiden’s Kiss with Mat Cauthon, followed by an even more memorable game of Maiden’s Song, one in which she was defeated by the narrowest of margins. She also added Doncari Astalonia to her list of conquests. She journeyed back to the Three-fold Land with Rand al’Thor, travelling by way of the Portal Stones. After glimpsing the Lines of If due to a mishap with said Stones, Jec parted company with Rand and returned to her own clan so that she could report what she had seen.

**\*Jecht, of the Iron Mountain sept of the Taardad Aiel** (pronounced JEKT): *Far Aldazar Din*.

Jecht is an arrogant and abrasive man, with a surly disposition and a big mouth. He is uncomfortable with expressing affection, can be quite the bully, and is too fond of alcohol. He is fearless in battle and a highly skilled warrior.

He is 6`6`` tall and weighs 220lbs, and is still muscular despite his advancing years. He has grey eyes, and his once red hair is swiftly coming to match them in colour. There are many scars on his body, the legacy of a life of combat.

Born in 945NE, Jecht was the youngest of three first-brothers, and has two younger first-sisters. Despite his fondness for the company of women, he has never married. And despite the arguments they often had, he followed Janduin into the wetlands to seek a blood price from Laina Treekiller. Jecht fought very well in the Aiel War under his brother Janduin’s command, and became a figure of some fame among the Aiel as a result.

In 997NE he was shocked to learn that the child that Janduin had fought lost during the Battle of the Shining Walls, at the end of the Aiel War, was actually alive and well. He was even more shocked to learn that this child, calling himself Rand al’Thor, had also been proclaimed to be the prophesised *Car’a’carn* of the Aiel. Meeting Rand when he visited Iron Hold did not fill Jecht with any great sense of familial warmth, however, in no small due to how much the circumstances of Janduin’s death still rankled with him.

**\*Jendai Prophecy, the**: A Foretelling spoken by an Atha’an Miere Windfinder in the aftermath of the Breaking of the World. It speaks of the *Coramoor*—which means “the Chosen One” in the Old Tongue. According to the Jendai prophecy, this person will be the herald of the new Age, who will lead the Atha’an Miere to glory and riches, and that “all the seas of the world will be theirs” if they serve him. Unlike the Prophecies of the Dragon, or the Prophecy of Rhuidean, the Jendai Prophecy is almost entirely positive, meaning that the Atha’an Miere regard the *Coramoor*’s arrival as something to be longed for rather than dreaded.

Since the fall of the Stone of Tear, the wielding of *Callandor*, and command over the Aiel are cited among the proofs of the *Coramoor*’s identity, it is almost certain that the Dragon Reborn and the *Coramoor* are one and the same.

**\*Jenny Addisera** (pronounced jeh-nee ah-dee-SEH-rah): A Falmeran smuggler and thief of dubious rationality. Those who know her best sometimes call her “Red Jenny”.

Jenny finds women more attractive than she does men. She resents authority, particularly that of the aristocracy, but can work with others; at least for a time. She dislikes and fears channelers, too. Jenny earned her nickname due to the number of rich targets that did not survive being robbed by her. Despite this, she is devoted to the Light.

Jenny has fair skin, big grey eyes and short yellow hair. She is somewhat plain, with large ears, full lips and a very expressive face. She is skinny and stands 5`3``, weighing perhaps 100lbs.

She is smarter than she might first appear to be, and has a good eye for a valuable mark, be it of the golden variety or the more intangible kind. She is a good shot with a bow.

Jenny was born in 973NE. She was orphaned young, and grew up on the streets of Falme, doing anything it took to survive. By 996NE she was working with the smuggler Athen Ril, moving goods across the blockade between Valreis and Falmerden, sometimes in the company of Valan Luca’s travelling circus. During one such trip, she embarked on a brief affair with the female Shienaran soldier Areku Hiruden.

**\*Jerilin “Jeri” al’Caar** (pronounced jehr-IHL-ihn “JEHR-ee” ahl-CAR): A young woman from Emond’s Field.

With a notably boisterous sense of humour and an outgoing nature, as well as a penchant for pursuits that would be classified by some as “too boyish”, Jeri always got along well with Rand, Mat and Anna while they were growing up. She didn’t like Egwene or Larine for much the same reasons.

She has the typical brown eyes and brown hair of a Theren woman, though she has not yet been afforded the right to braid her hair. She is a skinny girl, with a long face, who stands 5`6`` and weighs about 100lbs.

Born in 980NE, she is the eldest child of Hanna al’Caar and her cousin, Tod al’Caar. Their other surviving children are Adan and Aoifa. Her uncle Bran married Marin al’Vere, while her aunt Nela had four children by Paet Crawe. Nela and her son Paetram were among the casualties during the Trolloc attacks of early 997NE. Jeri herself came through the fighting unscathed. She enjoyed the opportunity to renew her acquaintances with Rand and Anna, whose archery classes Jeri was quick to join, though with her lack of musculature she did not prove a very great archer.

**\*Jheran, of the Haido sept of the Shaarad Aiel** (pronounced JAIR-ahn): Chief of the Shaarad. He was *Sovin Nai*.

He is fierce in battle but calm in peace.

Jheran’s light brown hair is a rarity among Aiel, though it has begun to turn grey. His blue eyes are much more common. Standing 6`3`` and weighing 180lbs, he is as slender as a blade and as quick as a whip.

Jheran was born in 952NE. His wife and roofmistress is named Turolin. He was on friendly terms with Janduin when he was attempting to negotiate an end to the blood feud between the Shaarad and the Goshien. He fought with him in the Aiel War, too.

He was present at Alcair Dal in 997NE when Rand al’Thor and Couladin of the Shaido both claimed to be the He Who Comes With the Dawn. When Rand proved that he had been to Rhuidean and taken the test, while Couladin had not, Jheran acknowledged him as the *Car’a’carn*.

**\*Jherilan, of the High Pass sept of the Goshien Aiel** (pronounced JAYR-ill-ahn): *Tain Shari*.

He was the eldest first-brother of Rand’s biological father Janduin. Born into the Iron Mountain sept of the Taardad Aiel in 938NE, he married a woman of the High Pass Goshien and so became a member of her sept. He left her and her family there, including his eldest son Rhutar, when his brother announced his intention to lead four clans into the wetlands in pursuit of Laina Treekiller. The Goshien did not take part in that conflict, but Jherilan would not leave his brother to fight without his support. This act of filial loyalty led to his death during what came to be known as the Aiel War.

**\*Jimena din Kubert Fast Bail** (pronounced jih-MAY-nah dihn koo-BERT): A Sea Folk sailor, currently serving on the *Liberty*.

She is a friendly and good-natured girl, with a positive attitude.

Jimena is a pretty girl with a bright, white-toothed smile. She has near-black eyes and long, black hair, which has only a slight curl to it. Her lips are thin and her nose broad. She stands 4`8`` and weighs 100lbs. An active and energetic sailor, she is as nimble as she is strong. Though small and lean, the muscles on her arms, legs, shoulders and stomach are all well defined. She has narrow hips, small breasts, and a pert bottom.

There are four thin golden rings in her ears, one through each of her earlobes and one in each of her auricles.

There are crossed swords tattooed on her left hand in dark ink. A stylized design reminiscent of broken chains can be seen on her right hand.

She was born in 978NE and raised by her grandparents after her parents were lost at sea. Jimena was part of the *Liberty*’s crew when it ferried Rand al’Thor to Tear in 997NE. She befriended him during the voyage, and was surprised to learn that he was earning his passage by working as a whore. She thought him quite attractive, and though she hesitated to take advantage of him in such a way, she ended up giving in to temptation and spending a lengthy session in bed with him. They parted on relatively good terms, albeit with the shadow of what had happened hanging over them both.

Jimena learned that Rand was the Dragon Reborn shortly afterwards, when *Liberty* visited a Tear that had fallen to his forces. Though he visited the ship before it sailed again, she did not want to face him, and preferred to hide in the crow’s nest.

**\*Johana Talvaen**: The ruler of Ghealdan in 996NE. Her full title is: Johana Talvaen, Queen of Ghealdan, Blessed of the Light, Defender of Jhedah’s Wall, High Seat of House Talvaen.

She stripped Logain Ablar of his titles when he declared himself the Dragon Reborn and brought war to their nation.

**\*Joiya Byir** (pronounced JOY-ah by-EAR): An Andoran Aes Sedai of the Grey Ajah publically, and the Black Ajah in truth.

Joiya looked like a friendly, motherly woman, though this appearance was deceptive as she was in fact quite cruel. She had dark grey eyes, pale skin and brown hair. She was about 5`7`` tall and weighed 190lbs.

Her strength in the Power was 34/69. Her Warder was not a Darkfriend and was left behind in Tar Valon. Her death severed their bond, and he promptly committed suicide.

Joiya was born in 828NE and went to the White Tower in 844NE. She spent 9 years as a Novice and 11 years as an Accepted before being raised to the shawl in 864NE.

In early 997NE Joiya was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Joiya played little part in the fighting that broke out between the two groups, or in the torture that the surviving Accepted suffered. She was usual a stolen *ter’angreal* to access *Tel’aran’rhiod* on Be’lal’s behalf when Elayne made her escape attempt. Taken by surprise, Joiya was shielded and left unable to wake up. While most of the rest of the Black Ajah fled the Stone when Rand al’Thor captured it, Joiya was left behind and captured.

She resisted the interrogations that followed as best she could, but it availed her nothing. Though she had been bound for Tar Valon to stand trial, Joiya never left the Stone of Tear. She was assassinated by the Luc/Isam entity, who nailed her tongue to the door of her cell before slitting her throat.

**\*Joline Maza** (pronounced joh-LEEN mah-zah): An Aes Sedai of the Green Ajah.

She is proud and wilful, and some might even call her petulant and childish. She likes to think herself friendly and popular, despite her penchant for holding long grudges. Not all agree.

Joline is 5`4`` tall and weighs about 120lbs. She is slender and quite pretty, with big brown eyes and long brown hair. She is well endowed in the bosom department.

Joline’s strength in the Power is measured at 23/69. She has a Talent for Healing.

She has two Warders, or at least two who would identify themselves as such. Blaeric Negina is a Shienaran of atypical ethnicity for that country, having blue eyes and brown hair; he is 6` and weighs 195lbs. Fen Mizar is a Saldaean, with the typical colouring of that nation, though he keeps his sharp chin clean-shaven; he stands 5`11`` and weighs 200lbs. Both are utterly obedient to Joline.

Joline is from Mayene originally. She was born in 899NE and came to the Tower in 913NE. She spent 7 years as a Novice and 5 as an Accepted before being raised Aes Sedai in 925NE.

In 997NE she met Mat Cauthon while he was confined to the White Tower and causing trouble for the Aes Sedai in an effort to get himself expelled. Joline took the task of bringing him to heel upon herself, and tricked him into becoming her Warder, skirting the very edges of having bonded him against his will.

She was disappointed to find that she could not control Mat, however, since the bond did not work on him in that way, and he was much too rebellious to simply do as she told him. When he left the Tower not long afterwards, Joline was furious with him.

Min Farshaw had a viewing of Joline’s future and knew that she would someday find herself leashed as a *damane*. Oblivious to this, Joline plotted with Elaida to depose Siuan Sanche from the Amyrlin Seat and was prominent enough among those Aes Sedai to be part of the group that confronted Siuan directly.

**\*Jorin din Jubai White Wing** (pronounced joh-RIHN dihn joo-BUY): An Atha’an Miere Windfinder of Clan Catelar, now serving on the *Wavedancer*.

She is a virtuous and experienced woman, who is loyal to the Light.

Jorin has dark skin, brown eyes and curly black hair. She is 5`7`` tall and weighs 140lbs. There are tattoos of stars, waves and seabirds on her hands. She has three gold rings in each ear, as well as a golden ring through her left nostril which is linked to the ring in her right lobe by a fine golden chain. Her breasts are quite full, and there are faint stretch marks on her stomach.

Her strength in the One Power is measured at 38 on the 69 point scale. She has a Talent for Cloud Dancing but can barely channel Fire at all.

Though she served her apprenticeship with another clan, as is common among Windfinders, Jorin was eager to be assigned to serve with her beloved sister Coine din Jubai Wild Winds (pronounced coh-EEN) as soon as her apprenticeship was completed. The two have been together for most of their lives, and continued to work closely together when Coine was promoted to Sailmistress of the raker *Wavedancer*.

Coine married a friend of her childhood named Toram din Alta Wild Winds (pronounced toh-RAM dihn All-tah) and they had several children together. Jorin married, too, in her case to a man named Ross din Marsell with whom she has had two daughters, both of whom proved to be Windfinders as well.

*Wavedancer* docked at Tear in the summer of 997NE, where Jorin and Coine learned that the Stone had fallen to the Dragon Reborn, or the *Coramoor*, as the Atha’an Miere called him. They learned what they could of him, and resolved to carry their news to the other ships, and especially to the Mistress of the Ships, but were approached by Elayne Trakand and the Black Ajah hunting party of which she was part before they could sail. Seeing the importance of their work, and hearing that they were connected to the *Coramoor*, Jorin decided to give them the gift of passage, despite the danger of their finding out that the Windfinders could channel. That danger was soon realised, when Elayne witnessed Jorin’s weaving of the winds. Elayne offered what assurances she could that the White Tower would not try to take control of the Windfinders, but neither woman was convinced by her words. Even so, Jorin and Elayne agreed to teach each other what they knew of channelling.

They had a brief affair, too, a fact that Jorin was relieved that Elayne agreed to keep secret when they delivered her safely to Tanchico. She and her sister sailed on, intending to spread word of the *Coramoor*’s coming.

**\*Judca, of the Patrov sept of the Taardad Aiel** (pronounced JOOD-kah): *Hama N’dore*.

Though relatively young, he has proven himself a skilled commander and a stern disciplinarian. He is a solemn and relentless man, and good fighter.

He has blue eyes and yellow hair, stands 6`5`` and weighs 200lbs. His body is leanly athletic.

Judca was born in 961NE. He met Rand al’Thor in 997NE, and argued the case for his own society to serve as his honour guards but was outmanoeuvred by *Far Dareis Mai*. He later took part in an orgy in the sweat tents, where he managed to secure Rand’s co-operation in a very different way.

**\*Juilaine Madome** (pronounced JUY-layn MAH-dohm): An Aes Sedai of the Brown Ajah.

She is a driven woman, who likes to learn new things and meet new people. She is ambitious, too, and has a competitive streak.

She is 5`7`` tall and weighs about 130lbs. An attractive, fair-skinned woman with a slender build, she has small breasts, narrow hips and mannish mannerisms. Her eyes are blue, and she wears her black hair cut short. She has a somewhat androgynous look.

Juilaine was born in Ghealdan in 903NE and was quite the tomboy in her youth. After her ability to channel manifested in 919NE she was sent to the White Tower, where the Aes Sedai did what they could to rid her of her less feminine habits. To her great relief, they were not interested in ridding her of her habit chasing pretty girls, at least. After spending thirteen years as a Novice and five years as Accepted, she was raised to the shawl in 937NE.

Juilaine came to Baerlon in 994NE, drawn there by rumours of a girl who could see the future. Said girl was named Min Farshaw and, though she could not channel as Juilaine had initially suspected, she quickly captured her attention, partially due to the fact that her predictions of the future were every bit as accurate as advertised, and partially because of what a pretty little tomboy she was. Sensing a kindred spirit, Juilaine was quite happy to spend some time in Baerlon, studying Min’s ability and taking notes on what would eventually become her book, *Pieces of the Pattern*. She had hoped to get to know Min in an intimate manner, as well, but her advances were rejected by the young and nervous girl. Though disappointed, Juilaine accepted the rejection with good grace.

It would not be until years later than she saw Min again, when she was brought to the White Tower to use her ability in the Amyrlin’s service. This time, Min proved more receptive to Juilaine’s advances and they had a brief affair. Said affair ended after the coup that deposed Siuan from the Amyrlin Seat and raised Elaida in her place. Having been promised a seat in the Hall of the Tower, Juilaine sided with Elaida in the conflict that broke out, a fact that Min was privately appalled by. Min left the Tower without a word shortly afterwards.

**\*Juilin Sandar** (pronounced JUY-lihn sahn-DAHR): The best thief-catcher in Tear.

He is intelligent, observant and law-abiding, as befits his trade, with an excellent memory. Though obedient to the High Nobles, he secretly hates being subject to people simply by virtue of their blood. He is a relatively honest man, though a bit of a womaniser. He carries a sword-breaker, but prefers to use his thin bamboo staff in the event of a fight.

Juilin is a lean and handsome man, with dark brown skin, and clean white teeth. He has dark, restless eyes, and straight black hair that he prefers to cut short. He is 5`10`` tall and weighs 150lbs. There is a scar between his ribs, from a near-fatal knife wound that a female cutpurse gave him when he was young.

Born in the Maule district of Tear in 962NE to a family of commoners, Juilin had already made himself into a man of repute, with enough wealth to own his own home, when he was introduced to Nynaeve al’Meara. He took a liking to her when she hired him to help her locate Liandrin’s group of Black Ajah, who were hiding in Tear. He was successful in tracking them down, but did not reckon on the Aes Sedai’s enhanced senses and general suspicion. He was captured by Liandrin, who used Compulsion to make him reveal his employers and then betray them to her. He caught Elayne by surprise, knocking her down and allowing her to be shielded by the Black Ajah at the start of the fight between them and the Accepted who hunted them. Juilin was confused and upset by this, for it was not something he would normally have done and he could not understand why he had done it simply because—so far as he knew—Liandrin had asked him to.

His confusion and regret led to his being up on the roofs of Tear, studying the Stone to which Nynaeve had been taken, when Mat Cauthon and the Aiel prepared to break into the fortress on the same fateful night that Rand al’Thor claimed *Callandor*. Juilin volunteered to help Mat free Nynaeve and the others, despite his fear of what the High Nobles would do to him for attacking the Stone and its Defenders. He was successful in this, and won the begrudging forgiveness of the freed Accepted, who knew that he hadn’t really had a choice about betraying them.

His actions brought him to the attention of Lan and Rand, who hired him to accompany Nynaeve when she left Tear for Tanchico in pursuit of the Black Ajah. Though initially reluctant, Nynaeve agreed to allow him to sail with her on the *Wavedancer*, while resolving to take a firm hand with him in future.

Despite their reluctance to bring him along, Juilin proved essential to the success of their mission in Tanchico. He was the only person present with experience working with the underworld of a city to ferret out secrets, and found himself doing much of the work while Nynaeve and the others stayed in their inn. Once he had tracked the Black Ajah to the Panarch’s palace, however, it became time for Juilin to step aside.

However unpleasant he might have found his trip to and work in Tanchico, he at least found some relief in the arms of the innkeeper of the Three Plum Court, Rendra, with whom he had a mutually enjoyable affair. He left Tanchico with the rest of Nynaeve’s party once they had snatched the male *a’dam* out from under the Black Ajah’s nose.

**\*Jula, of the Domai sept of the Shaido Aiel** (pronounced JOO-lah): *Far Dareis Mai*.

Jula’s hair is of a golden colour and very curly. Her eyes are light brown. She has a beautiful oval face. She has a leanly athletic figure, with small breasts that are tipped by brown nipples. Her pubic hair is darker than that on her head. She is 5`7`` tall and weighs 130lbs.

Jula was born in 975NE. She was one of those sent across the Spine of the World in search of He Who Comes With the Dawn, and was stunned by and jealous of all the water she saw there. She took part in both the capture and defence of the Stone of Tear. She journeyed back to the Three-fold Land with Rand al’Thor, travelling by way of the Portal Stones and glimpsing the Lines of If in the process. She saw Rand proclaimed the *Car’a’carn*, but also saw a troubling antagonism grow between him and her clan.

She was there when he was persuaded to accept *Far Dareis Mai* as his surrogate society and honourguard, and was invited into the Roof of the Maidens. She took part of in the celebratory orgy that marked that event.

**\*Kaelan Ostarim** (pronounced KAY-lahn oss-TAH-rihm): Husband and King to Queen Nora of Falmerden. He was brave and amiable, but Nora did not marry him for his brains.

Kaelan was 6´6´´ tall, weighed 215lbs, and was very handsome, with broad shoulders. He had blue eyes, and his yellow hair hung to his shoulders.

Kaelan was born in 958NE. He and Nora had two children, Alasdair and Evelin, and Kaelan was a good father to both despite the rumours that Evelin was not his blood. In 996NE he clashed with General Syoman Surtir over how to handle the Seanchan invasion of Falmerden after the death of his wife at the invader’s hands. When he finally got his way, and the army marched against the Seanchan, Kaelan fought bravely on the front lines but was killed in action.

**\*Kaltor** (pronounced kahl-TOR): One of the Borderland nations. It is perhaps the most progressive of those nations, with a population of about 2.5 million. Though a monarchy and a matriarchy, Kaltor has a strong system of egalitarian guilds and an advisory body that the queen is obliged to discuss policy with. Known as the Crown Council, or the Council of Twelve, half of this advisory body is required by law to be drawn from the common folk. In recent times, it has become the custom for half of its number to be male, too. The most senior of them, the First Councillor, accompanies the queen everywhere she goes. The capital of Kaltor is the mountain fastness of Chachin.

The population of Kaltor is somewhat more diverse than that of the other Borderlands due to the efforts it has taken to encourage immigration. There is still a slim majority, however, and that majority are of an ethnicity that in another Age would be called “asian”, though that term is not used in the Tenth Age, of course.

Kaltori children take their mother’s surnames but sometimes add their father’s surname as a middle name as well. Husbands keep their own.

As of 996NE it was the fashion for Kaltori women to wear loose clothing, dresses mostly but sometimes trousers as well. Kaltori men tend to grow their beards out and tease them into points. To mark them out, members of the merchant’s guild wear three silver chains across their chests.

The banner of Kaltor is three silver fish, one above the other on a field of dark blue; the Silver Fish. The Aesdaishar Palace is their seat of government, in which can be found the Throne of the Clouds. The ruler takes possession of a famed power-wrought sword called the Sword of Kirukan but is not expected to wield it personally. She has a Swordbearer to perform that duty.

Like the rest of the Borderlands, Kaltor began life as an Imperial Province of Artur Hawkwing’s empire. When the War of the Hundred Years broke out, the governor preferred to focus on holding back the Shadow rather than getting involved in the fighting for the throne. A mutual defence pact was made with the other Borderland provinces and the governors thereof all declared independence at the same time.

Kaltor became one of the strongest and richest of the Borderland nations but this drew the ire of the Shadow. While Shadowspawn raids and invasions were common in all the Borderlands throughout the New Era, Kaltor was targeting particularly hard in the 8th and 9th centuries. Its population dropped precipitously and it found it difficult to maintain its borders. The regular need for reinforcement from Arafel and Volsung became a source of contention between Kaltor and those nations, despite their long-standing alliances.

In an effort to counter this slip, the Kaltori relaxed many of their laws to try to encourage immigration and trade. Mercenary companies came to be a common sight within Kaltor’s borders, and some of the more adventurous or desperate people in the south were persuaded to move there, despite the dangers inherent in living so close to the Blight. While these changes have certainly affected Kaltori culture, they have been only partially successful in shoring up its defences against the Shadow.

**\**Karaethon Cycle, The*** (pronounced ka-RAY-efon): Also known as the Prophecies of the Dragon. An extensive series of often-lyrical Foretellings written down by the Aes Sedai in the early days of the Breaking of the World, and preserved throughout the Tenth Age. They describe a time when the Dark One’s prison will be opened once more, and the Dragon will be Reborn to continue the fight. The Prophecies promise the victory of the Light, but claim it will come at the cost of another Breaking. Even before being translated from the Old Tongue, the prophecies were often confusing and vague, and difficulties in translation have only made them more so. The full text of *The Karaethon Cycle* is long enough to fill a heavy tome, and makes for grim reading, being full of such phrases as, “In sackcloth and ashes will he clothe the people,” and “The trumpets of war shall sound at his footsteps, the ravens feed at his voice,” and “Let tears flow, o ye peoples of the world. Weep for your salvation.”

**\*Kari al’Thor** (pronounced KAh-ree ahl-THOR): Rand’s adoptive mother. She was kind and loving, and very pretty, with red hair and grey eyes. She died when he was five years old.

Kari was born in 946NE to Astara Garrigel (pronounced ah-STAR-ah GAR-ih-ghel) and her husband Huw Delanferry, a pair of Andoran merchants from Caemlyn. Their families have been merchants for several generations and the Garrigels maintain a trading house in Illian, among other places. Kari had a brother named Franc who was two years younger than her and to whom she was close, and a younger sister. Kari met Tam al’Thor in 962NE, while she was staying in Illian. He was serving as a member of the Illianer Companions at the time, and they became romantically involved. Her parents disapproved of the relationship, partially because he was six years older than her, but mostly because he was a poor soldier of humble background. Despite their efforts, they were unable to part the couple. Kari married Tam in 965NE in defiance of her parents’ wishes and she was promptly disowned. Her sister Madelayne, who was six years old at the time, became heir to the Garrigel fortune in her place.

Denied the use of her birth name, Kari took Tam’s name upon marrying him, which is very atypical of the times. She and Tam had two children, a girl who died of a fever in infancy and a boy who was stillborn, after which Kari could no longer have children, a fact which grieved her deeply. She accompanied Tam on campaign during the Aiel War, and then came to the Theren with him when he decided to retire from the army towards the end of 978NE. Kari and Tam adopted the infant he found on the slopes of Dragonmount and Kari chose for him the name Rand. They decided to raise him as their own. Kari died of a fever in 984NE aged thirty-eight.

**\*Katerine Alruddin** (pronounced KAH-ter-een ahl-RUD-dihn): An Aes Sedai of the Red Ajah.

Katerine is arrogant and cruel, and likes to mock and belittle others.

She has a sharp, vulpine face. Her black hair is long and wavy, her eyes brown. She stands 5`6`` tall and weighs 130lbs.

Her strength in the Power is 21/69.

Katerine was born in Falmerden in 950NE. She went to the White Tower in 967NE, spent eight years as a Novice and seven as an Accepted, and was raised to the shawl in 982NE. In 997NE she took part in the coup that deposed Siuan Sanche from the Amyrlin Seat, and also assisted in torturing and Stilling the former Amyrlin, something which she and Galina agreed to be enjoyable.

**\*Katsui Atabi** (pronounced CAT-swee ah-TAH-bee): A Shienaran soldier of notable strength.

Katsui is a brave and boisterous man, with a strong sense of loyalty.

He is 5`9`` tall and weighs about 240lbs. He is a stout and blocky man, with fierce brown eyes, and black hair that he wears in the style of a Shienaran warrior—a dark topknot with the rest of his dead shaved. He has a square face, a strong chin, and a straight nose.

He was born in 963NE and has been a soldier since he was a young man. Among many other battles, he fought at Tarwin’s Gap when Queen Kensin rallied the Shienarans against a massive Trolloc horde that gathered there in 996NE. Not long after that, he was among the soldiers Lord Ingtar Shinowa led in pursuit of the Horn of Valere, which had been stolen by Padan Fain. They chased Fain all the way to Falme, suffering a mishap with a Portal Stone along the way which showed them a great many of the Lines of If. At Falme they saw Rand al’Thor proclaimed the Dragon Reborn by the Heroes who came at the Horn’s call. Katsui and his fellow armsmen swore fealty to Rand afterwards.

Katsui helped to protect Rand all throughout his journey east from Falme, fighting at the Battles of Tarcain Cut and Emond’s Field most notably. He saw the fall of the Stone of Tear, and helped defend it from the Shadow when the Forsaken Moridin led an assault on that great fortress.

He was placed under Ragan’s command and charged with protecting Nynaeve’s group of Accepted when they left for Tarabon in pursuit of the Black Ajah. He performed this task ably, though he was offended by the way Nynaeve demanded oaths of obedience from he and his fellows. Katsui took a liking to the Seanchan woman Egeanin but, to his disappointment, nothing came of it.

**\*Keeper of the Chronicles, the**: The title granted to the Aes Sedai chosen to act as the Amyrlin Seat’s second in command, assistant and secretary. She wears a stole in the colour of her Ajah, and carries a gilt-flamed staff as a symbol of her office.

**\*Keestis Trep** (pronounced KEY-stis TREP): An Accepted in the White Tower.

Keestis is a stoic and serious woman on the surface, but her seriousness hides a playful side. She is assertive, loyal, protective and hard-working. Her Aes Sedai instructors consider her overly emotional but others might have the opposite impression. Keestis has poor eyesight and struggles to see details of anything farther than arm’s length away from her.

She is 5`7`` tall and has a slender build, weighing about 110lbs. She is very pretty, with pale blue eyes, fair skin and long, straight golden hair, which she usually wears tied up at the back of her head. She often wears a wire and metal contraption on her face that holds two lenses in front of her eyes, allowing her to see more clearly. Said contraption is held in place by thin metal bars of polished nickel hooked behind her ears. A less wordy person from another Age might call them “glasses”.

Her strength in the Power is measured at 24 on the 69 point scale. She has Talents for Healing and Cloud Dancing.

Keestis was born in Whitebridge, Andor in 971NE. She is the eldest of four children and would not have left her family in normal circumstances, but she proved to possess the spark of a channeler and so was sent to the White Tower in 986NE. After 6 years as a Novice, she was raised to the Accepted in 992NE.

In early 997NE she was recruited into Nynaeve’s Black Ajah hunting party, though by Elayne rather than Nynaeve. She left the Tower shortly afterwards, bound for Tear, where they had come to believe the traitors were located.

She proved a valuable member of the party, and befriended Elayne in the process. While passing through Whitebridge she took the opportunity to visit her family, urged on by her friends. She took care of Asseil when she grew seasick. She was saved by Asseil in turn, who pushed her out of the way of a lightning bolt flung by Liandrin which would have killed her. To her grief, said lightning bolt struck Asseil instead, killing her instantly. To her further grief, Keestis and her surviving friends were taken to the Stone of Tear’s dungeons, where they were tortured by the Black Ajah and their Warders. Keestis herself was raped both vaginally and anally by a pair of Warders named Wain and Dalnos, at the instigation of Temaile Kinderode. Dalnos is bonded to Asne, while Wain was Ispan’s until his death at Be’lal’s hand.

She was freed from the dungeon by Mat Cauthon and Juilin Sandar, only to find that the Stone of Tear was falling to a *Callandor*-armed Rand al’Thor, who was now proven to be the one, true Dragon Reborn.

Keestis spent the weeks that followed recovering from her ordeal and helping to question the Black Ajah prisoners. She learned to Link from Alanna Mosvani, and was part of the Circle that Alanna led against the Forsaken Moridin when he attacked the Stone. Though Alanna was defeated, Rand was able to kill the Forsaken using *Callandor*, an act which won him Keestis’ regard. She left Tear for Tanchico not long afterwards, travelling onboard a Sea Folk raker with Elayne.

It was there that she learned of the existence of corrective lenses that could be worn in front of the eyes to allow people with her condition to see more clearly. The Sea Folk alone knew how to make such things, and gaining a pair for herself required visiting one of their isles, but Elayne and Keestis’ other friends were willing to do so for her sake, a fact she was duly grateful for.

She helped infiltrate the Panarch’s palace in Tanchico, as part of their efforts to thwart the Back Ajah’s plot there. She and Elayne encountered Temaile Kinderode while freeing the Panarch. Elayne quickly defeated her, and would have left it at that, but Keestis wanted revenge on her tormentor. She executed Temaile and claimed the *ter’angreal* whip she had been carrying for herself.

**\*Kellis Slone** (pronounced keh-liss SLOWN): A Falmeran bandit leader who claimed to be Dragonsworn in order to intimidate his victims, and came to regret the decision.

Kellis was a rough-hewn man with brown hair and blue eyes. He had a twisted scar on the left side of his mouth. He was about 5`10`` tall and 185lbs, with a leanly muscular build.

Ruthless, selfish and foul-mouthed, Kellis took advantage of the chaos caused by the Seanchan invasion of Falmerden in 996NE to loot and pillage as he pleased. On hearing rumours of a false Dragon in Falme, he decided to claim his band was affiliated with him, knowing that the idea of a male channeler possibly being near and ready to attack would make it much easier to force people to give up their wealth, and their bodies. Kellis’ band enjoyed much success and by the time they encountered Rand al’Thor, the “false” Dragon in question, they had grown to a size of about three hundred men. Kellis wanted nothing to do with Rand at first, but on seeing that he really could channel and was willing to use *saidin* against him, he backed down and agreed to follow.

Vicious as he was, Kellis did not lack for courage, and often clashed with Rand in the days that followed. When their combined band found itself besieged by Shadowspawn at Tarcain Cut, Kellis led his men on the front lines while Rand’s forces mostly held the rear. As the casualties mounted, Kellis found himself often forced to take a personal hand in the fighting, and grew increasing enraged at Rand for getting them trapped like that. When, towards the end of the fighting, with most of his men already dead, he realised that Rand had deliberately engineered the situation and had been using the bandits as arrow-fodder, Kellis attacked him. He was too tired by then to pose a major threat, and Rand summarily dispatched him with a belt knife.

**\*Kennar Miraj** (kehn-NAHR mih-RAJ): A Seanchan Captain-General in the Ever-Victorious Army, commanding the armies of the *Hailene*. He is also of the Low Blood.

Kennar is 5´5´´ tall and has a lean build, weighing 150lbs. He is rough-hewn, with weathered skin of an amber tone. His short, black hair is greying. He has brown eyes. By Seanchan custom Kennar is not of high enough rank to shave the sides of his head and is only allowed to lacquer the nails of his little fingers.

Kennar was a scout lieutenant and a *morat’raken* before being raised to the Blood for riding fifty miles in a night to warn the Empress of an approaching rebel army. He earned his military rank and is well respected among the Ever-Victorious Army. He married a woman of the Low Blood and they had several children. His family did not accompany him when he was chosen for the *Corenne*.

He won every battle he fought against the Falmerans, and seemed to be in the process of winning another one at Falme, but the sounding of the Horn of Valere changed everything. With seemingly no way to defeat, or even slow, the Heroes, Kennar ordered the Seanchan to retreat. He withdrew from Falmerden alongside the rest of the *Hailene*, though the shame of it haunted him.

**\*Kensin si Aisugi Kazemaru** (pronounced KEN-sin see EYE-suu-gee KAH-zhay-mah-rhu): The ruler of Shienar in 996NE. Her full title is: Her Illuminated Majesty, By the Blessing of the Light, Shield of the East, Guardian of Tarwin’s Gap, Lady of Fal Moran and Queen of Shienar; High Seat of House Kazemaru.

Kensin’s banner, and the banner of House Kazemaru, is a White Hart on a blue field. She personally leads the armies of Shienar in battle, and fights alongside them. She is an orphan, with two living maternal uncles and a young nephew, who is her heir in the absence of a close female relative on her mother’s side.

In 996NE Kensin fought in the battle at Tarwin’s Gap and saw the Shadow defeated there.

**\*Ketvarcade** (pronounced KET-var-CAH-day): A Forsaken allied to Ishamael. His name means “Unbreakable Chains”.

Ketvarcade is of a race that would have been called “asian” in another Age, though that term is not used in the Tenth Age, of course, and was not used in the Age of Legends either. He has had physical alterations made to his eyes and hair, which are now purple and blue respectively. He has grown his hair long. He is 6`1`` tall and very handsome, with a slender build.

His strength is measured at 6/69. He has a Talent for Healing. The *Sysan Odiva* that oversees his *valdarhei* is named Anima and takes the hideous form of a woman’s animated corpse.

Before being Forsaken, he was Seamor Jiskal Guadow (pronounced SEE-MORE jys-KAHL GWAH-doh) and spent much of his career as a politician, diplomat and governor. He maintains a polite and affable facade that hides his nihilistic attitude, as well as his arrogance, cold-heartedness and cruelty. He was and is quite manipulative.

Ketvarcade was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. He was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. He was among the group of seven released late in that year; the thirteenth to be returned to the world. He took some time to familiarise himself with the new world, and reacquaint himself with the now-millennia-older and notably-crazier Ishamael, then attended a meeting in *Tel’aran’rhiod* where he and the other Forsaken plotted to divide Valgarda between them. He told the others he would focus his attention on Amadicia.

**\*Kigali** (pronounced kih-GAHL-lee): A continent to the far east of Valgarda, beyond the Aiel Waste. The Cliffs of Dawn and the Great Rift mark its western border, and it ends at the Morenal Ocean in the east. Precious little is known of the Kigali. They are a famously unfriendly and insular people, who only allow traders to enter their lands, and even then only in certain designated areas. Venturing beyond those areas has almost always resulted in a swift death for the overly-curious adventurer. Trade with them has always been lucrative, however, as they are a great source of ivory, and for millennia have been the only known makers of silk.

With the revelation of the existence of the Seanchan Empire, however, came an end to the Kigali monopoly on those trade goods, as their production is well-known on that continent, too.

**\*Kintara** (pronounced kin-TARA): A dead nation. It once controlled the regions north and south of the Hills of Kintara. They were a truculent people who excelled as woodsmen and miners. Kintara was conquered and absorbed by Andor, which proved able to hold only part of the lands that had belonged to the former nation. The remaining parts were either abandoned or descended into lawlessness, with many of the populace preferring to move elsewhere rather than bow to those who had defeated them.

**\**ko’di*** (pronounced KOH-dee): A term which means “the Oneness” in the Old Tongue. It is a form of meditation that allows one to remain calm under even the most extreme duress. In an advanced form it even heightens awareness of all around you and allows for faster response times. As the Old Tongue continues to fall out of use, a newer term has come into use for this technique: The Flame and the Void. It has been suggested that there was once an even higher state of awareness that could be achieved through this technique.

**\*Lace Debatthien** (pronounced LACE deh-BAH-fee-ehn): A female scout in the Falmeran army. She is very short, and favours the bow as a weapon.

She is 4`7`` tall and weighs about 130lbs, with a stocky build. She is quite pretty and has light green eyes. Her hair is a reddish-brown colour, and she wears it tied back. Her body hair is of a darker shade than that on her head. There is a long, thin scar stretching along the left side of her jaw, starting just below her ear and ending near her chin. She is heavily-freckled, on both her face and her body. Lace’s breasts are fairly small, with pink nipples, and her bottom is round and fleshy. She has wide hips. Her legs are thick but well-toned.

Lace was born in 978NE to a seamstress mother and a travelling merchant father. She was an abnormally small child, and remains very short even as an adult. Despite that she volunteered to join the army shortly after the Seanchan invaded Falmerden. She did this as much out of a craving for adventure as out of patriotism, and though the officers were a little dismayed at such a short—and female—recruit, they needed all the help they could get. Her cheerful friendliness and strong work ethic soon won over her detractors and she proved a popular recruit.

Lace was part of the army that King Kaelan led to Falme to fight the Seanchan. She was wounded in that battle, receiving a long scar along her face, and would have died there if not for the timely arrival of the Heroes of the Horn—specifically the one called Rojer, who is sometimes known simply as “the Captain”.

Lace remained loyal to the new Queen, Evelin, after Syoman Surtir’s controversial retreat at Falme split the nation. She was with the army that destroyed the Trolloc incursion at Tarcain Cut, and was sent to escort Nynaeve al’Meara to meet Rand al’Thor. She recognised Rand from Falme, questioned him about the nature of the Heroes, and was openly impressed when she recognised that he was one of them. Not long after, she received an invitation to join him in his tent and was quite happy to accept. When Rand departed Falme, Lace remained with Evelin’s army.

**\*Laina Damodred** (pronounced LAY-nah DAH-moh-drehd): The Queen of Cairhien from 965NE to 978NE. She was notorious for cutting down *Avendoraldera* to make a new throne, an act which came to be known as Laina’s Pride, or Laina’s Sin, and led to the Aiel War. Among the Aiel she is called Laina Treekiller. She was killed during the Battle of the Shining Walls. Her House lost the Sun Throne to House Riatin in the civil war that followed her death.

**\*Lamplighters**: By law lamps must be kept lit throughout the night in every city or town in the Borderlands, in order to prevent Myrddraal from entering. The Lamplighters are the semi-formal groups responsible for patrolling at night to ensure this is so. As an addendum, Myrddraal are also the reason it is illegal to hide your face in all the Borderland nations.

\***Lan Mandragoran** (pronounced LAN man-drah-GORE-ahn): Moiraine Damodred’s Warder, who is also the Uncrowned King of Malkier. His full title—if he ever allowed its use—would be: al’Lan Mandragoran, Lord of the Seven Towers, Lord of the Lakes, True Blade of Malkier. He is also titled Dai Shan, a Malkieri title meaning “Diademed Battle Lord”. Lan is a blademaster, and arguably the most skilled swordsman in the world. He is an excellent woodsman and is considered a living legend throughout the Borderlands, and sometimes beyond.

Lan is very self-disciplined and rarely displays any emotion. He is a master of *ko’di*, with a near super-human awareness of his surroundings. Honour is of paramount importance to him, and he is dedicated to the defeat of the Shadow. Lan is fearless, selfless and very intelligent, being fluent in both the Old Tongue and the language of Trollocs. He also has a secret penchant for poetry.

Lan is 6´5´´ tall and weighs 245lbs. He is very muscular, with heavy shoulders, large hands and a narrow waist. His shoulder-length hair is black, with grey at the temples, and he keeps it tied back with a braided leather band called a *hadori*, as was Malkieri tradition. His eyes are a clear, cold blue. Lan was considered very handsome in his youth, but in later years he came to be known for his hard, expressionless features, with his face marked by stony plains and angles.

He rides a black warhorse named Mandarb, whose name means “Blade” in the Old Tongue.

Lan was born in 953NE, shortly before the fall of Malkier. His parents were el’Leanna and al’Akir. He had an uncle named Lain whose son Isam was to be used as part of the attempted coup which contributed to Malkier’s fall. Shortly before their deaths Lan’s parents placed in his cradle a locket with their images in it, along with a signet ring showing the Golden Crane, and the ancestral sword of Malkier, a Power-wrought blade, slightly curved and sharp on only one edge, that he carries to this day. They then sent him south to Shienar in the company of 20 hand-picked men, only 5 of which survived the journey. These men raised Lan, teaching him of Malkieri customs and beliefs. He had other instructors in this time, among them Elyas Machera.

Lan lost his virginity at age 15 to a Malkieri Lady-in-exile named Edeyn Gemallen. She was 35 at the time. A year later he swore the Malkieri oath: To stand against the Shadow so long as iron is hard and stone abides. To defend the Malkieri while one drop of blood remains. To avenge what cannot be defended. He then began a one-man war against the Shadow.

Lan refused to lead men in battle, though many followed him anyway. His efforts to seek an honourable death in battle against the Shadow were constantly thwarted by his great skill at arms and his innate luck.

Lan did not fight exclusively in the Blight. He took part in the Aiel war, accompanied by the last surviving member of his Malkieri guardsmen, Bukama Marenellin (pronounced boo-KAH-mah mah-rehn-EL-ihn). Partially as a result of his actions in that war, but mainly due to hearing the tale of his refusal to abandon the Malkieri cause despite being, as they saw it, the last of his clan, the Aiel came to call Lan *Aan’allein*, a term in the Old Tongue that could be translated as “One Man” or “The Man Who is an Entire People”. It would be almost exactly 10 years after starting his war that he fought at the Battle of the Shining Walls, the conflict which ended the Aiel War.

In 979NE Lan encountered Moiraine Damodred, then a newly-raised Aes Sedai, on his way back to the Borderlands after the Aiel War’s end. She was among those few who were aware that the Dragon had been reborn and had set out to search for him. Unfortunately, members of the Black Ajah were also aware of his rebirth and sought to find and kill him. A pogrom was being carried out across Valgarda and Lan became embroiled in the plot. Bukama was murdered by a young Malkieri Darkfriend named Ryne Venamar. Lady Edeyn’s only daughter, Iselle, whom she had thought to marry to Lan, was also among the slain, along with the Prince Consort of Kaltor, his son Prince Diryk Noramaga, and hundreds of others. Lan killed Ryne to avenge Bukama’s death, while Moiraine defeated and killed the Black sister Merean Redhill (pronounced MEH-ree-an red-hill). In the aftermath of the fight, Moiraine told Lan of the Dragon’s rebirth and asked him to become her Warder. He agreed, and together they set out in search of the Dragon Reborn.

Their search was successful in 996NE when they found Rand al’Thor and escorted him and his friends out of the Theren. The Shadow pursued them, and Lan was instrumental in their survival. He taught the young men the basics of fighting during his free time, taking an interest in Rand especially. Nynaeve al’Meara fell in love with Lan during this time, but when she confessed her feelings to him he rejected her advances, feeling his war against the Shadow left no room for romance and that any woman who got close to him would find only grief.

Lan continued to mentor Rand and train him in the sword after the defeat of Aginor at the Eye of the World. Lan’s feelings for Nynaeve also continued to grow, despite his efforts to deny them. He gave her his family’s signet ring before they parted at Fal Dara. Later he learned that Moiraine had arranged for his bond to pass to Myrelle in the event of her death and was furious, but saved Moiraine later from an attack by a Draghkar. He and Moiraine travelled to Falme, using the Ways—thanks to the assistance of a Guide from Stedding Taishin named Edric—when they were denied passage across the Zandarakh mountains by the Valreio blockade. At Falme they were reunited with Rand, who had been declared the Dragon Reborn.

Lan took part in the fighting throughout Falmerden, including the climactic battle at Tarcain Cut, and continued to train Rand in swordplay. He disapproved of Moiraine sparing the serving man Simion, who had figured out too much. Later he murdered the Seanchan Cerandin at Moiraine’s order; Cerandin had recognised Rand, and was a potential threat in their eyes. He took no pleasure or pride in such things, but it was not the first time they had had to resort to such unscrupulous means in their quest to find and shelter the Dragon Reborn.

Lan stubbornly maintained his distance with Nynaeve, even while watching her being courted by the foppish showman Valan Luca, though privately he harboured a great distaste for the man that was not, he firmly told himself, at all motivated by jealousy.

He returned to the Theren in early 997NE, where he encountered a certain Lord Luc, who he became suspicious of, and heard tell of a man called Isam who bore a striking resemblance to Lan. Since Isam was an admitted Darkfriend and could possibly be the same Isam that his treacherous aunt had plotted to put on the Makieri throne, Lan vowed to bring him down. He asked Moiraine what she knew about Isam but her answer only left him frustrated, since she knew little more than he did.

Leaving his treacherous cousin for another time, Lan accompanied Moiraine to Tear, where he helped her infiltrate the Stone itself on the fateful night that Rand claimed *Callandor* and was proven to be the one true Dragon Reborn.

He was reunited with Nynaeve shortly afterwards, who had come to Tear in pursuit of members of the Black Ajah. Lan grew worried for her safety, especially when she later announced her intention to pursue the traitors all the way to Tarabon. In a moment of passion, he gave in to the temptation to kiss her, and confessed that he loved her. They were parted soon after, leaving Tear separately to attend to their duties, but they left with new possibilities hanging over them.

More such possibilities were revealed to Lan when a mishap with the Portal Stone that brought him from Tear to the Aiel Waste resulted in his being given a glimpse of the alternate realties that the Portal Stones link to. He quickly put these things behind him, and attended to his tasks, protecting Moiraine while training Rand as they journeyed through the Aiel Waste.

**\*Lanfear** (pronounced LAN-feer): A Forsaken noted for her power and beauty. She was the only one of the Forsaken to choose her own name, which means “Daughter of the Night” in the Old Tongue.

Lanfear is extremely proud, obsessive and arguably insane. She has a quicksilver temper, and can switch from amused to murderously angry between one heartbeat and the next. A skilled Dreamer, she rather grandiosely considers *Tel’aran’rhiod* to be her personal domain, and has a personal rivalry with her fellow Forsaken Semirhage. She disdains the use of the Soulless.

Lanfear is 5´11´´ tall and is stunningly beautiful, with smooth ivory skin. She has long, glossy black hair and large, near-black eyes. She is slender, with an hourglass figure and full breasts. She weighs about 130lbs. Lanfear prefers to dress in white, and favours silver in her jewellery. After a fashion from the Age of Legends, she sometimes wears silver stars amidst her hair.

Her strength in the Power is measured at 7 on the 69 point scale, which is the highest any woman has ever been placed. She has the Talents of Dreaming, and Healing. Her *valdarhei* is managed by a *Sysan Odiva* named Bubo, who takes the illusionary form of an owl.

Her original name is Mierin Eronaile (pronounced MEE-ehr-ihn AIR-oh-NEEL) and she is the only survivor of the research team that originally opened the Bore that allowed the Dark One to touch the world. When the result of their experiment was made public knowledge, Lanfear claimed to have always known what her actions would cause, and pledged herself to the Shadow. Many years prior to this event, she and Lews Therin Telamon had been lovers. After turning to the Shadow she attempted to renew her relationship with Lews Therin, pursuing him obsessively and expressing vicious hatred for Ilyena Sunhair once Lews Therin became involved with her. She violently attacked the couple on their wedding day, but was driven off.

Lanfear is a one of the most powerful of the Forsaken, and particularly dangerous in *Tel’aran’rhiod*, which she often used to drive people mad during the War of the Powers. Despite this, she is considered too erratic to be relied on by her peers. Many think her just shy of insanity and are prone to mocking her obsession with the Dragon, though they rarely dare to say such things to her face. She is very arrogant and ambitious, has a terrible temper, and hungers for glory. The ill-fated experiment she took part in was supposed to earn her a virtue-name, which she had long coveted.

Lanfear was freed from the Bore at the same time as Asmodean, making them the fifth and sixth Forsaken to appear in the Tenth Age. She quickly familiarised herself with the new world, learning its language and its prophecies about Lews Therin’s rebirth. She then set out to find the reincarnation of her former lover. She introduced herself to Rand al’Thor—the Dragon Reborn—under the alias Selene, and travelled with him for several weeks. During that time she attempted to encourage him in the pursuit of power and glory, but found him frustratingly unmoved by such things. She left his company to attend to other matters, but considers him destined to be hers.

Lanfear was present at a meeting in which the Forsaken discussed how they would divide Valgarda among themselves. She herself was uninterested in claiming a nation, but noted Balthamel’s efforts to steer the others into killing Rand in defiance of Ishamael’s orders—and far more importantly, in defiance of Lanfear’s desires! She confronted Balthamel afterwards and threatened to kill her if she didn’t leave Rand unmolested. Later she met with Rand in *Tel’aran’rhiod* and revealed her true identity to him. She warned him of the growing danger the newly released Forsaken posed, and urged him to flee and to remain in hiding until she came for him.

She encountered Rand in *Tel’aran’rhiod* again three months later, when he sought her out to ask her about the Portal Stones and where they might be found. Lanfear shared her knowledge with him, allowing him to quickly return to the Theren without using the Ways.

When next she turned her attention Rand’s way, she found that he had gone to Tear and claimed *Callandor*. Pleased by this, Lanfear sent a message to his followers warning them that he was hers alone, and that any attention they got from his was only fleeting, for she would soon come to claim him for herself.

She did indeed come to claim Rand, while he was staying in Tear. She brought him a warning about the imminent attack of Moridin, and offered to persuade Asmodean to teach him if he allied with her. Though far from welcoming of her help, Rand decided to play along with her, since he needed a teacher quite badly. He pretended to have been seduced by her beauty and her offer even though that meant having sex with a woman he hated and feared. This left the already obsessed Lanfear believing she had finally won back the love of Lews Therin, and inspired her to make good on her offer.

She did this by leading Asmodean into the Aiel Waste, where they posed as a group of peddlers in the company of some other Darkfriends, none of whom knew there were two Forsaken in their company. Lanfear took the alias Keille Shaogi (pronounced KEYEL-lee shah-OH-ghe) during this time, and used the Mask of Mirrors to make herself appear old and fat. She grew frustrated with Rand’s lukewarm response to her fellow Forsaken’s approaches but not as frustrated as Asmodean, who decided to abandon their plan altogether. Enraged, she revealed herself to Rand and rebuked him for scaring off the teacher she had arranged for him, but was surprised to learn he knew of her plan already and intended to capture Asmodean rather than ally with him. The two men fought in Rhuidean, with Rand emerging the victor. Lanfear approached them in the aftermath, where she agreed to Rand’s suggestion that she spread a tale among the other Forsaken that Asmodean had gone over to him willingly. She also wove a shield around him to ensure that he could only channel a trickle of the Power, in part to make him less of a threat to Rand, and in part to ensure he couldn’t teach Rand any of the more powerful weaves. Though enamoured by the prospect of winning back Lews Therin, she did not trust him entirely yet, which was why she took steps to ensure that he could not use the *valdarhei* he captured from Asmodean.

**\*Laras Mamoun** (pronounced LAH-rahs MAH-moon): The chief cook in the White Tower. She was informally known as the Mistress of the Kitchen for years, before the Amyrlin Siuan Sanche made the title official early in 997NE.

Laras puts on a stern facade but she is actually quite friendly and goes out of her way to look after both her cooking staff and any initiates of the Tower that are put under her dominion as part of their training.

She was once a great beauty but has grown fatter and fatter as she aged, and now has so many chins that it is hard to count them all. Her hair is completely grey. She is 5`6`` and weighs 300lbs.

Laras was born in eastern Andor in 956NE. She had many adventures in her youth, oftentimes of the romantic nature, and occasionally of the life-threatening kind, but she never settled down or had children.

It was due to her adventurous past that she took a liking to Min while she was staying in the Tower, thinking they had much in common. She liked her enough that she was even willing to drug the guards’ food in order to help her free the deposed Amyrlin and Keeper from the Tower dungeons in the immediate aftermath of the coup that brought Elaida to power. Laras remained in the Tower after Min and the others had fled, while hoping that no-one realised the part she had played in their escape.

**\*Larine Ayellin** (pronounced LAH-reen ay-YELL-ihn): A young woman from Emond’s Field.

Larine is proud and assertive. She likes to gossip and is not overly brave.

Her long, brown hair is already braided, and her brown eyes are quite large. She is a very pretty girl, and knows it well. Larine has a slender and willowy build, with relatively small breasts that are well-proportioned to her frame. She is 5`5`` tall and weighs about 110lbs.

She is the middle of the three daughters born to Corin Ayellin and Jon al’Vere, having been born in 996NE. She has a single brother named Dav, whom she considers a fool and a troublemaker. Of her al’Vere cousins, she got along best with Egwene.

At one point, during the Trolloc incursion into the Theren of early 997NE, Larine found herself trying to drag her mother from beneath the collapsed ruins of their family home while Shadowspawn bore down on them. They were saved by the Shienaran armsman, Han Saresta, but at the cost of the man’s life. Humbled by this sacrifice, Larine found herself spending time in the company of his fellow armsmen and soon embarked on an affair with one of them, a man named Rikimaru Azuma, to whom she lost her virginity. Their relationship came to an end when it was revealed that Rand al’Thor was a male channeler whom was claiming to be the Dragon Reborn. Larine was terrified of him, but Rikimaru remained loyal to his lord and left the Theren, and Larine, bound for Tear.

**\*Leane Sharif** (pronounced lee-AHN shah-REEF): A Domani Aes Sedai of the Blue Ajah, who was chosen as Keeper of the Chronicles by Siuan Sanche.

Leane is loyal and well-organised. She used to be flirtatious but took on a more chaste mindset on coming to the White Tower. She is kind and graceful, though she gives short shrift to anyone she feels is being disrespectful to her leader.

Leane is 6´ tall and has a willowy build, weighing 115lbs. She is pretty, and her skin is of a coppery, somewhat reddish tone. She has dark eyes and black hair, which is straight and glossy. She used to wear her hair long, but has cut it at chin height since becoming Aes Sedai. She is flat-chested, with long legs and narrow hips. Leane has a brisk, clipped way of speaking, except when talking to men, or sometimes about them.

Leane’s strength in the Power is measured at 20/69. She has a Talent for Aligning the Matrix, and a very small Talent for Healing.

Leane was born in 952NE to a merchant family. Her mother Keva is a member of the Council of Merchants and is bit more conservative than most Domani, so it fell to her aunt Resara to teach Leane the arts of seduction when she was old enough. Leane had several brothers but no sisters and often lamented the lack of taller boys around when she was young, since she preferred not to be looking down when someone came to steal a kiss. She went to the White Tower in 968NE. After spending 5 years as a Novice and 4 years as Accepted, she was raised to the shawl in 976NE. Her Warder Anjen died in 985NE and she found the experience so traumatic that she never bonded another. She was chosen as Keeper of the Chronicles by Siuan Sanche in 988NE and presided over a network of eyes-and-ears inside Tar Valon city.

In 996NE she was part of the entourage that travelled to Fal Dara to meet the boy who was, unbeknownst to Leane, the Dragon Reborn. She met Rand al’Thor and Perrin Aybara there, and surprised herself by flirting with them both. Neither that nor her loyalty to Siuan was enough to make her feel less than horrified when she learned that Rand was the Dragon Reborn.

Leane served Siuan loyally throughout her time as the Amyrlin, and shared her fate when she was deposed and Stilled by a cabal led by Elaida do Avriny a’Roihan in 997NE. She fled Tar Valon along with her, too, when they were rescued from the Tower dungeons by Min Farshaw.

**\*Leliana Corinne je Vasseur** (pronounced lehl-ee-AH-nah cor-EEN jeh vah-SOOR): A Valreio bard, who is also a spy in the service of the Winged Throne known as “Agent Nightingale”.

Leliana is very devoted to her nation, its customs and to the Light. She is kind and friendly, but her kindness hides a core of zealousness that can drive her to be quite ruthless. She is promiscuous and deceitful, being an experienced seducer of both men and women, and an assassin. Though she does make an active effort to limit the damage she causes in pursuit of her goals. She is intelligent, subtle and observant.

Leliana is about 5`4`` tall and weighs 115lbs. She has fair skin, blue eyes and red hair that is just about long enough to touch her shoulders. She is graceful and beautiful, with a slender build. Her breasts are round and pert and of fine size, with pink nipples. Her bottom is small and curvaceous.

She has been trained in the use of knives, bows and poisons. She is also an accomplished musician, with an excellent singing voice.

Born in Vasseur in 971NE to a serving woman named Oisin (pronounced OH-sheen) and fathered by a wandering Falmeran gleeman whom she has never met, Leliana was an only child. Her mother died in 977NE, but the Lady she had worked for, Sesile Vasseur je Vasseur (pronounced seh-CEEL vah-SOOR jeh vah-SOOR), took pity on her child and took her in, seeing to her education in all things.

Leliana was on assignment in Lother, Falmerden in 997NE when she first encountered Rand al’Thor. True to her mission, she observed and learned all she could of him and his companions, seemingly befriending many, such as Min, Elayne, and even—to a degree—Morrigan. Leliana reported back to Orlay at the first opportunity, specifically by hiring messenger birds in Amaran. She was not present at Tarcain Cut, and did not see the Horn of Valere sounded. Correctly anticipating that the best means of bypassing the Valreio blockade was through the smugglers who often accompanied Valan Luca’s circus, she attached herself to said circus and waited to see if Rand would show up. He did, and she once more joined his company.

In Careas she reported the “false” Dragon’s location, and in Fontaine she received a response from the Riela calling for Rand’s assassination. Leliana moved quickly to carry out her orders, isolating Rand from his guards by taking him to a ball at House Hartile, then seducing him before attempting to kill him while he slept. Her attempt was foiled when Rand woke up at a most-inopportune time and wrestled her into submission, leaving her tied up before fleeing the city. She was found and freed by Lady Rinoa Hartile, whose family Leliana was well known to. Afterwards, she was seized by Inquisitor Carridin, who intended to torture her for information on Rand, but Carridin’s behaviour won him the swift—and lethal—disapproval of Galad Mantear. Leliana mercy-killed Carridin’s other prisoner, Vara, and then escaped from Whitecloak custody in Galad’s company.

She parted with him not long afterward and made her way to Orlay to report to the Riela’s spymaster Briala, who then assigned her to accompany the Reidin when he marched against the Dragonsworn and Whitecloaks who were causing so much chaos in Valreis.

\***Lews Therin Telamon** (pronounced LOOZ THEH-rihn TEHL-ah-mon): A famed and notorious Aes Sedai from the Age of Legends, who earned the moniker “the Dragon” for his actions during the War of the Powers, and later the moniker “Kinslayer” for his actions afterwards. He was also known as the Lord of the Morning, and the Prince of the Dawn.

In the parlance of some other Ages, Lews Therin would be described as “black”, though of course that term is not used in the current Age. He had dark brown skin and stood 6´6´´ tall. He had a slender, dancer’s build, with an artist’s long fingers. Lews Therin was 450 at the time of his death, which would have been considered no more than middle-aged for a channeler of his strength in the Age of Legends, taking into account their superior healthcare and the effects of the Slowing. But he appeared older than his relative years, with more white than black in his hair and deep lines engraved on his face. The grief and hardship of the War of the Powers had aged the once-handsome man prematurely.

On the 69 point scale of channelers’ strengths, his was measured at 1. He had the Talents of Making, Aligning the Matrix, Earth Singing and Fire Breathing. A *valdarhei* of his own Making, which was overseen by a *Sysan Odiva* named Data, was destroyed along with Lews Therin when he committed suicide.

Lews Therin was considered the greatest Aes Sedai in recent memory even before the Bore at Shayol Ghul was opened. It was the custom of Aes Sedai in those times to maintain employment separate from their duties as Aes Sedai, in order to prevent them becoming disconnected from the general populace. Lews Therin held dozens of different positions over the course of his life prior to the opening of the Bore, and excelled at all of them. He was democratically elected to lead the Aes Sedai as the First Among Servants, or Carneira Sedai in the Old Tongue, and whilst holding that position he sat in the high seat at the Hall of the Servants and wore the Ring of Tamyrlin as his symbol of office. Lews Therin served as First Among Servants for more terms of office than anyone else in the history of the Age.

Lews Therin had many lovers over the course of his long life. Mierin Eronaile, also known as Lanfear, was a notable one. He eventually settled down with and married Ilyena Moerelle Dalisar—a fellow Aes Sedai sometimes called Ilyena Sunhair—roughly half-way through the War of the Powers, just before the end of the period known as the Collapse and the beginning of open warfare with the Shadow. Lews and Ilyena had 7 children; 3 boys named Anzu, Idris and Jaric, and 4 girls named Ethena, Venus, Solinda and Neena.

He was chosen to lead the forces of the Light in the War of the Powers, both on the battlefield and in the council chambers. He excelled as a general, too, and was one of those chiefly responsible for reinventing warfare in an Age that had consigned it to no more than a history lesson. Personal combat was yet another field the talented Lews Therin excelled at, as he helped to adapt the ritualistic dance that swordsmanship had become into a deadly form of combat, and was accounted a blademaster.

Whilst he won many victories during of the war, eventually the Shadow gained the upper hand and desperate measures had to be employed. The exact nature of those measures was a subject of heated debate. A faction of Aes Sedai led by Latra Posae Decume wanted to build and use the most powerful *sa’angreal* ever created, in the form of two giant statues called the *Choedan Kal*, but Lews Therin argued against placing such destructive power in any one person’s hands. Instead, he proposed placing a seal around the Dark One’s prison, one he had designed over years of study, which he hoped would cut off the Dark One’s access to the world, thus allowing the forces of the Light to deal with their enemies servants without the Dark One’s all-pervasive influence. Latra Posae’s faction considered Lews Therin’s plan too dangerous and claimed it would simply open the Bore yet further. An impasse was reached, and an agreement later known as the Fateful Accord came about between almost all of the most powerful female Aes Sedai remaining. None of them, they decided, would take part in Lews Therin’s plan.

Defeated, for his plan called for a full circle, Lews Therin went along with the proposal to build the *Choedan Kal*. However, when the access keys to the *sa’angreal* were lost to the Shadow’s forces, he reconvened the Hall of the Servants and demanded they reconsider. Even with their plan thwarted and their greatest weapon possibly in the hands of the Shadow, Latra Posae’s faction refused to countenance Lews Therin’s plan. Angered at what he saw as their cowardice, he cursed them and resolved to carry out his plan without them. Hastily redesigning his seal to use *saidin* alone, rather than the combination of both powers he had originally intended, Lews Therin gathered his Companions, an elite group of 113 Aes Sedai war veterans, almost all male, along with 10,000 of his remaining soldiers, and led them in an assault on Shayol Ghul. As luck would have it, a gathering of the highest-ranking Forsaken was taking place there when Lews Therin arrived. In the battle that ensued, all but 68 of the Companions died, along with most of the non-channelling soldiers. Without a Circle to focus, Lews Therin had to rely on his own strength, amplified by the Ring of Tamyrlin, to weave his seal. It proved sufficient to the task and he was able to close the Bore into the Dark One’s prison, trapping the Forsaken who had survived the battle along with their master.

However, the seal Lews Therin Made, which took the form of 7 *cuendillar* disks, was imperfect and only limited the Dark One’s influence to a small region rather than removing it entirely. Though it was unnoticed at the time, the Seal also began slowly degrading and will eventually break entirely. Worst of all, the act of sealing the Dark One’s prison came at a terrible and unforeseen price, as the Dark One’s counterstroke placed a taint on the male half of the One Power that would ever after cause any male channeler to go mad and rot alive.

Lews Therin and the remaining Companions were driven instantly insane. In their madness they brought about the Breaking of the World, and the final destruction of the Age of Legends. Lews Therin, in the taint’s grip, murdered his wife Ilyena, her children, and all other members of his family before being briefly healed of the madness by the Forsaken Ishamael, who had managed to avoid being trapped in the Bore. On seeing what he had done, Lews Therin committed suicide by calling a massive burst of the One Power down upon himself. The force he employed, in his grief and self-hatred, created both the mountain known as Dragonmount and the river-island known as Tar Valon.

During the Breaking of the World, not long after Lews Therin’s death, some of the remaining female Aes Sedai began to have Foretellings that indicated that the Dragon would someday be reborn to finish what he had begun ... both his struggle against the Dark One, and his destruction of the world.

**\*Lian, of the Nine Valleys sept of the Taardad Aiel** (pronounced lee-AHN): The roofmistress of Cold Rocks Hold.

Lian is a nice, intelligent woman with a diplomatic nature.

She is a good-looking woman with a slender build. There are lines at the corners of her grey eyes, and white at the temples of her yellow hair. She is 5`7`` and 140lbs.

Lian was born in 948NE. Her sister Morin was only a year younger than her and they have always been close. She is close to Morin’s daughters, Niella and Aviendha, as well. Lian was Rhuarc’s first wife but they had only been married for a few years before deciding to expand their marriage into a *harem* by adding their old friend Amys to it. She, Amys and Rhuarc were already happily married when he became clan chief of the Taardad. The ease and competence with which the three ran the Nine Valleys sept was a large part of why Rhuarc was chosen to go to Rhuidean in 979NE after the death of the previous Taardad chief, Janduin.

She has three children of her own blood: a daughter named Sieldre and two sons named Liet and Ronam. She has three other children by way of her marriage to Amys: three girls named Edesa, Rhamys and Shinobha.

In 997NE she welcomed Rand al’Thor to Cold Rocks Hold, and publically proclaimed him as the *Car’a’carn*, the first roofmistress to do so.

**\*Liandrin Guirale** (pronounced lee-AHN-drihn GOO-rahl): A Taraboner Aes Sedai of the Red Ajah publically, and the Black Ajah in truth.

She is very arrogant and ambitious. She is spiteful, sulky, cruel and has never been satisfied with her lot in life. She has no friends, in the Tower or elsewhere. She has no sexual interest in either men or women.

Liandrin is pretty, with a doll-like face that very much does not reflect her true nature. She has fair skin, big brown eyes and a rosebud mouth than often seems petulant. She wears her honey-coloured hair in a multitude of thin braids that fall to her shoulders; there are small, multi-coloured beads woven into her braids and her eyebrows are darker than her hair. She is 5´5´´ tall and has a lush figure, with full breasts, a narrow waist, and wide hips. She weighs 135lbs.

Liandrin’s strength in the Power is level 20/69. She has pieced together a form of the forbidden weave Compulsion but it is not as potent as that used by the Forsaken.

Liandrin was born in Tanchico in 964NE to a poor family. As a child she was hotly envious of the nobles of the city, and dreamed of being as powerful as them and having a palace of her own. She worked hard to ape the manners and speech of upper-crust Taraboners but still has a heavy accent, which grows heavier when she is angry. She had the spark, and when her ability to channel manifested in 979NE she was taken to the White Tower. Liandrin was delighted by her sudden rise in status. After spending 5 years as a Novice and 5 years as Accepted, she was raised to the shawl in 989NE. She had been marked—rightly—as a potential recruit by the Black Ajah years before. When they approached her shortly after she became Aes Sedai, Liandrin was eager to join.

In 996NE Liandrin came to Fal Dara as part of the Amyrlin’s entourage. She attempted to abduct the three *ta’veren* there, Compelling Lady Amalisa Jagad to assist her, but was unsuccessful. She tried to use Compulsion on Rand al’Thor, too, but found him resistant to her weave. After returning to Tar Valon, she received orders from Ishamael to lure Nynaeve al’Meara to Falme and turn her over to the Seanchan, which Liandrin successfully carried out, travelling by way of the Ways. As an added bonus, as she saw it, she also snared Elayne Trakand and Min Farshaw in her plot. Liandrin clashed with High Lady Suroth in the process, and the two Darkfriends exchanged threats before she returned to Tar Valon once more.

In early 997NE Liandrin was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically, incurring the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Ever one to nurse a grudge over slights real and imagined, Liandrin often came into conflict with her fellow Darkfriends. She even took a dislike to Be’lal, and secretly hoped to find a way to supplant him. It was this attitude that led her to ignore the call for aid from her fellow Black Sister, Berylla Naron, leading to said woman’s death at the hands of the Accepted Ilyena Volnicoliev during the fight between their groups. Liandrin killed Asseil Moussa during that fight as well, and took no little satisfaction at seeing Elayne and Nynaeve beaten up once they’d been captured.

She did not take part in the rapes that followed though, having no interest in such things. She thought she’d been gifted with a great opportunity to move against Be’lal that night, when he sought the aid of the Black Ajah’s Circle against a *Callandor*-wielding Rand al’Thor, but Be’lal was too suspicious of her to enter into the Circle at her invitation. He fled instead, as did Liandrin, only escaping from Rand’s effort to shield her due to the Circle she was still focusing.

It was to Tarabon that she and her fellow Black sisters journeyed, for there were certain items there that they thought could be of use against the Dragon Reborn. Towards the end of securing those items, Liandrin used Compulsion to control the mind of the Whitecloak Inquisitor Alsalam Arca, ensuring that his forces would secure the Panarch’s Palace for her use. She and her fellow Blacks took control of the new Panarch, too, keeping her as a prisoner in her palace.

They were thwarted in their plans by Nynaeve’s party of Black Ajah hunting Accepted. While Nynaeve’s group were infliltrating the palace and spiriting away the items Liandrin had gone there to find, Liandrin was busy defeating and raping an infuriatingly arrogant Blue sister named Nataly.

**\*Linking**: The act of pooling the strength and skills of two or more channelers to form what is called a Circle. It is only able to be performed by women, with a maximum of 13 women at once in a Circle, unless 1 or more men are also brought into it. If there is at least 1 man in the Circle as well, then the maximum number increases from 14 to 27 with additional leaps in limit depending on male additions, until the maximum capacity of 69 channelers is reached. There must always be more women than men in a Circle, with the sole exception of a circle of 1 man and 1 woman. A Circle allows the flows of many different channelers to be used together on the same weave, something which is impossible otherwise. A balanced Circle of 35 women and 34 men was considered the best possible combination in the Age of Legends. Leadership of the Circle can be swapped at will, which is useful since the Talents of those in said Circle do not translate to the current leader, only innate strengths and skills. A Circle must be dispersed by an act of will of the leader, otherwise it will persist even if the leader falls asleep, or is rendered unconscious; thus entering into a Circle is a great act of trust.

**\*Liu Ling** (pronounced LOO LING): A high-ranking Shienaran Lady.

She is intelligent and assertive, but somewhat cynical. The pressure of having a famous parent weighs on her.

Liu is a beautiful woman. She has a light amber skin tone, long black hair, narrow black eyes and a slender build. Her face is somewhat square and she has notably sharp cheekbones. She is 5`3`` tall and weighs 115lbs.

Liu was born in 971NE and is the eldest living child of Agelmar Jagad and Timora Ling.

In 996NE she participated in a botched attempt to kidnap Rand and Perrin, as instigated by the Black Ajah member Liandrin. During this plot she had sex with Perrin in order to dull his wits.

**\*Logain Ablar** (pronounced loh-GAIN AHB-lahr): A male channeler who falsely proclaimed himself to be the Dragon Reborn before being defeated by the Aes Sedai. He was a minor Ghealdanin nobleman from Cosamelle but was stripped of his titles by Queen Johana and declared a common brigand after proclaiming himself.

He is a charismatic man, hearty and manly and easily able to sway the impressionable. He is proud and ambitious. While not cruel, he is amoral, deceitful and selfish.

Logain is 6´2´´ tall and weighs about 200lbs. He is a handsome man, with brown eyes and curling black hair that falls to his broad shoulders. He has a muscular build and a swarthy complexion. His personal sigil was three golden crowns in a field of blue.

His strength in the Power was measured at 4 on a scale of 1-69. He had the Talent for seeing *ta’veren*, a minor ability that caused *ta’veren* to appear to his eyes as though they were glowing.

Logain was born in 971NE, began channelling around 993NE, declared himself the Dragon Reborn in 995NE, and slowed around 996NE, just prior to being captured. Thousands died in the struggle against him and his followers. Among the slain were four Aes Sedai: Patrinda, Notasha, Niere and Larain, who had been advisor to the Queen of Ghealdan. After being captured, Logain was paraded across Ghealdan and Andor on his way to Tar Valon, where he was Gentled.

A suicidally depressed Logain remained in the Tower until the coup that stripped Siuan Sanche of the Amyrlin Seat. In the chaos that followed, and with the help of that now-Stilled woman, her former Keeper, and Min Farshaw, he was able to escape at last. While leading him out of Tar Valon, Siuan promised to help him take revenge on the Red Ajah.

**\*Loial, son of Arent son of Halan** (pronounced LOY-ahl, AH-rehnt, HAY-lahn): An Ogier born in 906NE in Stedding Shangtai to Covril and Arent. He left the *stedding* without permission in 995NE, at an age where he was still considered a child by Ogier standards. Eager to see the world, Loial travelled through Tear, Illian, Ghealdan and Cairhien before visiting Andor, where he met and befriended Rand al’Thor.

Loial is a talented Treesinger, once of the few Ogier in whom the ability still manifests. He smokes, enjoys reading, and is good at playing stones. He is kind, trusting and friendly. He is very strong physically, but reluctant to engage in violence of any kind. He is extremely slow to anger, and behaves deferentially, especially to female Ogier and human Aes Sedai.

Loial is 10´ tall, with a shaggy mane of black hair and pale eyes the size of teacups. His nose and mouth are wide, with the former resembling a snout. He has long eyebrows that dangle to his cheeks. His ears are long and tufted with hair and twitch expressively. His fingers are twice as wide as a human’s and he has a narrow strip of hair in the middle of his chest. Loial has a deep voice. He weighs about 800lbs.

Intrigued by the idea of following three *ta’veren* around and witnessing the events that would unfold around them, Loial consented to guide Rand and his companions through the Ways to Fal Dara. From there he accompanied them to the Eye of the World where he was glad to meet the Green Man. Their meeting was cut short due to the Green Man’s death at Aginor’s hands, which grieved Loial greatly. He used his Treesinging ability to preserve the great oak that grew at the site of the Green Man’s grave. Loial witnessed Rand’s use of the One Power against Aginor and told Moiraine and the rest of their companions about it. He urged Rand to seek shelter in a *stedding*, to prevent him succumbing to the taint on *saidin*.

Later, Loial was recruited to the party that set out in pursuit of the stolen Horn of Valere. He befriended Perrin Aybara, Anna al’Tolan and Hurin Galesta during their travels. He accompanied Rand on his first trip though the Portal Stone and had an amiable relationship with Selene, who unbeknownst to him was the Forsaken Lanfear. He helped Rand recover the Horn and travelled with him to Cairhien, where he defended him from a Trolloc attack, killing for the first time in the process. During a visit to Stedding Tsofu, he met a young Ogier girl named Erith whom he was much taken with. She gave him a flower before he left, which he later had pressed and waxed; he often uses it as a bookmark. During a second trip through the Portal Stones, Loial witnessed multiple different worlds and experienced various different ways his life could go. He was present at Falme when the Horn of Valere was sounded, and saw Rand proclaimed the Dragon Reborn.

Loial decided to write a book about Rand, reasoning that despite his youth he was uniquely placed to write a first-hand account of the life of the Dragon Reborn. As such he was particularly pleased when Rand chose him as a member of the Inner Circle, since it made him privy to secrets that most others were not. He fought at Tarcain Cut, and proved both a strong protector and a welcome friend to all those allied with Rand.

He was reluctant to perform in Valan Luca’s circus, disliking the idea of being paraded before so many staring humans. Especially so given that various exotic animals were being paraded right alongside him. Nonetheless he took part in a display of strength alongside Petra.

After Asha’bellanar attacked the party near Stedding Tsochan, Loial was sent to request aid from the Ogier, which he did with the utmost haste. He and the rest of Rand’s party took shelter in the *stedding* afterwards, which Loial was duly grateful for.

He left the *stedding* once more, and journeyed through the Ways to Emond’s Field with Rand and Perrin. This was a welcome trip for Loial, since it afforded him the opportunity to take copious notes about Rand’s home, and interview the people there. The trip was far from without incident though, for a Trolloc incursion through the Ways required Loial to go off with only Gaul for company and seal the Waygate at Manetheren’s ruins. They were successful in cutting off the Trolloc reinforcements, and returned as heroes. When the fighting died down, Loial accompanied Rand’s companions on their journey to Tear, where he saw the fall of that famous fortress and the claiming of *Callandor*, the acts which proved Rand to be the one, true Dragon Reborn.

He continued to work on his book in the days that followed, when not helping to fight the Shadow and worrying that his mother might find him. As Stedding Shangtai was not far from Tear, Loial was glad to leave for the Aiel Waste with Rand. He found the environment there to be distressingly harsh, so much so that even his Treesinging ability was not enough to urge the plants there to grow.

**\*Loise al’Vere** (pronounced low-EES ahl-VEHR): A Therener from Emond’s Field. Second-youngest daughter of Marin al’Vere and Bran al’Caar. She was born in 976NE and allowed to braid her hair in 995NE.

Loise is an adventurous loner. She enjoys the outdoors, and was still climbing trees, hunting rabbits and swimming in the Waterwood at an age when most of her peers had decided such behaviour was inappropriate for young women. She is not shy, but she is somewhat socially awkward. She rations her words, but is quite intelligent and often helps her mother to run both the inn and the village. Loise is brave, tough and independent. She is not a rebel, but only pays lip-service to tradition. She wished that Anna al’Tolan would visit town more often when they were younger, and thought they could be good friends, but did not express this desire.

Loise is 5´3´´. She is slender, with breasts of modest size. Her arms and legs are strong, though not exactly muscular. She weighs 130lbs. Her brown hair is tied in a thin braid that just about reaches her shoulders. She has brown eyes. She is more tanned than the rest of her sisters. Loise is a pretty, square-faced girl who rarely shows expression.

She was one of the first to volunteer to join Anna’s fledgling group of female archers during the Trolloc incursion of early 997NE, and became friends with her and Sara Aythes in the process. They helped repel the Shadowspawn attacks on Emond’s Field. During this time, Loise also found the opportunity to be alone with Rand al’Thor, whom she had always fancied. She had kept her distance from him in the past due to Egwene having gotten to him first, but now that he was no longer engaged, Loise made her move. Their relationship was short-lived, however, for Rand was soon revealed to be a male channeler, and one that was claiming to be the Dragon Reborn. He was driven out of the village, and Loise silently vowed to keep their affair a secret.

Loise became pregnant with Rand’s child as a result of their encounter. She decided to keep the baby and to keep the father’s identity a secret.

**\**lopar***: A species of Seanchan Exotic. *Lopar* have a very high intelligence, coming close to that of a *torm*. The *lopar* is a very big, bulky animal, weighing between 1500 and 2000lbs when full grown.

It has only two eyes, set into a large round head with no external ears. Its legs are longer than those of a bear but they still look short because of their thickness and the size of the rest of the animal.

The *lopar* has a leathery, hairless hide, in colours that range from dark brown to a pale reddish hue.

It has 6 toes on all 4 feet, each with very large retractable claws.

*Lopar*, while having a fearsome appearance, can be handled by anyone properly trained and are usually placid, even friendly, unless commanded to fight. They are used as guard animals as well as ferocious fighters in battle. Due to their placid and friendly nature, the Blood often use *lopar* to guard their children. *Lopar* that are used as bodyguards often become very attached to their charges and display a fierce protectiveness. Animals that form this type of attachment are usually reluctant to leave the one they serve and frequently refuse to eat for some time afterward.

**\*Luc Mantear** (LUKE MAN-teer): The son of Queen Mordrellen Mantear and Prince Consort Willim Renshar, Luc was to be First Prince of the Sword for his sister Tigraine but he disappeared in the Blight in 971NE, having gone there at the urging of his mother’s Aes Sedai advisor Gitara Moroso. Some speculated that Gitara had had a Fortelling which claimed that the fate of Andor, or even the world, depended on Luc’s journey. Others said he had simply gone in search of glory. His personal sigil was an acorn on a white field.

A mysterious entity that the wolves call Slayer, which serves as an assassin for the Shadow, was encountered in the Theren in early 997NE. One aspect of this entity bore a certain resemblance to Luc, but the truth of its existence has yet to be ascertained.

This Luc was a haughty and arrogant man, who liked to flirt with women and mock men. He was tall, broad-shouldered and blue-eyed, and his red hair was touched with wings of white at the temples. He often wore a golden wolf’s head as his insignia. To sniffers and wolfkin, his scent was both strange and inhuman.

Luc pretended joviality during his stay in the Theren. Boys such as Elam Dowtry thought him a hero, and women such as Marin al’Vere thought him handsome, but he secretly held them all in contempt. He took a particular dislike to Perrin Aybara. And he assassinated the sniffer, Hurin Galesta, who had grown suspicious of him. This last act won him the bitter enmity of Rand al’Thor, a young man that Luc seemed to find familiar for some reason ...

Luc attempted to kill Rand in *Tel’aran’rhiod* some weeks later, but was thwarted by the intervention of Raine Cinclare. Not long after that, he was sent to assassinate a pair of Black Ajah named Joiya Byir and Amico Nagoyin who had gotten themselves captured by Nynaeve al’Meara’s hunting party. Luc took no small amount of pleasure in nailing the two women’s tongues to the doors of their cells, before slitting their throats.

**\*Luci Narosay** (pronounced LOO-see nah-ROH-say): A shy and quiet Falmeran girl.

Luci has pale skin and big blue eyes. She has cut her red hair very short. She is very slim and dresses in loose boys’ clothes. She is 5`3`` and weighs 90lbs. She is still quite pretty, despite her efforts to look as plain as possible.

She was born in 981NE in Nethara. She was one of the survivors of the Trolloc attack on her village in 997NE, though she lost all her friends and family and was cruelly raped by the Shadowspawn. Rand’s party saved her life, and though she was duly grateful she was left traumatised by the experience and has become extremely timid and withdrawn, especially around men. She and Saeri were not friends while growing up in Nethara, due to the difference in their ages, but they have become close in the time since the village’s destruction. They both remained with Rand’s party afterwards, helping during the battle at Tarcain’s Cut and serving as maids in the time since.

Luci is of an age with the Shienaran armsman Heita Jin and the two spend a fair amount of time in each other’s company, even though their conversations are often one-sided. They embarked on a romantic relationship while staying in Emond’s Field, something which Luci found as exciting as it was frightening.

They both followed Rand to Tear, where they saw the Stone fall to him and the Aiel. Her relationship with Heita had advanced to the point that they had become lovers by then. They grew increasingly reluctant to be parted, so Heita asked to stay behind in Tear when Rand and the others left. His wish was granted.

**\*Luthair Paendrag Mondwin** (pronounced LEW-thair PAY-ehn-DRAG MON-dwihn): The eldest child of Artur Hawkwing and his second wife, Tamika. He was born in FY967 and given command of a massive naval expedition by his father in FY992. Their mission was to discover what lay on the other side of the Aryth Ocean, and explore and colonise whatever they found there. Luthair made landfall on the continent of Seanchan and began a series of wars aimed at conquering it which would, many generations later, result in the formation of the Seanchan Empire. He allied with an Aes Sedai named Deain who showed him how to use a *ter’angreal* called an *a’dam* to control channelers. Luthair would later use the *a’dam* to leash Deain, setting the precedent for the Seanchan belief that all female channelers are *marath’damane*, Those Who Must Be Leashed.

**\*Lidya, of the White Run sept of the Chareen Aiel** (pronounced lih-DEE-ah): *Far Dareis Mai*.

A brave woman, she is a skilled fighter, and is particularly good with the spear. She is a stoic.

Lidya is 5`9`` tall and weighs 180lbs, with a muscular build. She has reddish brown hair, and grey eyes. She is pretty, with full lips. She has a wide bottom.

She was born in 968NE. She and Ayla have been friends since they were girls, but only became lovers after adopting each other as first-sisters in their mid-twenties. They were among the last to leave the Waste in search of He Who Comes With the Dawn, having lingered with Aviendha.

They met with Nynaeve al’Meara when she saved Dailin’s life, and chatted with Elayne about the customs of the Maidens. They then journeyed to Tear, where they took part in the attack on the Stone which resulted in the fortress’ prophesised fall. Afterwards, she briefly encountered Mat Cauthon, who tried to flirt with her while excluding her first-sister.

She helped captured the Stone of Tear, and later defended it from the Shadow. When Rand al’Thor journeyed from Tear to Rhuidean, Lidya accompanied him, glimpsing the Lines of If in the process. She and Ayla went to the Roof of the Maidens, where they were reunited with him in time to see him become the first man to be allowed to stay under said roof after he agreed to let *Far Dareis Mai* serve as his honour guard. They did not take part in the celebratory orgy that followed, but did decide to share him between them later on.

**\*Making**: A Talent, almost completely lost throughout the Tenth Age, which some channelers are born with. It allows them to craft *ter’angreal*, *angreal* and *sa’angreal*. At its most basic it allows one to grant permanence to a ward which would otherwise dispel over time. This is done by locking it into a physical form, which could be anything from a simple pebble, to an entire building, though in the Age of Legends *ter’angreal* were usually Made by those with a more artistic bent, and those that have remained intact until current times reflect that. The Talents for Making, and Aligning the Matrix were usually, but not always, found to be present in the same person. Some things that could be achieved through Making cannot be duplicated without the use of an object: for example, a Maker who can create an *angreal* cannot spontaneously make themselves stronger in the Power.

**\*Mabriam en Shereed** (pronounced MAHB-ree-ahm ehn share-EED): The latest incarnation of one of the Heroes of the Horn, and the form they choose to wear when appearing in the physical world.

In life Mabriam had been a short, slim woman. She had skin of a dark amber shade, long black hair and dark eyes with pronounced upper lids.

Mabriam en Shereed is famed as the person chiefly responsible for establishing the Compact of the Ten Nations in 209AB. She had been an Aes Sedai of the Grey Ajah then, and also the Queen of Aramaelle, which was one of the most powerful nations of that time period.

In 997NE, after the Horn of Valere was sounded for the second time, she helped to put a swift end to the brewing civil war in Falmerden, mainly by overawing all those involved with her presence.

**\*Maiden’s Kiss and Maiden’s Song**: A pair of closely related, and somewhat perverse, games played by the Aiel Maidens of the Spear. A non-Maiden is held at spearpoint and forced to comply with their demands, with their objective being to please all of the Maidens taking part. In the case of the former, this simply involves kissing, in the case of the latter it involves forcing a climax. Should the person fail to please any of the Maidens involved, blood may be drawn as forfeit. Those who fail particularly badly have even been known to lose their lives.

**\*Maigan Kinch** (pronounced MAY-ghan KIHNCH): An Andoran Aes Sedai of the Blue Ajah, who is a strong supporter of the Amyrlin Siuan Sanche.

Maigan is a committed misandrist and a great believer in the matriarchy. She is very arrogant and tolerates no disrespect of Aes Sedai.

She is a beautiful woman, with a long face, large blue eyes and long yellow hair. She has full lips and fair skin. She is 5`5`` tall and weighs 150lbs.

Her strength in the Power is 21 out of 69.

Her Warder is a sardonic Cairhienin named Ho. He is a lean man with dark eyes and black hair, who shaves the front of his head. He is very obedient to her, not that she gives him much choice in that matter. You might even say he is a bit on the henpecked side.

Maigan was born to a common family of Andoran farmers in 949NE. She went to the Tower in 963NE, spent 5 years as a Novice and 4 as Accepted, before being raised to the shawl in 972NE.

She was part of the Amyrlin Seat’s entourage when she visited Fal Dara in 996NE, and was later sent to the Theren to ascertain if any more girls of Nynaeve al’Meara’s calibre might be found there. Though initially accompanied by Alanna Mosvani in this mission, she was left to undertake it alone after Alanna forcibly bonded Rand al’Thor, who they learned shortly afterwards was believed to be the Dragon Reborn. Alanna left with Moiraine to pursue Rand to Tear when he fled there alone. Maigan remained in the Theren, intent on finishing the task the Amyrlin had assigned her.

**\*Mair Narawa** (pronounced MARE NAHR-ah-wah): A former Accepted in the White Tower.

Mair was an adventurous woman who felt stifled by the Tower’s rules. She was brave and strong-willed.

She was 5`5`` and weighed about 165lbs. She had blue eyes and brown hair. Her face was round and her lips full. She was quite plump once, but came back from her penance at the farm with a more muscular build. She was much paler than is typical of Arafellin, though tanned by the sun.

Her strength was 22/69.

Mair was born in Shol Arbela, capital of Arafel in 976NE and went to the Tower in 989NE. After 7 years as a Novice she was raised to the Accepted in 996NE. She celebrated by having an affair with Mat Cauthon, which the Aes Sedai soon caught wind of. She was punished by being sent to a farm in the Black Hills, where she spent several months being worked like a plough horse before finally being allowed to return the Tower, greatly chastened and 30lbs lighter.

In early 997NE, shortly after returning to the Tower, she met Nynaeve al’Meara and was recruited into her Black Ajah hunting party, despite being initially hostile towards her due to her connection to Mat. She left the Tower with the rest of said party, bound for Tear, where they had come to believe the traitors were located.

Mair proved a valued member of the party, despite her occasional clashes with the other Accepted, such as Nynaeve and Mayam. She fought bravely in the battle against the Black Ajah, and was one of the last to be defeated and captured. Perhaps as a result of this, she was singled out for Be’lal’s attentions along with Ilyena Volnicoliev. Unlike Ilyena, Mair did not survive them.

**\*Malkier** (pronounced mahl-KEER): A now-dead Borderland nation that was swallowed by the Blight in 955NE. Its capital was the Seven Towers, and its sigil was the Golden Crane. The Malkieri had a reputation for martial excellence and for being willing to kill over any slight to their honour.

Malkier fought the Shadow valiantly for almost 1000 years, but was finally undone by treachery. Cowin Gemallan, once known as Cowin Fairhheart and since revealed to have been a Darkfriend, managed to goad the Queen’s brother, Lain Mandragoran, into leading 5,000 Malkieri lancers to the Blasted Lands. None of them would return. Lain’s wife, Breyan Chiendelna, was partially complicit in this, for she was jealous of el’Leanna Mandragoran and hungered for glory. Breyan plotted to kill el’Leanna and her husband al’Akir, intending to put her own son, Isam, on the throne, but her coup failed.

The forces Breyan had pulled away from the border forts as part of her plot were sorely missed when a massive Trolloc horde, alerted to Malkier’s weakened state by the Darkfriends in their midst, attacked the land with overwhelming force. Breyan and Isam fled, disappeared and were assumed dead, whilst Cowin Gemallan’s true allegiance was exposed by the famous Jain Farstrider, who captured him and brought him before el’Leanna in chains. Al’Akir then killed Gemallan in single combat, before he and his wife gave their infant son, Lan, the ancestral sword of House Mandragoran and the royal signet ring, and sent him south to Shienar in the care of a 20 hand-picked bodyguards, only 5 of which survived the journey.

El’Leanna and al’Akir died defending Malkier against overwhelming odds. The Shadow continued to advance south, before being turned back by an alliance of Borderlanders at the Stair of Jehann. Despite this victory, the Blightborder had advanced a hundred miles, and now engulfs the lands that Malkier once ruled. Few of the Malkieri survived, and those that did have since spread out among the remaining Borderlands.

The White Tower sent a force to reinforce Malkier, but it had not yet reached Shienar when news of the Seven Tower’s fall reached them. The Aes Sedai turned back and let it be believed they had not made the attempt at all. It was judged better to be thought to have done nothing then to be seen to have tried and failed.

**\*Manetheren** (pronounced mahn-EHTH-ehr-ehn): One of the Ten Nations that made the Second Covenant, and also the capital city of that nation. The name meant “the Mountain Home” in the Old Tongue. Both city and nation were utterly destroyed in 1200AB, during the Trolloc Wars, but only after putting up such a valiant fight that they are still sung of to this day. The soldiers of Manetheren were often at the forefront of that conflict, and were said to be “a thorn to the Dark One's foot and a bramble to his hand”. The sign of Manetheren was a Red Eagle in flight on a field of blue. Other cities in the nation included Corartheren, Jara’copan and Shanaine (which in modern times is called Jehannah). Queen Sorelle ay Marena ruled at the signing of the Compact, and Queen Eldrene ay Ellan ay Carlan ruled at the time of Manetheren’s destruction. The current-day Theren was part of Manetheren, and the current residents of that region are their very distant descendants.

**\*Mangin, of the Jindo sept of the Taardad Aiel** (pronounced MAN-GIHN): *Shae’en M’taal*.

He is somewhat of a rogue and a flirt, who likes to tease folk. He is fond of gambling, too.

Mangin stands 6`8`` tall and weighs 220lbs, with an athletic build. His eyes are grey and his hair red.

Mangin was born in 978NE. He was one of those sent over the Dragonwall in search of He Who Comes With the Dawn, where he took part in the capture of the Stone of Tear as well as in its later defence against Moridin’s forces. He returned to the Three-fold Land with Rand al’Thor, travelling by way of Portal Stone and glimpsing some of the Lines of If in the process.

He continued to protect Rand as he journeyed the Waste, and was present in the men’s sweat tents when Rand first learned what takes place there. When Rand returned later, Mangin was eager to take part in the orgy that sprung up around him.

**\*Marillin Gemalphin** (pronounced mah-rih-lihn geh-MAHL-fin): An Andoran Aes Sedai of the Brown Ajah publically, and the Black Ajah in truth.

She is a selfish but practical woman, who has a fondness for cats and little else.

Marillin is a skinny, narrow-faced woman with dreamy blue eyes and lifeless light-brown hair. Her nose is wide and her lips are thin. She has pale skin. She is 5`5`` tall and weighs about 105lbs.

Her strength in the Power is 21/69 and she has a Talent for Healing. She has no Warder.

She was born in Caemlyn in 848NE and went to the White Tower in 863NE. She spent 6 years as a Novice and 5 years as Accepted before being raised to the shawl in 874NE.

In early 997NE Marillin was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically, incurring the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

She took part in the fight between the two groups, helping to kill Calindin, and defeating Daniele Rulonir in the process. She took part in the torture afterwards as well. Marillin fled the Stone with most of the rest of the Black Ajah when it fell to Rand al’Thor.

It was to Tanchico that they fled, where they hoped to secure certain items that could be used against the Dragon Reborn. They took control of the Panarch’s Palace as part of this endeavour, which obliged them to eliminate her Aes Sedai advisor. As this woman, Muriel, was a Brown sister, it fell to Marillin to make contact with and murder her, a task she did without fuss. It was to no avail, though, for the Black Ajah’s plans were thwarted by Nynaeve’s group of Accepted.

**\*Marin al’Vere** (pronounced MAHR-ihn ahl-VEHR): The Mayor of Emond’s Field, and innkeeper of the Winespring Inn.

Marin is a kind and motherly woman, solicitous to strangers as befits as innkeeper. Her family have owned the Winespring Inn for many generations and are one of the richest in Emond’s Field, though of course that only makes them big fish in a small pond. She is stubborn, brave, and rarely loses her composure. Having helped her own mother run the inn during her girlhood, inheriting it and then running it herself for years, she is an excellent cook, a shrewd bargainer and quite well organised. Though she does not hate men by any means—indeed, there are rumours in Emond’s Field that she occasionally likes them a bit too much—Marin shares the common belief that women are inherently superior.

Marin is 5´4´´ tall and weighs 100lbs. She has a slender build that has aged well, with small, soft breasts and a narrow waist. She carries proportionally more weight on her bottom than on the rest of her frame. Her eyes are dark brown, large and pretty. Her hair is also dark brown, though greying, and she wears it in a thick braid, as is traditional for Theren women. There is more grey in her pubic hair than in her braid. There are fine lines around her mouth and at the corners of her eyes. Her feet are quite large, and she has always been a little embarrassed by them. She was very beautiful in her youth, and much of that beauty still shows. Her cheekbones are quite round, and appear especially pronounced when she smiles, which she does easily.

Marin was born in 940NE, the eldest daughter of Ella al’Vere and Kev Candwin. Her brother Jon married Corin Ayellin and had 4 children with her. She had a cousin named Carl al’Vere, who was Nynaeve al’Meara’s father. Marin married Brandelwyn al’Caar in 964 NE. She had 5 daughters: Berowyn, Elisa, Alene, Loise and Egwene. Her eldest girl married Jaim Lewin in 989NE and gave her a granddaughter named Avine, on whom Marin doted, but sadly a fever killed both son-in-law and grandchild a year later. Berowyn moved back into the Winespring Inn, where she and the rest of her sisters still live. Marin would like it if they would marry and give her more grandchildren, but thus far none have obliged.

Marin began having an affair with Rand al’Thor in the spring of 993NE, during the Bel Tine festival. She would have liked to blame it on the alcohol, but she’d only had one cup, and was too practical to lie to herself. She had been noticing his looks, vigour and exotic colouring for some time. It was not the first affair she’d had, though she felt bad about her occasional infidelities. Bran was a good and kind man, and did a great job helping her run the inn, which she had known he would when she married him; but he was also short, fat and no longer pretty. A woman had needs, after all, and had she not provided for him and put food on their table for years? She indulged herself with Rand several times in the years that followed, though always telling herself that this time would be the last time. When her youngest daughter Egwene expressed an interest in Rand, Marin was quite happy to arrange for them to be betrothed. This, of course, had nothing at all to do with the likelihood of Rand moving into her house, though that idea did please her more than she cared to admit.

When Emond’s Field was attacked by Trollocs on Winternight of 996NE, Marin was stricken with grief at the loss of life but rose to the occasional and oversaw the rebuilding effort. She was even more stricken when a letter arrived in the Theren many months later, informing her of the death of her youngest daughter, Egwene, who had run away from home to become an Aes Sedai.

Emond’s Field’s troubles intensified a year later, when a larger Trolloc incursion beset the region at the same time as the Whitecloaks arrived, intent on purging all Darkfriends, real or imagined, from the Theren. Marin was powerless to stop them until the return of Perrin, Rand, Anna and their companions. She was particularly pleased to see Rand again, and soon took him to bed, where she learned the details of her daughter’s death while being introduced to anal sex.

Marin initially supported Perrin during his and Faile’s rise to leadership in the Theren, but questions raised by Rand and Anna caused her to have second thoughts about the direction the Theren was heading in. She was shocked and appalled to learn that Rand could channel the One Power and was claiming to be the Dragon Reborn. She urged him to leave Emond’s Field as a result, despite their relationship.

The aftermath of that conflict left Marin in a precarious position. Not only did she find herself caught between the competing ideologies of Faile and Anna, but she found herself poised to become a grandmother again at last. Though the pregnancies of her daughters would have been welcome news in other circumstances, her happiness was undercut by the fact that all four of them were unmarried, and their refusal to say who the fathers were. This scandal weakened Marin’s position as Mayor, and led rivals for her position to gather.

**\*Marith Jaen** (pronounced MAHR-if JAYN): Aes Sedai of the Blue Ajah and former Amyrlin.

Marith was a stainless-steel bitch who kept a tight leash on her subordinates.

Maritha was born in Murandy in 700NE, and went to the White Tower in 7171NE. After a long career she briefly retired to the country in 973NE, immediately after Tamra Ospenya was chosen as Amyrlin. She claimed to be going to write her memoirs, but the truth was that she couldn’t stand Tamra and had wanted to be made Amyrlin herself. After the sudden deaths of both Tamra and her successor Sierin, as well as the mysterious deaths of many other senior Aes Sedai, Marith was called back from retirement and made Amyrlin Seat in 984NE.

Within a year of being raised, she uncovered and put an end to the Red Ajah’s pogrom against men and boys whom they suspected of being able to develop the ability to channel, and punished many of those responsible. She died of natural causes in 988NE, the third of three Amyrlins to have died in a decade. This led the Hall of the Tower to choose a much younger woman that normal for the next Amyrlin. They chose Siuan Sanche.

**\*Martyn Tallanvor** (pronounced mahr-TIN TAL-lahn-vohr): A Guardsman-Lieutenant in the Queen’s Guards of Andor.

Martyn is 6´ tall, fit and handsome, with broad shoulders. He weighs about 200lbs. He has dark eyes and brown hair.

He was born in 971NE and joined the Queen’s Guards in 988NE. He quickly distinguished himself and was made an officer in 991NE, then assigned to the Royal Palace in Caemlyn in 993NE. He grew to admire Queen Morgase greatly and is very loyal to her, but thought her daughter Elayne was spoiled and too willing to use her position to make the guards’ job harder than it had to be.

Martyn briefly met Rand al’Thor in 996NE, when he paid an accidental visit to the garden of the Royal Palace; he distrusted the man’s motives in being there, but his efforts to have him arrested were frustrated by Elayne’s defence of him.

Many of the Queen’s Guards were removed and replaced with new men at the behest of “Lord Gaebril” in 997NE, but Martyn retained his position. Despite having sworn loyalty to Gaebril, he remains Morgase’s man at heart, and suspects that there is something very dark happening in Caemlyn.

**\*Masema Dagar** (pronounced mah-SEE-mah dah-GAR): A Shienaran soldier.

Masema is a sour man of poor temperament. He is a good soldier, fearless and dedicated, but unfriendly, full of scowls and bitterness. He never jokes, or laughs at the jokes of others. He hates Aiel nearly as much as he does Shadowspawn.

Masema has deep-set black eyes with a barely-visible fold in the upper eyelid. His topknot is black. He has a dark, weathered complexion. He is leanly muscular, weighs 160lbs, and stands 5´10´´.

Masema was born in Fal Dara in 963NE and has served as a soldier since he was 15. He served at Ankor Dail for 3 years and came to hate the Aiel, who routinely raided the eastern border of Shienar. He met Rand al’Thor in 996NE and noted his resemblance to the Aiel, taking an immediate dislike to him. He was displeased when Rand was assigned to the party that was sent to recover the Horn of Valere, thinking him likely to betray them. He took the opportunity to confront Rand when he was alone in the woods. For reasons Masema did not understand, Rand did not resist when Masema began insulting and assaulting him. After taking out his anger at the Aiel on Rand by fucking him roughly, Masema felt conflicted and a bit guilty. He felt even more conflicted later, when it was revealed that Rand was actually the Dragon Reborn.

He swore fealty to Rand after Falme and grew increasingly more unstable and zealous. He fought fiercely against the Shadow at Tarcain Cut and continued to serve as a loyal soldier throughout the journey across Valreis. Rand avoided speaking to him as much as he could, but this had no effect on Masema’s growing zealotry. He began to speak of Rand and the Light as though they were one and the same, and to describe all who opposed them as sinners. This caused most of the other Shienaran armsmen to look askance at him, and to treat him as carefully as they might a dog that was going rabid. The only two who listened seriously to his rantings where Bartu and Nengar.

After the Battle of Emond’s Field, when Rand decided to go on to Tear alone, Masema was distraught. He came to think that Rand wanted him to go out into the world and preach to the people of the coming of the Dragon Reborn. It was for this reason that he left Uno’s squad not long after, taking Bartu and Nengar with him. The three set off for Ghealdan, where they took it upon themselves to spread the word of the Dragon’s Rebirth.

While the Ghealdanin made efforts to silence Masema, he proved to be tougher than they’d expected. The people who gathered to hear him speak proved more numerous than expected, too, and many of them took to calling him the Prophet of the Lord Dragon.

**\*Matrim “Mat” Cauthon** (pronounced MAT-trim “MAT” CAW-thon): A Therener who was born in early Danu 978NE to Natti Cauthon and Abell Candwin. Mat has two younger sisters named Bodewhin and Eldrin, and a reputation as an irresponsible prankster and skirt-chaser. He is very independent and chafes against authority. He is wary of the One Power, and distrustful of those who use it. Despite his bad reputation, and his own denials, Mat is generally good-natured and always keeps his word.

Mat stands 5´11´´ tall and weighs 180lbs. He has a slim, wiry build, with brown hair and brown eyes. He face would typically be considered cute, rather than handsome. His manhood is exceptionally long, if thin. He has a long scar around his neck, the legacy of a near-fatal hanging.

He lost his virginity at age 12 to his closest friends, Rand al’Thor and Perrin Aybara, during a camping trip. Over the early years of his life he was also involved with Calle Coplin, Egwene al’Vere, Marisa Ayellin, Sandi Lewin and others. His friends included Dav Ayellin, Elam Dowtry, Lem Thane, Bandry Crawe and Jaim Torfinn. He often teased folk, especially the younger boys, and was rather notorious in and around Emond’s Field. Mat excelled at using a quarterstaff, a skill taught him by his father, and is a good shot with a bow as well. He has quick hands and quick wits.

Mat left the Theren in the spring of 996NE in the company of Moiraine Damodred and various others. During their journey he became friendly with the gleeman Thom Merrilin, had an affair with a lusty farmgirl named Else Grinwell, and faced down the Darkfriend assassin Mili Skane. Ba’alzamon often visited Mat in his dreams at this point, to torment and tempt him.

Mat began experiencing the occasional flash of memories that were not his own, showing a fluency in the Old Tongue that he had not earned, and a familiarity with ancient Manetheren. It is possible he was accessing the memory of a previous incarnation. Like Rand and Perrin, he was revealed to be *ta’veren*, a man marked by destiny. None of the three were happy with the idea of their fates and lives being controlled by the Pattern, but Mat was the least pleased of all.

A misadventure in Shadar Logoth led to Mat snatching a ruby-hilted dagger that was tainted with the evil of that place. He carried it beyond the city’s bounds and became increasingly affected by its influence, growing suspicious and ill-tempered. Moiraine’s intervention shielded him from the worst of the effects, but only temporarily.

Mat grew distant from Rand after the events at the Eye of the World revealed his friend to be a channeler. Mat left for Tar Valon in the company of the Amyrlin Seat, and there he was finally parted from the tainted dagger. The trauma left him in a coma for three months and when he woke he found that there were gaps in his memory.

Mat sought to leave Tar Valon soon afterwards but was thwarted by the Amyrlin Seat, Siuan. She did not want an important figure such as a *ta’veren* wandering around unsupervised, so ordered him confined to the city until such time as she discovered a use for him. Mat attempted several escapes but was unsuccessful, and grew increasingly disgruntled with his fate, and with the Aes Sedai. He began training with the Warders, Jan Conde in particular, and grew increasingly proficient with a quarterstaff. He faced Gawyn and Galad at the same time and defeated both.

Mat resumed his relationship with Else, who had become a Novice in the Tower, but it proved short-lived. Else was put out of the Tower for behaviour ill-suited to a prospective Aes Sedai. Specifically, her affair with Mat. Since Aes Sedai considered sexual relations with men a cause for such censure, and Novices were already few, Mat decided that if he could not escape Tar Valon he could perhaps make the Amyrlin willingly send him away. Towards this end he set out to seduce as many Novices and Accepted as he could. His conquests began with Alvistere Malevin, but certainly did not end with her.

The Accepted Mair was the next to share Mat’s bed, and was punished for it by the Aes Sedai. The Novices Namene and Marah followed soon after and ended up fighting each other over him. Keatlin and Ibrella also fell to Mat’s charms, as did Tabitha (who was expelled) and Tabiya (who was sent to work on a farm for months). Maryel and Karin shared their favours with him, too, and the latter was also expelled from the Tower over it. Aery took a liking to him late in his escapades, and he took her to bed as well. When the Amyrlin finally decided to put an end to Mat’s plot, he was caught in the act with a second Accepted, Faolain.

Depressed over the failure of his latest escape attempt, and incensed at the Aes Sedai, Mat challenged Joline Maza’s Warders on the practice field, defeating one before the second took him down. While still groggy from his injury, he was tricked into accepting a Warder bond from Joline. He was outraged by this, and Joline was surprised to find the bond did not allow her to control him as well as she’d imagined it would.

With the bond in effect, Mat has become slightly stronger and faster than he used to be. He is also resistant to disease and heals from minor wounds faster than usual. The bond also affords him protection from anyone who might think to use *Tel’aran’rhiod* against him. None of that counteracted his growing resentment of the Aes Sedai.

Mat was finally able to escape Tar Valon shortly after Nynaeve returned from her sojourn to Falme. She had gained access to a pass written in the Amyrlin Seat’s own hand that allowed her access to a measure of the Amyrlin’s authority. To Mat’s surprise she proved willing to use that authority to free him from the Aes Sedai’s clutches. He was given a letter and a horse, both of which he was to deliver to Caemlyn, before he and Nynaeve parted company on the far side of one of Tar Valon’s bridges.

Mat made his war to New Braem, where his uncanny luck won him a small fortune, while also frustrating the multiple attempts on his life that agents of the Shadow made. He met a rogue Illuminator named Aludra Nendenhald there, and saved her life from some of her fellow Illuminators. She gave him some fireworks as a reward and they travelled together to Caemlyn, becoming lovers along the way.

Mat delivered the horse and letter as promised, but fulfilling the latter promise proved somewhat nerve-wracking for him, since he chanced to overhear a conversation in which a man was ordered to kill the Daughter-Heir Elayne. He was going to report what he heard to Queen Morgase, but decided to hold his silence when the man giving the order proved to be her lover and advisor, Lord Gaebril. Instead, Mat parted company with Aludra and set off for Tear, intent on stopping the assassin himself.

He made his way on horseback to Far Madding, where he learned of the Guardian’s ability to prevent the One Power from being used, and then took passage on the *Spray* to Illian. While sailing south he was attacked by Darkfriend assassins, who he dispatched, and had an affair with the ship’s captain, Bayle Domon.

While in Illian itself, Mat and Bayle were invited to visit Lord Brend of the Council of Nine, who wanted to buy certain artefacts Domon was known to be in possession of, specifically a male *angreal* and one of the seven Seals. “Brend” was surprised by Mat’s accompaniment of Domon, and recognised him as having been marked for death by the Shadow. Revealing himself to be Sammael in disguise, he attacked Mat. Domon stepped in front of him and took the blast for him, while Mat threw himself out a window and plunged into the canal in a desperate attempt to escape.

He fled Illian that very night, pausing only long enough to gather his belongings and send a message to Domon’s crew, warning them of the danger. Avoiding contact with others and disguising himself as best he could, Mat made his way to Tear, where he was reunited with Thom Merrilin, and met his girlfriend Dena. They helped him to locate Comar, who Mat defeated and killed, and then helped him look for Nynaeve and Elayne, though the search proved lengthy. During it, Mat found the time to get to become very familiar with a pair of sisters named Mada and Saal who worked at the inn they were staying in. They eventually discovered that the Accepted were being held inside the Stone of Tear, and Mat resolved to free them.

He planned to use the bundle of fireworks that Aludra had given him to create a distraction, but was shocked to see how much destruction it caused when he jammed it into an arrowslit and lit the fuse. Though intrigued by the possibilities this suggested, Mat had a more pressing concern. He and Juilin Sandar, a thief-catcher he’d encountered while scouting the area, entered the Stone through the hole the explosion had created.

They fought their way through the Stone and were confronted by the High Lord Darlin along the way, who boasted that he would see Mat tortured to death for his actions. Incensed, and reminded of his past mistreatments, Mat pressed the attack and defeated and killed the High Lord. He managed to reach the dungeons that Nynaeve and Elayne were being held in and unlocked the door to free them, along with the rest of the Accepted prisoners, but did not receive the gratitude he’d expected. Growing ever more disgruntled with channelers in general, Mat decided to leave them to fight their own battles.

When the dust settled, Mat was surprised to learn that Rand was also in the Stone. He was even more surprised to learn that Rand was the Dragon Reborn. Even so, he rejected Moiraine’s insistence that he would have to help Rand in his battle against the Shadow, and privately resolved to get as far away from her and Rand as he could.

His efforts to flirt with some of the Aiel Maidens, namely Aviendha, Lydia and Ayla, were less than successful, but Mat refused to give up. This led to his playing a memorable game of Maiden’s Kiss with Rhian, Jec, Harilin, Cara, Dorindha and Dailin, which led to an even more memorable game of Maiden’s Song, the latter of which Mat barely survived.

Mat’s desire to leave the Stone, and Rand’s company, was stymied by his *ta’veren* nature. No matter how much he tried to leave, an excuse to stay was always presented to him. These excuses included gambling with the young noblemen for obscene amounts of wealth, having a threesome with Thom and Dena, and trying to fix the holes in his memories using a *ter’angreal* that opened a gateway to Sindhol. The latter of these proved especially portentous, for it was there that the Aelfinn told him of his future. They warned him that if he did not go to Rhuidean he would die, and prophesised that he would “Marry the Daughter of the Nine Moons; die and live again, and live once more a part of what was; and give up half the light of the world to save the world.”

Despite his misgivings, Mat remained with Rand even after he left Tear, since he needed his help to get to Rhuidean, deep in the Aiel Waste. Mat bought himself a nondescript brown gelding of excellent speed, strength and stamina that he named Pips as he was leaving Tear for Rhuidean, which he journeyed to by way of Portal Stone.

The experience was very disturbing or Mat, since a mishap resulted in all those present glimpsing some of the alternate worlds to which the Portal Stones link. He saw his other selves doing any number of strange things, from marrying a female version of Rand, to betraying her to the Seanchan. He even experienced lives in which he was born as a girl named Matti.

With Rand’s help he was able to secure permission to enter Rhuidean, though the very suggestion that he enter that forbidden city was enough to make Couladin of the Shaido want to kill him. In Rhuidean, and under *Avendesora*’s influence, Mat briefly renewed his relationship with Rand, and confessed to him that he had been bonded by Joine. He also discovered an identical *ter’angreal* doorway to the one he’d used in Tear, and decided to step through in pursuit of more answers.

Unfortunately for Mat, this doorway led not to the realm of the Aelfinn but that of the Eelfinn, their fox-like cousins. Though there was a long-standing agreement between them and humanity, as well, it was of a different kind to the one Mat expected, with different rules and consequences. Three wishes, the Eelfinn grant. Mat asked for those wishes without even realising what he was doing, and neglected to specify what the price he would pay for them would be. He said that he wanted the holes in his memory filled, that he wanted a way to be free of Aes Sedai, and that he wanted them to open a door so that he could be away from the Eelfinn and back to Rhuidean. He got all of those things, though none in the way he had expected.

He was indeed returned to Rhuidean, but was left hanging from the branches of *Avendesora*, by means of a noose tied around his neck. The end of that noose was tied to a black-shafted *ashandarei*, a spear-like weapon with a slightly curved and single-edged sword blade at the end. Power-wrought, the blade of this weapon was engraved with two ravens, while an inscription in the Old Tongue was written on the 5`11`` long shaft, bracketed by another pair of ravens inlaid in black metal. Said inscription reads: “Thus is our treaty written; thus is agreement made. Thought is the arrow of time; memory never fades. What was asked is given. The price is paid.”

He found a silver foxhead medallion around his neck, as well. Not quite palm sized, its eye showed the ancient symbol of the Aes Sedai. The medallion is a *ter’angreal* that disrupts flows of *saidin* or *saidar* aimed at the bearer. It also prevents the bearer from entering *Tel’aran’rhiod*, willingly or otherwise.

Most troublingly, Mat began to find himself recalling things he had never done or seen before, and places he had never been. Most of those memories seemed to revolve around battles. He also found himself growing even more proficient in the Old Tongue, despite having never actually studied it before.

Mat kept both the *ashandarei* and the medallion. He soon added a wide-brimmed, flat-crowned black hat to his ensemble, to shield him from the sun and because he thought it looked good. Having done what the Aelfinn told him he had to do to survive, Mat was eager to leave the Aiel Waste, but could not do so alone. He attached himself to a group of peddlers they encountered, hoping that they would take him with them on their way back, while also hoping that one of them, the rather fetching Isendre, would invite him into her blankets. He was made to wait some time for either event, and amused himself in the meantime by having an affair with an Aielman named Acavi. Rand’s efforts to continue their relations or renew their friendship he rejected, though forced proximity often found him reverting to friendly ways despite himself.

**\*Mayam Colona** (pronounced my-YAHM cohl-OH-nah): An Accepted in the White Tower.

Mayam is somewhat notorious in the Tower due to her promiscuity and the many punishments that have been meted out to her over it. She has been held back extensively due to her rebelliousness, but over time the Aes Sedai have managed to wear her down and get her to comply with their ways.

She has very dark skin, and her eyes are nearly black. Her curly black hair stands out from her head in a thick cloud. She has full lips and is quite pretty. Mayam has a prodigious appetite for food but still maintains a slender figure—she never seems to gain weight no matter how much she eats. She is 5`6`` tall and weighs about 115lbs.

Her strength is 27/69. She has a Talent for Healing.

Mayam was born in Godan, Tear in 960NE and was sent to the Tower by her family after her ability to channel manifested in 977NE. After spending 12 years as a Novice she was raised to the Accepted in 989NE.

Since her extended time as a Novice and Accepted has led to her reaching her full potential well before she is allowed to test for the shawl, Mayam was considered a good candidate for recruitment to Nynaeve al’Meara’s Black Ajah hunting party. She joined it in early 997NE and left for Tear shortly afterwards.

Mayam took part in the fighting between the two groups, but was defeated by Asne Zeramene. Incensed by the difficulty she’d had in subduing her, Asne took a special interest in Mayam during the torture that ensued in the Stone of Tear’s dungeons. She and her Warders raped Mayam in front of the others, an act which Mayam found as horrible and traumatising as might be imagined. She vowed revenge afterwards. Mayam was freed from the dungeon by Mat Cauthon along with the rest of the Accepted, but the Black Ajah escaped before she could get her revenge.

Just when she thought she was recovering from her ordeal at the hands of the Black Ajah, Mayam was exposed to the Lines of If due to mishap that arose while Rand was transporting his party—which Mayam had been assigned to by Nynaeve—to the Aiel Waste. She saw some of the Lines of If as a result, and was particularly dismayed to share the experiences of her male counterpart, Mani, and learn of the things he had done.

**\*Mayene** (pronounced may-EHN): The smallest nation on Valgarda, derided by some as a mere city-state. It is situated in the southeast of Valgarda, on the southern part of a small and isolated peninsula.

The banner of Mayene is a golden hawk on a field of blue. It is fringed in gold if flown while the First is present. It is sometimes called Paendrag’s Banner, or the Golden Hawk.

The ruler styles themselves the First of Mayene, Blessed of the Light, Defender of the Waves. She wears the Diadem of the First, a coronet with a slim golden band and a golden hawk in flight at the front, its beak facing forwards and its wings backswept.

The First of Mayene and the rest of her kin claim to be descended from Artur Hawkwing through his grandson Tyrn sur Paendrag Mashera, who was believed to have been killed shortly prior to the High King’s death, only to appear at Mayene ten years later. This man was dismissed as an imposter by all those outside Mayene, and never attempted to claim Hawkwing’s throne, but the people of Mayene made him their lord. His descendants have ruled Mayene for a thousand years.

Mayene already existed as a city during the time of Hawkwing’s rule, and gained independence during the War of the Hundred Years. Though small, it is a rich land and well defended. Much of its wealth comes from trade, as well as its access to resources unique to Mayene, such as the famed oilfish shoals, the locating of which is a closely guarded secret.

A significant part of the peninsula Mayene controls is covered by the Drowned Lands, a large swamp filled with hostile and venomous creatures, many of whom are unique to it.

Mayene is a nation besieged, and has a rather martial bent as a result. It is required by law that every physically fit male commoner from age fifteen to fifty train with bow or crossbow and with the halberd or the pike. Every man is required to attend a yearly muster for a week of training in a unit, and there are fines for not keeping up with training. These musters are staggered throughout the year so that one is held nearly every week.

Nobles are exempted from this only because they are already expected to be competent with arms and to fight when necessary to defend Mayene. The First herself receives a degree of training in hand to hand combat that would be almost unheard of in other nations.

The Winged Guards are the personal guard of the First of Mayene and the elite force of

Mayene’s army. They number approximately two thousand men and officers in all. They wear red-painted breastplates and helmets like rimmed pots that come down to the nape of the neck in back. Officers have wings worked on the sides of their helmets, and slender red plumes. Three plumes mark the Lord Captain, the overall commander; two plumes mark a captain; and one a lieutenant.

**\*Meilan Mendiana** (pronounced MYE-lan mehn-dee-AH-nah): A High Lord of Tear.

Meilan’s family are old, powerful and well connected, while he himself is considered a hard and competent man by his peers. He is an arrogant snob who holds a healthy disdain for commoners. His late sister, Arella, was married to Torean Andiama and had two children by him. Years later, after Torean had remarried, Meilan had his eldest son and heir Izeilan betrothed to Nalia Andiama, who was born of that second marriage. His other sister is married to Gueyam Aldiaya.

He stands 5`11`` tall and has a lean build. His eyes are brown, and his once-black hair has gone almost entirely grey, as has his beard, which he oils into a point in the fashion of Tairen noblemen. He has an olive skin tone.

Meilan was much more than displeased that the Stone of Tear fell to Rand al’Thor and the Aiel. Though he feared the Dragon Reborn enough to bow his neck at his commands, he still plotted against him at every opportunity. He would like nothing more than to get the Dragon Reborn out of Tear, somewhere far away from him and his, so he could get back to the good old days when he reigned supreme over the land. Despite this, he was placed in command of Tear’s army when it was sent north to intervene in the Cairhienin Civil War and forcefully restore peace to that land.

**\*Melaine, of the Jhirad sept of the Goshien Aiel** (pronounced meh-LAYN): An Aiel Wise One, dreamwalker, and channeler.

Patriotic and conservative, with a hot temper and a sharp tongue. She is proud and brave.

She is a handsome woman with long, red-gold hair and green eyes. As a channeler, she remains young looking despite her actual age. She is 5`9`` tall and weighs about 140lbs.

Her strength in the Power is 23/69, and she is what the Aes Sedai would call a Dreamer. She is accounted one of the best dreamwalkers at seeing the future.

Melaine was born in 899NE and has been a Wise One for most of her long life. She had a husband and children when she was young, but has outlived them all.

In 997NE she was one of the four Wise Ones who gave Rand al’Thor permission to enter Rhuidean, and was the most reluctant of those four to do so. When he emerged marked as the *Car’a’carn*, she made it her goal to ensure as many of the Aiel survived his coming as she could.

**\*Mendao Chulin** (pronounced men-DAH-oh choo-LIHN): A Shienaran soldier from Fal Dara, now sworn to the Dragon Reborn. His aunt Alesune is *shatayan* to Queen Kensin.

He is hot-headed and proud; boastful and somewhat confrontational. He has a blademaster’s skill, though he has not been officially accorded the right to wear the heron mark.

He is 5`8`` tall, weighs about 180lbs, and is muscular. He has a long face and dark eyes. His black hair is worn in the traditional topknot of a Shienaran soldier, with most of the skull shaved around it.

Mendao was born in Fal Moran in 969NE. He moved to Fal Dara to be closer to the front lines of the fight against the Shadow. In 996NE he was one of the twenty soldiers under Lord Ingtar’s command who were sent to recover the Horn of Valere from Padan Fain. They chased Fain all the way to Falme, using a Portal Stone for the last stage of their journey. A mishap with said Stone caused Mendao to see a variety of alternate worlds through the eyes of his own alternate selves there. At Falme he saw the Horn of Valere sounded and Rand declared as the Dragon Reborn. In the aftermath of that battle, he and the other Shienaran armsmen swore fealty to Rand.

Mendao fought to defend Rand as they made their way east through war-torn Falmerden while being hunted by Shadowspawn. He slew bandits, Trollocs and Myrddraal in the course of the conflict, which came to a head at Tarcain Cut. After the victory there he almost got into a duel with three Hunters of the Horn, but that confrontation—and whatever might have resulted from it—was prevented by Rand’s presence. He continued to protect Rand as they journeyed east through Valreis and Andor, all the way to Emond’s Field, where he found himself once more in battle against the Shadow. When Rand left for Tear alone, Mendao rode in pursuit of him along with all the others.

After witnessing the fall of the Stone of Tear, and later aiding in its defence against a Shadow attack, Mendao was placed under Ragan’s command and charged with protecting Nynaeve’s group of Accepted when they left for Tarabon in pursuit of the Black Ajah. He performed this task ably, though he was offended by the way Nynaeve demanded oaths of obedience from he and his fellows.

**\*Merile** (pronounced MEHR-ril): A young *Tuatha’an* woman who has been discovered to be able to use the One Power, and so been obliged to leave her band and become one of the Lost.

Merile is a sweet and friendly girl. She has a good and trusting nature, almost too much so in fact. She can be naive and scatter-brained and is prone to rambling, or saying inappropriate things at inappropriate times. Though the Way of the Leaf, which Merile still values, teaches acceptance of all that comes, she can be surprisingly independent at times, almost rebellious even. This has less to do with an angry rejection of the system, and more to do with how much of a freethinker she is.

Merile is a very pretty girl, despite a face that some might consider too narrow, and ears that some might say stick out too far. She has fair skin, large green eyes and long black hair. Standing only 5`1`` and weighing only 90lbs, she could easily appear girlish were it not for the pronounced curves of her hips and waist. She has narrow shoulders and small hands. Her breasts are small and tipped by pink nipples. She has a small but pretty bottom and smooth, slender legs. Her pussy is lightly furred.

Her strength in the Power is measured at 24 on the 69 point scale. She has a Talent for Healing.

She was born in 980NE to Mari and Sorrel, a married couple who were part of the *Tuatha’an* band led by Raen. She had an elder brother named Tamlin. Merile briefly encountered Perrin and Egwene while they were staying with her band in 996NE, and was one of those who endeavoured to teach Egwene how to dance as the Tinkers do.

She became friends with Raine Cinclare while the young wolfsister was staying with Merile’s band. While the two girls seemed to have little in common at first, their shared oddities made them natural companions.

The next year she found herself in the Theren during an incursion of Shadowspawn. She met Rand al’Thor while he was resting at the Tinker camp one day. As the *Tuatha’an* attach little shame to promiscuity, and as she found Rand quite attractive, Merile thought nothing of inviting him back to her wagon for the night. She quite enjoyed his company. Not long after Rand left, her band was attacked by Shadowspawn and many were slain, among them her brother. Her friend Cerani was accosted by Trollocs and dragged off into the night to be killed or worse while her mother Velana tried vainly to save her. It was at this time that Merile’s ability to channel first manifested. While she did not kill any of the Shadowspawn, she created enough of a distraction that many were able to escape alongside her. The survivors fled to Emond’s Field, where Merile was reunited with Rand.

As is *Tuatha’an* custom, Merile was obliged to leave her family behind and give up the Way of the Leaf, now that she was revealed to be a channeler. She was to give herself over to the Aes Sedai for training, something which Merile was quite willing to do at first. But between her growing affection for Rand and her distaste for the way Alanna Mosvani treated him—bonding him as a Warder against his will—she soon grew disenchanted with the Aes Sedai. The sisters were as surprised as any when, on seeing Rand revealed to be the Dragon Reborn, Merile chose to reject their teachings and follow him to Tear instead. She had expressed a desire to learn to Heal, but though the Aes Sedai had taught her enough that she does not need to fear dying from exposure to the One Power, they were unwilling to teach her anything more, now that she had rebelled against them.

She befriended Saeri, Luci and Imoen during the journey to Tear. She and Saeri confessed to each other about their mutual relationships with Rand, and came to an understanding. When they were reunited with him at the inn called The Star, the two girls agreed to share him between them. They hadn’t planned to become lovers as well, but the tryst that followed their reunion led to just that.

Even more was to follow, when Imoen was invited to join them in Rand’s bed as well. She agreed, and the four of them spent a long and noisy time together, uncaring of how many people knew what was going on between them.

Merile made a start on rebuilding the collection of carved animals she’d had before the Trollocs destroyed her caravan, after Rand bought her a little wooden doe and stag as presents. She also got herself a fancy new riding dress, in green and black, with a yellow sash and scarf. Her efforts to find someone to teach her how to channel were stymied by the Aes Sedai, to both her and Rand’s disappointment. Her efforts to befriend Rand’s Aiel guards in the Stone met with similar failure, for none of them would acknowledge her at all. Avaleen did, however, and more than that. She proved quite willing to pleasure Merile as well as Rand, during the threesome that they had.

Though she had initially been intended to stay behind, Merile was able to talk Rand into letting her go with him to the Aiel Waste. She journeyed there by way of the Portal Stones, a distressing mishap therewith allowing her to see some of the Lines of If.

Merile found herself being ostracised by the Aiel. Her and Rand’s efforts to persuade the Wise Ones to teach her failed but a welcome surprised soon occurred when Dani Rulonir decided to ignore the Aes Sedai orders against helping Merile. She offered to teach her in secret and Merile was happy to accept. She found Dani to be a stern but fair teacher, and grew fond of her.

Though she had grown increasingly conflicted about the Way of the Leaf, it was not until a Trolloc attack one night in the Aiel Waste that Merile would truly become “Lost”. She killed a Trolloc with fire during the fighting. Though upset, she found comfort in bed with Rand and Raine.

Merile was present at Alcair Dal, where she heard Rand reveal that the Aiel, who had been ostracising her for being *Tuatha’an,* had once followed and abandoned the Way of the Leaf. Needless to say, it was a revelation of some importance to her.

**\*Mistress of Novices, the**: The title granted to the Aes Sedai in charge of training and disciplining Novices and Accepted in the White Tower.

**\*Moghedien** (pronounced moh-GHEH-dee-ehn): A notoriously cowardly Forsaken who was named for a small but very poisonous Spider. Her original name was Lillen Moiral (pronounced LILL-en moy-rahl), and she worked as an investment advisor, though a shady one, before turning to the Shadow. Afterwards, she primarily functioned as a spy and occasional assassin.

Moghedien considers herself to be prudent rather than cowardly, and despises almost everyone else she meets because she is convinced they hold her in contempt. She envies the public acclaim and success of others, even as she scorns the risks they took to achieve it. Her wariness and spitefulness can make her a surprisingly dangerous foe, despite her reported cowardliness.

She is a sturdily handsome woman of average build, with pale skin, shoulder length brown hair, and dark eyes. Her face is lined, though she was not particularly old for a channeler even before being granted immortality by the Dark One. She is noted for her twitchy mannerisms. Moghedien is 5`5`` tall and weighs 145lbs.

On a scale of 1-69, Moghedien’s strength in the Power is measured at 10. She is the weakest of the Forsaken who were imprisoned along with the Dark One, but is still stronger than most of the channelers native to the Tenth Age. She has a strong Talent for Dreaming, and is particularly skilled in the use of *Tel’aran’rhiod*, perhaps surpassing Lanfear and Ishamael, though she does not quite dare confront either of them over it.

Moghedien was the third Forsaken to be freed from the Bore. She promptly went and found somewhere to hide. Perhaps unsurprisingly, it was in the most distant and peaceful nation in Valgarda that she ensconced herself. She was still there when Liandrin’s group of Black Ajah arrived. She kept a close eye on them but did not reveal herself. She did the same with the group of Accepted that Nynaeve led in pursuit of them, using Compulsion to question them about their intentions while trying to ensure that they did not remember she had been there. Despite her cautions, Nynaeve was able to recall the encounter and promptly attacked them when they met again in the museum inside the Panarch’s palace. The two fought, and were evenly matched until Nynaeve took her by surprise by throwing the male *a’dam* at her. Unused to physical confrontation, Moghedien was distracted long enough for Nynaeve to shield her. Terrified, she attempted to flee only to find herself bound with ropes of Air. Moghedien feared that she would be killed, but Nynaeve did not have the heart to kill a bound prisoner, so she was afforded the time she needed to break the shield and escape. While she was able to flee from Nynaeve, she was not able to outrun the shame of her defeat.

**\*Moiraine Damodred** (pronounced mwah-RAIN DAH-moh-drehd): A Cairhienin Aes Sedai of the Blue Ajah. She sought out the Dragon Reborn, with the intent of preparing him to fulfil his destiny and defeat the Dark One.

Moiraine is highly intelligent, determined, ruthless and single-minded. She has dedicated her life to her cause, and has little concern for anything beyond it. That said, she is not cruel and will not harm anyone unless she deems it necessary. Nor is she without compassion for others, she simply knows that their concerns and welfare are secondary to the fulfilment of the prophecies. Moiraine is skilled in *Daes Dae’mar* and is an excellent manipulator, both politically and personally. She is very self-disciplined and rarely lets her emotions show, or allows them to affect her decisions.

Moiraine is a beautiful woman, with a slim build and fair skin. She has large dark eyes with a very slight fold to the eyelids. Her black hair is long and glossy and slightly curled; it falls in loose waves down her back. She stands 5´2´´, weighs 110lbs and has a melodious voice. She has the typical ageless face of an Aes Sedai and prefers to dress in the colour of her Ajah. She often wears the traditional Cairhienin *kesiera* on her forehead, hers being a small sparkling blue stone held by a fine golden chain. In the parlance of another Age, she might be described as “asian”, though that term would not be used in the Tenth Age, of course. Her breasts are small and pert, her nipples dark, her bottom small and her legs slender.

Her strength in the Power is measured at 19/69 and she has Talents for Healing, and Cloud Dancing. She has a personal *angreal*, a dark ivory carving of a woman in flowing robes.

She rides a white mare named Aldieb, whose name means “the Westwind” in the Old Tongue.

Moiraine was born a Princess of Cairhien in 956NE to Prince Dalresin Damodred and his second wife, Alys Lee, a scholar of common birth that he had known for many years. Their marriage was a source of great controversy in stratified Cairhien, and the mockery her parents endured would colour much of Moiraine’s childhood. Dalresin’s sister Laina was Queen of Cairhien at the time, and he had an elder brother named Aldecain who was the commander of her armies. Moiraine’s paternal aunt and uncle were both married, with children of their own, and she had three elder siblings from her father’s first marriage. Moiraine’s eldest half-sister Innloine was married, too, and had several children. Her half-brother Taringail was wed to first Tigraine Mantear and then Morgase Trakand, fathering children on both. Dalresin and Aldecain’s children all bore the Damodred name instead of the name of their mothers, for rank often outweighs custom. As large as her extended family was, however, Moiraine was not close to any of them save for her mother and father.

Moiraine was an impetuous youth, who scorned her Damodred relatives just as much as they scorned her beloved parents. She saw House Damodred as having a dark and sinister history, and found no pride in being a member of it. Her father was a humble man, a scholar with no interest in *Daes Dae’mar*, who had little in common with his relatives. Moiraine herself became quite familiar with the Great Game, though more out satisfaction in being able to use it to outmanoeuvre and embarrass her rivals than out of a desire for power and rank. Her mother died when Moiraine was 10, of a sudden illness that Moiraine sometimes suspected was poison, though she was never certain of it.

In 972NE, at age 16, Moiraine discovered she had the ability to channel the One Power and sought out her aunt’s Aes Sedai advisor Fillipa Arnault, who taught her enough to be safe while preparing to ship her off to the White Tower. A celebratory ball was staged in her honour prior to her departure from Cairhien. She felt little sense of loss at parting from the royal court, and willingly embraced the idea of becoming Aes Sedai.

Moiraine arrived at the White Tower the very same day as Siuan Sanche, and the two were inseparable throughout their training. They became first friends, and later lovers. Moiraine was a little surprised to find herself often deferring to Siuan, but soon became used to it. They played many pranks together, and were soundly disciplined for them, too. Other friends of her time as a student included: Leane Sharif, Myrelle Berengari, Adine Canford, Sarene Nemdahl, Dynahir Rashamon and Shinaid Newferry. She did not get along with Tarna Feir, and Elaida do Avriny a’Roihan was a thorn in her side throughout her training.

Moiraine’s father passed away while she was a student in the White Tower. She had next to no contact with the rest of her kin after that. Aes Sedai custom discourages such things, but in Moiraine’s case she needed no discouragement. The White Tower was often intrigued by the idea of putting Moiraine on the Sun Throne but that was a plan she vehemently opposed.

In late 978NE, while the Battle of the Shining Walls was raging outside Tar Valon, Moiraine and Siuan happened to be present in the quarters of the Amyrlin Seat Tamra Ospenya, when her Keeper of the Chronicles, Gitara Moroso, had her final Foretelling. Gitara revealed that the Dragon had been Reborn before suffering a heart attack from the shock. Tamra swore the two Accepted to secrecy. In early 979NE, after three years as Novices, and three years as Accepted, Moiraine and Siuan were allowed to test to become Aes Sedai on the very same day, with both passing. They chose the Blue Ajah. Shortly afterwards Moiraine began noticing that many of the most senior Aes Sedai, those trusted by Tamra, were dying in mysterious ways. When Tamra herself died not long after, Moiraine and Siuan became convinced that someone was killing all those who knew of the Dragon’s rebirth. As they themselves, having been mere Accepted at the time, seemed to have been overlooked, they resolved to find him themselves. So began a search that would last almost two decades, centred around any woman who was known to have given birth to a male child in early Danu of 978NE.

During the first year of her search, while pursuing leads in Kaltor, Moiraine encountered Lan Mandragoran and fought with him against several Darkfriends, among them the treacherous former Mistress of Novices, Merean Redhill, who Moiraine defeated and killed. The Darkfriends were part of a continent-wide effort to locate and kill anyone who might possibly prove to be the Dragon Reborn. Afterwards, Moiraine told Lan of her quest and asked him to become her Warder. He agreed and she bonded him. The two developed a strong mutual respect and worked well together, but never became intimate. This was in part due to the Aes Sedai prohibition against such relations, and in part due to both Moiraine and Lan’s single-minded devotion to their causes.

While supported by Siuan from within the White Tower, Moiraine and Lan searched all over Valgarda. In the spring of 996NE their search brought them to Baerlon, where a viewing from Min Farshaw steered them towards the Theren. There they met several boys of the appropriate age, among them Rand al’Thor, Mat Cauthon and Perrin Aybara. When the Shadow launched a sudden raid on the isolated province, Moiraine became convinced she had finally found her quarry. Moiraine secured a promise of cooperation from Rand in exchange for Healing his father Tam of a near-fatal wound. She then took the three boys and fled the Theren, accidentally recruiting a number of other allies along the way, including two very promising potential Aes Sedai named Egwene al’Vere and Nynaeve al’Meara. Egwene was eager to learn what Moiraine could teach, in and out of bed. Nynaeve was vehemently opposed to her, but Moiraine balked at nothing when it came to her mission. To motivate Nynaeve to join the White Tower, she tied her down and sexually assaulted her, mocking her for her powerlessness and pointing out that only by learning to channel the One Power could she prevent such things from happening again. Moiraine took little pleasure in resorting to such a tactic, but was still glad when it succeeded.

Over the course of their journey towards Tar Valon, Moiraine had ample opportunity to show her skill as a channeler, killing hundreds of Trollocs, healing near fatal wounds, locating Perrin in time to save him from the Whitecloaks, and preventing the evil of Shadar Logoth from killing Mat. When their journey took a surprising turn towards the Eye of the World, however, she found herself outmatched by the Forsaken Aginor and was defeated and captured. Whatever grim fate would have awaited her was averted when Rand revealed himself as a channeler and used the Eye’s power to drive Aginor off. In Moiraine’s eyes this confirmed what she had already suspected: Rand was the Dragon Reborn. Unfortunately, Egwene and the Green Man died in the conflict at the Eye, which was a source of some grief to Moiraine, though one she hid well.

While her long search was at an end, Moiraine knew the true struggle had only just begun. Siuan, who had become the Amyrlin Seat by then, joined her in Fal Dara where they revealed to Rand what he was, only to be frustrated by his refusal to believe them. Noting Rand’s suspicion and distrust, as well as his innate distaste for being told what to do, Moiraine advised handling him delicately. She kept her distance from him for a time, using proxies to steer him towards his destiny while she did research on *The Karaethon Cycle*, among other things. Towards this end she met with the elderly twin Aes Sedai, Vandene and Adeleas Namelle. There she barely surviving an attempted assassination by a Draghkar that had been warded to prevent detection. She also persuaded the sisters to teach her the forbidden weave known as Balefire. Her studies led her to believe that Rand’s destiny would take him to Toman Head, and she arrived there via the Ways just in time to hear the Horn of Valere sounded and see him accept that he really was the Dragon Reborn. She attempted to rescue Ryma Galfrey and Sheraine Caminelle from the Seanchan in the aftermath of the battle at Falme but found that they had already been carried off on the invaders’ retreating fleet.

Moiraine made a point of making Rand watch as she threw away the broken hilt of Tam’s sword, intending it as a symbol of his letting go of his past and embracing his destiny. She was thwarted when Min and Elayne recovered the ruined sword and urged Rand to keep it as a memento.

She clashed with Rand for leadership as they made their way through war-torn Falmerden. When she attempted to intimidate him with threats, he responded by slitting his own wrist right in front of her. She Healed him, of course, but the message was clear. Moiraine was reluctant to go to Amaran as Rand’s messenger, but was persuaded to do it in the end and was successful in her mission, bringing Evelin and her army to the Battle of Tarcain Cut in time to save Rand’s smaller force from annihilation. While in Amaran she learned that Nynaeve had impersonated an Aes Sedai in her past dealings with the Denagars and was not pleased. As punishment, and to reinforce her earlier lesson, she once more dominated Nynaeve sexually.

Moiraine attempted to negotiate a peaceful settlement of the dispute between Evelin and Surtir but held little hope of success. She was awestruck by the second sounding of the Horn of Valere, since it afforded her the chance to meet the legendary Aes Sedai Mabriam en Shereed, who succeeded where she had failed. Later, Moiraine listened in on the inaugural meeting of the Inner Circle, which Rand had not invited her to join.

She spent most of the trip into Valreis hiding in a wagon, since her Aes Sedai face was likely to be recognised, but she still asserted enough control to realise the threat that a Seanchan who knew of Rand’s identity posed, and to order the assassination of said Seanchan; Cerandin. Later, she correctly interpreted Perrin’s dream as a warning about an imminent Darkhound attack. She moved to intercept it and destroyed the pack with Balefire.

While in Fontaine she attempted to arrange for their passage upriver towards the Black Hills and Tar Valon beyond them, but was thwarted by the Riela’s proxies, who intended to kill Rand. After Galad arranged passage upriver, Moiraine and the others found themselves confronted by Asha’bellanar, who defeated them all with ease despite her attempt to use Balefire upon her.

When the party split up at the Tar Valon border, Moiraine arranged for Verin to take the Horn of Valere with her, intending for it to be stored safely in the White Tower. She did this without consulting Rand or Min, to both their displeasures. Her own displeasure matched theirs when Rand decided to go back to the Theren after hearing or some troubles there concerning the Children of the Light. Moiraine argued against going but Rand would not be moved so she accompanied him home and took part in the defence of Emond’s Field in the weeks that followed, working with her fellow Aes Sedai Maigan and Alanna, who had been sent there by the Amyrlin to recruit some new Novices.

Whatever regard she might have held Alanna in, however, was ruined when the other woman decided to bond Rand as her Warder without his permission, something even Moiraine had balked at, despite how troublesome a charge she had been finding Rand to be. When he fled to Tear soon after being bonded, however, Moiraine did not hesitate to make use of the bond to keep track of him as she gathered a party to ride in pursuit.

She sent Min away to Tar Valon, ostensibly to deliver a letter, but also to get her away from Rand. She would have left Uno and his Shienarans out of the pursuit as well, along with Tam al’Thor and many others, but their loyalty to Rand proved too strong when combined with the stubbornness of Tam, who rightly suspected she wanted to get rid of anyone who had undue influence on Rand, and moved to thwart her.

Moiraine rode to Whitebridge, where she encountered her nephew Galad. He’d been hunting Rand, intent on killing a man he thought to be a false Dragon, so Moiraine manipulated him into going to Saldaea in order to keep both he and Rand safe. She then took ship from to Tear, where she learned that Rand was already in the city and that the “High Lord Samon” was Be’lal in disguise.

Uncowed by this, Moiraine and Lan infiltrated the Stone of Tear, where she found Rand fighting Be’lal in the Heart of the Stone. She interrupted their duel, which Be’lal was winning, and attempted to kill the Forsaken with Balefire. She would likely have succeeded if not for the intervention of his *Sysan Odiva*. While she was defeated, she both cleared the Forsaken’s wards away from *Callandor* and distracted him long enough for Rand to take control of the *sa’angreal*.

In the aftermath of that battle, Moiraine located one of the seven seals in the Great Holding, learned that the Aiel had been the People of the Dragon all along, and received a message from Lanfear warning her away from Rand, before persuading him to free Alanna from the *ter’angreal* trap that she had blundered into.

Rand grew increasingly distant from Moiraine after taking control of Tear, to her great frustration. She tried to keep a grip on events there as best she could, but they swiftly spun out of control, with Rand involving himself with a multitude of women, and various others putting themselves forwards as advisors. Unwilling to let anyone colour his judgement, or steer him away from the path she thought best, Moiraine tried to get rid of those advisors—Thom Merrilin, for instance—but was unsuccessful.

While staying in Tear she took the time to teach the group of Accepted that Siuan had sent to hunt the Black Ajah how to Link, and occasionally took part in their questioning of the two prisoners they had taken. She arranged for said prisoners to be taken to Tar Valon for trial, but they were assassinated before the escorts could arrive. She had a confrontation with Nynaeve during this time, one which did not go in her favour as the former Wisdom had broken her block, at last.

In need of an advantage, Moiraine used the *ter’angreal* doorway in the Great Holding to journey to the land of the Aelfinn, where she received three answers, each true, about past, present or future.

This did not prevent Rand from continuing to thwart her desires by refusing to go to war against Sammael’s Illian, and preventing her from sending *Callandor* to the White Tower for safe-keeping. It was around about this time that she received a letter from, of all things, the Aiel Wise Ones. The letter claimed that Moiraine needed to come to the Waste to see them. At first, she dismissed that as impossible, but not longer after she learned that Rand intended to leave Tear for the Aiel Waste. Moiraine went with him, travelling by way of the Portal Stones.

She glimpsed several of the Lines of If due a mishap in that journey, and soon discovered that many of the Aiel Wise Ones could channel and that the Aiel were both wary and respectful of Aes Sedai. This reassured her somewhat when Rand persisted in his efforts to become their chief of chiefs despite Moiraine’s disapproval. It was the Wise One dreamwakers who told her that the future required her to go into Rhuidean and pass the same rest that their students take. Moiriane agreed to do so, stripping naked and making her way into the city at the same time as Rand, Mat and Aviendha. She saw many of her own possible futures in the *ter’angreal* she found there, and emerged a thoughtful woman.

**\*Mordrellen Mantear** (pronounced mor-Drehl-ehn MAN-teer): By the Grace of the Light, Queen of Andor, Defender of the Realm, Protector of the People, High Seat of House Mantear.

In 935–936NE Mordrellen spent two years in the White Tower; she had no ability to channel but, as per tradition, she received the Great Serpent ring on departing. Mordrellen was very close to the White Tower, making frequent return visits despite the distance.

In 964NE Mordrellen ascended to the Lion Throne after the death of her mother, Queen Dolera Mantear (pronounced DOLL-ehr-ah MAN-teer), who had ruled Andor for twenty years. Her father had died the year before. Mordrellen married Lord Willim Renshar and had two children, a boy named Luc and a girl named Tigraine. The disappearance of both her children circa 971NE devastated Mordrellen, supposedly having a poor effect on her health and contributing to her early death. Her death in 972NE, leaving no female members of House Mantear to inherit the throne, marked the beginning of the Third Succession War. Her Aes Sedai advisor was the noted prophet Gitara Moroso. She had four older brothers, and House Mantear continued through their lines.

**\*Morgase Trakand** (pronounced mor-GAYZ TRAHK-and): Ruler of Andor in 996NE. Her full title is: By the Grace of the Light, Queen of Andor, Defender of the Realm, Protector of the People, High Seat of House Trakand. Her sigil is three golden keys. The banner of House Trakand is a silver keystone on a blue field.

Morgase is a beautiful woman, with blue eyes, long red-gold curls, and a fine figure. Her daughter Elayne looks much like her. She stands 5´6´´, weighs 130lbs, and has a rich voice. She has proven a fair and just queen, though she is occasionally hot-headed. Though she is an extremely weak channeler, the Slowing still affects her and she looks younger than she actually is.

Morgase was born in 957NE. Her nurse Lini was a stern woman who was full of old sayings, and whom Morgase was very fond of. Her mother Maighdin died in 968NE, making Morgase High Seat of her House. She voluntarily entered the White Tower at age 14. Despite the fact that—with a strength level of only 68 on the 69 point scale—she can barely channel, she was allowed to live and study among the Novices for political reasons, and was given the Great Serpent ring usually reserved for Accepted.

When Queen Mordrellen Mantear died in 972NE, not long after the disappearance of her Daughter-Heir, Tigraine, Andor was plunged into the Third Succession War. Morgase left the Tower and returned to her nation to press House Trakand’s claim to the throne. The conflict was relatively bloodless as wars go, and fought mostly with political manoeuvring, debate and assassination. Morgase, with the assistance of her bard Thom Merrilin, won enough support to crown herself Queen in 973NE at age 16. She wed Taringail Damodred (pronounced TAH-rihn-gail DAH-moh-drehd) to further cement her claim to the throne, and adopted his and Tigraine’s son Galadedrid. Morgase and Taringail had two children, a boy named Gawyn and a girl named Elayne, before Taringail was assassinated in 984NE by Thom, who by then had become Court Bard and Morgase’s lover. Her relationship with Thom came to an end the next year, after a clash between him and Morgase’s Aes Sedai advisor Elaida over the Red Ajah’s treatment of his nephew Owyn. She later took Gareth Bryne, the Captain-General of the Queen’s Guards, as her consort.

Morgase met Rand al’Thor in 996NE, when he was brought before her by her guards after having fallen into the garden of the Royal Palace. She was urged to arrest him by many of her counsellors, but chose to release him due to there being no true evidence of his ill intent.

She bid her daughter and sons farewell the same year, since she was sending them off to Tar Valon for training, as is tradition in Andor. She was glad to do so, especially since Elayne was on course to become one of the most powerful Aes Sedai the Tower had ever seen, but her happiness with the arrangement did not last. When Morgase came to Tar Valon to visit later that year, she found Elayne gone. With no explanation for her absence forthcoming, she left the Tower in a fury, leaving her Aes Sedai advisor behind and cursing the Amyrlin Seat for her neglect of Morgase’s beloved daughter. She was also worried to learn that her stepson Galad had joined the Children of the Light, but that was a secondary concern compared to Elayne’s disappearance.

On returning to Caemlyn she was met by some good news, for the riots that had flared up in her absence had been quelled by an enterprising lord named Gaebril. Morgase welcomed Gaebril into her company ... and immediately found herself completely infatuated with him, obsessed even. She craved his body and was willing to do whatever he told her. Neither Morgase nor those around her could explain this sudden shift in her personality, since none of them knew that “Gaebril” was in fact Rahvin, the Forsaken, who was using Compulsion to control her mind. Under Rahvin’s influence Morgase dismissed almost all of her most trusted followers, including Gareth Bryne, and had them replaced by people of Rahvin’s choosing.

She received some good news in early 997NE, in the form of a letter from Elayne reassuring her mother that she was unharmed and had returned to the Tower, but would be out of communication again for a while, being about the business of the Amyrlin Seat. Rahvin was on hand when she received the letter as well, however, and gave secret orders for Elayne to be killed.

**\*Moridin** (pronounced mor-IH-din): An insane Forsaken who worshipped the Dark One, and sought to give the “gift” of death to all he met.

Moridin was a lunatic who worshiped the Dark One with a fanatic’s zeal. He was loud, cruel and sadistic. His fanaticism gave him courage, though, enough that he did not hesitate to attack the Dragon Reborn even while knowing that he was armed with *Callandor*. It was that very fanaticism that got him killed by said Dragon with said weapon.

He had pale yellow hair, cut short, and small, dark eyes. He was quite short and slender, standing only 5`8`` and weighing 125lbs, and had a handsome face.

His strength was measured at 20 on the 69 point scale. He did not have a *valdarhei*, preferring to trust in his *sa’angreal* and his faith for protection.

Moridin, whose name means The Grave in the Old Tongue, was originally called Hidan Teramosa (pronounced HEE-dahn tehr-ah-MO-sah) and was an unremarkable Aes Sedai. Mediocre even. He was considered too lacking in intelligence to be assigned any important tasks outside of channelling, and too ham-fisted in his channelling to be assigned any delicate tasks that involved the use of the One Power either. He might have been doomed to spend the whole of his extended lifetime in mediocrity, if not for the opening of the Bore.

How much of the change in Hidan was a result of the Dark One’s influence on the pattern and the living cannot be said for certain but, though always rough and foul-mouthed, he became a much more vicious and cruel version of himself after the fall of the Sharom.

He was one of the earliest Aes Sedai to defect to the Shadow, and came to embrace it with a fanaticism that eclipsed even that of the other true believers among the Forsaken’s numbers. Many Aes Sedai fell to Moridin during the War of the Powers, in no small part due to the *sa’angreal* he stole during the Collapse. That *sa’angreal* was named *Treyamon*, meaning Triple-Bladed Scythe in the Old Tongue, and Moridin rarely relaxed his grip upon it, especially not in the presence of his jealous fellow Forsaken.

Moridin was present at Shayol Ghul when Lews Therin Telamon sealed the Dark One’s prison, and was trapped in a place outside of time for three millennia. He was finally released, due to the gradual weakening of the seals, in 997NE, the fourteenth Forsaken to be returned to the world.

Like the rest of the male Forsaken, he was granted a shield by the Dark One in order to prevent the taint on *saidin* from affecting him. Unlike the rest of the Forsaken, male or otherwise, he did not bother to take the time to familiarise himself with the new Age, or to learn its language. Instead, he immediately sought out the Dark One’s greatest enemy, the Dragon, and sought to kill him once and for all. Towards that end, he led an attack on the Stone of Tear, resulting in the deaths of many. During the battle he met Rand al’Thor in single combat and was slain, his *sa’angreal* being destroyed along with him. He was the first Forsaken to be killed in the Tenth Age.

**\*Morrigan Lowfey** (pronounced MOR-ih-gahn low-FAHY): A wilder of uncertain loyalties. She possesses the until-recently unheard of ability to Shapeshift into animal form.

Morrigan is a skilled woodswoman and survivalist, sharp of both wit and tongue. She prefers to hunt with a spear, but can use a bow as well.

She is beautiful woman, with a svelte, slender figure. She stands 5`6`` tall and weighs 110lbs. Her hair is long and black and stubbornly messy, though she usually wears it tied up. She has eyes of a very light brown, almost amber. She has smooth, pale skin, breasts of medium size, a narrow waist and a pretty bottom. Her nails are quite long and sharp.

Morrigan has quite a strong potential in the One Power, with a rating of 12 on the 69 point scale. She has a minor Talent for Healing, and a greater one for Water Walking. She has had very little training in the use of her power, however.

Her known Shapeshifting forms include a large black crow and a small black cat.

Morrigan was born in 977NE in an isolated village named Hadirn, deep in the Falmeran Knotwood. Her mother Irla is the village Mayor and her father is named Etiran Moslin. She has one living sibling, a sister named Yavanna, who is seven years her senior. Morrigan was raised to be a Darkfriend, like her parents and grandparents before her. The entire village of Hadirn was raised so in fact. Unlike the rest of her people though, Morrigan’s own desires were often at odds with what she was raised to believe. She often clashed with her kin over what they perceived as her shortcomings, especially her odd fascination with the world outside the forest. As a girl, Morrigan made several forays outside the Knotwood, though they usually resulted in some disaster or another.

Her status among the Darkfriends of Hadirn increased greatly when her ability to channel manifested, and even more so when she began displaying the ability to Shift her form into that of an animal’s. It was assumed, inaccurately, that this was a forgotten weave of the One Power that Morrigan had rediscovered, and efforts were made to bring it to the attention of the Shadow’s leadership, in hopes of currying favour.

These tales brought Morrigan and Hadirn to the attention of the Forsaken Asha’bellanar, who visited the village. She took an especial interest in Morrigan at this time, due to her talents it was assumed, and taught her a few tricks that might make her more useful.

Morrigan first saw Rand al’Thor at the beginning of 997NE while he was separated from the rest of his party in the Knotwood. She followed him for some time before approaching him and offering him shelter in Hadirn. Rand was wary, but agreed, spending the night in her parents’ house. When he left the next day, Morrigan was surprised to find herself being ordered to go with him by the most senior Darkfriend in the village, though she could imagine many reasons they might want to place one of their own near him. She complied with only a little reluctance, and wasted no time getting into his good graces—and his breeches.

Morrigan clashed with the other members of Rand’s entourage and made few friends, though she made a positive impression on the youngest person present, a refugee named Saeri.

Rand and Morrigan grew close quickly, and shared a bed for several weeks. He often questioned the worldview she had been taught to believe in, and treated her much better than she was used to being treated. This came to alarm Morrigan, who dreaded the idea of falling in love with someone, considering it a potentially fatal weakness. This dread was amplified when he gave her a golden hand mirror to replace one she had told him she coveted during one of her earlier forays out of the woods. She proved to have reason for alarm when, during the Battle of Tarcain Cut, a Myrddraal publically identified her as a Darkfriend and ordered her to help it kill Rand. Morrigan set fire to the Myrddraal instead. Fearing the consequences she might face from both the Shadow and the Light, Morrigan Shifted into the form of a crow, and fled.

Morrigan returned to Tarcain Cut some time after Rand and the others had left. She reclaimed the belonging that Rand had left for her to find and then fled Falmerden, knowing that she was now an enemy of both the Light and the Shadow and would be hunted by both. She made it to Valreis, where she laid low for a time while gathering information about the world outside her forest. She even made her way into the Belshevi Palace in Orlay in the form of a black cat, where she spied on the Valreio spymaster and learned that Leliana was one of her agents.

**\*Morsa Kirijo** (pronounced MOHR-sah kee-REE-jo): A member of the Seanchan High Blood. She is the Lady of Merinloe. Her House’s banner is a silver stag’s head.

She is loyal to the Crystal Throne, very proud and has a regal air.

Morsa is 5´ tall and weighs 140lbs. She has pale skin. Her hair is straight and a very pale yellow, almost silver, and she wears it in the traditional manner of a Seanchan noble of her rank: with the sides of her head shaved, and a wide and tall crest running across the middle of her skull and hanging down her back. Her nails are an inch long and the first two on each hand are lacquered white. Morsa is exotically beautiful, with a plump, curvaceous figure and an impressively large bosom. She has vivid blue eyes, a small nose and full lips. She has a breathy, sultry voice.

Morsa was born in 977NE. She came to her inheritance earlier than anyone expected and her House’s position is not very secure as a result. She volunteered to take part in the *Corenne* in hopes of winning the Empress’ eye, and was assigned to the *Hailene.* She was present for the invasion of Falmerden, though only as an observer. While Padan Fain was staying among the Seanchan she avoided him like the plague. Morsa saw the effects of the Horn of Valere’s use and fled from Falme with the rest of the surviving members of the *Hailene*.

**\*Mountains of Doom, the**: A huge mountain range marking the southern border of the Blight, and the northern border of the collection of nations known as the Borderlands. The various passes through the mountains have been the sites of innumerable battles since the Breaking of the World.

**\*Mountains of Mist, the**: A series of very tall mountains in eastern Andor and northern Ghealdan. The Mountains of Mist were part of Manetheren once, and the capital city that shared that nation’s name was nestled among them prior to its destruction. There are six *stedding* in the mountains, though one is currently unoccupied.

Two rivers flow out of the many lakes that nestle high in the Mountains of Mist. The northern river is called the Taren (or Tarendrelle) and the great waterfall that marks its beginning is known as Eldrene’s Veil. The southern is called the White Knife by residents of the Theren, and the Manetherendrelle by others.

**\*Myrddraal** (pronounced MUHRD-draal): A particularly dangerous breed of Shadowspawn that are spawned from Trollocs. Myrddraal were an accidental creation of the Forsaken Aginor. He used the True Power to assist in his creation of the Trollocs, and for unknown reasons they now occasionally give birth to a near-human looking child that is directly touched by the Dark One’s power. About one in every twenty Trolloc births results in a Myrddraal.

The Myrddraal all look alike, tall, leanly-muscular, pasty-skinned men with long, lank black hair and only smooth skin where their eyes should be. They have dry, raspy voices, and move with a swift, snake-like grace. Each Myrddraal possesses a skill with the sword that is almost the equivalent of a human blademaster, and has a preternatural strength, enough to lift a grown man using just one hand. They are accounted cunning, cruel, sadistic, humourless and utterly loyal to the Dark One. In the absence of any Forsaken or Dreadlord, the Myrddraal usually command the Shadow’s forces. Myrddraal are almost all 6` tall and weigh 220lbs.

Though they have no eyes, Myrddraal are not blind, and can in fact see farther than most men. The source of their vision, like many of their uncanny powers, is the Dark One himself. Being “stared” at by a Myrddraal invokes an involuntary feeling of terror in even the most experienced of warriors. This feeling can be ignored through self-discipline, but nothing prevents it from occurring. This phenomenon has given rise to the saying, “the look of the Eyeless is fear”. They can move between deep shadows, appearing and disappearing at will, with no known limit on the distance they can travel. They can sense the use of the One Power, in a manner akin to a channeler’s innate ability to detect the presence of Shadowspawn. They can also form a link with many Trollocs at once, an entire fist even, in a manner not unlike a Warder bond. This link grants the Myrddraal complete control over the Trollocs bound to it, and should the Myrddraal in control die the Trollocs will die along with it. If a Myrddraal has been fatally wounded, or even partially dismembered, it will not die completely until the next sunset or sunrise. A Myrddraal’s blood is slightly acidic and will etch steel if left on it long enough.

Myrddraal wear black armour of overlapping scales, with black cloaks that do not stir in the wind. They wield black-bladed swords that are forged in Thakan’dar and tempered with a human soul. A cut from these blades is always fatal, unless the wound is Healed by use of the One Power, or an affected limb is amputated.

Like the Dark One, Myrddraal are known by a variety of different names in different lands. Among those names are: Halfmen, the Eyeless, Shadowmen, Lurks, Fetches, Fades, and Neverborn.

**\*Myrelle Berengari** (pronounced my-REHL beh-renh-GAH-ree): An Aes Sedai of the Green Ajah.

Myrelle is a woman of much passion and is considered to have a quick and fiery temper. She can be impatient but she is also compassionate. She likes to get her way and is somewhat self-indulgent. She is a great supporter of the matriarchy, and a talented administrator.

Myrelle is 5´4´´ tall and very beautiful, with full breasts and flaring hips. She has olive skin, big dark eyes and long, wavy black hair. Her face is a perfect oval and she often wears a knowing smile. She weighs about 135lbs.

Myrelle’s strength in the Power is level 21/69. She has a Talent for Healing.

Myrelle was born in Altara 954NE. She is from Ebou Dar specifically, and so will sometimes identify as an Ebou Dari. She went to the White Tower in 968NE. After spending 7 years as a Novice and 5 years as Accepted, she was raised to the shawl in 980NE. She was the first Aes Sedai in centuries to save more than one Warder whose previous Aes Sedai had died; she was able to save Nuhel Dromand and Avar Hachami after bonding them. She has a third Warder named Croi Makin. All three Warders are also her husbands, which was done in defiance of Aes Sedai tradition, and is even outside the bounds of the law in her very-matriarchal home city. Myrelle does not speak of this to others, but it is somewhat of an open secret in the Tower. She is quite notorious as a result.

Myrelle was part of the Amyrlin’s entourage when she visited Fal Dara in 996NE. There she entered into an agreement with Moiraine to take over Lan’s bond in the event of Moiraine’s death.

**\*Nae’blis** (pronounced NAY-bliss): The title granted to the leader of the Shadow’s forces. Ishamael was Nae’blis during the War of the Powers, and retained that position in the years that followed.

**\*Nafanyel Brylan** (pronounced nah-FAHN-yell BRIH-lahn): A young Lord of Falmerden, conflicted in his loyalties. He is a skilled archer.

Nafanyel loves to hunt and is a bit of a loner. He idolised his father and was loyal to his commands. Despite his unfriendly appearance and roguish tendencies, Nafanyel has a strong sense of loyalty and a conscious that often troubles him.

Nafanyel is 6´ tall and lean, weighing about 155lbs. He has shoulder-length black hair and grey eyes. His skin is pale and weathered. He has a long, gaunt face and looks older than he actually is. He has a hooked nose. His voice is harsh, even when he doesn’t want it to be.

Nafanyel was born in 977NE to Lady Elayne Brylan and her husband Lord Timoth Rendin. He has an older sister named Delilah who is heir to the House. His mother died in 984NE, leaving her husband to oversee the management of the Brylan estates in their daughter’s name.

In 996NE, while visiting the estates of Lady Eleanor Elstan as part of what he thought was the preparation to repel the Seanchan invasion from Falmerden, Nafanyel instead found himself swept up in his father’s plot to dispose of his rival lords and ladies. Lord Timoth had Lady Eleanor and all her family killed, and Nafanyel himself struck down Lord Therus Calabra, her son by marriage, whom Nafanyel had been on the verge of befriending mere moments before. Nafanyel was distraught by this turn of events but remained loyal to his father. He maintained that loyalty as his father and his father’s allies continued to assassinate nobles and military officers across Falmerden, though Nafanyel quickly grew disgusted at the acts. He was not particularly grieved when one such ambush was turned against the ambushers and the captain of his father’s guards, Jak Denam, was killed by soldiers loyal to Syoman Surtir.

Nafanyel met Nynaeve al’Meara by chance after she evaded a Seanchan ambush, and guided her to Calranell to meet King Kaelan, though he privately suspected his father would rather she had been brought to him. Instead of reporting back to his father afterwards, Nafanyel continued to prowl the woods alone. He felt drawn to Falme, where he had thought he would be marching to help defend his nation from the Seanchan before his father’s true intentions were revealed. When the armies of the Seanchan Empire and Falmerden finally clashed Nafanyel was present, helping from the shadows with his bow. He assassinated several Seanchan officers and saw the effects of the sounding of the Horn of Valere, briefly meeting Birgitte Silverbow in the process.

Nafanyel and his father regrouped on the Brylan estates after the Seanchan’s defeat. There Nafanyel reacquainted himself with his sister Delilah and the serving woman Adria, who had been almost a second mother to them. He spent his time brooding in shame over the things he had done on his father’s orders, things he did not have the stomach to tell Delilah about.

Lord Timoth spent his time concerned with other matters. Nafanyel chanced upon a meeting in which he heard his father receiving orders to kill both Rand al’Thor and the new Queen, Evelin. On spying through the keyhole of his father’s office, he was horrified to see that the “man” giving the orders was no man at all, but one of the Eyeless. Nafanyel was sickened to realise that his father was a Darkfriend and that he himself had unwittingly been fighting for the Shadow. Later that night he met with his father as he was marshalling their army to go and join Queen Evelin, meaning to betray her at the first opportunity. Nafanyel had had enough. He shot his father through the heart before fleeing the family estates ahead of the likely murder charge that would follow. As he fled he vowed to hunt down as many Darkfriends as he could find.

**\*Nalia Andiama** (pronounced NAH-lee-ah ahn-dee-AH-mah): A young Lady of Tear, daughter of the High Lord Torean.

Nalia is very progressive. She wants to help those less fortunate, who she does not think capable of helping themselves. Aggressively opinionated and judgemental, she has difficulty making friends, and even greater difficulty keeping them. She is generous and selfless, but has no sense of humour.

Nalia has light brown skin, brown eyes, and curly black hair. She usually wears her hair in a multitude of braids that just about reach her shoulders. She is a pretty girl, with the soft and slightly plump figure of one who eats well and doesn’t exercise much. She has large breasts.

She was born in 979NE, and is the only child of Torean Andiama and his second wife, Victoria Silviano. She has two elder siblings, and has had little to do with the running of her House, leaving her with a lot of spare time in which to indulge her passion for reform. The closest she came to responsibility was when she was engaged to Izeilan Mendiana without her consent, and act which sparked her very vocal rebellion against her father’s rule and the nobility in general. This has put her at odds with the rest of her family, including her aunt Delsia, who has made it her personal quest to see that Nalia mends her ways.

Nalia’s rebelliousness drove her to introduce her to Rand al’Thor, not long after he proved himself to be the Dragon Reborn by capturing the Stone of Tear. Impressed with his policies, she offered to help him in whatever way she could but Rand was unimpressed. He put her in contact with Berelain and Avaleen shortly before leaving Tear, in the hopes that they might find a use for her.

**\*Nangu Shemon** (pronounced NAN-goo sheh-MON): A Shienaran soldier.

Nangu is a rather prissy man, who likes things to be neat and tidy. He is conservative and proper, which has sometimes been a source of amusement or conflict with his fellow soldiers.

He has heavily-lidded brown eyes, while his black hair is worn in the style of a Shienaran warrior—a dark topknot with the rest of his dead shaved. He has a square face, a strong chin, and a straight nose. Standing 5`9`` tall, he weighs 180lbs and has the muscles of an experienced soldier.

Nangu was born in 967NE and has been a soldier since he was a young man. Among many other battles, he fought at Tarwin’s Gap when Queen Kensin rallied the Shienarans against a massive Trolloc horde that gathered there in 996NE.

Not long after that, he was among the soldiers Lord Ingtar Shinowa led in pursuit of the Horn of Valere, which had been stolen by Padan Fain. They chased Fain all the way to Falme, suffering a mishap with a Portal Stone along the way which showed them a great many of the Lines of If. At Falme they saw Rand al’Thor proclaimed the Dragon Reborn by the Heroes who came at the Horn’s call. Katsui and his fellow armsmen swore fealty to Rand afterwards.

Nangu helped to protect Rand all throughout his journey east from Falme, fighting at the Battles of Tarcain Cut and Emond’s Field most notably. He saw the fall of the Stone of Tear, and helped defend it from the Shadow when the Forsaken Moridin led an assault on that great fortress.

He and Heita were left in Tear when Rand departed for the Aiel Waste, with orders to protect the friends and allies that he left behind there.

**\*Nataly Shindula-Maqui** (pronounced nah-TAHl-ee shin-DOO-lah mah-KEY): An Aes Sedai of the Blue Ajah.

Nataly is an extremely arrogant and snobbish woman, and rather immature. Though not at all shy about expressing her opinions, she has a harder time talking about her feelings.

She is a beautiful, fair-skinned woman with a notably huge bust. Her breasts are tipped by light brown nipples. Though her brows are dark, her hair is yellow gold and she wears it in a multitude of thin beaded braids. She has big brown eyes, and rosebud lips. She stands 5`7`` and weighs about 150lbs.

Her strength in the Power is 21/69. She possess a female *angreal* in the form of a weathered stone figurine of a woman, seemingly unclothed but wrapped in hair that falls to her ankles.

Nataly was born in Tarabon in 942NE to a noble family with particularly rich estates, being a combination of two Houses that had been on the brink of extinction prior to her parents’ marriage. She is the eldest daughter but not the heir, her parents having agreed in their marriage contract to allow for inheritance by order of birth. Privately, Nataly always rather resented this, and the elder brother who stood to inherit what she felt should have been hers.

This was part of why she went to the White Tower in 958NE. She proved able to channel, and spent 5 years as a Novice and 5 as an Accepted before being raised Aes Sedai in 968NE. She was sent to Tanchico to be the Meridarch’s advisor in 994NE. She found her role there quite boring, for little of any interest happened in Tarabon. She would much rather have been off in the Borderlands, doing something exciting. Her neglectful attitude left the Meridarch free to do as he pleased, and even his assassination of the Panarch didn’t stir Nataly to take an interest.

It was only when she learned that some other Aes Sedai had arrived in Tanchico that she bestirred herself, and then only because she was offended by them muscling in on her territory. She confronted Nynaeve’s party first, not yet realising that they were only Accepted. She did not endear herself to any of them, though Elayne took a particular dislike to her. She later went to confront Liandrin’s group in the Panarch’s Palace, but found herself getting a much hotter reception that she had anticipated. Her attitude incensed Liandrin to the degree that she tied her up, spanked her and anally raped her with a *ter’angreal* rod.

Nataly was saved from an even worse fate by the intervention of Nynaeve, Emara and Ronelle, who drove the Black Ajah off. As an act of gratitude, she decided to stay behind to hold off the Whitecloaks who were pursuing the other “witches”, and was given an *angreal* to help do it.

Though she successfully drove the Whitecloaks off, she had little time to savour her victory. The Seanchan Empire invaded Tarabon not long afterwards, striking first at the capital of Tanchico. The city fell in a single day, and the Meridarch was killed in the fighting. Nataly fought bravely in defense of her home, but was defeated and captured by a Seanchan *sul’dam* named Millay. Unfortunately for her, this *sul’dam* proved willing to employ rather more perverse tactics than normal to break her slave, and used the *a’dam* to inspire overwhelming pleasure in Nataly while she was raping her. In keeping with Seanchan tradition, her new mistress renamed her as Gnat.

**\*Nesum** (pronounced NESS-uhm): A town and port near the headwaters of the River Arindrelle. It is quite distant from the rest of Tar Valon’s settlements, but the White Tower is determined to maintain control of it due to the access it grants them to the flow of information, trade and traffic along the Arindrelle. A contingent of the Tower Guard is stationed at Nesum, to ensure the safety of the populace in that isolated region.

Nesum is an old town, with a twenty foot tall defensive wall of white stone. Most of its buildings are plainly made though, with thatched roofs rather than tiles. Few of them stand taller than two stories.

**\*Nici, of the Ring Wall sept of the Shaido Aiel** (pronounced NIKI): A young *Far Dareis Mai*.

She is young, inexperienced and very much a teenager. By turns confrontational and sulky, she can be a bit of an attention-seeker at times. Having come to the wetlands at a young age, she was more open to the new things she found there than most of the Aiel were, and was rather enamoured of the fashions and architectures.

Nici is a slender girl with large breasts and fair skin. Her red hair is short and wavy. She is pretty, with full lips that make her appear pouty even when she is not pouting. Her most striking features—at least by Aiel standards—are her large eyes, which are a very dark brown. She stands 5`8`` tall and weighs 130lbs.

Nici was born in 981NE. She was the youngest of a large family. She was part of the group of Aiel who were sent over the Dragonwall in search of He Who Comes With the Dawn, and took part in the battle that led to the historic fall of the Stone of Tear in 997NE. Afterwards, she guarded Rand during his stay in Tear, while not always endearing herself to him due to her attitude, before travelling back to the Three-fold Land with him by way of Portal Stone.

She stayed with the group of Shaido who saw Rand emerge from Rhuidean marked as the *Car’a’carn*, and was able to stay in contact with him by the excuse of visiting her society despite her clan’s hostile reaction to him. Nici was present in the Roof of the Maidens when Rand accepted *Far Dareis Mai*’s offer to become his guards, but did not take part in the celebratory orgies that resulted. She preferred to watch, and to fantasise.

The conflict that broke out at Alcair Dal, with both Rand and Couladin claiming the position of *Car’a’carn*, left Nici with divided loyalties and in a very difficult position.

**\*Nine Rods of Dominion, the**: Symbols of office carried by the most powerful regional governors in the Age of Legends.

**\*Noam** (pronounced NOHM): A Falmeran wolfbrother from Jerra who has completely lost himself to his animal instincts. His brother is Simion, a serving man at the inn called Harilin’s Leap.

Noam is a big man, with heavy shoulders. He has yellow eyes and long brown hair. His teeth are broken and jagged from having attempted to bite his way through the bars of his cell. He is savage, and barely clothed. He is about 6`1`` tall and weighs perhaps 220lbs.

Noam awakened to his wolfbrother status in 996NE. Despite the best efforts of his brother and the local Seeker, Roon, he was overwhelmed by the thoughts and feelings of the wolves and lost his mind. He was kept locked up after attacking several other townspeople, only to be released into the wild by Perrin Aybara in early 997NE.

**\*Nora Denagar** (pronounced NOR-ah DEN-ah-gahr): The ruler of Falmerden in 996NE. Her full title was: By Steel’s Light, Queen of Falmerden, Defender of the Threshold, Lady of Toman Head, High Seat of House Denagar.

Nora was an intelligent and domineering woman. She was slim and beautiful, with a cleft chin and a straight nose. Her eyes were dark blue, and she wore her yellow hair tied back. She was 5´8´´.

Nora was born in 956NE. She came to the throne in 975NE after the death of her parents in the Fifth Howling, and chose her own husband, a handsome young man named Kaelan Ostarim. Only two of her children lived to adulthood, a boy named Alasdair and a girl named Evelin.

Nora was present at Falme when the Seanchan *Hailene* first made landfall in 996NE. Caught by surprise and with only a few hundred guards present in the city, she and her capital were soon captured. Nora refused to swear fealty to the Seanchan Empress and was sentenced to death by slow impalement as an example to anyone else who might defy the empire, a sentence which was carried out in the square outside the royal palace of Falmerden in full view of the populace of Falme.

**\*Novice**: The lowest rank of initiate in the White Tower. Novices are recruited young and are usually kept cloistered from the outside world for an extended period of time, before being allowed to test to become Accepted. They are taught to channel the One Power, but only in a slow and carefully supervised way, in addition to being given an extensive education in many other things. The average Novice studies for 10 years before passing the test to be raised Accepted.

Once training has begun a Novice is not permitted to leave the White Tower without Aes Sedai permission, even if she expresses a wish to abandon her training. A half-trained channeler is dangerous, after all, and even were they not, the Aes Sedai do not like to lose girls of any great potential who might, however reluctantly, be brought to become willing members of the order if given sufficiently strenuous training. Any runaways are swiftly recaptured and harshly disciplined.

Novice classes are broken into two blocks each day. The first runs from breakfast to High, and the second from supper to Trine. The rest of the hours of the day are given to chores, supervised studies, being tutored and, very occasionally, free time. Channelling to do an assigned chore is forbidden, for the Tower holds that physical labour builds character. Indeed, channelling of any kind is forbidden to Novices, save when under the supervision of an Aes Sedai or Accepted. Novices, like Accepted, are often referred to as Daughter or Child by the Aes Sedai.

**\*Nynaeve al’Meara** (pronounced NEYE-Neev al-MEER-ah): A Theren woman born in 973NE. Her mother was a farmowner named Elnore al’Meara and her father was Carl al’Vere, a cousin of the Mayor of Emond’s Field. She has an older sister named Joanne.

Nynaeve is a passionate woman, and her greatest passion is for healing. She can be waspish, rude and a bit of a bully, but there is little she would not do to protect her people. She has an unfortunate tendency towards self-delusion, and is highly conservative. There is little of vanity in Nynaeve, and she sometimes laments the lack of grey in her hair, feeling that people would be quicker to heed her advice if she looked older. Indeed, she looks even younger than she actually is, since the Slowing has begun to affect her. Though she denies it heatedly, Nynaeve snores.

Nynaeve stands 5´4´´ tall and weighs 120lbs. She wears her brown hair in a long, thick, elaborately woven braid that she habitually tugs on when vexed. She has eyes of a deep brown and is very pretty, with a fine figure and a slender build. Her breasts are round and full, and her waist narrow.

As a channeler she is extremely strong, with a rating of 9 on the 69 point scale, which ties her with the strongest woman known to have ever lived in Tenth Age Valgarda, Caraighin Maconar. Nynaeve has a very strong Talent for Healing.

Nynaeve had an antagonistic relationship with her mother and sister. Her father treated her like the son he never had, teaching her to track, hunt and fish. Her parents died when she was 14, leaving Joanne to inherit the farm. Nynaeve was chosen by the then Wisdom of Emond’s Field, Doral Barran, to be her apprentice, and lived with her afterwards. She learned a great deal of herbalism, supplementing the knowledge her father had already imparted to her. At age 16 she had her first experience with channelling, though she did not realise it at the time. Egwene al’Vere was dying of an illness that Doral was unable to treat. Nynaeve was desperate to save her and unconsciously used *saidar* to Heal her. She survived the illness that often accomplishes untaught channelling, but developed a mental block that prevented her from touching the Source except when she was angry.

When Doral died of old age in 991NE, Nynaeve became the youngest Wisdom in Emond’s Field’s history. Feeling that a Wisdom must be neutral and stand apart—which is the same reason few Wisdoms in the Theren marry—Nynaeve severed ties with almost all of the friends of her girlhood. The only one she remained on good terms with was Nela Thane, who understood Nynaeve’s actions and remained quietly supportive. Nynaeve was considered controversial as Wisdom, in part because of her age, and in part because of her domineering temperament. Nynaeve rode roughshod over anyone who challenged her authority and was not above using a stout stick to thump anyone who didn’t behave in what she deemed an appropriate manner. She was, and is, a very rigorously proper Theren woman. All of this was primarily motivated by a genuine concern for the well-being of the village. Fear of her temper was not the only thing to still the tongues of those who disapproved of her appointment as Wisdom, for Nynaeve proved an exceptionally talented healer and saved many lives. She chose Egwene as her apprentice in 995NE.

Not many men in the Theren dared approach Nynaeve, despite her attractiveness. Rand al’Thor kissed her once, and was gently rejected. Wil al’Seen attempted the same, but his advance was less gentle and his rejection matched it.

Nynaeve left the Theren in the spring of 996NE, in the aftermath of a Trolloc raid. It was brought to her attention that several of the village youths had been carried off by the Aes Sedai Moiraine Damodred, so Nynaeve borrowed a brown gelding named Muscles from Natti Cauthon and set out alone to recover her missing people, heedless of the Shadowspawn that still prowled the region. She tracked them all the way to Baerlon where she confronted Moiraine, but was convinced by her arguments that Rand, Mat and Perrin were being specifically targeted by the Shadow and that it would be too dangerous for them to return home. She joined the party as it journeyed west.

After a misadventure in Shadar Logoth led to the party being separated, Nynaeve found herself alone with Moiraine and Lan, the latter of which she had grown to admire. Moiraine revealed that Nynaeve was a channeler, too, and urged her to join the Aes Sedai, a suggestion that Nynaeve vigorously rejected. Later, in Whitebridge, Moiraine sexually assaulted Nynaeve with the aid of the Power, impressing on her the need to learn to channel if she hoped to protect herself or those she cared about. Later still, in Caemlyn, Nynaeve attempted to convince Egwene to return to the Theren, using a similar technique to that Moiraine employed, but Egwene was too invested in the idea of becoming Aes Sedai and preferred to follow Moiraine’s path.

After travelling the Ways to Fal Dara, Nynaeve learned Lan’s history from Agelmar Jagad and was highly impressed. She confessed her feelings for him, but was gently rejected, with Lan claiming he had nothing to offer her save grief. Nynaeve did not take rejection well, nor did she accept Lan’s claim that there was no chance of a future for them.

On arriving at the Eye of the World, the party found themselves confronted by the Forsaken Aginor. He defeated Nynaeve, along with Moiraine and Lan. He also killed the Green Man and Egwene. The latter death was especially heart-breaking for Nynaeve. This was only made worse when it was revealed that Rand could channel *saidin*, with all that that entailed.

Nynaeve and Rand found comfort in each other’s arms one night in Fal Dara, about a month after Egwene’s death. She lost her virginity to him and he told her he loved her, but her own feelings were much too confused for her to articulate. She met with Lan not long afterwards, who gave her his family’s signet ring as a gift, despite still claiming they could not be involved. This did nothing to help Nynaeve clarify her heart’s desires.

She journeyed to Tar Valon in the company of the Amyrlin Seat, Siuan Sanche, and began receiving instruction in channelling. Nynaeve often clashed with her instructors, even the Amyrlin herself. In Tar Valon she was allowed to take the test to become Accepted, despite only having been a Novice for a matter of days. She passed, and continued her instructions for many months. She developed an inclination towards the Yellow Ajah and came to admire Joyce Wynn. At first, Nynaeve’s truculence won her few friends in the White Tower, but Min Farshaw made it her business to bring Nynaeve into her social circle, which included Elayne Trakand. The three grew to be friends.

Liandrin Guirale, who unbeknownst to Nynaeve was a member of the Black Ajah, lured her into going to Falme with her. Liandrin sought to betray her to the Seanchan at Ishamael’s instructions, with the stated desire to parade a broken and enslaved Nynaeve before Rand. Elayne and Min had invited themselves along and were captured by the Seanchan, but Nynaeve herself escaped. She sought help from the Falmeran resistance, and was escorted to Calranell by Nafanyel Brylan.

At Calranell she convinced King Kaelan and General Syoman to lead an army against the Seanchan in hopes of freeing Min and Elayne. When they agreed, Nynaeve volunteered to assist their army with the One Power. Her waspishness did not endear her to Prince Alasdair on the march west, but she fought valiantly in the battle that followed, albeit against impossible odds. Nynaeve, and what remained of the Falmeran army, were saved when the Horn of Valere was sounded and the Heroes who answered it engaged the Seanchan and drove them from Falme. She witnessed Rand—who had come to Falme by a completely different path—fighting Ishamael in the skies above the city, and heard him proclaimed the Dragon Reborn.

Nynaeve found Rand’s changing circumstances difficult to process. Nevertheless, she was glad that he did not presume to try and visit her tent in the nights that followed. Or so she told herself. She didn’t bother trying to pretend to be happy with Lan’s continued ignoring of her. When they saved a dozen or so women from the Trollocs at Nethara, Nynaeve made it her business to see them all taken care of, and even escorted most of them to Amaran when they chose to leave. She fell afoul of Moiraine while there, who was incensed by Nynaeve’s having falsely claimed to be Aes Sedai and decided to punish her by molesting her sexually once more. She arrived at Tarcain Cut with Evelin’s army and helped to finish off the Trolloc forces there, before Healing the survivors of Rand’s force.

When the Horn was sounded for the second time, Nynaeve found herself being flirted with by the ghost of Etsio of Shiota, who claimed to have been her lover in a past life. She was chosen as a member of Rand’s Inner Circle and, like the others there, both heard and revealed a great many secrets.

Later, she found herself travelling with Valan Luca’s circus. After initially clashing with her, the circusmaster soon took to flirting with her constantly, while attempting to arrange for her to perform in his show, preferably while wearing an inappropriate dress. Nynaeve’s temper was stoked by all this and she came into conflict with Elayne, among others. She finally relented to Luca and agreed to let Rand shoot arrows at her by way of a show for the crowds at Careas. All of her frustrations came to a head afterwards, and she found herself fucking Rand in a deserted stable.

Nynaeve saw Moiraine use Balefire to destroy a pack of Darkhounds later that night, and memorised the weave in the process. They fled to Fontaine afterwards, where she encountered Galad, yet another man who insisted on confusing her. She asked him to arrange passage for them upriver, which he did, albeit by killing the Valreio guards who were preventing access to the docks. She and Verin were essential in thwarting the attempted poisoning of Rand’s followers instigated by the Riela.

Nynaeve came into conflict with the captain of their ship, Agni Neres, and later found herself fighting the Forsaken Asha’bellanar. She lost, along with everyone else in the party, but was spared due to the orders Ishamael had left.

She befriended an Ogier healer named Arwen while recuperating at Stedding Tsochan, and slept with Rand again just before she and Elayne parted company with the others, being bound for Tar Valon. Once back in Tar Valon, she found herself being painted as a runaway by the Amyrlin, who didn’t want to admit publically that the Black Ajah existed. Instead, she charged Nynaeve with recruiting a group of Accepted to take on the thirteen Black Ajah members that Liandrin had taken with her when she fled the Tower, reasoning that the Accepted were very unlikely to have been recruited into the Black Ajah.

Nynaeve chose Elayne Trakand, Daniele Rulonir, Ilyena Volnicoliev, Emara Narettin, Theodrin Dabei, Pedra Delren, Mair Narawa, Shimoku Noallin, Mayam Colona, Calindin Dohald and Wynifred Burk for her team. Elayne added Keestis Trep, while Emara brought her pillow-friend Ronelle Harkin into the group. Asseil Moussa was added last, seemingly at the Amyrlin’s behest, though Siuan would later disavow responsibility for that and leave Nynaeve with the task of finding out who had sent Asseil, and what to do about it.

Nynaeve used the written pass that the Amyrlin had given her to free Mat from the Aes Sedai’s custody before she and her team departed for Tear, where they had discovered that the Black Ajah were bound. She waited until they were far to the east, near Nesum, before confronting Asseil, but ultimately decided to delay judgement until she could find proof of her true allegiance, not wanting to risk condemning an innocent woman. She was stopped by Aviendha not long afterwards, who asked that Nynaeve use the One Power to heal her cousin Dailin. Nynaeve granted her request and they parted on good terms.

She and Elayne shared a cabin aboard the *Grey Gull*, and came to acknowledge each other as lovers, something which Nynaeve found hard to do due to her past mistreatment by Moiraine, but which doing proved to be a sort of healing of its own.

Nynaeve spent a miserable time on the *Darter*—the ship she was forced to move to when the *Grey Gull* ran aground. The incessant rocking of that vessel revealed the weakness of Nynaeve’s stomach, and she spent most of the journey south spewing into a bucket. Pedra became more and more of a thorn in her side, too, and often challenged her decisions or aimed biting comments are her.

On arriving in Tear, she sought out and befriended the local Wisdom, Mother Guenna, and secured her house as a safe place to stay while they sought out the Black Ajah. Towards that end, she hired a thief-catcher named Juilin Sandar. He located the Black Ajah, but was captured by them and forced to betray Nynaeve and her Accepted into their charge. Nynaeve herself was shielded and beaten by Liandrin and Rianna. Calindin, Asseil and Wynifred died in the fight, while Mair was murdered later. Nynaeve took all of their deaths very personally.

While staying in the Stone of Tear, most of her time was spent nursing the Accepted through their traumas, questioning the Black Ajah prisoners they’d captured, or working with Theodrin to try to break her block. That last task had some surprising side-effects, for she ended up getting intimate with Theodrin on one occasion, and getting drunk on another. The drunken occasion was particularly embarrassing for Nynaeve, since she ended up making a move on Lan. His rejection hurt, and helped to drive her back into Rand’s arms. It was in those arms that her block was finally broken. By confessing her feelings for him, and allowing him to take her anal virginity, Nynaeve also unwittingly submitted to saidar, finally channelling for the first time without the need to be angry. She was overjoyed by that, but not by being discovered in the act by Elayne. The three confessed their feelings to and for each other, and ended up having a threesome. With her block gone Nynaeve was able to assert herself with Moiraine, and even the scales between them.

She learned quite a bit in her time in Tear, not least of which from the Inner Circle when it was convened. Moiraine told her about Sindhol and its dangers, and Nynaeve passed that knowledge on to Mat. She learned that Imoen Candwin had run away from home and gotten involved with Rand, too, a fact she was far from pleased by. Nynaeve also learned to Link from Moiraine and Alanna, and was part of the circle that Alanna led against the Forsaken Moridin when he attacked the Stone. She did not focus the circle, though, and could only watch helplessly as Alanna was defeated and rendered unconscious. As her being unconscious was not enough to break the circle and give her back control of her own power, Nynaeve would have been faced with certain death if Rand had not arrived, armed with *Callandor*. He defeated and killed Moridin, before using Seeking Lightning to rid the Stone of all the Shadowspawn that remained alive.

A great complication in Nynaeve’s life arose not long after her confession to Rand. On learning that she intended to pursue the Black Ajah to Tarabon, an incensed Lan confronted her and finally gave into temptation. He kissed her, and confessed his feelings, leaving Nynaeve secretly torn between two men.

Nynaeve left the Stone for Tanchico, but left half of her Accepted hunting party behind to protect Rand. He in turn sent half of his Shienaran armsmen with her, and Lan hired the Juilin to accompany her. Nynaeve took an authoritarian stance with them all, to make certain they followed her orders and did not go their own way.

Upon arrived in Tanchico she set about trying to locate the Black Ajah and uncover their plans. Aside from Juilin and her companions, she was aided in this by a Seanchan woman named Egeanin, who Nynaeve took a liking to before realising she was Seanchan. Though initially furious over this deception, she forgave Egeanin in the end.

The weekly meetings in *Tel’aran’rhiod* she and Dani had arranged kept her informed of Rand’s activities, and kept her in contact with Rand as well, when he learned of them and invited himself along. Nynaeve would have liked to have scolded him for that, but she enjoyed the things they ended up doing there too much. She secretly enjoyed the kinky bondage games she and Elayne took to playing after those meetings, too.

When they finally tracked the Black Ajah to the Panarch’s Palace, aided by Nynaeve’s use of need in *Tel’aran’rhiod*, she led her Accepted inside, posing as servants delivering supplies. Nynaeve took an *angreal*, the male *a’dam* that Liandrin had been searching for, and one of the seals on the Dark One’s prison right out from under the Black Ajah’s nose. Her victory got even greater when she managed to overwhelm and capture the Forsaken Moghedien when confronted by her on her way out of the palace. Nynaeve was unwilling to kill the bound prisoner, which afforded Moghedien the opportunity to break the shield she had woven around her and make good her escape.

Nynaeve encountered the Black Ajah as well, before leaving the palace. She killed Eldrith in battle and drove off the rest, saving their Aes Sedai prisoner Nataly in the process. In gratitude, Nataly volunteered to hold off the Whitecloaks who had gathered in opposition to the “witches”. Exhausted from all the channelling she had already done, Nynaeve reluctantly handed over the *angreal* she’d found and left Nataly to guard her retreat.

Egeanin offered to take the male *a’dam* off her hands and throw it into the sea afterwards, but Nynaeve, Elayne and the rest didn’t trust her with it. Instead, they elected to throw it overboard themselves on their way back to the mainland.

**\*Ogier** (pronounced OH-gehr): A natural nonhuman sentient race, occasionally confused with Shadowspawn by the foolish and the ignorant. They are roughly humanoid in appearance, and their males stand an average of 10´ tall. They have long, tufted ears, which are very mobile and expressive; their ears are also very sensitive and function as a secondary sexual characteristic. Ogier have broad, vaguely snout-like noses. There is variation in the colouring of their skin, hair and eyes similar to that in the human population. Ogier live much longer than non-channelling humans, and are only considered old when they have reached their fifth century. They are not considered adults until they are at least 100 years old.

Unlike human society, the Ogier were already a matriarchal people when *saidin* was tainted at the end of the Age of Legends. Marriages between Ogier are usually arranged by the mothers of the prospective spouses. A daughter might be consulted on her choice of husband; a son almost never is.

Ogier are usually quite passive and slow to anger, but are reputedly terrible foes when roused. Their culture places great store in keeping one’s word, so Ogier will very rarely lie or break a promise. Their natural strength is greater than that of a Trolloc, and their vision is excellent. The Ogier are noted for their love of knowledge, their exquisite stonework, and their work with plants. As of 996NE, the Ogier population of Valgarda numbers about 500,000, spread across 41 inhabited *stedding*.

The Ogier have a language of their own, which they have spoken ever since the Age of Legends, but all Ogier are also taught to speak the Common Tongue. The Ogier only use their own language among themselves, and very few humans are fluent in said language.

Some Ogier possess an ability, which they call Treesinging, that allows them to manipulate plant life with their songs. This ability was more common in the Age of Legends, and could even be used by some humans, who called it Seed Singing and described someone who possessed the ability as “having the Voice”, but in recent times it has been dying out even among the Ogier and is unheard of in humans. The Ogier use this ability to craft their beloved Groves and the Great Trees around which their settlements are arranged.

Ogier usually live in the *stedding*, almost all of which are connected to each other by use of the Ways. The Ogier are afflicted with a debilitating illness called the Longing if they venture outside the *stedding* for too long. For some reason, this illness only affects the Ogier who live in Valgarda. The Ogier of Seanchan are not subject to the Longing.

On the Seanchan continent the Ogier were occasionally attacked by warring human nations, and so have developed a more martial, and cunning, attitude than their counterparts in Valgarda. Seanchan Ogier are forbidden to bear arms outside the *stedding*, except those serving as bodyguards for the Imperial family. This bodyguard, called Gardeners, is a part of the Deathwatch Guard, though not *da’covale* like the rest. Sometimes a noble might be loaned a few Gardeners; usually this is seen as an honour, but it could also be a caution that the throne was watching. The Seanchan, especially the Blood, often employ Ogier in a variety of roles, which could double as impromptu bodyguards. While these Ogier might be conventionally unarmed because of the prohibition, they could still carry garden tools and staffs, which they have developed into a martial art.

**\*Old Tongue, the**: The language spoken worldwide during the Age of Legends. It is a famously difficult language to learn and to translate, sometimes possessing as many as a dozen different ways to say what amounts to the same thing, and having a great emphasis on the lyrical aspect of a sentence. It was spoken throughout Valgarda during the first half of the Tenth Age, but fell out of use in the latter half, primarily due to what many regarded as its unnecessary complexity. By the time of Artur Hawkwing, a second, much simpler language, called the Common Tongue, had come into greater use, and the Old Tongue was mostly spoken only by scholars, aristocrats and Aes Sedai. In current times almost no-one speaks the Old Tongue fluently any more. The Aiel do, to an extent, having adopted the Common Tongue of their wetlander neighbours only recently. The Atha’an Miere also maintain some degree of familiarity with it, the better to help communication when trading in distant ports. The natives of far-off Kigali do not, but nor do they speak the Common Tongue, instead seeming to have developed a language, or languages, all of their own over the years since the Breaking.

**\*One Power, the**: Drawn from the Source, or True Source, and sometimes simply called the Power, it is said to be the driving force of Creation. It is divided into a male and female half, *saidin* and *saidar* respectively, each accessible by human channelers of that specific gender. The two halves of the One Power work with and against each other in a certain manner, and are comprised of 5 primal elements: Air, Fire, Earth, Water and Spirit. These elements can be woven together by a channeler to create a wide variety of effects. The One Power was not always accessible to humans, but became so through unknown means towards the beginning of what is now called the Age of Legends, a long, long time ago.

**\*Orlay** (pronounced or-LAY): The capital city of Valreis, situated at the mouth of the River Ivo overlooking the Sea of Bellesun.

Orlay is a beautiful city, as befits the capital of such a rich nation. Its streets are paved and its buildings all of cleanly cut stone, with roofs that tend to be tiled in blue. There is a great deal of statuary to be seen, and ornamental goldwork is common throughout the city. Orlay is smaller than many capitals, for its expansion is kept under careful control by the Winged Throne, primarily for aesthetic reasons. No slum exists on the outskirts of the city, as it does in Caemlyn, Tear or Cairhien.

The Belshevi Palace lies at the heart of Orlay. It is the seat of government for the nation, and the home of the Riela and her family. The sprawling building was constructed more for beauty than defence. The two inner walls that protect it enclose a substantial amount of land, most of which is given over to carefully maintained gardens. The main palace has five layers, each smaller than the one below, culminating in a tall and thick tower. Airy balconies, thin pillars and tall walkways are much in evidence but here, too, defence gives way to beauty.

**\*Ororo din Munrow Wind Rider** (pronounced oh-ROR-oh dihn muhn-ROW): A veteran Sea Folk Windfinder, currently assigned to the *Liberty*.

She is very proud and self-composed, with an air of command about her. Some might think her haughty or aloof.

She is a very tall woman, standing 5`11`` and weighing 165lbs. Her hair is long and straight and the years have turned it as white as snow. She has brown eyes. Despite her advanced age, she is still a beautiful woman, with a high-cheekboned and relatively unlined face. She has a slender but full-figured build. Most would likely describe her as statuesque.

There are three thin golden rings piercing each of her ears, one through each lobe and two through each helix. She has a similar ring through her left nostril, and a thick golden chain runs between it and the ring in her left earlobe. Several small medallions hang from the chain.

Her hands and forearms are extensively tattooed with black ink. One notable sign on her left hand shows a trio of lightning bolts, which is the symbol of the Munrow family.

Her strength in the Power is measured at 13 on the 69 point scale and she has Talents for Cloud Dancing and Water Walking.

Ororo was born more than 200 years before the events of 997NE which first brought her into contact with Rand al’Thor. She has extensive and varied experience, and has served on many vessels as well as under half a dozen Wavemistresses and two different Mistresses of the Ships. She has trained many apprentices, too.

The apprentice assigned her in 997NE was Vicky din Jamka. Ororo kept her distance from Rand during his stay on the *Liberty*, not wanting to risk exposing the Windfinders’ secret, and cautioned her apprentice to do the same, unsuccessfully. Despite her efforts, the secret was revealed when she and her Sailmistress found themselves under attack by men under the command of a treacherous Tairen merchant, forcing Ororo to channel in aid of their defence. Ororo would have killed Rand to maintain the secret that the Windfinders could channel, but Avaleen overruled her and allowed him to leave.

Ororo saw Rand again not long afterwards, when the *Liberty* docked at Tear and discovered that it had fallen to the forces of the Dragon Reborn, who was revealed to be Rand himself. She gave him some good advice when he visited the ship with Avaleen, who passed command of *Liberty* to Jacaline since she had decided to stay in Tear with Rand.

**\*Paaran Disen**: The largest city in the Age of Legends, considered to be the “crown jewel” of all the cities, and the location of the Hall of Servants. It was also the capital city and seat of global government. Like its slightly smaller companion city, M’Jinn, Paaran Disen was technologically advanced, with skyscrapers glittering like precious jewels in the sky. Nym and Ogier were known to have sung trees into being throughout the city. The most striking building in Paaran Disen is said to have been the Hall of the Servants, the home for the governing Aes Sedai, which comprised both male and female channelers in that Age. This building was razed to the ground during an attack by the Forsaken during the War of the Powers, but the Aes Sedai simply moved their seat of governance to another building in the same city. That building, too, was destroyed, however, during the Breaking of the World, along with Paaran Disen itself.

**\*Padan Fain** (pronounced PAD-an FAIN): A peddler from Altara who identifies as Murandian. Fain is a Darkfriend of exceptional wickedness. He is vain and selfish and turned to the Shadow in hopes of becoming immortal.

Fain is a skinny man with a big beak of a nose and wide ears. He has pale skin and dark, lank hair the dangles to his shoulders. He has dark, beady eyes. Fain stands 5`7`` tall and weighs 125lbs.

Fain was born in 948NE and turned to the Shadow when he was twenty. In 995NE a Myrddraal took Fain to Shayol Ghul, where he met Ba’alzamon and was turned into a hound to find the Dragon Reborn. This process was extremely painful for Fain, who came to hate Ba’alzamon as much as he feared him. Fain, sent back out to hunt, stayed in the Theren an entire week that year, which was unusual. He was then taken back to Shayol Ghul, where the information he had gathered was distilled. It was then determined that the one he was seeking was one of three boys: Rand al’Thor, Mat Cauthon and Perrin Aybara. The following year he was told to mark those that he had identified, and Trollocs were sent to Emond’s Field to capture them.

Fain was used as a human hound by the Shadowspawn forces that hunted Rand and his friends. He could sense all three boys in a way not unlike the Finders that Moiraine had used on them, and the Trollocs relied on him to find their quarry. This did not prevent them from beating him and forcing him to run at the head of the pack. Fain hated their treatment of him but could not resist. Even if he had the power to fight them he would not have been able to stop, for Ba’alzamon has instilled in him an obsessive need to find the three boys. He pursued them to Baerlon and on to Shadar Logoth.

Fain continued to pursue them all the way to Caemlyn, and even ventured through the Ways, where *Machin Shin* refused to attack him, seemingly sensing a kindred spirit. He caught up to his quarry in Fal Dara, where his nature was revealed to all and he was imprisoned in the keep’s dungeons.

It was later learned that in Shadar Logoth Fain had encountered Mordeth, who attempted to possess him and finally escape the ruined city he had been haunting for centuries. The attack was only partially successful and Mordeth and Fain merged into a being that combined their already evil natures into something even worse. Fain, if he can still be called that, is completely insane and is now as much an enemy of the Shadow as he is of the Light.

He was freed from Fal Dara and given the Horn of Valere with orders to lure Rand north into the Blight. Fain took the Horn, but ignored his orders and headed south instead, defeating, torturing and killing the Myrddraal that accompanied him when it objected to his disobedience. He assumed command of the Trollocs and Darkfriends with him, and occasionally amused himself by tormenting and killing them. The strange powers the part of him that had been Mordeth owned continued to grow in this time, allowing him to create illusions. They travelled through the Ways to Falmerden, leaving a message for Rand behind in which he urged him to follow and vowed to kill his loved ones if he did not. However, Fain’s nature had accidentally touched *Machin Shin* and it, too, was now following Rand obsessively, which prevented him from using the Ways to follow Fain. He resorted to using a Portal Stone instead, but a mishap resulted in his disappearing for many months. Fain made his way to Falme where he gave the Horn to the High Lord Turak and attempted to ingratiate himself with and influence the Seanchan rulers. He intended to use them to kill Rand when he arrived but Rand’s long absence led Fain to believe he had ignored Fain’s warning and abandoned the hunt. Fain killed the *so’jhin* Huan, who had insulted him repeatedly during his time in Falme, then left the city intending to make good on his threat.

Towards that end, Fain journeyed through the Ways to an abandoned *stedding* in the Paerish Swar, and from there on to Amador. He talked his way into an audience with Pedron Niall by claiming to have information about a false Dragon, and then provided him with descriptions of Rand, Mat and Perrin, claiming they were all Darkfriends. He even went so far as to claim that everyone in the Theren was raised to worship the Dark One, and persuaded Niall to send a legion of Whitecloaks there to purify the region.

Geofram Bornhald, the Lord Captain who commanded the legion in question, took a dislike to Fain upon meeting him. Nonetheless, Fain was given command of the Whitecloaks who were sent to arrest the Aybaras. He did not take them alive as he’d been ordered to, but instead had the entire family slaughtered while he himself raped the youngest daughter, making her watch as her family were murdered before finally killing her.

During this time, he added several Whitecloaks to his entourage, corrupting them with his unnatural influence, and even captured and tamed a Myrddraal. He was successfully able to evade Luc/Isam’s efforts to kill him, but his plan to have the Whitecloaks and the Trollocs between them raise the Theren to the ground ultimately failed due to Perrin and Rand’s intervention.

Fain fled the Theren afterwards, intent on recovering the ruby-hilted dagger that Mat had stolen from Shadar Logoth long ago.

**\*Pattern, the**: Also known as the Great Pattern, the Age Lace, or the Lace of Ages. The concept of all reality as a grand design, with people’s lives as interconnected threads in a larger pattern.

**\*Pearse, of the Serai sept of the Tomanelle Aiel** (pronounced PIERCE): *Far Aldazar Din*.

A ruthless and bloodthirsty warrior who chafes against authority. He is a fearless man, whose fierce loyalty is at odds with his equally fierce independence.

Pierce stands 6`6`` and weighs 260lbs. He has dark red hair, cut short with a narrow tail at the back, and blue eyes. He has a hard, rectangular face, with a heavy jaw and an oft-broken nose. His voice is deep and rough, and he has a clipped way of speaking.

He was born in 960NE and was one of those chosen to cross the Spine of the World in search of He Who Comes With the Dawn. He accompanied Urien and Rhian into the Theren, where he met Rand al’Thor and helped to defeat the Trollocs that infested that region, though he thought the tactics Rand employed to be much too soft.

He followed Urien to Tear, where he took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall. He fought in the defence of the same fortress not long after, when a group of Shadowspawn led by Moridin attacked. When Rand al’Thor journeyed from Tear to Rhuidean by way of Portal Stone, Pearse was among the group that accompanied him, and glimpsed the Lines of If in the process. He parted company with the other searchers then, and returned to his own clan.

**\*Pedra Delren** (pronounced PEH-DRAH DEHL-rehn): An Accepted in the White Tower.

Pedra is an officious and curt woman. She usually keeps her temper firmly in check and dislikes open displays of emotion, especially anger. She also dislikes men, and often becomes nervous around them. She is prudish and conservative.

She is 5`2`` tall and has a wiry build, weighing about 100lbs. She has brown hair, which she wears in a loose ponytail. Her eyes are also brown, and are somewhat beady. She has a firm-jawed, unsmiling face, with thin lips. Some of her fellow Accepted have taken to calling her “Pinch-mouth Pedra”.

Her strength in the Power is measured at 24 on the 69 point scale.

Pedra was born in Amador, capital of Amadicia, in 970NE to a merchant family. Her mother died when she was young and her father took solace in drink. He would go on to lose most of the family fortune and become increasingly bitter and belligerent. Pedra and her elder brother, Anomyn, both lived in fear of him. Her brother left home as soon as he could and joined the Children of the Light. Pedra lingered a few years longer before working up the courage to run away to the White Tower, no easy feat for a girl from Amador. She was quite relieved when she proved able to channel, and has devoted herself to the Tower’s teachings ever since.

In early 997NE she was recruited into Nynaeve al’Meara’s Black Ajah hunting party after impressing her with the way she handled the awakening of a male channeler named Mical inside the Tower itself. She left for Tear alongside the rest of Nynaeve’s party, where they hoped to bring the traitors to justice.

Pedra performed dutifully as part of Nynaeve’s group, though she was often a source of conflict among them. She was unimpressed by Nynaeve’s leadership, and chafed under it, often making snide comments about her, or challenging her decisions. She fought the Black Ajah alongside her companions, but was defeated and captured.

When she and the rest of the survivors were taken to the Stone of Tear’s dungeons to be tortured, Pedra was particularly horrified by the thought that she would be raped by the Black Ajah’s Warders. She wet herself as a result. This unwittingly proved to be her salvation for, thinking her sufficiently humiliated, the Darkfriends left her relatively unmolested.

Pedra was dismayed to find herself staying in a fortress ruled by the Dragon Reborn in the weeks that followed, but managed to avoid him for the most part. She took no little satisfaction in watching the rapist Hervaci Postiles hang, since it was a fate deserved of all abusive men in her eyes. She grew more vocal during that time as well, feeling that Nynaeve had failed as leader and that someone else needed to step up. Nynaeve grew to dislike her, which was why she was left with the group of Accepted that was charged with looking after Rand instead of the group that accompanied Nynaeve to Tanchico.

Pedra journeyed with Rand to the Aiel Waste, travelling by way of the Portal Stones, and glimpsing some of the Lines of If in the process.

**\*Pedron Niall** (pronounced PEH-drohn NEYE-ahl): The Lord Captain Commander of the Children of the Light, he is considered one of the great captains of Valgarda.

Pedron is devoted to the Light and believes the Children are its greatest protectors. He is vehemently opposed to the Aes Sedai, and all other channelers. He is cunning and careful, but over-proud. Pedron is convinced that he knows what is best for the world, and is determined to save it by whatever means necessary. He is not cruel, and can be a gentleman when it does not impact his goals.

He has thin, heavily-lined skin of a light complexion, short white hair and dark eyes. He is bony and sinewy, but not frail. Similarly his voice, while it has grown reedy with age, still holds the snap of command. He is 5`6`` and weighs about 110lbs.

Born in Murandy in 911NE, he fought his first battle as a Whitecloak in 928NE. The foremost general of the Children of the Light in the Troubles, known to others as the Whitecloak War, Lord Captain Niall set a trap at Soremaine that caught Queen Mattia Stepaneos and would have destroyed her entire army if it were not for the valour of the Companions. By the time of the Aiel War, Pedron had become the Lord Captain Commander; he led the Whitecloaks during the war, and was in charge of all the armies of the Grand Alliance on the second day of the Battle of the Shining Walls. He was married in his youth, but his wife died before he rose to power. They never had any children, and he did not remarry. In 982NE Pedron attempted to bring Arad Doman under the Children’s rule but was defeated by a combination of Rodel Ituralde’s brilliant military leadership and the Council of Merchants’ bribery. This conflict became known as the Whitegold War, and the defeat there rankled with Pedron throughout the years that followed.

In 996NE Pedron sent troops to Almoth Plain; he planned to capture it and raise the nation of Almoth as another seat of the Children of the Light, one that would allow him to eventually squeeze Arad Doman enough that he could bring it under their control, too, erasing his earlier defeat there.

When he learned of the events at Falme, he had to change his plans. Pedron did not believe that the Last Battle would involve the Dark One breaking free; the Dark One was bound away. To him, Rand was a false Dragon, and useful only as a means to drive the nations to unite—behind Pedron, obviously—to fight an invasion of Shadowspawn that would come out of the Blight. Towards that end he ordered Rand himself be left unmolested for now, while the Children focused on destroying the various Dragonsworn bands left in his wake and thereby proving themselves as heroes and protectors to the people.

**\*Perrin ni Aybara t’Bashere** (pronounced PEHR-rihn nee ay-BAHR-ah teh bah-SHEER): A native of the Theren who was born in Danu of 978NE to Joslyn Aybara and Con al’Seen. To the wolves, and his fellow wolfkin, he is known as Young Bull.

Perrin is a conservative and traditional man. He moves slowly and carefully, ever wary of accidentally hurting someone. He almost always gives careful thought to his words and actions before speaking or acting. He is loyal and dutiful. A calm, peaceful and humble man, he would prefer to be at home in the Theren or working at a forge. Though he has had sexual encounters with a variety of people, including other men, Perrin prefers slender and feminine women. He finds obesity to be particularly unattractive.

Perrin is of above average height for a Theren man, at 6´2´´. He weighs 240lbs and is heavily muscled, especially about the arms, chest and shoulders. This disproportion can make him appear shorter than he is. He has brown, curly hair, worn almost to his shoulders. His eyes were originally brown but have since become a yellow-gold colour and now reflect the light. He has a broad, handsome face. His manhood is exceptionally thick, if not overly long. He has a small scar below his left eye, and a larger one on his left abdomen, just below the ribs. An ample supply of dark hair coats his chest, stomach, arms and legs. He has taken to wearing a beard, the hairs of which are as curly as those on his head.

He is a skilled woodsman and archer. While he never completed his apprenticeship, he is still a smith of respectable skill. Like all wolfkin he has enhanced senses and can enter *Tel’aran’rhiod* freely while sleeping. He carries a half-moon axe that was forged by Haral Weyland, as well as a hammer given to him by Dermot Alber.

He had two younger sisters named Adora and Deselle and a younger brother named Paetram. The family had a pet foxhound named Hunter. His aunt Magde Aybara inherited the family farm and married her cousin Eward. They had three children, two girls named May and Emi, and a boy named Toren. Joslyn’s family moved to Emond’s Field, and there Perrin was apprenticed to the blacksmith Haral Weyland at age 12.

Perrin lost his virginity the same year, during a camping trip with his closest friends, Rand al’Thor and Mat Cauthon. Of the three he was the most reluctant to have relations with someone of the same gender. Cilia Cole was the first girl he ever kissed, and Egwene al’Vere was the first one he was ever intimate with. His childhood friends included Dav Ayellin, Elam Dowtry, Lem Thane, Bandry Crawe and Jaim Torfinn.

Perrin left the Theren in the spring of 996NE in the company of Moiraine Damodred and various others. He carried with him the half-moon battleaxe he received from Master Weyland, and rode a horse called Steady, which later drowned in the Arindrelle river. Ba’alzamon often visited Perrin in his dreams at this point, to torment and tempt him.

The party was split after a misadventure in Shadar Logoth and Perrin found himself travelling with Egwene and Anna al’Tolan. He entered into a romantic relationship with Anna, whom he had long had a crush on. Shortly afterwards they met a pair of wolfkin named Elyas Machera and Raine Cinclare, who revealed that Perrin shared their abilities. He did not welcome the suggestion at all, but once awoken to the ability was unable to stop it from growing in him.

While travelling with a party of *Tuatha’an* he became friendly with the *Mahdi* Raen, but took a dislike to his grandson Aram. Later, an encounter with some Children of the Light led by Geofram Bornhald resulted in 7 Whitecloaks being killed by Elyas and the wolves. A further 2 Whitecloaks, Wesly Valen and Lathin Yamwick, were killed by Perrin in a vengeful rage in response to the death of a wolf named Hopper. Perrin was captured, and sentenced to death by Lord Bornhald. Perrin and the others were rescued by Lan before the death sentence could be carried out. His relationship with Anna began to sour after that encounter, though they have remained friends and are occasionally still intimate. Perrin claimed a dun stallion from the Whitecloaks in the course of his escape, which he named Stepper.

The party were reunited in Caemlyn, where it was revealed that Perrin, Rand and Mat were *ta’veren*, and marked by destiny. They united with an Ogier named Loial and travelled through the Ways to Fal Dara. They were followed by Padan Fain, a peddler and Darkfriend who had been tasked with hunting the three *ta’veren* and had developed an obsessive hatred of them. From Fal Dara they travelled through the Blight to the Eye of the World, where Egwene was killed by the Forsaken Aginor and Rand was revealed to be a channeler.

While staying in Fal Dara Perrin had sex with the ladies Nisura Guyen and Liu Ling and flirted with Leane Sharif. He and Loial become good friends, as they shared a similar attitude. Perrin, Rand, Anna and Loial were persuaded to join the party that was sent to recover the Horn of Valere, which had been stolen by Fain. Perrin confessed his status as a wolfbrother to Rand and was heartened by Rand’s reaction; shortly afterwards Anna walked in on them while they were making out and leaned of their long-standing relationship. She ended up in bed with them, and while Perrin was glad to resume their physical relationship he couldn’t help but note the lingering sense of distance evidenced in the lack of exclusivity. During a mishap with the Portal Stone they used to reach Falmerden, Perrin witnessed a multitude of different timelines and experienced the lives of various different versions of himself. In some he was a female named Petunia Aybara. Perrin was one of the 5 chosen to infiltrate Seanchan-occupied Falme in pursuit of the Horn, and fought and killed several Seanchan soldiers there. Shortly after recovering the Horn they saw it sounded and met the Heroes of legend, who revealed to all that Rand was the Dragon Reborn.

He accompanied Rand through war-torn Falmerden, fighting bandits and Trollocs along the way, and even slew a Myrddraal. The wolves came to help in one such fight, revealing their hatred of all things Shadow-related. Perrin and Rand discussed their experience with the Portal Stone and were surprised to note they had seen some of the same worlds and the same lifetimes, even the ones where they were different genders, something Perrin found very confusing. He was one of those invited to join Rand’s Inner Circle, though this required him to reveal his wolfbrother status to the others, something he agreed to only with great reluctance. He was surprised by how accepting they were of it.

Nevertheless, Perrin continued to struggle to refuse the wolves contact with his mind, and sought Moiraine’s advice on the matter. He encountered Hopper’s spirit in *Tel’aran’rhiod*, who taught him some of what Moiraine could not. He met another wolfbrother named Noam in Jerra, one who had lost his human side entirely. Perrin released the savage man into the wild, and won the friendship of his brother Simion. Later, he found another reason to resent the changes in him, when the circusmaster Luca attempted to persuade Perrin to let himself be displayed as a freak to the crowds. Perrin angrily refused, and isolated himself further. He was forced to admit the usefulness of his abilities, however, when the wolves brought him warning of a Darkhound pack that was hunting the party. He brought his news to Moiraine, who intercepted the pack before it could locate Rand.

In Fontaine, Perrin was among those to note the resemblance between Rand and Galad, whom he disliked as he disliked all Whitecloaks. On their way to Stedding Tsochan they were confronted and defeated by Asha’bellanar, and afterwards took refuge in the *stedding*.

He continued his affairs with Rand and Anna while recuperating in Stedding Tsochan, with the two men often sharing her between them, but the arrival of Zarine “Faile” Bashere soon drove a wedge between the three Thereners. Perrin first met Faile in the town of Remen, shortly after freeing an Aiel named Gaul from the cage he’d been locked in. Zarine was intrigued by that, and by his strange eyes, and so attached herself to his party. Though initially antagonistic towards her, Perrin found her pursuit of him quite flattering and soon grew to care for her, even arguing with Rand and Anna, neither of whom wanted her around.

Faile continued to accompany the party even after Perrin blurted out the truth of Rand’s identity to her in a fit of anger. She came with them through the Ways as well, though not before winning Perrin’s anger by tricking Loial into promising to take her back to the Theren before he took anyone else, something which obliged the others to put up with her claims to leadership, since they had recently learned that the Whitecloaks were threatening to annex the region. Once, when Faile went so far as to punch Perrin for not complying with her wishes, he put her over his knee and spanked her angrily, to the surprise of everyone there, including himself. Faile didn’t seem as displeased as he had been expecting, however.

The plan to make use of the Ways required Rand to distract *Machin Shin* by going to a far off Waygate while Perrin and the majority of their party headed to the old Manetheren Waygate. In order to communicate while they were separated, Rand and Perrin had to meet in *Tel’aran’rhiod*, which they were both growing more familiar with. They were not so familiar with it that strange things didn’t still happen to them there, however, as they found on their second meeting, when Rand transformed—in body at least—into his female counterpart, Raye al’Thor. Perrin had been involved with Raye in many of the alternate lives he’d witnessed, and was so overcome with lust on seeing her again that he ended up transforming into a giant wolf mid-coitus. This horrified, and he fled Rand/Raye’s presence ahead of what he was sure would be a bitter condemnation.

He had other strange encounters in *Tel’aran’rhiod*, too. Once meeting Birgitte Silverbow, who warned him to stay away from the Tower of Ghenjei, and once seeing a man the wolves called Slayer, who delighted in hunting wolves even in their dream-like afterlife. Perrin was horrified and infuriated by Slayer’s actions and hunted him in turn.

That was nothing compared to the horror that awaited him when he finally made it back to Emond’s Field. Marin al’Vere broke the sad news to Perrin that his entire extended family had been wiped out, and his childhood home burned to the ground. The comfort Faile offered him after hearing that news went a long way to solidifying his growing love for her.

Perrin resolved to free those Thereners that the Whitecloaks had taken prisoner, fearing that they would suffer a similar fate to his family. He also tried to persuade any folk who were living on the more isolated farms to move into town where it would be safer. This seemed no more than common sense to Perrin, so he was surprised when he suddenly found himself being regarded as a leader for putting the idea forward, though Faile and Moiraine encouraged it, and Rand proved indifferent. He met and took an immediate dislike to Lord Luc during this time. He helped to free the Cauthons, Candwins and Luhhans from the Whitecloaks, and was briefly reunited with Alsbet and Haral, before leading a group of Theren men on a Trolloc hunt.

Gaul, who had also attached himself to Perrin’s party, in no small part due to the debt he owed him, accompanied him on his hunt, and together they slew many Trollocs, but eventually one of the battles went against them, resulting in the deaths of 27 young Theren men, to Perrin’s grief and guilt. He himself was badly injured in that fight. He and Rand both suspected treachery, but neither could prove who had done it.

One suspect was the woodswoman Sara Aythes, who had watched the battle from afar. She recognised Perrin’s name while they were questioning her, and offered to lead him to another Aybara. This proved to be Perrin’s cousin Emi, who had survived the destruction of their home, though not without suffering some grievous losses, not least of which her legs. She told Perrin that it had been Padan Fain, and not the Trollocs he had been blaming, who had killed the Aybaras. Naturally, Perrin swore revenge on Fain.

The party stayed with Raen’s band of Tinkers for the night, allowing Perrin to be reunited with Aram and Raine, but his injuries made those reunions brief. A mysterious malaise that settled over Faile that night frightened Perrin badly. He entered *Tel’aran’rhiod* to try to save her, and soon learned that she had somehow been taken by Slayer, who was using her as bait for Perrin. He was able to save her with Hopper’s help, but the wolf was killed by Slayer before they could escape, adding yet another grief to Perrin’s growing collection. He confessed his wolfbrother status to Faile and found her not at all as disturbed as he’d expected. She had a confession of her own to make in response, namely that she was a high-ranking noble, the only daughter of the Marshall-General of Saldaea, and a cousin to Queen Tenobia.

Perrin’s fondness for the Way of the Leaf grew as a result of his losses, but that was not enough to make him accept it, not with so many enemies in need to fighting. He tried to persuade Raen to bring his band to Emond’s Field, but the *Mahdi* refused to be budged. When this decision resulted in the deaths of most of his band, Aram decided to reject the Way of the Leaf and take up the sword. Perrin’s support of that decision won him Aram’s fealty.

His wounds were Healed by the Aes Sedai on his return to Emond’s Field, where Perrin took charge. He even came to be called Lord Perrin, something that he found horrifying, especially when it was coming from people, often older than him, that he had known since childhood. He was assisted in his rise to authority by, among others, Marin al’Vere, Bran al’Caar, Tam al’Thor, Abell Candwin, Alsbet Luhhan, Haral Weyland and Daisy Congar. His old friend Dannil Lewin soon came to command the group of Theren youths who considered themselves Perrin’s personal guards.

Geofram Bornhald came to Emond’s Field not long after Perrin’s return, and renewed his calls for Perrin’s arrest and execution. Perrin agreed to submit to Bornhald’s judgement if the Whitecloaks would bring their cavalry to the defence of the Theren. Bornhald took the deal, though none save he and Perrin seemed satisfied with it.

As Perrin grew closer to Faile, he drifted further from Rand and Anna. This was not only due to the romantic difficulties a marriage would cause, but also due to the politics involved. Neither Rand nor Anna wanted the Theren to adopt aristocracy. Perrin didn’t either but Faile liked the idea, and he was happy to let her have her way so long as the Theren was safe. This put him at odds with Rand and Anna, both of whom argued angrily with him over it. Another bone of contention between them was Rand’s relationship with Emi, whose sudden advances Perrin had spurned. He was as worried over her mental state as her physical one, and angered at Rand for, as he saw it, taking advantage of her.

Loial and Gaul won Perrin’s everlasting gratitude and friendship by going alone into the Mountains of Mist to close the Waygate that the Trollocs reinforcements had been coming through.

He defeated Slayer in *Tel’aran’rhiod*, seemingly destroying him, and grew even more suspicious of Lord Luc when the man fled Emond’s Field immediately afterwards.

Perrin and Faile were married just before the end of their campaign against the Trollocs. She was a virgin on their wedding night, to his delight. He took her name on marrying her, after the Saldaean fashion, and she was recognised by many in the Theren as their liege lady. She left for Watch Hill immediately afterwards, where she rallied the people there to come to Perrin’s aid. The Deven Ride folk came, too, of their own accord, and together they were able to defeat the Trollocs.

When Bornhald reminded Perrin of their deal, Perrin was resolved to go to the gallows willingly, having discharged his duties, but a conflict between Rand and the Aes Sedai Alanna Mosvani soon distracted all involved. When Bornhald was killed by Rand, Perrin and his allies were relieved to see the deal he’d made rendered moot.

Perrin had sex with Rand one last time before the final battle against the Trollocs, and did not choose to go with the group that set out in pursuit of him when he fled the Theren after being revealed as the Dragon Reborn. Instead, Perrin settled in to make a home for himself with Lady Faile, hoping that his struggles and losses had come to an end, but secretly knowing that it was only a matter of time before he was dragged back into the greater struggle against the Shadow.

His quiet time in the Theren was not completely unremarkable, however. Conflicts arose over the changes taking place in the region, with opposing factions forming, one in favour of embracing the rule of Lady Faile, the other in favour of retaining the old ways. During this time, Perrin’s *ta’veren* nature attracted what some had taken to calling a “bubble of evil”, an early manifestation of the Dark One’s malignant effect on the Pattern. It caused Perrin’s own axe to take on a life of its own and try to kill him, but he was able to wrestle it into submission.

**\*Portal Stones**: Remnants of another Age, possibly older even than the Age of Legends. These large, grey stone cylinders are covered in hundreds of archaic characters, each symbol corresponding to another Stone, or another world, in the network. Those wielding the One Power can use them to travel to other realities or other possible timelines or simply other locations in this world, by channelling into the appropriate symbol. The multitude of different worlds that can be seen, or travelled to, using a Portal Stone are sometimes called the Lines of If. In them, a person might glimpse other versions of themselves, and see different ways that their life might go, or have gone.

Portal Stones are difficult to destroy, and resist being moved from their set locations. Few people in the Tenth Age know much about them, and no-one knows where they are all located. With the continent-shifting destruction cause by the Breaking of the World, it is inevitable that many Portal Stones will have been lost under earth and water. Attempted to travel to any Stone without knowing its current status would be very ill-advised.

**\*Prophecy of Rhuidean, the**: Based of a Foretelling told by an ancient Aes Sedai in the latter years of her life, centuries after the Breaking of the World, this prophecy was vital enough to the Aiel that they have preserved it ever since. It speaks of He Who Comes With the Dawn, a man who will become the chief of chiefs of the Aiel, the *Car’a’carn*, and who will unite their clans into one people. The Prophecy of Rhuidean says that the *Car’a’carn* will break the Aiel like dried twigs, spill out their blood like water on sand, take them back, and destroy them. Yet, despite this dark promise, it demands that they follow him nonetheless, for if they do then a remnant of a remnant of their people will survive, while if they do not then all of the Aiel will die.

Conditions for fulfilling the first part of the Prophecy of Rhuidean include the fall of the Stone of Tear, and surviving the test of Rhuidean. In the latter case, if someone emerges from the *ter’angreal* held at the heart of that city with a Dragon tattooed on either arm, they will have proven themselves to be He Who Comes With the Dawn.

**\*Queen’s Guards, the**: The Queen’s Guards are the core of the Andoran army, and are commanded by the Captain-General. In peace time they are responsible for the Queen’s security as well as policing the capital. They often patrol the rest of Andor, too, but in more distant regions their duties are usually given over to town militias. The Queen’s Guards total about 10,000 men. Their uniform is a red undercoat with white collar and lapels, gleaming mail and plate armour, with a conical helm with a barred faceguard. They wear red cloaks. Officers have golden lion-head spurs, and knots of rank on their shoulders. The Captain-General has 4 golden knots, a captain 3, a lieutenant 2, and an under-lieutenant 1. The Andoran salute is an arm across the chest.

**\*Raelie Renshar** (pronounced RAY-lee REHN-shar): An Aes Sedai of the White Ajah.

Raelie is a very proud and intelligent woman. She is cunning and logical, and can be quite sharp-tongued with those she considers foolish or beneath her.

She is 5`3`` tall and weighs 145lbs. She has a fairly slender build, though her thighs are disproportionally bigger than the rest of her, a fact that is some source of irritation to Raelie. She is very pretty, with blue eyes, a dimpled smile, and a mass of curly red hair. She bears a notable resemblance to Queen Morgase Trakand and her Daughter-Heir Elayne, to whom she is very distantly related. Raelie can be differentiated from them by the darker shade of her hair, and her propensity towards freckles, which liberally cover her face and shoulders.

Her strength in the Power is measured at 30/69. She has a Talent for Cloud Dancing.

Raelie was born to a high-ranking Andoran House in 851NE. She went to the Tower so long ago that even her nieces and nephews have long-since died of old age, but sometimes misses the noble lifestyle. She spent 9 years as a Novice and 5 as an Accepted before being raised to the Aes Sedai.

She introduced herself to Elayne Trakand shortly after she arrived in the White Tower, but Elayne found her off-putting and thought her politically ambitious. She became even more suspicious of her after the near-death experience she suffered during her Accepted test, which Raelie was one of the three Aes Sedai to oversee.

**\*Raen** (pronounced RAIN): A *Tuatha’an Mahdi*, or Seeker, who might be considered the leader of his band by those who mistakenly think the *Tuatha’an* have leaders.

Raen is a firm believer in the Way of the Leaf. He has faith that the Song his people search for will be found someday. This doesn’t prevent him from befriending those who do not share his beliefs, though he can’t help but try to convert them.

He is a slight and thin man, with grey hair and a lined face. He stands 5`7`` and weighs 110lbs.

Raen and his plump wife, Ila, encountered Perrin Aybara for the first time in 996NE, when Raen’s old friend Elyas brought the lost trio of Thereners to his band for shelter. He treated them all kindly and they parted on good terms.

He met them for the second time in early 997NE, when his band found themselves in a Shadowspawn-infested Theren. Raen refused Perrin’s advice to seek shelter in Emond’s Field, something which he came to regret when a Trolloc attack took the lives of most of his people, including his daughter, Jazel. Raen was deeply traumatised by this, something which was made even worse when his only surviving grandchild, Aram, decided to abandon the Way of the Leaf and take up a sword instead.

**\*Ragan Fanwar** (pronounced RAY-gahn fan-war): A Shienaran soldier from Fal Dara, now sworn to the Dragon Reborn.

Ragan is friendly, easy-going and amiable. He is calm under pressure, and popular with the other soldiers, who recognise his potential as a leader.

Ragan is 5`10`` tall and weighs 200lbs, with a muscular build. He has a dark amber complexion, dark eyes, and is quite handsome, despite the triangular scar on his right cheek. His black hair is worn in the traditional topknot of a Shienaran soldier, with most of the skull shaved around it.

Ragan was born in 969NE and joined the army at a young age. In 996NE he was part of the garrison at Fal Dara, where he met Rand al’Thor and was friendly towards him. He was one of the twenty soldiers under Lord Ingtar’s command who were sent to recover the Horn of Valere from Padan Fain. They chased Fain all the way to Falme, using a Portal Stone for the last stage of their journey. A mishap with said Stone caused Ragan to see a variety of alternate worlds through the eyes of his own alternate selves there. At Falme he saw the Horn of Valere sounded and Rand declared as the Dragon Reborn. In the aftermath of that battle, he and the other Shienaran armsmen swore fealty to Rand.

Ragan fought to defend Rand as they made their way east through war-torn Falmerden while being hunted by Shadowspawn. That conflict came to a head at Tarcain Cut, where Ragan distinguished himself in battle. After the victory there he continued to protect Rand as they made their way into and through Valreis. While travelling with Luca’s circus he met and had a brief affair with a seamstress named Jameine, who tried to pit him against Rikimaru in a conflict for her affections, but was disappointed by the two men’s indifference and unwillingness to fight over her.

He travelled all the way to Emond’s Field with Rand, before losing track of him when he fled alone to Tear. Moiraine tried to send him and the other Shienarans to Ghealdan, but Tam arranged for them to travel with him to Tear instead.

He saw the fall of the Stone of Tear, and participated in its later defence against an attack by the Shadow. Rand placed Ragan in command of the group of Shienarans he sent to protect Nynaeve and Elayne during their journey to Tanchico. He did this ably, despite his annoyance at Nynaeve for forcing him to swear to obey her. His temper was greatly mollified by the company of another of the Accepted, a pretty little Kaltori named Shimoku. The two of them became close during their travels together, and she defended him against Nynaeve’s recriminations when she discovered he had been delivering letters from Thom to the agents he hoped to recruit in Tanchico.

**\*Rahvin** (pronounced RAAV-ihn): A Forsaken whose name can be roughly translated to “Promise of Freedom”, or perhaps “License of Freedom”.

Rahvin is of a race that, in another Age would have been called “black”, though that term is not used in the Tenth Age any more than it was in the Age of Legends, of course. He stands 6`7`` and is very muscular, with broad shoulders and a deep chest. He weighs about 250lbs. He is a handsome man, with very dark eyes, and curly black hair that has wings of white at the temples. Other than the touches of white in his hair, he looks quite youthful. People who do not know him would likely think him very attractive.

Rahvin’s strength in *saidin* is measured at 3 on the 69 point scale. He is skilled in the use of Compulsion, and uses it almost as liberally as Graendal does. His *valdarhei* is managed by a *Sysan Odiva* named Siry, who takes the illusionary form of a naked woman.

His original name was Ared Mosinel (pronounced ah-RID MOSS-ihn-ehl) and he was a fairly unremarkable Aes Sedai prior to betraying them and joining the Shadow. As a commander in the Dark One’s legions he proved similarly unremarkable. He was competent as a general and a governor, but no more than that. This was perhaps in part due to his tendency to spend so much of his time indulging in his favourite hobby: raping women physically and mentally. He prefers to avoid direct conflict, relying on manipulation and diplomacy to exert control. Rahvin nurses an envy of anyone placed above him and enjoys any chance he can to degrade or humiliate others.

Rahvin was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. He was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. He was among the group of seven released late in that year; the seventh to be returned to the world. He took some time to familiarise himself with the new world, then attended a meeting in *Tel’aran’rhiod* where he and the other Forsaken plotted to divide Valgarda between them. Rahvin asserted his intention to claim Andor as his new seat of power.

Towards this end, he took upon himself the name of Lord Gaebril and used his control of the Darkfriends in Caemlyn, as well as liberal usage of Compulsion, to create and then quell a series of riots in the Andoran capital. When Morgase returned from her trip to Tar Valon, Rahvin was welcomed into her company. Once there, he immediately used Compulsion to seize control of her mind, forcing her to become his eager sex slave in private and his loving partner in public. With his solid public reputation not many questioned Morgase’s choice of “Lord Gaebril” as her consort, but many began to question the changes in her policies and rulership under Rahvin’s “counsel”, with even some of her staunchest supporters growing disenfranchised from her. Rahvin didn’t care about that. So far as he was concerned, Morgase and Andor both belonged to him now.

He didn’t much care for the idea of Morgase’s Daughter-Heir wandering about outside his control, however. The easiest solution available to him seemed to be to have her killed, so that was the solution Rahvin chose, sending a Darkfriend lord named Comar to Tear with orders to assassinate Elayne. Unbeknownst to him, Mat Cauthon overheard the exchange and resolved to intercept the assassin before he reached his target.

**\*Raine Cinclare** (pronounced RAIN sin-clayr): A young wolfsister who struggles against the more feral instincts her ability encourages. To the wolves, and her fellow wolfkin, she is known as Bane.

Raine behaves in an animalistic manner, part of her mind having been subsumed by the wolves’ collective consciousness, though another part of her rails against this and hates both the wolves and herself. She can be curt, vicious and suspicious, but she is not cruel or ill-intentioned. What little sense of humour she possesses is of a cutting kind.

Raine stands 5´2´´ and weighs 100lbs. She has a skinny build, though she is strong for her size and her body is corded with muscle. She has pale, sun-reddened skin, with scattered freckles. She has red hair, which she had once cut so short that her head appeared almost shaven, but has since begun to grow it out. Her eyes were originally blue but became yellow on awakening to her wolfkin status and now reflect the light. She might be considered pretty were it not for her feral appearance, with long, cracked nails, ragged clothes, and a near-constant bitter scowl. Her breasts are small, and her bottom narrow. She tends to walk with a hunched posture.

In *Tel’aran’rhiod*, Raine often takes on a hybrid appearance, part woman and part wolf. In this form her lean body is covered in brown fur, with that on her belly being of a lighter shade than that elsewhere. She walks on all fours, but her limbs remain more human than wolf, though oddly jointed, with padded bottoms, and tipped with sharp black claws. She has a wolf’s pointed ears on her head, and can be seen with an elongated muzzle or a slightly more human looking face, depending on her mood. She will speak either telepathically or with a light, guttural voice, depending on which form her head has shifted to. She will also be seen with a bushy brown tail. The body underneath her fur retains the basic appearance of a human woman, with two breasts rather than a wolf’s multitude. Her eyes, however, are very much a wolf’s: large, glowing and yellow.

She carries several knives, too long to be daggers, but not long enough to be shortswords, and she is not unskilled in their use, though she would hardly be described as a great warrior. She has a cautious fighting style, centred on speed and opportunism rather than direct confrontation. Like all wolfkin, she has enhanced senses and can enter *Tel’aran’rhiod* freely while sleeping. Though skilled in some ways at using *Tel’aran’rhiod*, she is not very good at using it to tell the future.

Raine was born in 981NE in a small village in eastern Andor called Rospool. Her mother died in childbirth and her father Craig treated her poorly, criticising her harshly when he was not simply neglecting her. She spent most of her time in the company of her maternal aunt, Mora Cinclare, who all-but adopted her. She grew to be a quiet and modest girl, and devoutly loyal to the Light.

Raine was deeply alarmed when she began to hear strange voices in her head, during the autumn of 994NE. She feared she was under attack by the Dark One, and after waking from a particularly vivid dream to find that her eyes had changed colour, she ran to her father in a panic, seeking help. Unfortunately, she soon found that she wasn’t the only one to link her strange abilities to the Shadow. The Dragon’s Fang was scrawled on the Cinclare door the next day, and an angry, torch-carrying mob gathered outside her house that night. Raine looked for her father, only to find that he was among the mob outside, either urging them on or just seeking to distance himself from his cursed daughter. Raine fled her village for the nearby woods, pursued by her angry neighbours. Being unfamiliar with the woods, especially at night, she only managed to evade her pursuers thanks to the guidance of the wolves who spoke in her mind. When one young man named Darin—who Raine had harboured a secret crush one—managed to catch up to her, a wolf burst out of the trees, hamstrung him and then tore out his throat. What Darin’s intentions were, Raine never really knew. Grieving and lost, she fled farther into the woods, and spent several months living alone, struggling to find food and shelter and growing to rely on the wolves for help, little as she liked having them in her mind.

She met Elyas Machera in 995NE, who explained to her about the wolfkin. He also taught her how to hunt and fight. By then Raine had become somewhat feral. Recognising him as the leader of their pack, or First, she submitted to him and became his mate. Their relationship was fraught, for Elyas was much more comfortable with his wolfish side than Raine was with hers, which often led to arguments between them.

Less than a year later, they encountered Perrin Aybara and Elyas explained that he, too, was a wolfbrother. Raine urged Perrin not to embrace his abilities, to Elyas’ irritation. She and Anna clashed briefly, but parted on decent terms. She grew close to the *Tuatha’an* woman Ila while Perrin’s group were staying among the wagons, and when the time came for them to depart Raine chose to stay behind, stating her hope to rediscover her human side, and breaking off her relationship with Elyas.

While staying with the *Tuatha’an* under Ila’s supervision, Raine got more in touch with her human side. She took to wearing dresses like the other Tinker woman, and became friends with Merile, who was as quirky as she was, albeit in a different fashion.

Her wolfkin instincts flared up again when, in early 997NE, she first encountered Rand al’Thor, who she recognised through the wolves’ influence as Shadowkiller. She did not know him personally, but as the wolves held him in awe, so did she. Raine would have submitted to being Rand’s mate there and then, but he found her sudden and undeserved adoration to be quite disturbing, and so rejected her advances. Raine was hurt, feeling that he saw her as a feral monster, but she persisted in following him, since she now considered him the leader of her pack. She fought at his side in the battles to defend Emond’s Field, and encountered him in *Tel’aran’rhiod*, where she appeared in a half-wolf, half-woman form. She befriended Anna during this time, and attempted to get close to Min, but they encountered difficulties. When Rand left everyone behind to go to Tear, Raine did not hesitate to join the group that set out in pursuit of him.

She clashed with Alanna during the journey to Tear, but managed to befriend most of her other travelling companions. She helped Moiraine to infiltrate the Stone on the fateful night that Rand claimed *Callandor* and proved himself to be the Dragon Reborn.

Raine continued to shadow Rand in the days that followed, while developing her friendships with Merile, Imoen and the rest of his entourage. She bought herself some nice new clothes with the money he gave her, while also secretly buying herself a leash—a black leather collar studded with steel, with a thin steel chain attached to it by way of a metal ring—that she hoped to have him use on her, thinking it would help to keep her lupine instincts at bay. The opportunity to make her desire a reality came after an encounter with Luc Mantear in *Tel’aran’rhiod*. She saved Rand’s life during the fight, and he responded by making love to her in her half-wolf form. Moved by this, she was emboldened enough to let herself into his bedroom in the real world, where she gave him the collar and asked him to take her as one of his lovers. Rand agreed, and they spent the night together.

Now part of Rand’s pack, as she saw it, Raine also advanced her relationship with Merile from friends to lovers, after they had a threesome with Rand. She briefly encountered Elayne, Amys and Seana in Tel’aran’rhiod, and was ashamed to have them see her in her half-wolf form. Raine fought against the Shadowspawn during Moridin’s attack on the Stone, and accompanied Rand when he journeyed to the Aiel Waste by way of the Portal Stones. She glimpsed some of the Lines of If in the process, including one in which another her she was involved with Perrin, and one in which she was a man named Reiner.

When Rand began training with the Wise Ones after emerging from Rhuidean marked as the *Car’a’carn*, he was able to persuade them to teach Raine, as well. She was happy to take their instructions, even if it meant promising to follow their orders. She was happy to find that Dani would be training with them, too, since she’d taken a liking to her.

Raine’s initial intention to simply tough out the conditions in the Waste resulted in her collapsing with heatstroke and needed to be treated by Dani and the Wise Ones. After that incident, she bought herself a wide-brimmed, flat-crowned brown hat to shield herself from the sun.

Her attraction to Dani culminated in her allowing the Accepted to fuck her with a strapon toy. When Rand walked in on them, Raine was quick to invite him to join in, and delighted when he and Dani proved welcoming to the idea. It was the culmination of a fantasy that had been building in her.

**\**raken* and *to’raken***: Two closely related species of Seanchan Exotic.

*Raken* are large flying creatures that have a body larger than a horse, leathery grey skin and large, bat-like wings. They have a long horny snout and powerful jaws that can easily shear through a branch or an arm. Two eyes sit at the front of the head, which is supported by a long, graceful neck. They have a very long and thin tail that wrongly appears fragile but is instead quite strong and used in flight for balance and control. They have two legs, rather thin compared to the rest of the body, with feet that have six long, and very strong, taloned toes arranged four in front and two behind. Their intelligence is roughly that of a horse.

On the ground the *raken* usually crouch, raising their head on their necks to look about. In their crouched positions, a rider can easily swing a leg over the saddle. Awkward and slow on the ground, *raken* become extremely graceful when airborne. They can launch themselves up in the air from where they stand, without the need to run to gain momentum. Their maximum flight speed is three to four times that of a horse and they can maintain this speed over short distances, but can fly fairly long distances (300-400 miles) at lower speeds without rest.

*Raken* are primarily used for scouting and carrying messages, and can carry two small people or one larger one. They are controlled by leg pressure and reins, attached to rings permanently fixed in the animal’s horny nostrils. *Raken* will fly even when injured or ill, though not as fast or far as usual, and can (like some horses) be ridden to the point of its death. They can perch comfortably even on vertical surfaces so long as there is a purchase for their claws. In some cases, when perching on such precipices, they will spread their wings across the surface, in effect clutching with them. *Raken* will perch in large trees where the branches can support it, but they prefer open ground or cliffs.

The riders, *morat’raken*, are sometimes called “fliers”. They are all either women or smaller than average men, and often ride double, one behind the other in lightweight saddles. Paired *morat* are used in situations where extra eyes are wanted, as on most scouting missions. When speed or long distances are required, only one *morat* will ride the animal.

*Raken* are omnivores, though they will be perfectly content with an all-plant diet. *Raken* are egg layers, and the females lay one egg at a time.

*To’raken* look rather like a *raken* except that they are larger and mottled brown instead of grey. Crouched back, the *to’raken* can be 9 feet or more above the ground. The *to’raken* has the intelligence level of a horse.

Their females also lay their eggs one at a time but unlike their smaller cousins, the *to’raken* are herbivores.

*To’raken* need a running start of at least 100 paces in order to launch themselves into the air and are neither as agile or as fast in the air as the *raken*. Their maximum flight speed is a little more than twice that of a horse. *To’raken* are valued for their strength and endurance, being able to fly much further than *raken* without rest (up to 1000 miles at moderate speed while carrying only one *morat*). They can also carry large loads. With one *morat*, a *to’raken* can carry an additional 1000lbs or more of cargo as far as 200 miles. They are used primarily for transporting people who must be moved quickly, or urgent cargo. While they occasionally are used in battle, this is not preferred, as they must come in range of enemy archers before the archers riding on them can do any damage themselves.

An injured *to’raken* does not fly well. Unlike the *raken*, when injured they often refuse to fly farther than a safe landing point. Safe for the *to’raken*, but not necessarily for its rider. Therefore this extremely valuable animal is seldom used in battle.

A *morat* who can handle *to’raken* can also handle *raken* (and vice versa), but *morat’raken* are considered superior to *morat’to’raken*. To order a *morat’raken* to fly a *to’raken* would mean a loss of face for the flier. A fact that even the Blood recognizes.

**\*Rand al’Thor** (pronounced RAND ahl-THOR): The Dragon Reborn, prophesised to be both saviour and destroyer. He is the most recent incarnation of one of the most senior of the Creator’s champions, the Heroes, and has been reincarnated hundreds of thousands of times over, serving Her and the Pattern in the eternal conflict between Light and Shadow. The faces and names he has borne are as numerous as the men and women he has loved over his many lifetimes.

Rand is a responsible and selfless man, with a strong sense of duty, who is often kind and warm. He is loyal to his friends, and compassionate to strangers. He is stubborn, independent and strong-willed, and has a temper that he usually keeps well controlled. Rand can be opinionated and outspoken, but feels obliged to respect customs even when he secretly resents them or thinks them foolish. He is very promiscuous and has wide-ranging tastes. Young or old, fat or thin, male or female, Rand can find himself attracted to almost anyone provided he finds their character appealing.

As a grown adult, Rand stands 6´6´´ tall and weighs 235lbs. His skin is fair, his hair dark red, and his eyes are of a bluish grey colour. He is muscular and fit, with broad shoulders, a flat stomach, a narrow waist and long legs. He is very handsome and goes clean shaven. Rand has little body hair, and his manhood is exceptionally long and thick. He has a circular, puckered scar in his left side which resists all efforts to Heal it. Rand has a stylised heron branded on the centre of each palm. The branded herons are standing with one leg slightly bent; their wings are folded; their beaks point towards his fingers. The edges of the brands are clean and distinct. Upon surviving the test of Rhuidean, Rand’s forearms became marked with twin Dragons, being a figure like a serpent, scaled in scarlet and gold, but with scaled legs and feet with five long, golden claws on each, and a great head with golden mane and eyes like the sun. The tails of these Dragons begin near his elbows, the bodies coil around his arms, and the heads rest on the back of his hands. They are made even more striking by the unnatural way they catch the light, seeming to glitter like polished metal instead of plain ink.

Rand proved to be a prodigiously powerful channeler, even without any formal training. On a scale of 1-69 his strength is measured at 1. He has the Talents for Earth Singing, Fire Breathing, Reading Residues, Making, Aligning the Matrix, and Dreaming, though he does not fully understand how to utilise these Talents. Rand is a skilled woodsman and an exceptional archer. He has been studying swordplay and is dedicated to improving his skills in that regard, while also studying the Aiel’s style of hand-to-hand combat; he has learned the basics of the use of the short spears favoured by the Aiel, as well. He has a sharp mind, and rarely needs to see or hear something more than once before memorising it.

Rand was born on the slopes of Dragonmount during the Blood Snow, the last major battle of the Aiel War. His exact date of birth is Danu the 1st, 978NE, which is the first day of the last month of that year. His biological mother was a Maiden of the Spear who called herself Shaiel, while his biological father was the clan chief who commanded the Aiel army: Janduin, of the Iron Mountain Taardad. His mother died within moments of birthing him and he was found shortly afterwards by Tam al’Thor, a soldier who served in the Illianer Companions. Tam took the child back to his wife Kari, who named him Rand. They adopted him and retired to Tam’s native Theren, where they settled down on a small farm.

Kari died of a fever in 984NE when Rand was 5. 2 years later, on the anniversary of her death, a drunken, lonely and frustrated Tam came to visit Rand in the night and ended up taking Rand’s virginity. Tam expressed shame afterwards. Stricken and confused, Rand forgave his father and volunteered to become his willing catamite, a position he held throughout his remaining childhood. Rand came to associate almost all forms of affection with sex. His closest friends, Mat Cauthon and Perrin Aybara, lost their virginities to him during an impromptu orgy that sprung up during a friendly camping trip when they were all 12. Rand was the penetrator as well as the penetrated during that incident, which was a first for him. The three boys have continued their affairs in secret ever since.

Rand began having an affair with the Mayor of Emond’s Field, Marin al’Vere, when he was 14. She was 54 at the time, married, and only one of her 5 children was younger than Rand. Marin was the first woman he ever had sex with, and they have been having secret trysts intermittently for years. When Marin’s youngest daughter Egwene turned 14 she expressed an interest in Rand, so Marin went to Tam and arranged a betrothal between Rand and Egwene, though neither of them was consulted over the arrangement. Rand was almost 16 at the time. The relationship between the two was fraught; he did not particularly like her, though he tried to be friendly; and she cared even less for him, and rarely missed an opportunity to express her contempt. As soon as she was judged to be an adult by Theren standards, Egwene decided to leave the Theren to pursue a career elsewhere, ending her betrothal to Rand in the process. Before leaving, she threw a small and private party with just herself, Rand, Mat and Perrin. There she had sex with all three boys, and enjoyed herself immensely.

Rand was well-known throughout the Theren during his childhood. Almost all people in that region are of medium height with brown hair and brown eyes, so his appearance brought him a lot of attention, not all of it positive. Efforts to bully him by some of the other lads were short-lived, since he soon grew taller and stronger than they, and was not averse to using his fists. Others, more positively inclined towards his looks, joined his growing collection of lovers, though Rand always took pains to be discreet over who he was and wasn’t sleeping with.

Sascya Aydaer, the wife of his neighbour, Oren Dautry, was one of those that Rand was intimate with, as was her eldest son Tod, though the former relationship was warmer than the latter.

Rand was an only child, with no known living relatives besides Tam, and the farm he grew up on was quite isolated. As such he was often lonely, and sometimes envied the larger families his friends had. The closest neighbours to the al’Thor farm were the Dautrys and the al’Tolans, who were both similarly small families. Anna al’Tolan was of an age with Rand, and like him lived alone with her father. He and Anna had much in common and grew close, coming to regard each other as all-but siblings. Rand made certain not to think of Anna as anything but a sister during the years of their childhoods, and she shared his view of their relationship.

The Wisdom of Emond’s Field, Nynaeve al’Meara, was much admired by Rand. She was only 5 years older than him, but his attempts to get intimately acquainted with her led to rejection. Nynaeve considered it improper for a Wisdom to indulge in such things, and recalled too well the times she had babysat for Kari when the al’Thors visited Emond’s Field.

Various other people in the Theren numbered among Rand’s friends. He had warm relations with all four of Egwene’s elder sisters, Berowyn, Elisa, Alene and Loise. He was friendly with Mat’s younger sister Bodewhin, and their cousin Imoen Candwin. He was on good terms with Perrin’s extended family as well. Many of the Emond’s Field lads who were of an age with he, Mat and Perrin were also their friends, such as: Dav Ayellin, Elam Dowtry, Jaim Torfinn, Tief Ahan, Tod Aydaer, Lem Thane and Bandry Crawe. Jaim’s aunt, Ellie Torfinn, showed a great deal of warmth to Rand, among others; as did Tod’s mother Sascya Aydaer. He was friendly with Jerilin al’Caar, Kenly Maerin and Ewin Finngar.

On Winternight of 996NE, a Trolloc raid in the Theren brought Rand into contact with the Shadow’s forces for the first time. He managed to kill a Trolloc with the heron-mark sword he had borrowed from Tam, and later promised his help to the Aes Sedai Moiraine Damodred in exchange for her saving Tam from a poisoned cut he had taken during the fighting. While feverish from his wound, Tam let slip the truth about Rand’s birth, revealing that he was not Tam and Kari’s real son.

Moiraine claimed the raid was aimed at finding a certain person of about Rand’s age, and that more Shadowspawn would come unless Rand accompanied her when she left. Rand suspected she was right, as his friends and age-mates Lem Thane and Bandry Crawe had been among those killed by the Trollocs. He agreed to leave, and travelled out of the Theren in the company of his friends Mat, Perrin, Anna and Egwene; also with them were Moiraine, her Warder Lan Mandragoran, and the gleeman Thom Merrilin. Rand took with him his father’s heron-mark sword, for protection and comfort, and was given a grey stallion named Cloud. He loaned his own horse, a shaggy brown mare named Bela, to Egwene for a time.

As Moiraine suggested, they found themselves hunted by the Shadow’s forces, led by a man calling himself Ba’alzamon who often appeared in the dreams of the three boys. Rand began receiving instruction in swordplay from Lan during their journey. On reaching Baerlon they were joined by Nynaeve, and while staying there Rand met and befriended Min Farshaw.

A misadventure in Shadar Logoth led to the party being split up, and Rand losing Cloud. Rand, Mat and Thom made their way to Whitebridge, where an attack by a Myrddraal almost cost Thom his life and separated him from the two boys. Rand and Mat continued on towards Caemlyn, sometimes working for their supper, and sometimes being driven to theft by their hunger. During one stop on their journey they shared the affections of a lusty farmgirl named Else Grinwell. During another they were attacked by a Darkfriend band led by Howal Gode, but lightning suddenly rained from the sky and killed their would-be kidnappers. On yet another stop they met a female Darkfriend assassin named Mili Skane, whose life they spared due to her gender.

When they finally reached Caemlyn, Rand and Mat took rooms at an inn called The Queen’s Blessing. There they met Basel Gill, Lamgwin Dorn, and Loial son of Arent son of Halan, an Ogier. Rand and Loial became friends, and Loial claimed that Rand was *ta’veren*, a man marked by destiny. This proved true when he found himself accidentally stumbling into the gardens of the royal palace of Andor and meeting the Daughter-Heir, Elayne Trakand, along with most of her mother’s court. Rand borrowed a red stallion named Red from Basel Gill at this time.

He and his friends were reunited, and it was decided they must make their way to the Eye of the World. Towards that end, and with Loial’s guidance, they journeyed through the Ways to Fal Dara where they met Lord Agelmar Jagad. It was then learned that Padan Fain, a peddler who often visited the Theren, was a Darkfriend who had been charged with hunting Rand and his friends. Leaving Fain imprisoned at Fal Dara, the party made their way into the Blight and arrived at the Eye of the World. There they were greeted by the Green Man, but were soon attacked by the newly-freed Forsaken Aginor. In the struggle that followed, Egwene and the Green Man were killed and Rand channelled the One Power consciously for the first time. He drained the purified *saidin* that was contained in the Eye and used it to drive Aginor off, crippling him in the process, and then turned it against a Trolloc army that had been gathering at Tarwin’s Gap. His intervention helped the Shienaran forces to victory.

Afterwards, three items were found in the now-empty well of the Eye: a banner that once belonged to Lews Therin Telamon, the Horn of Valere, and the broken pieces of one of the seals on the Dark One’s prison. Moiraine and Ba’alzamon, who revealed himself to be the Forsaken Ishamael, both began claiming that Rand was the Dragon Reborn.

Rand slipped into a semi-suicidal state after the twin blows of Egwene’s death and learning he could channel. He preferred death to the possibility of going mad and harming any of his friends, but still wanted to live. He and Nynaeve, who was also grief stricken over Egwene’s death, found comfort in each other’s arms one night. He confessed his love to her afterwards, but Nynaeve was conflicted in her feelings and did not answer in kind.

He continued to receive instruction in swordplay from Lan, as well as in other matters. Lan urged Rand to play the part of the Borderlander noble in his dealings with the Aes Sedai, and gave him a red-enamelled pin in the shape of an eagle with its wings spread, the sigil of Manetheren, which he was to wear fastened to the knot tied in a fringed golden cord wrapped around his left arm.

Rand helped repel the Trolloc raid on Fal Dara keep, encountering numerous Shienarans and Aes Sedai in the process, among them Alanna Mosvani, Yuna Brasca, Verin Mathwin and Liandrin Guirale. But he was unable to prevent Fain’s escape, or the theft of the Horn of Valere.

The Amyrlin Seat’s arrival in Fal Dara spared Rand from what he felt was the duty to take his own life. After some dithering, (and a memorable encounter in the baths with several of the keep’s ladies, including the *shatayan* Elansu) Rand turned himself over to the Amyrlin, Siuan Sanche, expecting her to Gentle him. She did not, but instead told him of his birth on the slopes of Dragonmount, and named him the Dragon Reborn. Rand rejected her words, and came to suspect she was attempting to make him into a false Dragon and use him to frighten people into seeking the White Tower’s protection. He became even more convinced that he should end his own life, but resolved to do so only after the Horn was safely recovered from the Shadow’s clutches.

A group of hunters was assembled under the command of Lord Ingtar Shinowa, with the assigned task of recovering the Horn of Valere. Rand, Perrin, Anna and Loial were among said hunters. Moiraine took steps to steer Rand towards his destiny at this point; disposing of his old clothes and having a newer, richer wardrobe made for him; arranging for him to be made second in command of the hunting party; and ensuring that the Dragon banner was left in his saddlebags.

While searching for the Horn, Rand developed relations with several of the Shienarans. He befriended the sniffer Hurin, as well as Lord Ingtar. While still in a semi-suicidal state, he allowed the hate-filled Masema Dagar to have his way with him. Later, he would sleep with the female soldier Areku Hiruden.

Ishamael confronted Rand once more, calling him Lews Therin now, and attempted to convince him to turn to the Shadow. Rand refused and in his anger Ishamael superheated Rand’s sword, causing the heron on its hilt to leave a matching brand on Rand’s palm.

Rand, Loial and Hurin were separated from rest of the hunters when they accidentally found themselves sleeping near a Portal Stone. While journeying through the strange world the Stone took them to, Rand encountered Lanfear under the alias Selene. She attached herself to him and attempted unsuccessfully to steer him towards the pursuit of glory. After returning to the real world, Rand recovered the Horn of Valere from Fain and took it to Cairhien to wait for the others to catch up.

In Cairhien he was reunited with Thom, returning the gleeman’s instruments to him and receiving a plain wooden flute in exchange. Rand failed spectacularly to understand the intricacies of *Daes Dae’mar*, but managed to secure the attention of the most powerful nobles in the country as a result. While evading some hunting Trollocs, he entered the Illuminators Guild and used their fireworks as a makeshift weapon to notable effect. Fain retook the Horn while Rand was otherwise occupied, just before Ingtar and the others caught up, now with the additional company of Verin and her Warder Tomas.

The hunters pursued Fain into the mansion of Lord Barthanes Damodred, where a party was being held. During it, Rand found himself involved in an orgy with Breane Taborwin, Alaine Chuliandred and Belevaere Osiellin. They later found that Fain had fled through the Ways, but when they tried to follow it was revealed that *Machin Shin* had begun to follow Rand and was blocking the Waygate’s entrance. Before they departed Barthanes, under the influence of Rand’s *ta’veren* nature, revealed himself to be a Darkfriend.

An attempt to use a different Waygate at Stedding Tsofu led to the same result. While staying there Rand learned that Perrin was a wolfbrother and the two made love once more. Anna caught them in the act and was understandably shocked. She and Perrin had gotten involved recently, though they were somewhat estranged due to certain events. She had had no idea what kind of things Rand and Perrin had been getting up to behind closed doors throughout their childhoods. She expressed offense and hurt at having been left out, and Rand invited her to join them. To the surprise of all three, Anna agreed and soon found herself sandwiched between Rand and Perrin. Rand and Anna started growing closer than either foresaw them ever being.

Verin urged Rand to use the Portal Stones to journey to Falmerden, where Fain had claimed to be heading. Rand attempted to do so but suffered a mishap. He and the other hunters found themselves glimpsing alternate worlds and timelines, and experiencing the different ways their lives could have gone. In some of those worlds, Rand found himself having been born female instead of male. His female self was usually named Raye al’Thor (pronounced RAY ahl-THOR), a tall, beautiful, red-haired woman with a curvaceous figure who, in many of her lives, was proclaimed the Phoenix Reborn, being the reincarnation of Louise Therin Telachol. When they finally arrived in the Falmerden of the real world, they found that five months had passed, and Fain had already left once more.

Rand learned that the Seanchan Empire had invaded the region and that Fain had given the Horn of Valere to them. He and the others remained resolved to recover it. Towards that end Rand, Ingtar, Hurin, Perrin and Tomas entered Falme and were surprised to find Min and Elayne being held prisoner there. Rand joined Min in freeing Elayne, who had been enslaved by the Seanchan using a *ter’angreal* called an *a’dam*. He used his bow to kill a human being for the first time during their rescue attempt. Once freed Elayne helped them to infiltrate the Divalaird to search for the Horn. They found it, but were confronted by the Seanchan leader, the High Lord Turak Aladon. In the fighting that followed, Rand killed Turak, who was a blademaster, in single combat, though this was only due to Turak’s arrogance having caused him to take Rand too lightly. Nevertheless, this act afforded Rand the right to call himself a blademaster.

With the Horn once more in hand, the hunters fled Falme. Pursued by vengeful Seanchan, Rand decided it was a good time to make a last stand, simultaneously drawing attention from his friends and ending the future threat of a maddened channeler. He also hoped to free the Falmeran princess Evelin, whom he had heard was about to be publically executed. He located Evelin and shot her would-be executioner, but Ingtar arrived and revealed that he had been a Darkfriend all along. He sought redemption, but despaired of ever finding it, and insisted on taking Rand’s place and making his own last stand. Rand bid him farewell and left to rejoin his friends.

Outside Falme they found themselves in the midst of a battle between the Seanchan Empire and the remaining armies of Falmeran, which the Falmerans were losing. In desperation, Min sounded the Horn of Valere and the ghost of the Heroes of legend manifested before them. These spirits also addressed Rand as Lews Therin and claimed that Rand was once of them, that he had been reincarnated thousands of times before, fighting in the service of the Light and the Pattern. Whilst he had stubbornly refused to believe Ishamael or the Amyrlin Seat, he could not bring himself to believe that the Heroes were lying to him. Rand finally accepted that he was the Dragon Reborn. He asked the Heroes to defeat the Seanchan, and they agreed to do so. In the battle that followed, Rand was confronted by Ishamael. They fought to a stalemate, the strange phenomenon caused by the Horn making them appear to be giants fighting in the sky above Falme, with the final result being both men taking wounds from each other. Rand was left with a heron branded on his other palm, matching the previous one he had received, as well as an unHealable wound in his left side. The heron-mark blade he had borrowed from Tam was destroyed.

In the aftermath of Falme, they were rejoined by Nynaeve, Moiraine and Lan. With Ingtar dead, and Rand revealed to be the Dragon Reborn, the remaining Shienarans swore fealty to Rand.

At Elayne and Min’s urging Rand kept the broken hilt that was all that remained of Tam’s sword. He grew close to both girls while travelling through Falmerden, and came to value their friendship and advice. While initially discomforted by the awed treatment he received from his new armsmen, Rand took up the role of their leader under Elayne’s tutelage and came to know and value them, if not always in the ways he might once have preferred. His once-friendly relations with Ragan and Areku were quashed by his sudden rise in status. His relations with Perrin and Anna continued unchanged. He followed his guards’ advice and took to wearing armour over his usual light clothing, and acquired a replacement for his broken sword.

While travelling through the Knotwood, Rand got separated from the others due to a mishap with the One Power. He met a strange wilder named Morrigan, who escorted him to her home village. There he met a woman who called herself Flemeth, who insisted that Morrigan escort him out of the woods. Morrigan and Rand quickly grew close and ended up becoming lovers, something which his friends did not particularly approve of when he brought her back with him.

Shortly after leaving the woods Rand’s party found themselves ambushed by Trollocs in the village of Nethara. The Trollocs had taken several villagers hostage, and Rand fought to free them; something which was only made possible by the other channelers who were with him, who shielded the villagers from the Shadowspawn that would have killed them. Notable among the rescued villagers were Vara Elsac, Luci Narosay and Saeri Lethyr.

He found a golden hand mirror at Nethara, which he made a gift of to Morrigan, who had once had a similar one and lamented its loss. She responded by giving him a silver ring with a single large ruby on it, which he has taken to wearing.

Lanfear visited Rand in *Tel’aran’rhiod* at this point, and revealed her ruse in posing as Selene. She warned Rand that more and more Forsaken were being freed from the Bore, and that many of them wanted him dead. She urged him to flee Falmerden and to keep his identity secret.

Rand and Moiraine clashed over leadership, with him feeling that his new status as the Dragon Reborn should mean that he was in charge, and her feeling that as an Aes Sedai, and a woman, she naturally outranked him still. When Moiraine grew particularly irritated at his insistence that he stay in Falmerden to help fight the Trollocs that had attacked it, she tried to intimidate him into falling in line. Rand faced her down, slitting his own wrist in front of her to show how little fear he had left in him. Moiraine rushed to Heal him, but the realisation that his life was more important to her than it was to him silenced any further threats. She agreed to go to meet with Queen Evelin and attempt to recruit her help in Rand’s plan to dispose of the Trollocs.

As part of that plan, Rand made contact with the largest of the Dragonsworn bands, led by a vicious man named Kellis Slone. He used the One Power to intimidate Slone into following and led him to a place called Tarcain Cut, where he intended to bring the Trollocs to battle. On the way there he was almost assassinated by Zevran Arayni, who was acting on Syoman Surtir’s orders. Rand spared Zevran and sent him back to Surtir with a message telling him where he could find Rand and the Trollocs both, if he wanted to kill them.

The Battle of Tarcain Cut lasted two days and nights and resulted in the deaths of almost all of Slone’s Dragonsworn. Rand kept his most trusted followers back from the front lines as much as he could, both to limit their casualties and to protect the channelers who were their best bet of whittling down the much larger Trolloc horde. The timely arrival of both Evelin’s and Surtir’s armies saved Rand’s exhausted and much smaller force, resulting in a victory for the Light over the Shadow. Kellis himself, bitter at the loss of all his men and angry at the realisation that Rand had deliberately engineered the conflict, attempted to kill Rand. He failed, and Rand stabbed him with a belt knife, apologising as he watched the bandit die.

During the battle Rand was confronted by a trio of Myrddraal who attempted to enlist Morrigan’s help in defeating him, revealing her to be a Darkfriend. Rand had grown to love her, and so was particularly grieved to learn of her allegiance. His feelings were further complicated when Morrigan responded to the Myrddraal’s command by setting fire to it with the One Power rather than attacking Rand. Panicked at what she had done, Morrigan fled from Rand and the Shadow both, revealing yet another secret: she was a Shapeshifter, possessing a heretofore unheard of ability to transform her body into that of an animal. In the form of a crow, Morrigan fled Tarcain Cut alone. Conflicted in his feelings, Rand left her belongings—including the mirror he had given her—in a safe place at Tarcain Cut, thinking she might want to reclaim them someday.

In the aftermath of the battle, Rand met with Queen Evelin, who learned he was the Dragon Reborn. She was more than discomforted by that revelation, but offered him her support. Together, they faced down Surtir and prevented the seemingly inevitable civil war that Falmerden was plummeting towards, though whether this would have been possible without the usage of the Horn of Valere and Mabriam en Shereed’s intervention is anyone’s guess.

He briefly encountered other members of her entourage, such as her brother Alasdair and the soldier Lord Ashly, and had a very memorable encounter with the little scout Lace Debatthien, alone in his tent. But he soon departed Falmerden, wishing to avoid as much attention as possible and thinking it too difficult to hide what he was in a land where so much strangeness had happened around him. Evelin directed him towards Valan Luca’s circus, saying he would find people there who could get him across the Valreio blockade.

Rand grew tired of all the secrecy his companions had been displaying and resolved to put a stop to it. Towards this end, he gathered those he trusted most into an organisation that Min soon dubbed “the Inner Circle”. He required all members of it to share any knowledge that might somehow be relevant to their cause. The Inner Circle comprised Rand himself, Perrin, Anna, Nynaeve, Elayne, Min, Loial, Hurin, Uno and Geko. He learned much in that meeting, such as Liandrin and Suroth’s allegiance to the Shadow, and Mat’s captivity in Tar Valon.

The remaining refugees from Nethara had by then taken on the unofficial role of maids in Rand’s service. The youngest of them, a twelve year old named Saeri was nursing a crush on him. On realising her affection, Rand invited her to share his bed, intent on showing her the difference between lovemaking and the rape she had been subjected to at the Trollocs’ hands. His treatment won him Saeri’s devotion, but Vara was appalled when she learn of his dalliance with such a young girl and left his service over it. Rand himself was bewildered by her outrage, since he’d been nearly as young the first time he’d been with a woman, and younger still the first time he’d been with a man. Saeri remained with him, both as a maid and as a secret lover.

While travelling across the Valreio-Falmeran border with Valan Luca’s circus, Rand was persuaded to put on a display of archery for the crowds as part of the payment required for their passage. Nynaeve was chosen as his target, to her dismay. Rand was secretly put out by her evident lack of faith in thinking he would actually hit her with his arrows, and also a little annoyed at the general grouchiness and ill-temper she had been displaying throughout their journey. Matters came to a head when he found himself alone in a stable with Nynaeve after the performance, and the two of them ended up fucking for the second time.

The circus also afforded him the opportunity to see Elayne and Min’s highwire act. He was very impressed by their grace, charm and bravery ... and by their form-fitting outfits.

Additionally, he met a woman calling herself Galina who pressed him on his concept of justice. It was through her that he learned that Morrigan was supposedly staying in Tanservilla, a village near Orlay.

They left the circus after a Darkhound attack that he saw Moiraine resort to Balefire to defeat. Rand’s *ta’veren* presence grew stronger in the time that followed, twisting chance in more and more unlikely ways. This was a source of dismay to him; he blamed himself for the ills his presence accidentally caused. Min tried to comfort him in this, but was only partially successful.

In Fontaine Rand grew closer to the bard Leliana, whom he had met back in Falmerden but who had only recently begun to befriend. She showed him around town, introducing him to an all-male brothel where she had contacts she wished to meet, and ultimately arranging for him to attend a ball where they would meet Lady Julia Hartile, the governor of Fontaine, and secure her permission to access the docks. While at the ball he met, danced and was charmed by a young lady named Rinoa Hartile. The meeting, however, like Leliana’s friendship, proved to be a deception. She was in truth a spy acting on the Riela of Valreis’ behalf, and had been ordered to assassinate Rand. Towards this end, she seduced him and tried to stab him in his sleep. He was warned of the danger by a mysterious wolf in *Tel’aran’rhiod*, and woke just in time to deflect Leliana’s blade. She told him she, like the Riela, thought him a false Dragon and that he needed to be killed for the good of Valreis. Rand understood her reasons, but was still incensed at the betrayal and left her tied up naked in her bedroom before fleeing the Hartile estates.

He was reunited with his other companions, who had survived an assassination attempt of their own, and fled the city on a ship provided by Galad, Elayne’s half brother. Rand and Galad fought together against the Dragonsworn rioting in the street, but that was nowhere near enough to assuage the man’s suspicion of Rand. They parted on stiff and unfriendly terms.

The ship Galad had secured was called the *Riverserpent* and was captained by Agni Neres, a noted disparager of the matriarchy and of women in general. Despite the cramped conditions and the arguments between Neres and Nynaeve, Rand enjoyed his time on the ship. It was his first real voyage on such a vessel. Privately, he wondered if Neres had a point concerning the anti-male prejudice that was common in Valgarda, and was displeased when Nynaeve arbitrarily seized Neres’ cargo and had it thrown overboard. He was much more pleased when Elayne offered to pay for the lost cargo using some of her own jewellery.

After disembarking near the headwaters of the river Ivo, they didn’t get far before they found themselves confronted by a strange old woman who claimed to have been waiting for them. She soon revealed herself as the Forsaken Asha’bellanar, and battle ensued. It was a one-sided affair, with Rand and all of his allies being easily defeated. He would have died there, but Asha’bellanar seemed more interested in Morrigan, who had been acting as her proxy prior to her betrayal. She demanded to know where Morrigan was but Rand refused to answer, even when threatened with his death or the death of his companions. The Forsaken had Rand at her mercy, but did not kill him or any of his friends, saying that Ishamael’s prohibitions still held but that they would meet again someday.

Rand took shelter in Stedding Tsochan afterwards, where they could recover from their wounds in relative safety from channelers of Asha’bellanar’s strength and expertise.

While resting in the *stedding*, he continued his relations with Anna and Perrin, with the two men often sandwiching her between them. He also grew close to the Ogier healer, Arwen, even going so far as to propose a tryst with her just before they were scheduled to leave the *stedding*. Arwen consented, and Rand slept with an Ogier for the rest time, an experience he rather enjoyed.

He practised his channelling on the journey east, getting some advice from Elayne along the way. He parted with her soon afterwards though, when she and Nynaeve—whom he spent the night with once more—left for Tar Valon. Unbeknownst to Rand, they took the Horn of Valere with them, for Moiraine had arranged for Verin to carry it off to the White Tower, where is was to be stored. Anger of this drove yet another wedge between Rand and Moiraine.

Hurin saved Rand from a Grey Man assassin near Remen, where they met Zarine Bashere, or Faile, as she preferred to be called. Rand and Anna didn’t much like her, but Perrin soon became smitten, something which made Rand very worried about the future of their relationship.

When they learned that Whitecloaks had gone to the Theren intent on cleansing it of any supposed Darkfriends they found there, Rand and Anna decided to go back with Perrin to help. Towards that end, they needed to make use of the Ways and the Portal Stones. Rand contacted Lanfear in *Tel’aran’rhiod* and got her to tell him where the nearest Stones to the Theren and his then-current position were.

The plan to make use of the Ways required Rand to distract *Machin Shin* by going to a far off Waygate while Perrin and the majority of their party headed to the old Manetheren Waygate. In order to communicate while they were separated, Rand and Perrin had to meet in *Tel’aran’rhiod*, which they were both growing more familiar with. They were not so familiar with it that strange things didn’t still happen to them there, however, as they found on their second meeting, when Rand transformed—in body at least—into his female counterpart, Raye al’Thor. Perrin had been involved with Raye in many of the alternate lives he’d witnessed, and was so overcome with lust on seeing her again that he ended up transforming into a giant wolf mid-coitus, something which Rand—or Raye—didn’t find quite as horrifying as some might have thought.

Since Rand couldn’t use the Ways himself, he used a Portal Stone to get to the Theren. Unfortunately, he was rather tired when he used the Stone, and so suffered another accident, glimpsing yet more of the Lines of If. After emerging from the Portal Stone to find that, thankfully, no time had been lost, he led his small band of Shienarans down out of the Mountains of Mist, where the Stone was located. Along the way, he befriended Izana Shinesta and saved his life during a climbing accident.

Rand’s homecoming was not a happy one, for he soon found that the al’Thor farm had been burned down, leaving him nothing to come home to. He ventured on to Emond’s Field, where he told Marin the details of her daughter’s death and comforted her in her bed. He also impressed the local villagers, who found him and the other two greatly changed from their adventures in the world outside the Theren.

He was reunited with Tam in an abandoned sickhouse just outside the village. Two Aes Sedai, Maigan Kinch and Alanna Mosvani, had been staying there to escape the Whitecloaks’ attention. Tam had been too, but he and Rand did not linger long in the Aes Sedai’s company. Instead, they sought some privacy in the woods, where Rand prostrated himself before his father once more, and confessed his status as the Dragon Reborn in the middle of their lovemaking. To his surprise, Tam did not condemn him for it, but instead grew concerned for him and offered what advice he could.

Rand preferred to avoid attention while staying in the Theren, and was quite happy to step aside while Perrin took up a leadership position. He met Lord Luc and grew suspicious of him, especially when Hurin claimed that something smelled wrong about him. He also encountered Urien and Rhian, who had led a band of Aiel to the Theren after growing curious about the region due to their previous meeting. Urien came to believe that Rand was the person he had been sent to find, and so attached himself to him as a guard, though he refused to say why, exactly, he had been sent to find him. Rand didn’t want to get to know the Aiel at first, thinking it would be disloyal to Tam, but his father urged him to do it, and when he complied he found them not so terrible as he’d imagined.

They helped him to rescue the Cauthons, Candwins and Luhhans from the Whitecloaks. Afterwards, Rand finally found the chance to be alone with Bodewhin Cauthon, who gave him all of her virginities.

Though somewhat isolated from his old friends due to the changes he’d gone through, Rand was still able to reconnect with a few of them, such as Tief Ahan and Jerilin al’Caar, as well as the al’Vere sisters. He went to find Perrin, after the wolfbrother failed to return to Emond’s Field as soon as Rand had thought he would. When Perrin was injured in the ambush that soon followed, Rand took charge of their group. He had the woodswoman Sara Aythes captured and questioned, and followed her directions to the place where, as it turned out, Emi Aybara was encamped. She had survived the slaughter of the rest of her and Perrin’s family, something that Rand was greatly relieved by, for he’d always liked Emi.

They stayed the night at a Tinker camp, where Rand argued about the Way of the Leaf with Aram, and met the wolfsister Raine Cinclare, whose sudden obsession with him he found rather disturbing. He spent the night with a young *Tuatha’an* girl named Merile, whom he couldn’t help but find adorable. Raine accompanied him back to Emond’s Field immediately, but it would be a little while before Merile joined them. Her band were attacked by Trollocs while Rand was gone, and her abilities as a channeler manifested, allowing her to save some of her friends but also obliging her to leave her band and become an Aes Sedai, something which Rand was a bit put out by.

He had a brief reunion with Sascya and Tod, the former of whom was nursing a new baby named Ellisande that Rand assumed was her husband’s, and the latter of which having become engaged in the time since Rand had left. He also had a somewhat disturbing encounter with the new Wisdom, Daisy Congar, who wanted him to fuck her while her husband watched.

She was far from the only woman that Rand got intimate with during his stay in Emond’s Field. He became involved with Emi Aybara, despite her cousin’s objections, and even shared her with Anna. He also continued his affairs with Saeri, Merile, Anna, Perrin and Marin.

Later, he would fulfil four of his childhood fantasies in one day by having sex with Marin’s remaining daughters, Berowyn, Elisa, Alene and Loise, all of whom Rand had always liked.

It wasn’t all fun and games though. He lost two of his guards, Han and Atswe, and later found that Hurin had been murdered by the Darkfriend Luc, something that caused Rand to swear revenge against him. A further blow came during the final battle of their campaign, when an injured Rand allowed Alanna to Heal his wounds, only to find that she had bonded him without his consent in the process. Furious, he threw her through the wall of the Winespring Inn and demanded she release him, accidentally revealing himself as a male channeler in the process.

The Whitecloaks under Lord Captain Bornhald, whom Rand had developed a measure of respect for, were the first to attempt to take his life, though not the first. Rand was forced to kill them all in order to stop their charge.

The people of Emond’s Field turned against Rand after that, fearing what he might do. He fled his hometown under a hail of arrows, leaving behind him a host of questions and taking with him the memory of their rejection. He found comfort in Min’s arms that night, while bathing in a Waterwood pond. She had become one of his best friends in the time they’d spent together, but on being forced to face the fact that he was utterly in love with her, Rand panicked. Recalling what had happened to the last woman to be in love with the Dragon, he fled from Min and the rest of his friends and followers, running off into the Waterwood alone and unarmed. By pure luck, or *ta’veren* influence, a ship passed by while he was standing on the banks of the Alguenya, and the ship’s captain decided to pick up the strange stray and take him with them on the way south to Tear, where *Callandor*, the crystal sword that Rand had been dreaming of, awaited.

He was obliged to work as a whore to earn his passage on board that Atha’an Miere ship, but Rand refused to be daunted, no matter how shameful he found the job. He had killed good men in the name of his cause, how could he turn his nose up at being a sex worker in the same name? Of those he serviced on board the *Liberty*, the most notable were a friendly girl named Jimena, a young Windfinder named Vicky, a dour male warrior named Sten, and the Sailmistress herself, Avaleen din Gronpre Hidden Blade. He did not part company with the Sea Folk immediately afterwards, having been asked by Avaleen to help her with a troublesome Tairen merchant in Godan. When said merchant attacked them, the ship’s Windfinder, Ororo, was obliged to reveal herself as a channeler. His learning of this was enough to make the Sea Folk want to kill him, to keep their secret, but Rand was able to dissuade them by revealing that he, too, was a channeler, and therefore very unlikely to reveal what he knew to the Aes Sedai, or to be believed if he did.

They parted company and Rand went on to Tear. He found himself pursued by a pack of Darkhounds on his journey there, which he dealt with by using Balefire against them. He met and received aid from a herbalist named Tomira, as well, before arriving in Tear itself. Determined to the point of obsession, Rand was not in the city long before he decided to scale the face of the Stone of Tear in the dead of night, intent only on getting inside and testing his hand against the wards that protected *Callandor*.

As luck—or fate—would have it, a great many others were converging on the Stone of Tear that night, including Moiraine, Mat, and a small army of Aiel led by Rhuarc. While the fighting that erupted between these groups and the Defenders of the Stone served as an unasked for distraction, Rand made his way to the Heart of the Stone. There he was confronted by Be’lal, who intended to have him negate the wards around *Callandor* before killing him and then taking the *sa’angreal* for himself. His trap was thwarted by Moiraine’s timely arrival, but his *Sysan Odiva* was able to save him from the Balefire she unleashed. It fell to Rand to drive the Forsaken out of Tear, which he did, though he would have preferred to have killed him outright.

In the aftermath of that conflict, Rand was reunited with Nynaeve and Elayne, who had brought a group of Accepted to Tear in pursuit of Liandrin’s circle of Black sisters. The fighting was still ongoing, despite Be’lal and the Black Ajah having fled, but Rand was able to put an end to it by announcing himself to all who were there as the Dragon Reborn.

With the fall of the Stone of Tear, his claim to that title was no longer in dispute. Rand accepted the fealty of the High Nobles, and found himself in the unfamiliar position of being ruler of a nation, albeit one that did not welcome him with open arms. His first act was to melt down all the torture implements he found in the Stone’s dungeons.

While he was wrestling with the idea of becoming a ruler, he faced a more personal test, as well. Alanna Mosvani had come with Moiraine to Tear, only to get herself trapped in *Tel’aran’rhiod* by the Black Ajah. Moiraine urged Rand to rescue her, and he reluctantly agreed to do it, getting a deeper insight into her past and her opinion of him in the process.

It was not enough to change how he saw her, but what Imoen Candwin, who had also come to Tear with Moiraine, did next certainly changed his opinion of her. She had long been a friend of his, but he’d thought she saw him more as a surrogate brother than anything else. He learned otherwise when she decided to join in with the celebratory orgy that he, Merile and Saeri were having at being reunited. Imoen lost her virginity to him that night, and became a regular lover of his in the weeks that followed.

Rand did the best he could as ruler of Tear, while trying to learn as much as he could as quickly as possible, but the enmity between himself and the High Nobles was quick to grow. Disdainful of their unjust laws, he decided to write laws of his own, much to their resentment. He even hanged one of them, a man named Hervaci Postiles, for daring to break those laws by forcing himself on a serving girl.

He was aided in his endeavours to rule by the presence of many friends and allies of old, such as Tam, who offered him sage advice, and Thom, how plotted against the nobles in secret on his behalf. Both men were soon invited to join the Inner Circle. Mat was, too, but refused, much as he refused to renew his friendship with Rand on account of his being a channeler.

Other, less familiar faces, proved themselves as assets, such as the Defender of the Stone and blademaster, Doncari Astalonia, and the people that Thom vetted and hired on Rand’s behalf, most notably the formidable secretary Zofia Caniago, who won his regard by standing up to Alanna on his behalf. One of the High Lords, a certain Storin Sanada, proved inoffensive enough that Rand was willing to entrust him with the breeding program he wanted set up to increase the number of horses that Tear produces.

Avaleen’s arrival offered him another boon, for she volunteered to serve him as he once had her, and was promptly named his Mistress of Finances and charged with investing the great wealth that he suddenly found at his disposal. He also used that wealth to buy gifts for his friends, and to pay the armsmen and maids who had thus far been serving him for free. The money also went to pay for a suit of custom made armour that Uno commissioned on his behalf. But most of it was reserved to be invested by Avaleen, who soon resumed her place as his lover, after resigning her position as Sailmistress.

When *Liberty* sailed without her not long after, Rand steeled his resolve and went with her to see the crew off. He confronted Sten before they left, and defeated the belligerent man in a sword dual. He also exchanged words with Vicky and Ororo, both of whom proved more friendly than he had expected, given how they had first met. His relations with Avaleen’s family remained on the frosty side, however.

His relations with others improved greatly, though, not least of which Elayne, Nynaeve and Raine. In Nynaeve’s case, he was finally able to get her to admit that she loved him, during a memorable encounter in bed that also led to her breaking her block and becoming able to channel without needing to be angry. In Elayne’s case, it was Rand who was made to admit what he had been refusing to accept. Tired of waiting for him to make the first move, she confessed her feelings to him and made him realise that he was already in love with her. They shared many kisses and embraces in the weeks that followed, before finally sharing each other’s bodies. The case of Raine was a mixture of both, with Rand coming to accept that her regard for him was not completely the result of his status as “Shadowkiller”, and Raine being brought to realise that her wolfkin status was not the disgusting thing she’d always seen it as. The nature of *Tel’aran’rhiod* allowed this message to be communicated loudly, when Rand chose to make lover to her for the first time while she was in the half-wolf form that she appears as in that place.

They were not the only women that Rand was involved with, however, and he had decided that he was no longer going to bother to hide his promiscuity. It was inevitable that there would be difficulties over this, and those difficulties mainly revolved around Berelain Paeron, the First of Mayene. She, too, had invited herself into Rand’s bed, but less for love than for political gain. Rand knew this, and resolved not to allow himself to develop feelings for her, but that didn’t stop she and Elayne from taking a disliking to each other. Their rivalry did not dissipate entirely, even after the farewell orgy that sprung up the day he left Tear, an orgy that both women took part in.

By far the most dangerous of all the women Rand got involved with at this time, however, was Lanfear herself. She had been stalking him for some time, and hinting that she could help him if he was willing to join her. Her efforts at seduction were in vain, but Rand knew that there was something he needed from her, so resolved to allow her to think the seduction was working. It was in *Tel’aran’rhiod* that he did this, after seeking some crash training from the Aiel dreamwalker that he had encountered there, a seemingly young woman named Seana. She taught him enough that he was able to have sex with Lanfear in the dream world without allowing her to take control of his mind. She joined him in his bed in person as soon as they woke up. The morning after found Rand wondering if he had successfully inspired her to give him the help he needed, or simply made a terrible mistake.

That the Shadow’s power was rising was unmistakable. “Bubbles of evil” had begun influencing the Pattern, causing moments of pure chaos fuelled by the Dark One’s power and drawn, for now, mainly to *ta’veren*. In addition, more of the Forsaken were being freed from the Bore. One such, the fanatical Moridin, soon led an army of Shadowspawn to attack the Stone, intent on killing Rand in his master’s name. The two channelers, both armed with *sa’angreal*, fought to the death, with Rand being the last man standing. Though many Forsaken had clashed with Rand’s forces in the past year, Moridin was the first one that they were actually able to kill. Though the casualties in the Stone were many, the aftermath of the battle left Rand feeling that victory might be possible, after all.

But there was still more to do. He visited the Great Holding in the Stone, where he found an *angreal* meant for male channelers—a green stone statue of a fat little man sitting cross-legged with a sword across his knees, small enough to fit in his pocket. It was the *ter’angreal* doorframe that allowed access to Sindhol that he sought, however. By passing through it he was able to meet with the Aelfinn, and receive three assuredly accurate, if confusing, answers to the three questions he was permitted to answer. Rand kept those questions, and the answers he received, to himself even from Mat and Moiraine, who had also made use of the *ter’angreal* doorframe.

He left Tear the next day, but not before issuing orders and assignments to those under his command. He split his Shienaran armsmen, sending half of them with Nynaeve, who was leaving for Tanchico. To Rand’s annoyance, Nynaeve also split her Accepted party, assigning half of them to look after him, specifically Dani, Ilyena, Theodrin, Mayam and Pedra. Of the armsmen, Rand kept Uno, Geko, Izana, Inukai and Ayame with him, while leaving Heita and Nangu in Tear. They were not the only ones left behind. Saeri and the maids stayed, too, along with Thom, Avaleen, Zofia and Berelain. The rest of his friends—Mat, Tam, Loial, Merile and Raine—would come with him when he left for the Aiel Waste.

The merchants of Tear he ordered to trade their excess grain with nations other than war torn Cairhien, including Illian. He demanded that the High Nobles sign a treaty with Mayene, as well, one that secured them extra ships for trading in exchange for their promise to cease their efforts to annex that city state. The High Lords themselves Rand sent to war, but not with Illian as they had hoped and Moiraine had urged. He sent them to Cairhien instead, with orders to put an end to the civil war there and bring food to feed the starving populace.

Though far from welcoming of those orders, the High Nobles were too afraid of Rand to refuse. In order to ensure that fear remained while he was gone, Rand drove *Callandor* into the floor of the Heart of the Stone, while weaving a deadly ward around it, one that would kill anyone who attempted to remove it without knowing the trick of unravelling the ward first. He put a similar ward around the Great Holding, and assured the nobles of Tear that he would be back to claim *Callandor* one day, while adjoining them to be on their best behaviour while he was gone.

Moiraine was not happy with him for leaving *Callandor* behind like that, but Rand was actually relived to part with in. Despite its great power, the *sa’angreal* disturbed him. Every time he used it, he seemed to grow a little bit madder. It allowed him to do incredible things, such as weave Seeking Lightning, the powerful weave, unheard of in the Tenth Age, which he had used to kill all the Shadowspawn who snuck into the Stone. But *Callandor* also left him feeling convinced that he could do things that were impossible, such as raise the dead. All told, he would rather be without it.

When he left Tear that day, he did so on the back of a dappled stallion of Tairen bloodstock that he named Jeade’en—True Finder, in the Old Tongue—after the horse Jain Farstrider had ridden. It was east he led his party, in search of the Portal Stone his studies in Tear’s library had told him could be found there. A group of Accepted led by Dani was sent to look after him by Nynaeve, which he reluctantly allowed despite his distrust of them. Alanna tried to invite herself along, too, but Rand put an end to that by shielding her from the source, tying her to her horse, and sending her back.

There was a slight mishap with the Portal Stone he used to journey to the Aiel Waste, and yet more of the Lines of If were glimpsed, but no time was lost, to Rand’s great relief. He found himself on the mountain of Chaendaer, looking out at the city of Rhuidean, where he knew he had to go if he was to prove himself to be He Who Comes With the Dawn, the prophesised leader of the Aiel.

He obtained permission from the Wise Ones to enter Rhuidean for himself and Mat. They found the Tree of Life inside and, under its stupefying influence, briefly rekindled their relationship. Rand learned that Joline Maza had bonded Mat at this time, too. He did not and could not linger long under *Avendesora*, though, for duty called on him to enter the ter’angreal at the heart of Rhuidean so that he might prove himself to be He Who Comes With the Dawn.

While inside that *ter’angreal* Rand witnessed key moments in the history of the Aiel through the eyes of his ancestors, going back through the male line. He saw Janduin and Shaiel learn of the cutting down of *Avendoraldera* to start with, and many other key events, stretching all the way back to the Age of Legends where a Da’shain Aiel named Charn, who was in the service of Mierin Eronaile, witnessed the fall of the Sharom and the opening of the Bore at Shayol Ghul.

On emerging from the *ter’angreal*, he found Mat hanging from the branches of *Avendesora*. He was able to cut him down and revive him, and learned that the Eelfinn were responsible for his condition, but was not able to persuade Mat to tell him the details of what had happened. Even so, he grew intrigued by the idea of visiting Sindhol again and enlisting more of their aid. Rand left Rhuidean, and arrived back at the camp on Chaendaer with his arms marked with two Dragons just as dawn was breaking over the Aiel Waste, exactly as the Prophecy of Rhuidean had said he would.

His arrival was not welcomed by all Aiel, with the Shaido led by Couladin proving particularly hostile. The Taardad warmed to him, just as he did to them, while he was staying among them and waiting for the chiefs to gather at Alcair Dal. He began to receive training in the Aiel way of combat from Rhuarc, and instructions in dreamwalking from the Wise Ones alongside Raine and Dani, with Seana adding additional lessons on the more naughty uses of *Tel’aran’rhiod*. Aviendha was assigned to instruct him on Aiel customs, and Rand found himself growing fond of her despite her hostility towards him. He found himself growing fond of Dani, too, despite *his* hostility towards her.

It was from Dani that he learned of the meetings Nynaeve and Elayne had staged in *Tel’aran’rhiod*, which he promptly tried to muscle in on. As a result of this he learned of their activities in Tanchico, their disposal of the male a’dam, and the way that need could be used in *Tel’aran’rhiod*. It also afforded him to have some intimate encounters with them despite the great physical distance between then.

While staying at Cold Rocks Hold he impressed the Aiel with his skill at archery, and learned of their custom of polyamorous *harem* marriages. Rand was not the only one present to find such an idea intriguing, given how many partners he had amassed by then. He gave Aviendha an ivory bracelet carved with roses and thorns as an attempted peace offering, one which many Aiel took to be a sign that he was pursuing a relationship with her.

Rand learned about what happened among Aiel men in the sweatents when no-one else was around, too, and even took part, beginning an affair with first Rhuarc and then multiple other men, Mangin, Giladin and Zell among them.

Another thing he learned was that Aiel Maidens who found themselves pregnant were obliged to give up their child for adoption if they wanted to remained *Far Dareis Mai*, with the identity of the parents who claimed the child being kept secret by the Wise Ones. As he was the first child of a Maiden ever to be known to them, *Far Dareis Mai* put forward the claim that they were his society, or as close to one as he had, and as such should be named his honourguard. Rand agreed, and was invited to stay under the Roof of the Maidens for his protection, the first man ever to be extended such an offer. He was warmly welcomed by the Maidens—*very* warmly welcomed. Among the women he was intimate with in that first celebratory orgy were Renay, Tuandha, Amindha, Branwen, Dorindha, Shyala and Jula. Others sought pleasure with him on the nights to follow, including Ayla and Lidya.

It was from the Aiel Wise Ones that Rand heard the tale of his biological parents. The Maiden who had birthed him was not, he learned, an Aiel, but a wetlander woman who had come to the Waste intent on joining the Maidens of the Spear. He also learned that his biological father, Janduin, of the Iron Mountain sept, had not survived her long, having chosen to go into the Blight to seek his death fighting Shadowspawn due to the grief and guilt he felt over her passing. He would have refused to speak of such things in front of Tam had not Tam himself insisted on it.

It was also Tam who urged Rand to visit the Iron Mountain sept and meet the family that Janduin had left behind. Though he would not have done it without his father’s blessing, Rand was intrigued by the thought of having a family at last, so agreed to the proposition. He met his extended family while staying at Iron Hold, including his aunts Sunadai and Dana, his uncle Jecht, and his cousins Rhutar, Nana, Raya, Aliarc, Ricu and Rovan. He had already met Harilin, who he was somewhat dismayed to learn was also his cousin.

When he learned that Couladin, who had been shadowing his movements ever since Rhuidean, had suddenly left for Alcair Dal in the night, Rand immediately set out in pursuit, suspecting foul play. His instinct proved correct, for Couladin had been marked with two Dragons as well, and made claim to being the real He Who Comes With the Dawn.

The night before he arrived at Alcair Dal he found Raine and Dani having sex, and was invited to join them. Far from being annoyed that Raine was sleeping with someone else, he was happy to take them up on their offer, for he’d long since come to realise how attractive he found Dani.

Couladin and Rand made their claims before the assembled Aiel the next day, and Rand felt obliged to reveal what he had seen in Rhuidean in order to prove that Couladin had not actually gone there at all. Though the other Aiel were far from pleased by what he told them about their history, the chiefs who had gathered there knew the truth.

Those chiefs were Rhuarc of the Taardad, Bael of the Goshien, Jheran of the Shaarad, Erim of the Chareen, and Han of the Tomanelle. They proclaimed Rand to be the true *Car’a’carn*, to the shock of the assembled Aiel and the murderous fury of Couladin.

All throughout this time he had been travelling in the company of a group of suspicious peddlers, including a certain man calling himself Jasin Natael who was prone to engaging Rand in talk concerning his future and the value of knowledge. Rand knew that Asmodean and Lanfear would be seeking him out, as she had intimated they would during their encounters in the Stone. His response to “Natael’s” offers were not warm enough for the man’s taste, however, even after fending off the groups of Shadowspawn he brought in to spur Rand along. Asmodean, as the man truly was, decided to back out of the deal and try to claim the access key to the male Choedan Kal instead, which was being kept in Rhuidean. It was he who had marked Couladin with the Dragons, as a distraction. Rand had studied the residues left behind by the gateways Asmodean had used to bring in his Shadowspawn attackers, however, and so was able to Travel back to Rhuidean in pursuit, becoming the first channeler of the Tenth Age to ever use that ancient weave.

He fought the Forsaken for control of the Choedan Kal, doing a lot of damage to Rhuidean in the process. Rand emerged victorious after using the last of his strength to sever Asmodean’s connection to the Dark One. Having captured himself a teacher, rather than allying with one, as he had planned all along, he asked Lanfear to spread the tale among the other Forsaken that Asmodean had defected willingly, which she agreed to do. She also wove a shield around Asmodean to prevent him from channelling more than a trickle of *saidin*. Though she claimed to do this last for Rand’s protection, he knew that she really just didn’t want him to learn more than the basics of channelling. He also knew that concern for his growing power was why she ordered Asmodean to shut down and never reactivate the *Sysan Odiva* named Aigis that Rand had taken from the Forsaken upon his defeat.

**\*Raolin Darksbane** (pronounced RO-lihn): One of the more notorious false Dragons. He supposedly declared himself very early in 335AB, “in the last throes of winter,” and fell in 336AB in time to “make the Feast of Lights the most joyous for the world in many years.” He was reportedly no more than twenty-two or twenty-three when captured and Gentled. He took the name “Darksbane” for himself. He was born in the city that was then known as Aren Mador but was later renamed Far Madding. Some authorities question the dates given to Darksbane, though their evidence is scarce and spotty. A few sources claim that he declared himself as early as 332AB and by 335AB was already a significant power. A handful of other sources give dates for his capture as late as 339AB. The dates given earlier are those most commonly accepted, but it must be noted that the White Tower was considered the authoritative source of historical dates, and that the Tower perhaps had a vested interest in making it seem that false Dragons, while a significant threat to the world, were always dealt with quickly by the Aes Sedai.

**\*Rashima Kerenmosa** (pronounced rah-SHE-mah keh-rehn-MOH-sah): An Aes Sedai of the Green Ajah who was raised to the Amyrlin Seat in 1251AB, during the Trolloc Wars. She is famed as “the Soldier Amyrlin” and is considered one of the finest examples of a Green sister in history.

Rashima was born into a world at war in 1150A. She went to the White Tower in 1165AB, spent five years as a Novice and five years as an Accepted before being raised Aes Sedai. She spent much of the years that followed on one battlefield or another, before being elected Amyrlin in 1251AB. Unlike the Amyrlins that had come before her, Rashima remained in the field, personally commanding the armies. She had no aversion to taking part in the fighting in person either, and soon grew to be a famous general and warrior. She won many victories, and saved Tar Valon from a Trolloc army that won past the Shining Walls and partially razed the city beyond in 1290AB.

Her most famous victory was at the Battle of Maighande in 1301AB, which broke the back of the Shadowspawn invasion and marked the turning point in the war. Sadly, Rashima and her five Warders died during that battle. Around their bodies a wall of Trolloc and Myrddraal corpses was found, along with the bodies of no fewer than nine Dreadlords. It took that many to bring her down, for Rashima’s strength in the Power was measured at 13 on the 69 point scale.

**\*Raya, of the Iron Mountain sept of the Taardad Aiel** (pronounced RAY-ah): A young Aiel woman, and cousin of Rand al’Thor’s.

Raya is a solemn and serious girl, and not very emotional. She is selfless and loyal. Though a girl of few words, she can be surprisingly insightful.

Standing 5`7`` tall and weighing 90lbs, she has very slender figure with small breasts. Her large eyes are of a blue-grey colour. The hair that she prefers to keep cut short of her shoulders is pale yellow.

Raya was born in 980NE and lost her father to battle at an early age. Her mother is the Wise One dreamwalker Dana, and her younger brother is Aliarc.

She was introduced to her heretofore unheard of second-brother Rand al’Thor in 997NE, when the newly proclaimed *Car’a’carn* came to Iron Hold to meet his relatives.

**\*Reading Residues**: A rare Talent that allows a channeler to examine the after effects of recent One Power use, and therefore learn what was done in a location as well as see how the weaves were formed. A more specialised form of Reading allows someone to know what a *ter’angreal* will do just by touching it.

**\*Renay, of the Selan sept of the Shiande Aiel** (pronounced ren-NAY): *Far Dareis Mai*.

Renay is a friendly and caring girl, especially so for a Maiden of the Spear. She likes to take care of others, has a strong maternal instinct, and is quite open-minded. She is a pretty good shot.

She is 6`1`` tall and weighs 135lbs. She is a lanky, willowy woman but surprisingly strong. Her orange hair is cut short with a narrow tail at the back, in the fashion of Aiel warriors. She has clear, grey eyes. Her skin, where the sun has touched it, it a mixture of tan, sunburn and freckles. Renay has a somewhat plain face, but one that her colouring and personality make quite eye-catching. She is flat-chested.

Renay was born 977NE and has an elder brother named Raimun, to whom she is close. She has a sister-brother of whom she is fond as well, Airc, who accompanied her across the Spine of the World in search of He Who Comes With the Dawn. They met Rand al’Thor in early 997NE, while exploring the Theren as part of Urien’s band. Renay got along well with Rand and Anna, and helped the latter to teach some Theren women to use the bow in defence of their homes. She and Aca were the only two Aiel to remain with Moiraine and Tam after Rand abandoned everyone and ran off to Tear alone. They stayed in their company all the way to Tear, but split off from them there in order to join up with Rhuarc’s band and take part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall.

She continued to protect Rand during his stay in Tear, and fought against the Shadowspawn that Moridin led to attack the Stone, before journeyed back to the Three-fold Land with him by way of the Portal Stones. A mishap with said Stone resulted in her glimpsing the Lines of If. Renay left Rand’s company for a time, but only to go to the Roof of the Maidens in Cold Rocks Hold.

They were reunited there, and had a friendly archery contest that Rand won. When he accepted *Far Dareis Mai*’s offer to become his guards, and became the first man to be welcomed under the Roof of the Maidens, Renay was quite happy to welcome him into her bed, as well.

**\*Rendra Novani** (pronounced REHN-drah noh-VAH-nee): The innkeeper of the Three Plum Court, on the Calpene peninsula of Tanchico.

She is a friendly and generous woman, who founded an inn in no small part because she likes to meet new people. She has a great interest in fashion, and a taste for luxury.

She has honey-coloured hair that she wears in many beaded braids. Her brown eyes are large. She is quite pretty, with fair skin and a rosebud mouth. She is 5`4`` tall and weighs 145lbs.

Rendra was born in 968NE in Tarabon, the youngest of the three children of a merchant family. Her older sister used to bully her. Upon her parents’ death she used her share of the inheritance to buy and renovate an old building, which would become the Three Plum Court.

In 997NE her inn came to host the party of Nynaeve al’Meara, who were hunting the Black Ajah. Rendra did not know this, of course, and proved a welcoming and helpful host. She grew especially fond of the thief-catcher Juilin Sandar, with whom she had an affair. It ended when he left Tanchico, as so many of her affairs tended to.

**\*Renna Emain** (pronounced REN-nah EE-main): A Seanchan *sul’dam* who was responsible for training Elayne Trakand during her captivity, often torturing her in the process. She was the first person Min Farshaw ever killed. She was short, pale and had brown hair and brown eyes.

**\*Resh, of the Iron Mountain sept of the Taardad Aiel** (pronounced RESH): *Cor Darei*.

A harsh and bigoted man, who looks down not only on all non-Aiel but on those Aiel who do not echo his views. His is quite vocal in his opinions.

He has a long, gaunt face, lined and tanned by the sun. His dark red hair is turning grey, and his blue eyes are small and beady. He stands 6`4`` and weighs 190lbs, with a leanly muscular build.

Resh was born in 951NE. He took part in the Aiel War, where his contempt for “wetlanders” solidified into outright hatred. That hatred extended to Rand al’Thor as well, who dressed and spoke as a wetlanders, and so was no Aiel at all, so far as Resh was concerned, and unworthy of becoming *Car’a’carn*.

**\*Rhamys, of the Nine Valleys sept of the Taardad Aiel** (pronounced rah-MEES): *Far Dareis Mai*.

Rhamys is a humble and honourable young woman, who seeks to live up to her parents’ legacies. Though somewhat put upon by her kin, she is quite protective of them and of her friends. She is solemn, literal minded, and not the smartest of girls, but has a good heart. She is the opposite of vain, and thinks herself a lot less attractive than she is due to the bullying she has experienced. Though outwardly reserved, she is secretly quite lusty.

She is a beautiful girl, with notably large breasts and wide hips. Her eyes are blue, while her hair is a shade of yellow so pale as to look almost white.

Rhamys was born in 979NE, shortly after Amys returned from the hunt for Laina. She is the middle of the three daughters Amys has birthed. In total, she has five siblings. The two who are older than she, Edesa and Sealdre, often teased and made fun of her and Rhamys took it to heart. Her first lover was a *Far Aldazar Din* named Arcaval who also took a perverse delight in making fun of her.

She met Rand al’Thor and his friends when they arrived at Cold Rocks Hold prior to the meeting in Alcair Dal that would see him named *Car’a’carn*. Mat attempted to flirt with her while staying under her near-mother’s roof but Rhamys was oblivious to his efforts and he soon lost interest.

**\*Rhian, of the High Pass sept of the Codarra Aiel** (pronounced REE-ahn): She is *Far Dareis Mai*.

Rhian is 5´9´´ with brownish red hair and grey eyes. She has a tanned face, though she is pale where the sun has not touched her. She weighs 140lbs and is quite muscular for a woman. Her breasts are large for a Maiden, and she has a scar running across her left one, just above the nipple.

Rhian was born in 960NE. She was among those sent into the wetlands to find He Who Comes With the Dawn. While she and two other Maidens, Harilin and Jec, were visiting Stedding Tsofu to buy some sung wood, they encountered Rand al’Thor and almost came to blows with him.

The encounter was enough make Rhian intrigued about the Theren, where Anna had told her she and Rand were from. She grouped up with Urien, and together they led a party of Aiel into that region, still searching for clues as to the location of He Who Comes With the Dawn. They found Rand there once more, and attached themselves to him as bodyguards and observers, though Rhian herself preferred to keep her distance. After all, if he was the one she’d been sent to find, it would be rather embarrassing to have her fellow Aiel find out that she’d once tried to kill the very person they’d been sent looking for. She took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall.

Rhian kept her distance from Rand even while guarding him. She played a memorable game of Maiden’s Kiss with Mat Cauthon, followed by an even more memorable game of Maiden’s Song. She accompanied Rand when he left Tear, and journeyed to the Three-fold Land with him by way of Portal Stone. She glimpsed the Lines of If due a mishap in that journey, before leaving Rand’s company to return to her clan and report all she had seen.

**\*Rhuarc, of the Nine Valleys sept of the Taardad Aiel** (pronounced RHOU-ahrk): The clan chief of the Taardad Aiel, and a former member of *Aethan Dor*.

Rhuarc is a deadly warrior and a great leader. He is calm under pressure, intelligent, and more open-minded than most Aiel.

He stands 6`6`` and weighs 230lbs. He has blue eyes and his dark red hair is turning grey. His shoulders are broad, his body muscular, and he has a handsome, square face. There is a light coat of hair on his chest. His hands and face are tanned by the sun, but the rest of his body is pale. On his left forearm, etched into the skin as if part of it, wrapped twice around, can be seen the same gold-and-scarlet form that is found on the Dragon Banner. It might appear to be a normal tattoo if it did not glitter metallically. He has a large cock.

Rhuarc was born in 944NE. He took part of in the Aiel War, fighting under the command of Janduin, his clan chief at the time. After the war he was chosen to be sent to Rhuidean to be tested to see if he was worthy to succeed Janduin as clan chief. He passed the test and became chief of the Taardad in 979NE. His first wife, Lian, became the roofmistress of Cold Rocks Hold. Not long afterwards he married a second woman, Amys, who became the Wise One of Cold Rocks Hold. Between them they have six children, four girls and two boys; in order: Sealdre, Edesa, Rhamys, Shinobha, Liet and Ronam.

Rhuarc was the only clan chief to be among those who journeyed past the Spine of the World in search of He Who Comes With the Dawn circa 996NE. Acting on a variety of clues, he decided that the person he sought could be found in the Stone of Tear, and so gathered the Aiel searchers to attack said fortress. He led the attack on the Stone that coincided with Rand al’Thor’s claiming of *Callandor* and resulted in the fall of that once-invincible fortress. The next day, he revealed that one of the names by which the Aiel are known is “the People of the Dragon”.

He took charge of much of the Stone in the weeks that followed, while advising and protecting Rand. He met with the Tairen High Nobles, and developed a mutual disdain. He met with Berelain Paeron, too, who attempted to flirt with him at first. She got nowhere but Rhuarc enjoyed her spirit and began to treat her like a daughter or niece, to which Berelain responded surprisingly well.

During Moridin’s attack on the Stone of Tear, Rhuarc had the sense to keep the Aiel away from the Forsaken and leave him for the channelers to deal with. He left Tear with Rand, journeying to Rhuidean by way of Portal Stone. A mishap with the Stones caused him to glimpse the Lines of If but this was a lot less confusing for Rhuarc than for most, due to what he had already experienced when he tested to become clan chief.

He saw reunited with his wife Amys at Rhuidean, where they enjoyed a week in each other’s company while Rand was in Rhuidean. When Rand returned marked with two Dragons, Rhuarc became the first chief to acknowledge him as *Car’a’carn*. He took on an increasingly mentor-like role with him during their journey to Cold Rocks Hold. He began to train him in the use of the spear as well as the Aiel’s style of hand-to-hand fighting, as well.

He took Rand to Cold Rocks Hold to meet Lian and the rest of his family. He took him as a lover, too, upon showing him the male sweat tent and what goes on there. When Rand left Cold Rocks to visit Iron Hold and meet his relatives, Rhuarc and many of the warriors went with him. They went with him to Alcair Dal, as well, where they faced down the Shaido that tried to deny Rand entrance.

Rhuarc sided with Rand at Alcair Dal, after Couladin falsely laid claim to the title of *Car’a’carn*, though he was far from pleased with the way Rand revealed the Aiel’s hidden history.

**\*Rhuidean** (pronounced RHU-ih-DEE-ahn): The only city located in the Aiel Waste. It is considered a sacred place by the Aiel, and is where their chiefs and Wise Ones go to prove themselves worthy to lead. It is located in a large valley within sight of the mountain called Chaendaer.

Rhuidean was built by the Jenn Aiel with the assistance and instruction of the few surviving Aes Sedai of the Age of Legends who resided among them. As such, its architectural styling is more reminiscent of the cities of the Age of Legends than of anything found in the Tenth Age. The paved white roads are unnaturally wide to the eyes of natives of the Tenth Age, and almost all the buildings there have far more levels to them than would be considered normal for anything other than the White Tower itself. Construction of many of those stylized buildings was never finished, however, just as Rhuidean itself remains incomplete, an aborted attempt to rebuild what was lost.

There is a great plaza in the centre of the city filled with hundreds of objects of the One Power. One of the two most notably of these is the *ter’angreal* that allows the Aiel to see the history of their people through their ancestor’s eyes, formed from concentric rings of clear glass columns a hundred feet high, which glitter with a light of their own. The other is the Tree of Life itself, *Avendesora*, which grows a hundred feet tall at the very centre of the plaza, and therefore at the very heart of Rhuidean.

Throughout most of its existence, Rhuidean was shrouded from view by a dense curtain of fog that surrounded the city on all sides, a construction of the One Power which resisted the heat which should have burned it off so easily. This fog was destroyed as a result of the conflict that broke out in the city between Rand al’Thor and Asmodean in 997NE, a conflict that also damaged many of the ancient buildings within, and even toppled some of them altogether. Furthermore, a fifty feet wide rift was caused in earth, stretching south from the middle of the city all the way to a three miles long crater. This rift stretched all the way down to a great ocean of fresh water held deep underground.

**\*Rhutar, of the Iron Mountain sept of the Taardad Aiel** (pronounced RHOO-tar): *Aethan Dor*, and a cousin of Rand al’Thor’s.

He is an intelligent, hard-working and serious man, who is not very sociable.

Rhutar’s reddish brown hair has started to grey a little. His eyes are grey and shrewd. He has broad shoulders.

Rhutar was born into the High Pass sept of the Goshien Aiel in 958NE. He met and fell in love with a beautiful, yellow-haired woman named Chisa (pronounced CHEE-sah) while visiting his father’s relatives in the Iron Mountain sept. They eventually married, and Rhutar became a member of that sept. Their first child, a girl named Nana (pronounced NAH-NAH) was born in 991NE.

Though the degrees of separation are such that the relationship would be considered of minor importance among Aiel, Rhutar was present when Rand al’Thor—his second-sister-father’s son—introduced himself to his relatives at Iron Hold in 997NE. He judged him to be a likable young man, and encouraged his shy daughter to get to know him.

**\*Rianna Andomeran** (pronounced ree-AH-nah ahn-DOHM-ehr-ahn): A Kaltori Aes Sedai of the White Ajah publically, and the Black Ajah in truth.

She is a coldly arrogant woman, who harbours a cruel streak.

Rianna has long black hair with a white “Mayel streak” above her left ear. She has pale skin and slightly slanted brown eyes. She is 5`4`` tall and weighs 115lbs. Her face is sternly expressionless.

Her strength in the Power is 27/69. She has Talents for Healing and Blood Boiling.

Rianna was born in 924NE and went to the White Tower in 940NE. She spent 9 years as a Novice and 7 years as an Accepted before being raised to the shawl in 956NE. She was named as the Aes Sedai advisor to Illian in 969NE, but proved unpopular with Queen Mattia and her court. Rianna was replaced at the Queen’s request in 975NE.

Her most recent Warder was named Tsuki and was not a Darkfriend. Initially she intended to bring him with her when her true allegiance was revealed, intending to use the bond to force his cooperation, but his subsequent attempt on her life led her to re-evaluate that decision. Concluding that keeping him constantly compelled to obedience was too much trouble, Rianna calmly released the bond and killed her former Warder on the spot.

In early 997NE Rianna was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Rianna took part in the fighting between the two groups, where she helped to defeat Keestis Trep. She took a special delight in whipping Nynaeve al’Meara in the dungeons to which the surviving Accepted were taken, on account of Nynaeve having daring to punch her and knock her down while attempted to escape capture. Rianna fled the Stone with most of the rest of the Black Ajah after it fell to Rand al’Thor.

It was to Tanchico that they journeyed, where they hoped to find certain items that could be used against the Dragon Reborn. Towards this end, they took control of the Panarch’s Palace, but they were thwarted by the timely arrival of Nynaeve’s group.

**\*Ricu, of the Iron Mountain sept of the Taardad Aiel** (pronounced REE-koo): A young Aiel woman, and cousin of Rand al’Thor’s.

She is a curious and sociable girl, who is interested in discovering new things. She is fun and friendly, with a big heart.

At sixteen years of age, Ricu is short for an Aiel, standing only 5`4`` and weighing 90lbs. Her breasts are nowhere near as large as her mother’s. She privately hopes that time will change these things about her. Her hair is golden, and she has big green eyes. She is very pretty and slender.

Ricu was born in 981NE. She has an elder sister and an elder brother, Harilin and Rovan respectively. Though both of them tended to push her around when she was younger, she proved to be very much the brains of the family and is not shy about telling them so. Her first lover was a handsome youth named Jepal, but he was unwilling to commit to her so she left him.

She was introduced to her heretofore unheard of second-brother Rand al’Thor in 997NE, when the newly proclaimed *Car’a’carn* came to Iron Hold to meet his relatives. As he had been raised in the wetlands, Ricu was eager to get to know him and learn what he knew.

**\*Rikimaru Azuma** (pronounced RIHK-ih-mar-uu ah-ZOO-mah): A Shienaran soldier of notable skill.

Loyal, brave and honourable, Rikimaru is good enough with a sword that he might be considered a blademaster, though he does not have the official right to use that descriptor. He is an excellent scout and horse rider, as well as a skilled hand-to-hand combatant. He has a reputation as a ladies man, and his romances tend not to last long.

Rikimaru stands 6` tall and weighs about 190lbs. He is leanly muscular and quite handsome, with dark eyes, the right of which has a tasteful scar slanting down across it. His hair is a light, ash-grey colour that is much prized in Shienar, and he wears it in the traditional topknot of a soldier from that land. His skin is of a light amber tone.

Born in 970NE in Fal Dara, there was never any doubt that Rikimaru would join the army. His father, uncles, cousins, and his grandfathers on both sides of the family had all been soldiers, too, after all. He quickly distinguished himself, and was part of the force sent to repel a Trolloc raid from Ayame Kodachi’s home village in 989NE. He and Ayame became friends soon after. They were both chosen to accompany Lord Ingtar Shinowa on his mission to recover the stolen Horn of Valere in 996NE. He was present at Falme when the Horn was sounded and Rand al’Thor was proclaimed to be the Dragon Reborn. Afterwards, Rikimaru joined his fellow armsmen in swearing fealty to Rand.

He fought in Rand’s defence throughout his journey across Falmerden and Valreis, almost dying at the battle of Tarcain Cut to a Myrddraal’s tainted blade. He was saved by Verin Sedai but was left with a scar across his eye. Though loyal to all his fellow soldiers, Rikimaru is particularly close to Ayame and Ragan. While travelling with Valan Luca’s circus, Rikimaru and Ragan had affairs with the same woman, a seamstress named Jameine, who wanted the two to fight over her. She was disappointed when both preferred to leave her instead.

Rikimaru’s fighting and loving continued as he accompanied Rand to the Theren, where he fought in the defence of Emond’s Field and got close to Larine Ayellin, claiming her virginity in the process. They parted company when he left the Theren in pursuit of his lord, who had gone on to Tear alone, intent on taking *Callandor* from the Heart of the Stone. While in Tear, he, Ayame and Inukai were among those who helped infiltrate the Stone of the fateful night that Rand claimed *Callandor*.

He was placed under Ragan’s command and charged with protecting Nynaeve’s group of Accepted when they left for Tarabon in pursuit of the Black Ajah. He performed this task ably, though he was offended by the way Nynaeve demanded oaths of obedience from he and his fellows.

**\*Ring of Tamyrlin, the** (pronounced TAHM-ehr-lihn): Symbol of office of the First Among Servants, leader of the Aes Sedai in the Age of Legends. It was a very powerful dual *sa’angreal*, designed to be used by either male or female channelers. Lews Therin Telamon was wearing it at the time of his death, and it has been lost ever since.

**\*Rinoa Hartile je Fontaine** (pronounced rih-NOH-ah har-TEEL jeh fohn-TAYNE): The eldest child and heir of Lady Julia Hartile, governor of Fontaine.

Rinoa is an outgoing and confident girl, with a warm and friendly demeanour. She is quite spirited and compassionate. She can also be stubborn, naive and impulsive. She is an avid reader, and has a pet dog that she dotes on.

She is 5`4`` tall and weighs 115lbs. She has pale skin, big near-black eyes and a slender build. She has a beautiful round face. Rinoa’s long hair is mostly of a glossy black colour, but she has threads of naturally-occurring brown hair sprinkled within it. This is due to what is known in Valgarda as a “Mayel Streak”, after the infamous rulers of Aridhol who shared a similar trait.

Rinoa was born in 979NE to Lady Julia and her husband Furian, who is a general in the Valreio army. Her mother is what would be referred to as “white” in another Age, and her father what would have been described as “asian”. She had a good relationship with both parents in the early years of her childhood, but has grown estranged from them both, especially her father, due to the breakdown of their marriage resulting from her mother’s affair with a certain writer named Leguna. This is not helped by the suspicion that Leguna is actually the father of her younger sister Ellione, whom Rinoa is very fond of. Due to this difficult situation, Rinoa has grown increasingly rebellious.

In 997NE she met Rand al’Thor at a ball being held in her family’s mansion in Fontaine. She thought him quite handsome, and did not hesitate to drag him onto the floor, where they shared a brief but enjoyable dance. Rinoa was sent to Tar Valon not long afterwards, to be tested to see if she could channel the One Power. She passed the test and was enrolled in the Novice book. To her great dismay, the Aes Sedai refused to allow her to keep her dog with her, and she was forced to send him back to Fontaine with her escort.

**\*Roberto Postiles** (pronounced roh-BEYR-toh pos-TEEL-ays): A new-made High Lord of Tear. He is the son of Hervaci Postiles, who was hanged for rape by the order of the Dragon Reborn. Upon inheriting his father’s position, Roberto refused to come to the Stone of Tear to swear fealty to his father’s killer. Instead, he attempted to gather an army in opposition to Rand’s rule.

**\*Rodel Ituralde** (pronounced ROW-dell EE-tuhr-AL-DAY): A Domani general who is accounted one of the great captains of Valgarda. He is sometimes called “the Wolf” or (more pejoratively) “the Little Wolf” due to his short stature and his penchant for laying cunning traps for his enemies.

Rodel was born to a common family in 945NE. His rise through the ranks of the military was purely due to talent. He was instrumental in Arad Doman’s defeat of the Pedron Niall-led Children of the Light in the conflict known as the Whitegold War in 982NE, which solidified his reputation even to those outside of Arad Doman. He, along with his commonborn wife Tamsin, were made members of the Domani nobility as a result of this. He led a small contingent of Domani to take part in the Battle of the Shining Walls, where he had a memorable reunion with Pedron Niall. Rodel was scheduled to take command of the unified army of the Grand Coalition on the fifth day of battle, but the conflict ended on the third so his appointment was rendered moot.

**\*Ronelle Harkin** (pronounced rohn-EHL HARKIN): An Accepted in the White Tower.

She is an amiable and affectionate woman. She is quite tidy and likes things to be well organised. She is brave and strong-willed.

Ronelle is 5`7`` and weighs about 190lbs. She has a stocky build, with a large stomach. Her hair is long and yellow, her eyes are blue and she has pale skin. She is handsome, with a broad face and full lips. A very busty woman, Ronelle’s breasts are pendulous and her bottom wide.

Her strength in the Power is 28/69.

She was born in Andor in 969NE to a merchant family. Harkin is a common name in Andor. Though there is an Aes Sedai who shares her name, if they are related it is very distantly. Ronelle went to the White Tower in 984NE. She spent 9 years as a Novice and was raised Accepted in 993NE. She and Emara have been pillow-friends throughout much of their stay in the White Tower.

Such is their bond that Emara immediately sought Ronelle out after learning of the Black Ajah’s existence and Nynaeve’s intention to hunt down the party that had taken refuge in Tear. They joined Nynaeve together, and left for Tear with her shortly afterwards.

The two were inseparable throughout the journey south, and were even together when the Black Ajah ambushed them on the streets of Tear while they were out shopping for supplies. They were taken to the dungeons of the Stone of Tear, where they and the rest of the Accepted were tortured by the Black Ajah. Temaile Kinderode whipped Ronelle and had Emara raped in front of her, demanding that she take part in her degradation willingly in order to prevent Ronelle’s further torment.

She and Emara were freed by Mat Cauthon and Juilin Sandar later that night, but the Black Ajah escaped their vengeance. They spent several weeks afterwards living in the Stone of Tear, which had fallen to Rand al’Thor, now revealed to be the Dragon Reborn. Ronelle and Emara spent most of their time in isolation, trying to recover from what had happened to them, though they ventured out whenever their duties required them to, either to question the Black Ajah prisoners or to fight the Shadowspawn who attacked the Stone under Moridin’s command. Both women were among the group chosen to go to Tanchico with Nynaeve to investigate reports of Black Ajah activity there.

After Liandrin and her cronies had been tracked to the Panarch’s Palace, Ronelle joined her companions in infiltrating said palace. They were able to drive the Black Ajah off and seize the items they had hoped to use against Rand, and soon departed Tanchico in victory. The most impressive part of it all, for Ronelle, was learning that Nynaeve had fought and defeated Moghedien.

**\*Rovan, of the Iron Mountain sept of the Taardad Aiel** (pronounced ROW-van): A young Aielman, and cousin of Rand al’Thor’s. He is *Tain Shari*.

Rovan is a hotheaded and undisciplined youth, but well-intentioned.

He has yellow hair and green eyes. He stands 6`2`` and weighs 200lbs.

Rovan was born in 976NE. He has two younger first-sisters named Harilin and Ricu, both of whom he has often squabbled with. He was introduced to his heretofore unheard of second-brother Rand al’Thor in 997NE, when the newly proclaimed *Car’a’carn* came to Iron Hold to meet his relatives.

**\*ruby-hilted dagger**: While there are many daggers in the world for which this name might apply, this particular dagger is different. It was found by Mat Cauthon in the ruins of Shadar Logoth and unwisely carried beyond the city’s boundaries. The blade is thoroughly tainted with the evil of Mashadar and encourages fear, viciousness and distrust in any who hold it. The cut of its blade is virulently poisonous.

In appearance, it is a curved dagger with a gold scabbard worked in strange symbols. Fine gold wire wraps the hilt, which is capped by a ruby as big as a thumbnail, and the quillions are golden-scaled serpents baring their fangs.

The blade was bound to Mat Cauthon, and its poisonous influence threatened to kill him, but he was freed from its evil by a Circle of 13 Aes Sedai led by the Amyrlin Seat Siuan Sanche. The blade was then held in a thick, warded case in the basements of the White Tower.

**\*Ryma Galfrey** (pronounced RI-mah GAHL-free): An Andoran Aes Sedai of the Yellow Ajah.

She is somewhat haughty, and very proper. She was a quiet child, but adopted a more snobbish attitude in later years, thinking it the way a lady or an Aes Sedai should act.

Ryma is 5´2´´, weighs 95lbs, and has a slim build. She has small breasts and narrow hips and carries herself elegantly. Her eyes are pale blue, her hair long and brown, her complexion fair.

Ryma’s strength in the Power is level 35/69. She has a Talent for Healing.

Zabac Volward was her Warder, a Volsuni of abnormally huge stature who stood 6`10`` and weighed close to 340lbs. He had blue eyes and yellow hair, wore a beard and rarely spoke.

Ryma was born in 902NE to a moderately wealthy family in Caemlyn, and went to the White Tower in 917NE. After spending 8 years as a Novice and 7 years as Accepted, she was raised to the shawl in 932NE.

Ryma was part of the Amyrlin’s entourage when she visited Fal Dara in 996NE. She was sent to investigate certain rumours on Toman Head, and there ran afoul of the Seanchan. Her Warder was killed defending her and she herself was taken as *damane*. Ryma was renamed Pura and tortured repeatedly over the course of months in an effort to break and dehumanise her. She resisted as best she could, and was eventually given into the charge of an experienced *der’sul’dam* named Lisaine Jarath. Ryma was unable to escape the Seanchan and was carried off with them when they fled Falme.

She was eventually broken by the *sul’dam*, and came to answer only to the name Pura.

**\**sa’angreal*** (pronounced SAH-ahn-GREE-ahl): A device that multiplies the amount of Power that a channeler can draw on. As estimating the exact amount of Power allowed, with the multiplication in effect and without the usual warning signs that come when reaching one’s natural limit, is very difficult, all properly-made sa’*angreal* have a buffer built in to prevent a channeler from drawing too much and burning themselves out. It is possible for two people to use the same *sa’angreal* at once, but only if they both activate it at the same time. It is also possible to use several *sa’angreal* at once. *Sa’angreal* were Made for the use of male or female channelers, but the knowledge of how to Make them has been lost since the Age of Legends. Now they are very rare, and prized by channelers. The construction of *sa’angreal* required a Talent called Making, but the knowledge of how to correctly apply that Talent was lost during the Breaking of the World. They are identical to *angreal* in all ways, save that *sa’angreal* are even more powerful, and even rarer. That rarity has led to every *sa’angreal* still in existence being granted its own name.

**\*Saeri Lethyr** (pronounced SEHR-ree LEH-feer): A Falmeran girl from the village of Nethara.

Saeri is bright and devoted, with a positive nature that her traumatic past has not been able to completely erase. That is not to say she was unharmed by the losses and pains she has suffered. She has become quite obsessive and tends to see the world in a simple black and white format. In an effort to distance her present from her past, she has developed a habit of speaking in High Chant, what little of it she knows at least. Saeri likes the way it sounds, and though many others think she makes a fool of herself by using it in casual conversation, few have the heart to insist she stop. She is ticklish.

She is a very pretty girl, with pale skin and big, cobalt-blue eyes. Her long black hair is straight and glossy. She is very slim, with a round, doll-like face, a delicate nose and small breasts.

Saeri was born in the early spring of 985NE, the youngest child and only daughter of her family. Her parents were named Arioch and Lirana and she had three older brothers, Caladus, Tal and Taren, who often teased her. She was the only member of her family to survive the Trolloc attack that destroyed Nethara in 997NE, though she herself was far from unscathed by it. Like the rest of the all-female survivors, she was subjected to rape at the hands of the Shadowspawn who intended to use them as hostages against Rand. When Rand arrived at Nethara and sprung the ambush there, he was able to save the hostages as well as kill their tormentors, which won him Saeri’s devotion. While most of the survivors sought refuge in Amaran, Saeri chose to stay with Rand’s party. She became friends with Luci Narosay, a fellow Nethara native close to her in age, and was very impressed by Rand’s Falmeran lover, Morrigan. She also came to look on Vara as a surrogate mother.

Saeri was present at Tarcain Cut, and assisted in the fight against the Shadowspawn there, though not in a combat capacity. Eager to make herself useful, she served by treating wounds, carrying blankets and supplies and preparing food and drink for the fighters. After the victory over the Shadow in that battle, she came to see herself as a maid in Rand’s service. Hero-worship turned to infatuation and once Rand realised her affection for him he took her as a lover, despite her extreme youth. He made a point to be slow and gentle with her, and to let her take the lead in their love-making, as he wanted to show her that it wasn’t always like what had happened to her at the Trolloc’s hands. Rand then bought her a silver necklace with a sapphire on it, which she treasures. Saeri became more and more devoted to him after that, though she agreed to keep their activities secret. She proved to be not very good at discretion, and Vara became suspicious of the affair. When she confronted Rand and learned the truth, she was appalled. Vara left, attempting to take Saeri and Luci with her for their own protection but they refused to go, preferring to stay with Rand and become the first members of his household staff.

Saeri accompanied Rand to Emond’s Field, where she worked for Marin al’Vere at the Winespring Inn, befriending her and her daughters, as well as Imoen Candwin. While there, she praised him shamelessly, but no-one took her seriously until he channelled in a fury at Alanna Mosvani, revealing himself as the Dragon Reborn. Saeri accompanied Tam and the others when they left for Tear in pursuit of Rand, who had gone off alone to claim *Callandor*.

She befriended Merile during the journey to Tear, where she and Saeri confessed to each other about their mutual relationships with Rand, and came to an understanding. When they were reunited with him at the inn called The Star, the two girls agreed to share him between them. They hadn’t planned to become lovers as well, but the tryst that followed their reunion led to just that.

Even more was to follow, when Imoen was invited to join them in Rand’s bed as well. She agreed, and the four of them spent a long and noisy time together, uncaring of how many people knew what was going on between them.

She continued her relations with all three in the weeks that followed, while staying in the Stone of Tear. She also got to know Elayne, Berelain and Avaleen rather better than she’d expected to. Saeri took it upon herself to commission new uniforms of her own design for Rand’s maids, and received a pair of silver rings with small sapphires in them from Rand, to match her necklace. She was left behind in Tear when Rand left for the Aiel Waste.

**\**saidar*** (pronounced seye-DAHR): The female half of the One Power, it is comprised of 5 primal elements: Air, Water, Fire, Earth and Spirit. These elements can be woven together by a channeler to create a wide variety of effects. Strength in the Power, and strength in an individual element varies from channeler to channeler, but in general females are stronger with Water and Air, while Spirit is neutral.

**\**saidin*** (pronounced seye-DIHN): The male half of the One Power, it is comprised of 5 primal elements: Fire, Earth, Water, Air and Spirit. These elements can be woven together by a channeler to create a wide variety of effects. Strength in the Power, and strength in an individual element varies from channeler to channeler, but in general males are stronger with Fire and Earth, while Spirit is neutral. Since the Strike at Shayol Ghul, *saidin* has been tainted by the Dark One’s touch, and any who attempt to channel it are doomed to go mad and rot alive.

Unbeknownst to most, it is possible to filter the taint from *saidin* in order to use it normally. But the only know way to do this in the Tenth Age requires the use of the Dark One’s own power, so only the Forsaken are afforded this protection.

**\*Saldaea** (pronounced sahl-DAY-ah): The largest of the Borderland nations, with a population of about 5 million. Saldaeans are considered the finest light cavalry in Valgarda, and their herds are supported by the vast grassy plains of their southern lands. Saldaea is a matriarchy. Children inherit their mother’s name, but add the father’s as a middle name, usually preceded by “si” though it is considered quite formal to use it. Husbands marry into the wife’s family and take her name, but keep their own as a middle name with “ni” preceding it and “t’” preceding the new name. It is customary for the man to ask for marriage, though the woman usually requires a long pursuit before accepting. The Queen’s husband is not merely a consort, but a shared ruler. She is advised by the Council of Nobles, but is not obliged to heed its advice.

The majority of the populace are of a race that, in another Age, might have been called “middle-eastern”, though that term is not used in the Tenth Age, of course. They tend to have skin of a slightly brown colour, with straight black hair, slightly tilted brown eyes and hooked noses. There are exceptions to this: for example, red hair is not overly rare in Saldaea.

The banner of Saldaea is a rearing Red Horse on a field of pale green. Its capital city is Maradon (pronounced MAH-rah-don), site of the Cordamora Palace, where the Queen of Saldaea sits the Broken Throne while wearing the Broken Crown.

Like the rest of the Borderlands, Saldaea began life as an Imperial Province of Artur Hawkwing’s empire. When the War of the Hundred Years broke out, the governor preferred to focus on holding back the Shadow rather than getting involved in the fighting for the throne. A mutual defence pact was made with the other Borderland provinces and the governors thereof all declared independence at the same time.

**\*Sammael** (pronounced SAHM-may-EHL): A brutal Forsaken general whose name means “Destroyer of Hope”.

Sammael is a solid, compact man with a muscular build. He is 5`9`` tall and weighs about 200lbs. His eyes are blue and his hair and neatly-trimmed beard are golden. There is a livid scar slanting across his face, starting at his right jaw and rising to his left temple.

His strength in the Power is measured at 3 on the 69 point scale. He is a blademaster, but rarely carries a sword. He possesses one of the seven Seals as well as a male *angreal* in the form of an ivory carving, roughly the length of a hand, of a man holding a sword.

Sammael was once Tel Janin Aellinsar (pronounced TEL JAH-nin EHL-ihn-SAR), a noted athlete, but he found his true calling when war returned to the world following the opening of the Bore at Shayol Ghul. He became a general in the Light’s armies and won many notable victories, especially defensive ones, but the honours heaped upon him did not prevent jealousy and resentment from festering in his heart. He came to hate Lews Therin for being the one to reward him for his accomplishments, because that very act implied and reinforced that Lews Therin stood above him. A man of no more than average height, and sore about it, Tel Janin was easy prey for Graendal’s manipulations, and went on to betray the Light, becoming Sammael the Forsaken. His turn was not known until he betrayed the army under his command at the Gates of Hevan, causing a crushing defeat for the Light. Always hot-headed, he proved a particularly ruthless servant of the Shadow. He kept his armies well supplied and in comfort, for they were the keys to his victories, but no-one and nothing else mattered to him anymore. He faced Lews Therin in battle many times but was never able to defeat him. In one such conflict Lews Therin gave him his eye-catching scar, which Sammael swore to leave unHealed until such time as he had given Lews Therin a matching one. He bears it, and the grudge it symbolises, to this day.

Sammael was present at Shayol Ghul when Lews Therin placed his Seal on the Dark One’s prison. He was trapped there for three millennia but was finally freed in 996NE due to the gradual weakening of the Seal. He was among the group of seven released late in that year; the tenth to be returned to the world. He took some time to familiarise himself with the new world, then attended a meeting in *Tel’aran’rhiod* where he and the other Forsaken plotted to divide Valgarda between them. Despite his hatred of Lews Therin, he did not seek out his reincarnation, preferring to focus on taking a new seat of power for himself. He settled his attention on Illian.

He assumed the alias “Lord Brend” and used Darkfriend agents and a liberal application of Compulsion to have himself appointed as a member of the Council of Nine in Illian. His first act on arriving in the city was to murder the queen’s Aes Sedai advisor, Leticia Charbon je Orlay. He then took control of Queen Mattia herself, becoming the de facto ruler of Illian.

At the beginning of Sive, 997NE, Sammael arranged to meet a trader named Bayle Domon, who he had been informed was in possession of what he suspected was a male *angreal* as well as one of the Seals on the Dark One’s prison. Bayle did indeed possess these items, and Sammael was more than glad to relieve him of them. Mat Cauthon was with Bayle at the time, and Sammael recognised him from Ishamael’s debriefing. His pleasure only grew when he realised that Bayle had unwittingly delivered one of the three *ta’veren* to him as well. Mat survived Sammael’s attack only because Bayle stepped in front and took the hit for him, while pushing him towards the window, through which he fell into the safety of the canal, leaving an injured Bayle to face Sammael’s fury alone.

**\*Sara Aythes** (pronounced SAYR-ah ay-FES): An introverted Therener woman, skilled at tracking and archery. Her romantic interests are strictly directed towards other women.

Sara is socially awkward and prefers to spend much of her time alone in the woods. She is shy but determined and has a strong sense of justice.

She has long brown hair that is woven into a traditional Theren braid. Her eyes are brown also. She has a tan and weathered complexion, a long and fairly pretty face, and a leanly athletic figure. Sara is 5`5`` tall and weighs about 130lbs.

Sara was born in Watch Hill in 973NE to a small family. Her parents died when she was very young so she was raised by her uncle Camren, a confirmed bachelor who rarely visited town. He taught her much of the woods and of the bow, but little of how to interact with other people. Sara became somewhat notorious around Watch Hill, and was often a target of mockery by her more sociable age-mates. Upon her uncle’s death she became a virtual hermit, preferring to live in the Waterwood rather than Watch Hill.

In early 997NE she chanced upon Emi Aybara, the sole survivor of the slaughter that took place at the Aybara farm. Moved by pity, Sara took Emi to her makeshift home in the woods and nursed her back to health. She would not have admitted it, but she was secretly glad of the company, especially when it came in the form of such a pretty girl. She was out scouting one day not long afterwards when she heard the sounds of battle and went to investigate. It proved to be a fight between the Trollocs who had invaded the Theren, and Perrin and Rand’s forces. The Trollocs were defeated, but Sara’s observation had not gone unnoticed. She was captured by the Aiel that came with Rand, and upon learning that Perrin was an Aybara, she told him of Emi’s survival. After leading them to Emi’s location, Sara agreed to accompany them all back to Emond’s Field.

She took part in the fighting to defend the village, and was the first person that Anna al’Tolan recruited to her new group of female archers. Over the course of training the various women, and of fighting alongside them, Sara found herself making more friends than she ever had before, to her secret delight.

**\*Saren, of the White Cliff sept of the Shaido Aiel** (pronounced SAHR-EHN): *Seia Doon*.

Saren is a cunning and ruthless man, who prizes results above all else and will not hesitate to use the most brutal of methods. A zealous defender of the Aiel, he holds all other peoples in contempt.

Standing 6`9`` and weighing 205lbs, he is a leanly muscular man with a gaunt face. He has bright blue eyes and pale yellow hair.

Saren was born in 965NE. He supported Muradin and Couladin’s bid for power among the Shaido in 997NE, and shared the latter’s distaste for the idea of a wetlander like Rand al’Thor becoming *Car’a’carn*. When Couladin claimed that it was actually he who was the true *Car’a’carn*, Saren was eager to believe him.

**\*Sascya Aydaer** (pronounced sas-KEE-ah ay-DARE): A Therener woman from Emond’s Field, who is married to the al’Thors’ neighbour, Oren Dautry.

Sascya is an intelligent and hard working woman, whose childhood aspirations did not materialise. She used to fantasise about such outlandish things as being a warrior, or about more sedate pursuits such as working in her family’s furniture shop and crafting lovely things for people’s homes. But since she was the younger daughter, her parents married her off to Oren Dautry instead, a farmer who was the last of his line and who had inherited extensive land in the Westwood, intending for their grandchildren to one day inherit that land. Dutiful and solemn by nature, Sascya went along with the arrangement, though it was not a happy marriage.

She is 5`5`` tall and weighs about 140lbs. Despite having had four children, she is still relatively slender. Her dark brown hair hangs in a braid to her waist, and her equally dark brown eyes are quite large. She is an attractive woman, with large breasts and a thick bottom.

Born in 959NE, she wed Oren in 976NE and gave birth to their son Tod not long afterwards. Another boy, Jared, followed five years later, and a girl named Missi two years after that. Weary of motherhood and childbirth, it would not be until early in 997NE before Sascya gave birth again, this time to a girl that she named Ellisande after the famous Queen of Manetheren.

A few years prior to that, Sascya had embarked on an affair with the neighbour boy, Rand al’Thor, a handsome and exotic looking lad whose interest she found flattering and exciting and a welcome break from her boring life. That the girl she gave birth to afterwards had light coloured eyes, so unlike those of a typical Theren child, was dismissed as a quirk that time would soon take care of ...

Sascya’s son Jared was among those slain by Shadowspawn during the incursion of 997NE, something that she was much grieved by. She was grieved, too, to learn that Rand had turned out to be a male channeler, and silently wished him well when he departed Emond’s Field once more.

**\*Seals, the**: 7 palm-sized disks of *cuendillar*, Made by Lews Therin Telamon to act as foci for the seal he placed on the Dark One’s prison. They were shaped to resemble the ancient symbol of the Aes Sedai, a circle, half white and half black, divided by a sinuous line. The seals were scattered during the Breaking of the World, and no-one now knows where they are all located, though it is known that they, and the barrier they hold, have begun to crumble.

One seal, already broken, was found at the bottom of the Eye of the World. Another was recently found to be in the antique collection of the Seanchan High Lord Turak Aladon, who did not know what it was. That seal was stolen by Bayle Domon when he fled Falme and later sold to the Forsaken Sammael. A third was located intact in the Great Holding of the Stone of Tear. A fourth was being kept in the museum within the Panarch’s palace in Tanchico, until it was removed by Nynaeve al’Meara.

**\*Seana, of the Black Cliffs sept of the Nakai Aiel** (pronounced SHAW-nah): A Wise One dreamwalker. She is a widow, a mother, and a grandmother.

She is very experienced, in a great many ways, and remains calm in almost all circumstances.

Seana is a rarity among Aiel in that her hair is brown rather than yellow or red. Her eyes are blue-grey, and her skin pale where the sun has not touched it. She was a beautiful girl in her youth, and was desired by many. Now, her long hair has gone almost completely grey, and her face is heavily lined. She is 5`7`` tall and weighs about 140lbs.

Seana was born in 930NE. Like all Aiel she was trained in combat but she was never a Maiden of the Spear, having begun training as a Wise One at a young age due to the discovery of her dreamwalking ability. She has been married and widowed twice over, and has several grown children.

She encountered Rand al’Thor for the first time in the summer of 997NE, while they were in *Tel’aran’rhiod*. She had taken on the appearance of her younger self at the time, and was too embarrassed at being seen to do so to change to her true form. She taught Rand a few lessons on self-control then, and taught him even more once he arrived in the Aiel Waste and began training with her and the other dreamwalkers.

Though all the Wise Ones took part in training their apprentices, Seana took a special interest in Rand. She noticed his tendency to use *Tel’aran’rhiod* for trysts, which was something she had often done herself in her wilder youth. She was happy to teach him some of the tricks she learned in their private lessons. She was even happier when the flirtations they had exchanged during those lessons led to Rand inviting her to share his blankets in Cold Rocks Hold. Seana took him up on the offer, thrilled and pleased to be propositioned by a handsome young man despite her advancing years. She remained his teacher and occasional lover in the weeks that followed.

**\*Seanchan** (pronounced SHAWN-chahn): A large continent on the opposite side of the Aryth Ocean from Valgarda. It was once home to a patchwork of warring nations, but in the past millennium those nations have been conquered and united under a single empire, which now reigns supreme. Seanchan has its own Blight to the north, a significantly less virulent and more sparsely-populated one that has come to be known as the Lesser Blight in recent centuries. To the far west of Seanchan lies a vast ocean the natives call the Boundless Sea, though it is in truth the same body of water that is known as the Morenal Ocean in Valgarda.

**\*Seanchan Empire, the**: A continent-spanning empire based on the far side of the Aryth Ocean from Valgarda. It was founded by Luthair Paendrag, eldest living son of Artur Hawkwing, who commanded a vast fleet sent by the High King to explore and conquer whatever they found on the far side of the Aryth Ocean. A similar fleet was sent to Kigali, commanded by one of Hawkwing’s daughters, but was either lost at sea or massacred by the Kigali, depending on which tale you choose to believe. Luthair’s forces were much more successful. When they landed on Seanchan, roughly 1000 years ago, they found it ruled by a constantly-shifting patchwork of nations, usually led by a female channeler calling herself Aes Sedai, and almost always at war with each other, with loyalties shifting back and forth from year to year. Luthair’s forces soon took to calling these enemies the Armies of the Night. Their division allowed the invading army to defeat and absorb their rivals one by one in a 300 year conflict now known as the Consolidation, or the Conquest. Save for the occasional rebellion, Seanchan has been united under the rule of the Paendrag Imperial Family ever since.

The flag of the Seanchan Empire is the same flag that Artur Hawkwing once flew: a golden hawk in flight, on a white field, clutching three lightning bolts in its talons. If the Empress or Emperor is present, the banner is fringed in gold; if the heir to the throne is present, it is fringed in blue.

While the invaders from Valgarda did in fact conquer Seanchan, in many ways it might be said that the Seanchan conquered them. The current Seanchan Empire bears only partial resemblance to the empire Hawkwing forged. The once-Valgardans who are now Seanchan adopted many of the customs and beliefs of the people they conquered, most notably an acceptance, and indeed willing embrace of, slavery, a custom almost unheard of in Valgarda and certainly not practiced by Artur Hawkwing. Slaves, or *da’covale*, have a complex place in Seanchan culture and can sometimes outrank even those who are free, depending on who the slave is owned by.

The Seanchan Empire is also markedly more brutal than the empire of Hawkwing’s day, with members of the ruling families, or the Blood as they are known, being taught from birth to compete with each other to prove who is most fit to inherit and rule. Assassination, and even torture, of family members is encouraged and lauded in such competitions, and the more cunning the plot that is hatched the better. The strange, otherworldly beasts that the native Seanchan employed in battle, which the invaders had initially thought to be Shadowspawn, have since been integrated into the Seanchan Empire’s Ever-Victorious Army, and are now known and valued as Exotics. Seanchan naming conventions have also been adopted from those they conquered, and allow for the discarding and replacement of both the given and/or the family names when one rises in rank, or even changes profession. True-name days occur young and call for a change in the child’s name. Sword-days mark the beginning of a soldier’s career and are usually accompanied by the taking of a new given name.

But while some customs of the old Seanchan remain in the current empire, others have been scoured away entirely. The constant backstabbing of old, for example, has been replaced with a zealously-encouraged and fanatical devotion to their ruling Empress. Loyalty and discipline are prized among the Seanchan, and they are taught to adhere to a strict, if merciless, code of honour. As part of that, the terms *sei’moseiv*—meaning “lowered eyes” in the Old Tongue—and *sei’tair*—meaning “level eyes” in the same language—have come into widespread use throughout Seanchan, and are used to refer to someone who has lost, or gained honour, respectively.

The rule of channelers has also come to a very certain end. The Seanchan despise those who channel the One Power, considering them less than human, and take great pains to enslave or kill any channelers they encounter. Hatred and distrust of channelers, and Aes Sedai in particular, was already rife among Hawkwing’s followers due to the High King’s many conflicts with the White Tower, but what Luthair’s forces saw of the so-called Aes Sedai on Seanchan made that hatred much worse. Enslavement of channelers is allowed through the application of a leash-like *ter’angreal* known as an *a’dam*, which denies a channeler the ability to control the One Power, and instead allows those known as *sul’dam* to control both the channeler, and through her, the One Power. This, of course, is a fate reserved for female channelers, whom Seanchan call *marath’damane*, when they are not leashed, and *damane* afterwards. Male channelers are killed on sight, a fate which is arguably kinder.

One virtue of Hawkwing’s empire that the Seanchan have retained is their sense of egalitarianism. There is a great deal of snobbery in the Seanchan Empire, but no sexual or racial prejudice. A person’s gender does not factor into their rank, positively or negatively.

During the Conquest the Empire’s capital was the city of Imfaral, which is currently the 6th largest city in the Empire and site of the famed Towers of Midnight, but once the Conquest was complete the capital was moved to the largest city, Seandar. After Seandar, the next largest city is Kirendad, then Noren M’Shar, Asinbayar, Qirat, Imfaral, Sohima, T’zura, Anangore, Shon Kifar and Rampore. There are numerous smaller settlements as well, of course. The Empire has a significantly large and diverse population.

The Seanchan military is vast and extremely well-trained, with the Deathwatch Guards—the Empress’ personal guard of elite human and Ogier warriors—being the most famed part of it. The Ever-Victorious Army, as they are collectively known, is significantly greater in size and quality to anything found in the Valgarda of modern times, having retained the teachings and organisations of Artur Hawkwing throughout the centuries since his death. The Empire as a whole is similarly well-run, with an extensive bureaucratic system, and a vast spy network of Listeners and Seekers for Truth, all loyal to the Court of the Nine Moons, the Crystal Throne, and the Empress.

**\*Seandar** (pronounced SHAWN-dahr): Capital city of the Seanchan Empire. It is home to the Court of the Nine Moons, the Crystal Throne and the Tower of Ravens. Seandar is located inland at the confluence of three great river networks, and is possibly the largest city in the world.

**\*Seekers for Truth, the**: A police and spy organisation for the Seanchan Empire. They are charged to search for an investigate treason and other wrongdoings. They are *so’jhin* and the personal property of the Empress. Seekers wear a tattoo of the Imperial Raven and Tower on the back of each shoulder, though they are less willing to show them off than the Deathwatch Guards with their own tattoos. Seekers also carry identification plaques for when the need arises. While slaves, they hold

wide powers and can arrest anyone who does not answer their questions or cooperate with them to their satisfaction. Flight from a Seeker is also against Seanchan law. Their prisoners are often held in the Tower of Ravens, which is their base of operations.

Seekers are supported in their duties by Listeners, who are secret spies for the Empress of

Seanchan. They are charged to remain always hidden, and have no authority whatsoever. Their duty is to report everything they see, hear, or learn to the Seekers, and let them decide what to do about it.

**\*Selene Valmont je Orlay** (pronounced seh-LEEN VAHL-mon): The ruler of Valreis in 996NE. Her full title is: Riela Selene Valmont je Orlay, By the Grace of the Light, Guardian of the West, Queen of Valreis, the Second Seat, High Seat of House Valmont.

A driven and ruthless woman, Selene made common cause with the Whitecloaks and sealed the Valreio-Falmeran border on hearing of the Seanchan invasion, preferring to let her nation’s old enemies face the Empire alone. She denied entry to Valreis to all refugees fleeing the fighting. Later, on learning that the “false” Dragon Rand al’Thor had made it over the border, she ordered him and all his followers killed. Rand escaped, and Selene was left to deal with the rioting Dragonsworn left in his wake. She did this with the help of her new Treasurer, an elderly woman named Sarah ...

**\*Serafelle Tanisloe** (pronounced SEYR-ah-FELL TAN-iz-low): An Aes Sedai of the Brown Ajah.

Serafelle is a fast learner, observant, intelligent and quick-witted. She is rather distant, and focuses most of her attention on her studies.

Serafelle is 5´4´´ with a plump build, weighing about 200lbs. She has large hazel eyes. She has wavy brown hair that falls to mid-shoulder. Her skin has a natural tan. The extra flesh she carries does not hide the fact that she was, and some might say still is, quite pretty. She has extensive birth marks on her stomach, and a somewhat motherly air.

Serafelle’s strength in the Power is level 29/69.

Her Warder is named Celdorne Nabircam. He is a Tar Valoni who stands 6` and weighs about 200lbs. His hair and beard are grey, his eyes blue, and he bears many scars.

Serafelle is from Altara and identifies as a Murandian. She was born in 862NE to a noble family. She had the spark but when her ability to channel manifested she kept it secret for years, having no interest in the Tower and preferring to live a pampered and indulgent life at home. She married a Lord in Murandy and had three children, but lost her husband and all their children during a pestilence that swept through the region in 890NE. She herself barely survived. In the aftermath of that tragedy, she decided she needed a fresh start and left for the White Tower. She was 29 at the time and normally the Aes Sedai would not have accepted a student of her years, preferring younger, more easily-moulded minds, but Serafelle told them she was only 19 and was admitted. She had already begun to Slow by then, and did not look her years. In 981NE she became a Novice and remained so for 10 years, before spending a further 4 years as Accepted. She was raised to the shawl in 905NE. She had been at the Tower for two years before her lie was discovered, and some said she should be expelled over it, but she was allowed to stay. She was kept as a Novice for significantly longer than she would have been otherwise, however. She would have chosen the Yellow Ajah on becoming Aes Sedai is she’d had any Talent for Healing.

Serafelle was part of the Amyrlin’s entourage when she visited Fal Dara in 996NE. She discovered a Dark Prophecy there, but thought little of it. She was later part of the circle that Healed Mat of his connection to the Shadar Logoth dagger.

**\*Sereille Bagand** (pronounced sehr-AY-lee bah-GAND): A legendary Aes Sedai of the White Ajah.

Sereille was a stern, austere woman, with a strict sense of morality, who could dominate a room by sheer force of personality. She was a severe disciplinarian.

Sereille was born in Far Madding in 586NE. She went to the Tower in 601NE, spent thirteen years as a Novice and eleven as an Accepted, and was raised to the shawl in 625NE. Sereille was not very strong in the Power, but came to be considered an exceptional Aes Sedai nonetheless, beginning with her election as Sitter for the White Ajah in 736NE. She remained in that position for decades, and became a dominant political figure in the Tower. It was said that part of the reason she was appointed Mistress of Novices in 759NE was to keep her out of the Hall of the Tower. She served in that position for an unprecedentedly long time—fully one hundred and seven years under a succession of Amyrlins, and the fear that students in the Tower felt at the thought of being sent to her for discipline still resonates to this day.

She was eventually elected to the Amyrlin Seat in 866NE. A plot to overthrow her was thwarted by Cadsuane Melaidhrin in 871NE, despite the fact that those two domineering women could not stand each other. Sereille died of natural causes in 890NE.

**\*Serenia Latar**: An Aes Sedai of the Grey Ajah who was raised to the Amyrlin Seat in 276NE. She was a skilled negotiator, who ended many wars and effected many treaties. It was on one such diplomatic venture that she died, when, on her way back to Tar Valon after having negotiated an even to a civil war in Altara, she was ambushed and killed by the Children of the Light. Her corpse was hung from a scaffold afterwards. Serenia is the only Amyrlin ever to have been killed by the Whitecloaks, and a fresco depicting her on the gallows can be found in the Dome of Truth.

**\*Seta Zarbey** (pronounced SEE-tah zahr-BAY): A Seanchan *sul’dam* of poor character.

Seta is about 5`6`` tall, with shoulder-length yellow hair, blue eyes and a fair complexion. She weighs about 200lbs.

Seta was part of the *Hailene*, and assisted in the capture and training of female channelers in Falmerden. She had the misfortune to walk in on Elayne during her rescue and was promptly collared with the very *a’dam* she had used on Elayne, something which shocked and horrified Seta. Her efforts to plead with and bribe her captors were unsuccessful, and Elayne decided to leave her collared for the other Seanchan to find, thinking that it would reveal the truth about the *sul’dam* and throw the Empire into chaos.

Unluckily for Elayne, but luckily for Seta, that truth was suppressed on the order of High Lady Suroth, to whom Alwhin brought Seta on discovering her collared by the *a’dam*. A very nervous Seta settled back into life as a *sul’dam*, while hoping to avoid any attention whatsoever.

**\*Sevanna, of the Jumai sept of the Shaido Aiel** (pronounced seh-VAHN-nah): An Aiel roofmistress.

Sevanna is a woman of great ambition and few scruples. She is wily, untrustworthy, greedy and selfish. A vain woman, she often uses her looks and body to influence men.

She is pretty, with full lips and large breasts. Her eyes are pale green, her hair long and golden. She is 5`8`` tall and weighs 155lbs.

Sevanna was born in 968NE. Even from a young age she hungered for power. She set her sights on the Shaido chief Suladric, uncaring of the great age difference between them. She spent some time “innocently” teasing him into chasing her, before allowing him to catch her. They were married in 984NE, when Sevanna was only sixteen. The children of his earlier marriage did not like her, but Sevanna didn’t care about that. She was more interested in twining Suladric around her little finger and ruling the Shaido through him. They had no children, Suladric already having fathered some, and Sevanna not wanting any.

When Suladric died in 997NE and Muradin was chosen to take the test of Rhuidean in hopes of succeeding him, Sevanna invited him into her blankets without hesitation. She was irritated to learn he had died in the attempt, but not overly grieved. When Muradin’s brother Couladin came to Alcair Dal and claimed to be He Who Comes With the Dawn, Sevanna was quick to support him, and to invite him into her blankets as well. She was unable to prevent Rand from using Couladin’s hot head and loud mouth to turn the chiefs against him, however.

**\*Sever/Still/Gentle/Burn Out**: Four terms used to describe the act of removing the ability to channel from someone. The first term is a more accurate translation of the one used in the Age of Legends, but the second two were adopted in the early years of the Tenth Age, to differentiate between Severing a female or male channeler respectively. The final one describes an accidental, self-inflicted Severing, usually caused by drawing too much of the Power or attempting to draw from the Source when exhausted. It requires great strength in the One Power to Sever someone, and typically a Linked Circle of thirteen women is used to perform the act.

As the One Power is highly addictive, being Severed is usually a death sentence for the channeler, albeit a slow one. Not many channelers have lived more than a few years after being Severed, as their body begins to break down from withdrawal and they lose the will to live.

In the Age of Legends, Severing could be Healed by one possessed of enough Talent, knowledge and strength, but only by a channeler of the opposite gender to the one being Healed. The knowledge of how to do this was lost in the Breaking of the World, and with *saidin* having been tainted it would have been of little use anyway.

**\*Shadar Logoth** (pronounced SHAH-dahr LOH-goth): The name given to the abandoned city that was once Aridhol, capital of the nation of the same name. The crumbling ruins of Aridhol have remained abandoned for centuries, and the city has come to be known by a new name: Shadar Logoth, a name that means “The Place Where the Shadow Waits”, or simply “The Shadow’s Waiting”, in the Old Tongue.

Aridhol was one of the Ten Nations, but during the Trolloc Wars its King, Balwen “Ironhand” Mayel, feel into despair. Convinced they could not prevail against the Shadow if they continued as they were, and under the influence of his councillor Mordeth, he became increasingly ruthless and fanatical. Mordeth had journeyed far in search of a way to defeat the Shadow. He had even ventured into the fabled Tower of Ghenjei, and there he learned things unknown by anyone else in the current Age. He brought that knowledge to Aridhol and quickly turned the populace to his way of thinking. Aridhol began to use the tactics of the Shadow against the Shadow and grew increasingly corrupted.

Mordeth’s actions unleashed an ancient evil that slumbered in the ground beneath the city of Aridhol. This entity came to be known as Mashadar, meaning “the Shadow of the Heart” in the Old Tongue. Its fog-like tendrils emerge from the ground only at night, and drain the life, and possibly soul, from anyone they touch. Mashadar consumed the populace of Aridhol city and consigned the nation that shared its name to dissolution. Only Mordeth, through some unknown means, remained alive. If you can describe as life his ghost-like existence, alone in those abandoned ruins for millennia. Mordeth sought to escape from Aridhol but found himself bound to the location as surely as Mashadar was. He became convinced that only by persuading someone to help free him by carrying some portion of his essence and power beyond the city’s boundaries could he hope to be free.

It took centuries for him to find someone mad enough to do such a thing. When he encountered Padan Fain in Shadar Logoth, Mordeth attempted to take possession of Fain’s body but found in him a soul every bit as corrupt as his own. The two merged, becoming an entity that is neither truly Fain nor Mordeth, but a monstrous amalgam of both. This thoroughly insane creature, who now goes by a multitude of different names, possesses unique and dangerous abilities, and is as much a threat to the Shadow as it is to the Light.

**\*Shai’tan** (pronounced SHAY-TAHN): The antithesis of the Creator, the source of all evil in Creation. An immortal, formless entity that embodies chaos and destruction. Shai’tan is usually referred to as a male, though it is in truth genderless. He exists in constant struggle with and counterbalance to the Creator. As destruction is his nature, the very reason he exists, he seeks to destroy all of Creation. The opening of the Bore allowed him to influence the Pattern directly and greatly upset the balance of Creation, potentially allowing Shai’tan to achieve his eternal goal of ultimate destruction. Most of his followers believe he intends to conquer and rule the world, and though he has little interest in mortals—indeed, he barely notices their existence—he promotes that belief in order to ensure their co-operation with his true goal. Speaking Shai’tan’s true name aloud is known to draw his attention to you, often with disastrous results. As such, many alternate names are used throughout the world, such as: the Great Lord of the Dark, the Dark One, Father of Lies, Sightblinder, the Lord of the Grave, the Shepherd of the Night, Heartsbane, Heartfang, Grassburner, Leafblighter, Lighteater, Old Grim, Old Hob, Soulsbane and Stormbringer.

**\*Shapeshifting**: A newly manifesting ability that allows those born with it to assume the forms of certain animals that they have come into close enough contact with to develop an empathic connection to. Body mass and gender are not respected by the Shifting, which occurs near-instantly and is accompanied by a visual blurring. The Shifter experiences a brief but intense feeling of pain while changing their form. Clothes and other objects do not Shift along with the person who changes form. A Shapeshifter must return to their true form at least once a day, and remain in it for at least twelve of every twenty-four hours, to rest. When Shifted they can only take one form per type of animal Shifted to; for example: a Shifter who learns the form of a black and white cavalier cannot then also learn the form of a grey terrier, or any other canine, but they could learn the form of a cat, provided they do not already know a feline form. They cannot change their shape to resemble another person’s, the human form having been learned by default, but they can temporarily Shift into a cross-gender version of their original form, with attendant changes in appearance; in such a form they would resemble their twin brother/sister, if they had one.

**\*Shayol Ghul** (pronounced SHAY-ol GHOOL): It is the site of the Bore into the Dark One’s prison that allows him to directly influence the world. Taking the form of a giant black mountain, there is a single narrow stone passage at its base which leads to the Pit of Doom, a great lake of lava where the Pattern is at its thinnest and the Dark One can still communicate directly with the world. Reality itself is malleable to the Dark One in the immediate area around Shayol Ghul. The mountain is situated in a great, fog-shrouded valley known as Thakan’dar. It is impossible to Travel to the immediate vicinity of Shayol Ghul without the Dark One’s consent, and using the One Power there is extremely dangerous.

**\*Shein Chunla**: An Aes Sedai of the Green Ajah, who was Captain-General of said Ajah before being raised to the Amyrlin Seat in 578NE. Shein was the youngest Amyrlin since Deane Aryman. Initially respected for her strength of will, the Aes Sedai soon grew dismayed to find that that strength of will was simply a display of pig-headed authoritarianism.

Shein’s tyrannical rule, as well as the poor way she handled the Third War of Gara’s Shield, and her failure to prevent the nation of Almoth from dissolving, led the Hall to move against her. They punished her with Mortifications of both Flesh and Spirit as reply to everything she said and did, curtailing her influence greatly. Factions within the Hall began contesting control of the White Tower, with personal enmities often deciding policy more than anything else. These unceasing catfights and the chaos they caused led the Aes Sedai to mutiny against both Amyrlin and Hall.

Shein and every last Sitter were stripped of their positions in 601NE. New Sitters were chosen by the Ajahs, and a mild-mannered woman named Gerra Kishar of the Grey Ajah was elected as Amyrlin. Officially, Shein was said to have died of natural causes. Unofficially she was sent into exile, where a Circle of Aes Sedai kept constant watch over her. She remained in exile for fifty years. There were several plots to return her to power during her exile but all were thwarted, with both Shein and her supporters punished severely. Upon discovering yet another such plot, the Hall grew tired of putting up with it and ordered Shein to be smothered in her sleep in 652NE.

Her reign and the circumstances of her deposing were of such embarrassment that the Aes Sedai had all records of the time falsified. Though one of only four Amyrlins to be stripped of the stole, Shein is barely known outside of Tar Valon. And even within Tar Valon, only those who have access to the Thirteenth Depository know the true tale of her reign.

**\*Sheriam Bayanar** (pronounced shehr-ee-AHM bay-ah-NAHR): A Saldaean Aes Sedai of the Blue Ajah, who was appointed Mistress of Novices by Siuan Sanche.

Sheriam is a stern but fair Mistress of Novices. She never treats her charges cruelly. She is somewhat lazy and would prefer to have as little trouble in her life as possible, though she does harbour ambitions.

Sheriam is 5´5´´ and slightly plump. She weighs 170lbs. She is quite pretty with striking features: high, tilted cheekbones; clear, pale green eyes with a slight fold to the upper eyelids; and fiery red hair that is slightly wavy and falls to her shoulders. She has a warm smile.

Her strength is measured at 20/69. She has a small Talent for Healing.

She has a Warder named Arinvar, a slender Cairhienin, with grey at the temples of his black hair, cold black eyes, and a hard face. He stands 5`7`` and weighs 140lbs.

Sheriam was born in 953NE and went to the White Tower in 969NE. After spending 5 years as a Novice, she refused her first time at the arches; after passing on her second try, she spent 5 years as Accepted and was raised Aes Sedai on High Chasaline of 979NE. She was friends with Siuan and Leane as Accepted. Siuan appointed her Mistress of Novices in 992NE at an extremely young age for the job.

She often clashed with Elaida over her harsh treatment of students at the Tower, and did so with regards to Nynaeve and Elayne, too. Even so, they grew suspicious of her after she decided to cover up an attempt on Nynaeve’s life by a Grey Man.

**\*shielding**: In context it is the act of preventing a channeler from accessing the One Power. A shielded person can still feel the Source, but is unable to touch it in any way. While any person who channels can lay a shield on another, if the one being shielded is much stronger in the Power than the other, the shield can be broken through. A shield placed upon a person who can channel can be tied off and left, though such a weave can eventually be broken by someone with enough patience or pain tolerance. A tied off shield will dissipate on its own after a period of time determined by the amount of Power initially used to generate the shield. It is possible to be exceptionally skilled with shielding, though it is not a Talent. An individual with enough skill is able to hold a shield that even a much stronger channeler cannot break through. Instead of breaking, the shield stretches and bends. Traditionally, to overwhelm the power of the strongest channelers, a shield generated by the combined power of a full Circle of 13 Aes Sedai was used, and later to maintain such a shield a circle of 6 Sisters was used.

**\*Shienar** (pronounced shy-NAHR): The easternmost of the Borderland nations. Its capital is Fal Moran (pronounced FAL MOHR-ahn). Shienarans are reputed a loyalty, honourable and modest people, who hold themselves to strict standards of behaviour. Theirs is a matriarchal society and, with rare exceptions, women always inherit first and children take the name of their mother. Husbands keep their own. Harming a woman for any reason is considered a shameful and dishonourable thing. It is common for men and woman to bathe communally in Shienar, in large tiled pools. However, men and women, even married couples, sleep in separate sections of the house, or keep. Men cannot enter the women’s quarters without permission, though the reverse is not true. The Queen is expected to surround herself with an informal collection of councillors, nobles and merchants both, but is not obliged to take their advice. Civil wars and political scheming are almost unheard of in Shienar, as in the rest of the Borderlands.

The population of Shienar are mostly what would in some other Ages be described as “asian”, though that term is not used in the Tenth Age, of course. There are some exceptions to this generality, but not many. Occasionally Shienarans are born with hair of a light grey colour rather than the usual jet-black; such people are considered exotically attractive by many Shienarans.

The banner of Shienar is a swooping Black Hawk on a field of three blue and two white horizontal stripes. The personal banner of the current Queen is sometimes also used.

Until recently, Shienar was not technically one of the Borderlands, as Malkier lay to its north, between Shienar and the Blight. Nonetheless, Shienaran soldiers were a common sight in Malkier and neighbouring Saldaea, having voluntarily come to assist in the defence of the border. Since Malkier’s fall, Shienar has taken up its fight in earnest. Shienar’s eastern Marches have often been beset by Aiel raids.

Almost all settlements in Shienar are walled for defence, even Medo—their southern trading port on the River Mora. More martial settlements include Fal Dara, Fal Eisen, Fal Sion, Mos Shirare, Camron Caan, Ankor Dail and Tyaku Rahien.

Though one of the smaller Borderland nations, with a population of about 3 million, Shienar maintains a strong military presence. They wear heavy suits of plate armour, and their heavy cavalry is accounted the finest in Valgarda. Shienaran soldiers wield a great variety of weapons, and traditionally shave their heads, save for that at the very top, which they tie into a topknot.

**\*Shimoku Noallin** (pronounced shim-OH-coo no-AHL-ihn): An Accepted in the White Tower.

She is a serious and solemn woman, even somewhat morose. She is very dutiful with a strong sense of honour. She is a bit passive-aggressive, and more likely to sigh while looking at you sadly than tell you what she is upset about. She is loyal to the Light above all else.

Shimoku is a pretty girl. She has light amber skin and long black hair. There is a pronounced fold to the upper eyelid of her dark eyes. She is 5`2`` and weighs 135lbs. A sheltered life has left her soft-bodied.

Her strength is 40/69.

Shimoku was born in Chachin, capital of Kaltor, in 971NE to a family of bankers. She went to the White Tower in 986NE. Despite her hard work, her unimpressive strength in the Power led to an extended stay as a Novice, but after 11 years she was finally raised to the Accepted in 997NE.

Not long afterwards she was recruited into Nynaeve al’Meara’s Black Ajah hunting party. She accompanied Nynaeve when she left the Tower for Tear, where they had learned the traitors were staying. She proved an able organiser but her combat skills were found wanting. Shimoku was defeated by Falion Bhoda during the confrontation between the Black Ajah and the Accepted. She was later raped by Falion’s Warder Ogrin, though he had to be Compelled by her to make him do it. Shimoku was freed from the Stone’s dungeon later that night by Mat Cauthon and Juilin Sandar.

She helped question the Black Ajah prisoners in the weeks that followed, and learned how to Link from Moiraine and Alanna. When the group split she was chosen to accompany Nynaeve to Tanchico. They travelled in the company of a group of Shienaran armsmen led by Ragan Fanwar, whom Shimoku found herself taking a liking to. They spent quite a bit of time in each other’s company, both during the voyage and afterwards. After successfully thwarting the Black Ajah’s plans in Tanchico, she and the others took ship back to the mainland.

**\*Shiran, of the Iron Mountain sept of the Taardad Aiel** (pronounced shee-RAN): A lusty and forward Aiel, who is a regular in the male sweat tents. He is not *algai’d’siswai*.

Shiran has pale red hair and dark blue eyes. His skin is fair and smooth. He has a pretty, almost girlish face and a slender body, standing 5`10`` but weighing only 145lbs. His cock is relatively small, and he has a soft bottom.

Shiran was born in 972NE. He welcomed Rand al’Thor to Iron Hold in 997NE, and didn’t hesitate for a moment to proposition him when he visited the sweat tents. An orgy soon ensued, one that Shiran was quite happy to take part in.

**\*Shyala, of the White Cliff sept of the Shaido Aiel** (pronounced SHEE-ah-lah): *Far Dareis Mai*.

Shyala is a stern and solemn woman, with a secretly spiritual side. She is brave and loyal.

She has dark yellow hair, and large green eyes. She is pretty, with a slender build. She stands 5`9`` tall and weighs 145lbs.

Shyala was born in 968NE. She was part of the group of Shaido that accompanied Muradin and Couladin to Rhuidean, so that Muradin could attempt the test to become clan chief. She was as surprised as any by Rand al’Thor’s sudden arrival and claim to be the *Car’a’carn*. Like the Shaido with her, she did not welcome his coming.

She was present in the Roof of the Maidens at Cold Rocks Hold when Rand, the son of a Maiden, became the first man to be invited to stay under their roof. She saw a celebratory orgy ensue between him and many of her spearsisters. She did not intend to take part in this, but found herself drawn to him for some reason, and so ended up having sex with him and enjoying his attentions more than she had expected to.

**\*Sierin Vayu** (pronounced see-EH-rihn VEYE-oo): Aes Sedai of the Grey Ajah, and former Amyrlin.

Sierin was a noted misandrist, who fired every male clerk and servant in the White Tower upon becoming Amyrlin Seat. Though stern and strict, she was not without principle.

She was a plump woman with a round face, but hard. Her hair was grey, her skin tan.

Sierin was born in 736NE. She went to the Tower in 752NE, spent eight years as a Novice and nine as Accepted, and was raised to the shawl in 769NE. She was chosen as the Amyrlin Seat in 979NE, immediately after the untimely death of Tamra Ospenya. Contravening the tradition of appointing high officials from the Amyrlin’s own former Ajah, she chose Duhara Basaheen as her Keeper of the Chronicles and Amira Moselle as her Mistress of Novices, both from the Red. In 984NE she died as untimely a death as Tamra before her.

In Sierin’s case, she was assassinated not by the Black Ajah but by the very Red that she had so often supported. Despite her noted misandry there were lines Sierin would not cross. When she learned of the Red Ajah’s secret pogrom against any men or boys suspected of being able to develop the ability to channel she resolved to put a stop to it, starting by dismissing Duhara from her post. Those Red sisters who were involved in or approved of the pogrom swiftly moved to prevent her from putting an end to or exposing it.

**\*Sil, of the Cold Plain sept of the Chareen Aiel** (pronounced SIL): An Aiel woman serving Amys as a *gai’shain*.

She is slender and pretty, with fair skin, yellow hair, and big blue eyes.

Sil was born in 976NE. She was present when Rand was revealed as the *Car’a’carn*, and helped to treat his wounds. She learned some of the secrets usually limited to chiefs and Wise Ones, but was commanded not to repeat them to others. She obeyed.

**\*Simaan Plaza** (pronounced sih-MAHN plah-zah): A High Lord of Tear.

Ambitious and no coward, he is a plotter by nature.

He has olive skin, greying black hair, sharp brown eyes and a sharp nose. He is 5`9`` tall.

Simaan was born in 943NE. He was not the eldest child in his family, but was able to arrange for himself to become heir to his House by means both fair and foul. His marriage to Una Torelo was a love match, due to him finding in her a woman who was every bit the ambitious schemer that he was. They had two children together, a rather odd pair of twins they named Desna and Eska. They did not bother to have any more children, finding the twins trouble enough.

In 997NE Simaan was obliged to swear fealty to Rand al’Thor after his forces captured the Stone of Tear, proving him to be the Dragon Reborn. He did not hesitate to plot against him, however. Rand was aware of his plotting, and sent him with the Tairen army that he dispatched to Cairhien with orders to end the fighting there and feed the hungry.

**\*Sindhol** (pronounced SIHND-DOLL): An extra-dimensional world that the Aes Sedai of the Age of Legends made contact with. A limited form of contact is maintained in the current Age due to the *ter’angreal* that survived the Breaking of the World. In the Old Tongue, Sindhol means “Neverland”. What the inhabitants of that world call it is unknown. They have their own language, and those who interact with humans can speak the Old Tongue, but few of them are at all familiar with the Common Tongue due to the rarity of their interactions with humans in the time since it came into common use.

Said inhabitants are known as the Aelfinn and the Eelfinn. Though they are not creatures of the Shadow, they are so alien to humanity that their motivations and actions are difficult to comprehend. Similarly, the landscape of Sindhol is bizarre to human eyes, with matter, time and space appearing to move in ways that are very different to what would happen on earth. Travel to this world should be undertaken cautiously, if at all.

The architecture in Sindhol is strange to human eyes. In the lands of the Aelfinn there are almost no straight lines to be found. Instead, everything is curved. Artistry is much in evidence, with the metal and stonework often being marked with spirals and patterns. The air is breathable, but carries a heavy scent that is unfamiliar and unpleasant to most humans. Though internal lighting is used, it is provided by an unknown means rather than by fire.

In the lands of the Eelfinn, the style is somewhat harsher, with shining black stone contrasted with dull white. Edges are seen even where edges are not needed, with doorways and corridors often having five sides or more.

**\*Siuan Sanche** (pronounced SWAHN SAHN-chay): A Tairen Aes Sedai who was raised to the Amyrlin Seat from the Blue Ajah.

She is very intelligent, with a sharp mind for puzzles. She is brave, determined, strong-willed and has a forceful personality. Siuan can be ruthless, manipulative and tyrannical. She is well-intentioned but there are few lines she will not cross in pursuit of her goals.

Siuan is 5´5´´ tall and weighs 135lbs. She is fair-skinned, with the typical ageless face of an Aes Sedai. Her hair is black and straight; she cuts it just shy of her shoulders, and cuts her fringe just shy of her eyebrows, which are a clear, pale blue colour. She has a strong, stern face that is almost-but-not-quite pretty, with a delicate mouth.

Siuan’s strength in the Power is measured at 19/39. She has a small Talent for Healing, and has a rare ability that causes *ta’veren* to appear to her eyes as though glowing.

Born in 957NE to a poor fisherman’s family in the city of Tear. She had 8 uncles, scoundrels all but good men in their way, and an older sister. Her mother died when she was young. She had the spark and, when her ability to channel manifested in 972NE, she was sent to the White Tower. There she met Moiraine Damodred and the two soon became friends and lovers. They played many pranks together, and were soundly disciplined for them, too. Other friends of her time as a student included: Leane Sharif, Myrelle Berengari, Adine Canford, Sheriam Bayanar, Sarene Nemdahl, Dynahir Rashamon and Shinaid Newferry. Elaida do Avriny a’Roihan was a thorn in her side throughout her training. Siuan could not read or write when she first came to the Tower but learned quickly once she had the chance. She was foul-mouthed, too, but the Sisters soon rid her of that habit ... mostly. Siuan’s father passed away while she was a student in the Tower.

Spending 3 years as a Novice and 3 years as Accepted, she was raised to the shawl in late 978NE, after the Battle of the Shining Walls; Moiraine being raised at the same time. She and Moiraine were present when Gitara Moroso Foretold the birth of the Dragon Reborn and unofficially assigned themselves to the group that intended to find him. They soon realised that the Black Ajah was killing off all those senior Aes Sedai who knew of the Dragon’s rebirth, and so kept their activities secret, with Moiraine working in the field and Siuan supporting her from within the White Tower. Due to her proven analytical ability, Siuan was recruited by Cetalia Delarme to help manage the Blue Ajah’s network of eyes-and-ears, and served in that capacity for several years. She chose an older, experienced man named Alric as her Warder, thinking him mature, discrete and unlikely to be troubled at working indoors as much as a younger man might. When Cetalia died Siuan took over command of the network. Siuan was raised to the Amyrlin Seat in 988NE, the youngest to ever hold the post. She chose Leane Sharif as her Keeper of the Chronicles.

Moiraine finally located the Dragon Reborn, whose name it turned out was Rand al’Thor, in 996NE and Siuan went to Fal Dara to meet him. She and Moiraine told Rand of his origins but were vexed when he refused to believe them. Following Moiraine’s advice, she adopted a hand’s off approach with Rand and sent him to locate the Horn of Valere without Aes Sedai supervision. While at Fal Dara there was an assassination attempt on Siuan by a Grey Man, but she survived. On returning to the Tower, she kept the knowledge of the Dragon’s rebirth a secret from the rest of the Aes Sedai. She took steps to speed Nynaeve’s advancement among the Aes Sedai by allowing her to take the test for Accepted after mere days as a Novice. She presided over the Circle that saved Mat from his connection to a cursed dagger from Shadar Logoth, but when he recovered she refused to let him leave Tar Valon, feeling he must be kept where he could be supervised until he was needed.

She and Moiraine took a similar attitude towards the Horn of Valere, which they removed from Min’s care and stored in a secret location in the White Tower. With the Black Ajah now operating openly, and the Dragon Reborn having declared himself, Siuan grew more and more suspicious. She didn’t feel she could trust any of her Aes Sedai to bring the Black Ajah down, so she recruited Nynaeve and gave her authority to form a task force of Accepted instead, reasoning that they were less likely to have been compromised.

She continued to deny Min access to the Horn even after she returned to Tar Valon with news of Rand’s intention to take *Callandor*. She was happy enough to demand Min use her visions to help Siuan in the Tower, however, and was even willing to demand sexual favours of her. Despite this, it was Min who came to Siuan’s rescue after she was deposed and Stilled by a cabal led by Elaida. Siuan’s Warder was killed by Anya Volcaulievna during the coup, and many other Warders and even some Aes Sedai lost their lives. Her Keeper was Stilled as well, and fled the Tower with her as soon as Min freed them from the dungeons. Though no longer able to channel, Siuan vowed vengeance against the woman who had taken the Amyrlin Seat from her. She encountered Logain Ablar on her way out of Tar Valon, and enlisted his aid by promising him revenge on the Red Ajah.

**\*Slowing, the**: A side effect of channelling the One Power which causes a drastic reduction in the aging process. The effect is increased based on the strength levels of the channeler in question, with particularly powerful channelers in the Age of Legends having been known to live to be 1000 years old. Even the weakest of channelers will find their lifespan increased. At a strength level of 68/69 you would gain twice the normal life expectancy. At 61/69 you would gain 3 times normal life expectancy. At 54/69 perhaps 5 times. At 21/69 8 times. 12/69 grants 11 times the lifespan. At a strength level of 1/69 you would gain fully 13 times the life expectancy of your non-channeler peers.

A female channeler who starts young would usually begin slowing at 20, and occasionally older. A male channeler who starts young would usually begin slowing at 25, and occasionally older. A channeler who starts in later life will not be refunded the extended equivalent of the years they have already lived, but will have their remaining lifespan proportionately lengthened; their appearance will also begin slowly reverting to what they would have looked like at an equivalent age, proportionate to their newly extended lifespan. For example: a 60 year old woman with a life expectancy of 70 who belatedly discovers she can channel with a maximum strength level of 8/69 extends her remaining lifespan by a factor of 12, making her 60 with a life expectancy of 180 and causing her appearance to slowly revert to the rough equivalent of what she would have looked like when she was 24, complete with changing hair colour.

**\*sniffer**: Someone who possesses an extra-sensory ability to “smell” where violence has occurred. The strength of the smell depends on the severity of the violence; the smell of a murder will last much longer than the smell of a petty robbery. A person with this ability can track the culprit of a crime with much greater ease than anyone else might. Sniffing is an odd and rare ability, which has only manifested in humans in very recent times. It is unconnected to the One Power.

**\**so’jhin*** (pronounced SO-jihn): High-ranking slaves in the Seanchan Empire, sometimes outranking even free men and women. The term comes from the Old Tongue and is difficult to translate, with some potential meanings being “a height among lowness”, and “both sky and valley”. *So’jhin* are usually the hereditary servants of the Blood, and when that is so are trained since childhood in how to best serve their masters.

Most of them shave the left side of the their heads, and keep the remaining hair braided, though *so’jhin* belonging to the Imperial Family shave the right side and braid the left instead. Much of the bureaucracy of the Empire is managed by *so’jhin* belonging to the Imperial Family, and as such, *so’jhin* are the only *da’covale* permitted to give evidence in court, or press charges against anyone. While freeing a normal *da’covale* might be considered kind, freeing a *so’jhin* is often considered, by Seanchan standards, to be an act of cruelty by their owner. *So’jhin* are only permitted to marry other *so’jhin*. Some *so’jhin* are referred to as Voices of the Blood, and are used as proxies by nobles, relaying their owner’s words to those they consider it beneath them to speak to in person.

One special kind of *so’jhin* is the *Soe’feia* (pronounced so-FEE-ah), meaning “Truthspeaker” in the Old Tongue. Their appointment is exclusive to members of the Imperial Family, and they are charged to bluntly tell their master the truth, as they see it, no matter how painful or embarrassing.

**\*Solinda Jeferal Muhama** (pronounced soh-LIHN-dah jeh-feh-RAHL moo-HA-ma): She was an Aes Sedai during the Age of Legends. She was a kind and even-tempered woman, intelligent, brave and selfless. She was also quite beautiful, with waist-length, sun-red hair.

Solinda was part of the group who first heard the Prophecies of the Dragon, and took steps to ensure their fulfilment. She gathered the remaining Aiel and sent them away from Paaran Disen, while charging them to take a collection of *ter’angreal* and chora saplings to as safe a place as they could find. In truth, the *ter’angreal* and the saplings were of little concern to her: it was the Aiel themselves she wanted to save. She simply knew that they would not be sufficiently motivated to save themselves, so gave them as strong a purpose as she could.

Solinda was part of the group that created the Eye of the World. She, like all others involved, died in the process. At the time of her death, she was well into her fifth century of life.

**\*Spine of the World, the**: Also called the Dragonwall. It is a vast mountain range that stretches along the east of Valgarda from the Blight in the north, to the Sea of Storms in the south. The Aiel Waste is on the eastern side of the Spine of the World, and no less than 12 Ogier *stedding* can be found nestled amidst the mountains. There is a large outcropping of mountains connected to the Spine of the World, in northern Cairhien, which is known as Kinslayer’s Dagger.

**\**stedding*** (pronounced STEHD-ding): Sanctuaries of the Ogier, brought with them when they first journeyed to and settled on this world in the Age of Legends. In the Tenth Age, at least in Valgarda, all of the Ogier’s settlements are built inside their *stedding*s. The One Power cannot be channelled in a *stedding*, nor can weaves formed on the *stedding*’s boundaries be cast inside. In it also impossible to enter a *stedding*’s reflection in *Tel’aran’rhiod*. Entering a *stedding* causes a feeling of peace and contentment in humans and Ogier, but creatures of the Shadow fear to enter. Most of the *stedding* in Valgarda have been located and settled by the Ogier, but a few have been either ignored due to unfavourable positions, or abandoned for one reason or another. All the *stedding* that were at any time settled by Ogier have a Waygate located just outside.

The Ogier of Valgarda in the Tenth Age suffer a debilitating health crisis called the Longing if they remain outside a *stedding* for too long. This can cause permanent injury, or even death, depending on how long they journey outside. Even the Ogier do not fully understand how this came to be, as they did not suffer from it in the Age of Legends, though Ogier and *stedding* existed then, too, and the Ogier native to Seanchan do not seem afflicted with it. It is speculated that it was caused in some way by the Breaking of the World, in which the *stedding* were lost and Ogier wandered the world for centuries in search of them.

Two of the abandoned *stedding*, Stedding Chandar and Stedding Sherandu, have been swallowed by the Blight, along with their Waygates, granting the Shadow access to the Ways.

Buildings in settled *stedding* are usually dug partially into the ground, with the upper portions appearing as grassy mounds with stone-framed windows and doors carved in their sides. The furniture inside is oversized by human standards.

Almost all of the settled *stedding* are found in areas where humans are rarely seen, either in the mountains or in abandoned wildernesses. The largest concentrations of *stedding* can be found in the Spine of the World, the Mountains of Mist, and the area around the Black Hills and the River Ivo.

In the Spine of the World can be found, from south to north, *stedding*s Shangtai, Sintang, Daiting, Taijing, Yongen, Mashong, Kolomon, Handu, Chanti. Lamtoine (abandoned due to its proximity to the Nianh Passes, and the skirmishes between Aiel and Shienarans that are often fought there), Qichen and Sanshen.

In the Mountains of Mist can be found, from west of east, *stedding*s Chinden, Jinsuin, Madan (abandoned due to human mining), Shangloon, Tsofan and Yandar.

Along the River Ivo are, from south-west to north-east, *stedding*s Taishin, Leitiang, Shamendar and Tsochan. The nearby *stedding*s in the Black Hills are called, from north-east to south-west, Stedding Jentoine, Stedding Feindu and Stedding Shajin.

In Gara’s shield, *stedding*s Shadoon and Mardoon remain populated, with Shadoon being the most southerly. The northernmost *stedding* in that mountain region, Stedding Chandoon, was abandoned because it was too close the borders between Amadicia and Arad Doman. The same is true of Stedding Paerchan in the woods just north of it.

There are two *stedding*s in Haddon Mirk, Stedding Jenshin to the south, and Stedding Cantoine near the River Irralel. Stedding Tsofu, in Cairhien, is the most-recently settled *stedding*. There are two more *stedding*s to the north of Cairhien, Stedding Yontiang in the mountains of Kinslayer’s Dagger, and Stedding Nurshang near the River Mora.

The sole *stedding* on Toman Head, Stedding Shailchan, was abandoned long ago.

All the remaining *stedding*s that still maintain an Ogier population are scattered throughout the Borderlands. *Stedding*s Mintai and Wenchen are just south of Volsung, and *stedding*s Kelsin and Besham are in the section of the Mountains of Doom which lies within that nation’s borders. Both pairs of *stedding* are listed from west to east. There is only one *stedding* in Kaltor, Stedding Chiantal, and it lies close to the capital of Chachin. In the forests of Arafel can be found, from west to east, *stedding*s Shanjing and Tanhal. Located in Saldaea are, from west to east, *stedding*s Saishen, Jongair and Chosium. Shienar is the home of Stedding Nurshang.

There are just under 500,000 Ogier living in these 41 *stedding*, with an average population of 12,000 in each, though this number will, of course, vary greatly. Stedding Shangtai, for example, is known to be the most populous *stedding*, with nearly 60,000 inhabitants.

**\*Sten din Hildara Sea Reaver** (pronounced STEN dihn hill-DAHR-ah): An Atha’an Miere sailor currently serving on the *Liberty*. He is a member of Clan Somarin.

Though he seems dour and stoic at first glance, in truth Sten is aggressive and opinionated, with a cutting sense of humour. He does not tolerate weakness in himself or others, and is very dutiful. It certain circumstances, he can be ruthless and brutal. He has a secret fondness for sweets. He is a skilled fighter, who favours the use of a heavy, slightly curved sword.

Sten is a muscular man with a heavy jaw, a hooked nose and a dour face. He has brown eyes and dark skin. His hair has gone completely grey and he wears it in a series of tightly bound rows. He stands 6`8`` tall and weighs 250lbs. His cock is long and thick.

There are 9 thin golden rings in his ears, 4 in the right ear, five in the left, with one through each earlobe and the rest distributed through the helixes.

His hands and forearms are tattooed with dark ink. One notable image is the pair of crossed swords that grace his left hand, being the symbol of Clan Somarin, another is a horned helmet, which is the sign of the Hildara family. One his right hand can be seen a pair of scales balanced from a sword’s hilt with the blade pointing down, symbolising his promotion to Junior Cargomaster.

Sten was born in 951NE. He has extensive experience as a sailor and as a combatant, having helped to ward off numerous pirate raids over the course of his career. He married Shayle din Cadash relatively late in their lives.

By 997NE, he was the Junior Cargomaster on the *Liberty*, assigned to take over from Agatay should he prove unable to perform his duties for any reason. He did not approve of the Sailmistress’ decision to pick up a stranded shorebound man who proved to be Rand al’Thor, but he dutifully went along with it, privately resolving to keep a close eye on the stranger. He was reasonably impressed by Rand’s decision to help defend *Liberty* from a pirate attack, but far less than impressed when it emerged that Rand was earning his way downriver by working as a whore. He started mockingly calling him Rand din al’Thor Low Tide in response.

Sten took no little delight in seeing Rand rightly punished, as he saw it, for having put himself in such a vulnerable position. Though there was an element of cruelty in the way he sexually abused Rand, in his mind he was teaching him a valuable lesson. Nevertheless, when Rand happened to learn the Windfinders’ secret, Sten would have killed him on the spot if Avaleen had not intervened and ordered him spared. Once again, Sten did his duty while keeping his disapproval private.

He was as shocked as any by the revelation that Rand was the *Coramoor*. Even more appalled by seeing such weakness in a person of such prominence, Sten challenged Rand to a sparring contest when they next met. He was also as shocked as any by the way Rand soundly trounced him. When *Liberty* sailed from Tear under his new Sailmistress, a chastened Sten sailed with him.

**\*Stone of Tear, the**: Accepted by all to be the greatest fortress on Valgarda. It was built shortly after the Breaking of the World by Aes Sedai who used the One Power in its construction. The Stone remained unconquered for over three millennia but its ultimate fate was known from the beginning, for *The Karaethon Cycle* says that the Stone of Tear will only fall when the People of the Dragon come and the Dragon Reborn wields *Callandor*, the Sword That Cannot Be Touched, which the Stone was built to protect.

That prophecy was fulfilled on Sive 18, 997NE, when Rand al’Thor claimed *Callandor* while a band of Aiel attacked the Stone. Having seen him proven to be the Dragon Reborn, the Tairens surrendered control of the Stone, and their nation, to Rand.

The Stone of Tear covers roughly a square mile of land, and doubles as Tear’s seat of government. The Stone looks like a 300 foot tall mountain or hill of grey stone that extends from the river east through the city wall all the way to the heart of the city, with battlements and towers and flying banners. There are no windows larger than an arrow slit. A large open space known as the Stone Verge surrounds the fortress on three sides. No construction is allowed there, by Tairen law.

It has multiple entrances. The eastern gate is the Dawn Gate. The northern gate is the Dragonwall Gate. The western gate is the River Gate. They all have stables nearby, within the Stone itself. There are several smaller gates as well, including one near the docks that leads directly to the dungeons. Each entrance is reached by passing through a long, dark corridor through the rock of the stone; these corridors have multiple gates along their lengths, and murder holes above.

The western edge of the Stone sits right on the edge of the Arindrelle, and it has its own fortified dock built inside the rock face. The Stone also sits atop several deep wells, and a portion of the Arindrelle is redirected to keep its cisterns full.

There are twenty levels to the Stone of Tear aboveground, and several more below, though none of these levels follow a uniform height. The corridors and stairwells are similarly irregular. This was done deliberately, to make the fortress layout as confusing as possible to any invader. There are many barred gates inside the Stone as well, often with weapon racks nearby, to be used in the case of an intruder managing to get past the outer defences. The Stone was built for defence rather than comfort. There are only a few gardens in the Stone, resting in open spaces that nevertheless see little in way of sunlight due to being surrounded by its vast bulk on all sides. Between that and the universally narrow windows, the Stone can be quite a stuffy fortress to live in.

The Great Holding is an extensive collection of items of the One Power held in a deep basement of the Stone. It is a collection second only to the White Tower’s, though it is mixed in with a great many things that actually have nothing at all to do with the One Power, and were just gathered up by the Tairens on the suspicion that they might. There are dungeons built into the lower levels of the Stone, as well, while the High Nobles prefer to keep their quarters in the upper levels.

The Heart of the Stone is the central citadel and was the resting place of *Callandor*, when it was warded against any hand but that of the Dragon Reborn. It is a great, vaulted chamber with huge polished redstone columns, ten feet thick, rising into shadowed heights above golden lamps hanging on golden chains. The floor of the Heart is paved in plain, dark stone.

There is a room on the southern side of the Stone where the High Nobles meet in council. The great table in the middle of the room, ornately carved and gilded on edges and thick legs, is surrounded by throne- like chairs, with the Crescent Banner of Tear worked into their towering backs in gilt and polished carnelian and pearlshell. Tall, paired doors worked with same Three Crescents lead into the room.

The chambers that once belonged to the monarch of whatever land the Stone was currently owned by are situated on the western face of the uppermost floor and were made in an architectural style reminiscent of the Heart of the Stone, with a vast anteroom that opens onto several smaller rooms, including a bedroom, a sitting room and an office. The anteroom is round, with a circle of redstone columns within it, huge chandeliers hanging from the tall ceiling, and a floor of black marble streaked with gold. The chambers beyond are fashioned in a similar manner, though they are much more richly furnished. These chambers were unclaimed for centuries, but came to belong to the Dragon Reborn after the Stone fell to his forces.

**\*Storin Sanada** (pronounced stoh-RIHN sah-NAH-dah): A High Lord of Tear.

Storin’s family are highly ranked among the Tairen nobility, and rule over Izature. He himself is a composed and intelligent man, and more reasonable than most of his peers.

He stands 6` tall and has a lean build. His features are notably sharp, with high cheekbones and a long straight nose. His eyes are blue, with slightly slanted eyelids. Storin’s once-black hair has gone completely white but his beard and moustache retain their original colouring, giving him a rather striking appearance.

Storin was born in 953NE. He is a veteran of the wars against Illian, where he fought under the command of the now-retired High Lord Astoril, for whom he still harbours a deep respect. His cousin Balesean—who was once a close friend but has since grown estranged—is married to Astoril’s eldest daughter. Storin’s sister, Massa, is married to the High Lord Tolmeran Estares, while Storin himself is married to Micia Arago, a member of one of his family’s vassal houses. He and Micia have three children, two sons named Shingarin and Acihecon, and a daughter named Namore.

He pledged his fealty to the Dragon Reborn after the fall of the Stone of Tear, along with the rest of his peers. Unlike many of said peers, Storin did not plot against Rand in any way. He helped to organise the defence of the Stone when Moridin led a Shadowspawn attack upon it, and was entrusted with the breeding program that Rand set up to increase the number of horses available for his army’s use.

**\**sul’dam*** (pronounced SOOL-dam): A term in the Old Tongue which means “leash holder” that is used by the Seanchan to refer to the dominant part of a pair of channelers linked by an *a’dam*, though the Seanchan, including the *sul’dam* themselves, are mostly unaware that the *sul’dam* are as much channelers as the *damane* they control. A high-ranking *sul’dam* is called a *der’sul’dam* (pronounced DAYR-SOOL-dam), meaning “master leash holder”.

*Sul’dam* are usually part of the Seanchan military, and wear a uniform dress of red and blue worked with panels that show silver lightning bolts. Throughout Seanchan, a feastday is held every year in which all girls between the ages of 12 and 20 are tested to see if the *a’dam*’s collar will bind them. Any whom it does are declared *damane*, have their names struck from the family rolls, and are immediately handed over to the *sul’dam*. Later on the same day, a similar testing takes place using the bracelet portion of the *a’dam*, which determines whether or not a girl can be trained as *sul’dam*. Any who pass that are honoured. Significantly more women pass the test to become *sul’dam* than are proven to be *damane*. This is because, unbeknownst to the Seanchan, those who test as *damane* are those channelers born with the spark, and those who test as *sul’dam* are those who would first have to be taught before they could come to channel on their own.

**\*Sunadai, of the Iron Mountain sept of the Taardad Aiel** (pronounced soo-NAH-day): Wise One.

Sunadai is confident and outspoken, though somewhat irresponsible. She is overly fond of drinking and gambling.

She is beautiful woman with long yellow hair, blue eyes, and huge breasts. She stands 5`7`` tall and weighs 150lbs.

Her strength in the Power is measured at 11 on the 69 point scale. She has a strong Talent for Healing.

Sunadai was born in 948NE and is the youngest of five children. She and her first-sister Dana have always been especially close. Two of her brothers died as a result of the Aiel War, Jherilan in battle and Janduin by seeking his death in the Blight afterwards. She did not accompany them into the wetlands, as she was still pregnant with her first child when they left. She had admired Janduin, and was grieved and incensed by the manner of his death. Her remaining brother, Jecht, is and always has been a source of irritation to her.

Her husband, with whom she has three children named Harilin, Rovan and Ricu, is called Sid. She has a wife named Shisunai as well, a devoted woman twenty years younger than her who was the first apprentice she trained after becoming a Wise One. They married with Sid’s consent not long after Shisunai won the right to that title as well, though Shisunai was open about not wanting a physical relationship with a man.

She discovered that Janduin had had a son named Rand during the war when said son presented himself at Iron Hold shortly after coming to the Three-fold Land in 997NE. This was a surprise to Sunadai, but not half so surprising as learning that he was also the *Car’a’carn*.

**\*Sunamon Haellin** (pronounced SUN-ah-MON HAY-lihn): A High Lord of Tear.

An unctuous and ingratiating man. A coward in direct confrontation, he grows bolder when he finds himself alone with time to scheme.

Sunamon is pale-skinned, with fair hair and blue eyes. He is 5`7`` tall and weighs 350lbs.

He was born in 951NE but did not inherit control of his House until 990NE. By then he was already married to a member of one of his family’s vassal houses, Lady Fiona Ariella, who had given him two children. His son Haradud is much like him, while his daughter Elayne was shy and sweet. His most notable relative, however, is his aunt Kera, who Sunamon walked in fear of as a boy and who went on to become an Aes Sedai of the Green Ajah.

When the Stone of Tear fell to the Dragon Reborn in 997NE, Sunamon joined the other High Nobles in swearing fealty to their new ruler. He was terrified of Rand but did nothing to oppose him openly, no matter how much he disapproved of his policies. Sunamon hoped to slither through the Dragon Reborn’s rule unharmed but, tragically, Elayne Haellin was killed and partially eaten by Trollocs during the attack on the Stone that came shortly after Rand’s arrival there.

Partially out of respect for his family’s grief, Rand left Sunamon behind rather than send him to Cairhien with the Tairen army. When he left Tear he instead charged Sunamon with ensuring the treaty he had made the High Nobles sign with Mayene was kept to, on pain of death.

**\*Suroth Sabelle Meldarath** (pronounced SUE-roth SAH-bell mehl-dah-RATH): A member of the Seanchan High Blood, the High Lady of Asinbayar and Barsabba. And a Darkfriend. She has a fondness for animals and owns a large menagerie, as well as a *lopar* named Almandaragal.

Suroth is ambitious, arrogant and ruthless. She cares for very little except herself. Though a Darkfriend she still thinks of herself as Seanchan and harbours ambitions of someday ruling Valgarda, and possibly even the whole empire. Aligning with the Shadow is simply another kind of political scheme to her. She may follow the orders of those Darkfriends placed above her, knowing refusal would have consequences, even for her, but she does so only reluctantly and at her own leisure.

Suroth is 5´5´´ and of average build. She weighs 140lbs. Her skin is a light brown tone. She has black eyes. Her hair is straight and black and she wears it in the traditional manner of a Seanchan noble of her rank: with the sides of her head shaved, and a wide and tall crest running across the middle of her skull and hanging down her back. Her nails are an inch long and the first two on each hand are lacquered blue. She is pretty, but in a harsh, hard-faced way, with high, sharp cheekbones and a narrow chin.

Suroth was born in 958NE. Her parents did not seem likely to die quickly enough for her taste, so she had them both killed and inherited the family’s domains in 986NE. Suroth was assigned to the *Hailene*, second to the High Lord Turak, and made landfall on Valgarda in 996NE. While in Falme she was contacted by agents of Ishamael and ordered to await the delivery of Nynaeve al’Meara, whom she was to have leashed as *damane* and thoroughly broken. Nynaeve escaped, which Suroth wasn’t overly concerned about. She took Elayne as *damane* instead, and exchanged threats with Liandrin Guirale before they parted company. She was in Falme when the Horn of Valere was sounded and the Ever-Victorious Army defeated. She took ship with her entourage and fled the city.

With Turak dead, it fell to Suroth to rally what remained of the *Hailene*. She was successful in this and managed to capture the group of Atha’an Miere islands known as Aile Somera, from which she plotted her next move. It was to Suroth that those who discovered the leashed *sul’dam* Seta Zarbey brought their discovery, a discovery the implications of which Suroth is determined to ensure never becomes public knowledge. She was displeased that Alwhin presumed to ask to be made *so’jhin* and her Voice as reward, but acceded to the request in order to guarantee her silence.

**\**Sysan Odiva*** (pronounced SISAHN-o-DEE-vah): A compound term in the Old Tongue that is difficult to translate. It roughly means “false-brain-secretary-that-guards”, but it may be that there is simply no corresponding term in the Common Tongue. A *Sysan Odiva* is a creature that was bound to the service of a specific individual in the Age of Legends. They are sometimes also referred to as “*Gemarisae Beatha’sysyn*”, which might translate as “Artificial Intelligence”. They are highly intelligent, but do not possess physical form outside of the *ter’angreal* that hold them, though they can speak freely and even manifest as ghost-like apparitions with a variety of strange appearances. *Sysan Odiva* were often used to oversee the operation of a *valdarhei*, protecting and assisting their *cova*—meaning “owner”, which may say much of their status in the society of the Age of Legends—and were sometimes given leeway to activate individual *ter’angreal* in a *valdarhei* at their own discretion. The only known *Sysan Odiva* still in existence are bound to the service of the Forsaken.

**\*Syoman Surtir** (SEE-oh-man SIR-teer): A general from Falmerden who is accounted one of the great captains of Valgarda.

Syoman is a dour and suspicious man, who is often angry. He is very patriotic and harbours an intense hatred of Valreis. He is intelligent and ruthless, and used to making hard choices for what he sees as the greater good.

Syoman is 6´ tall and muscular. He weighs 215lbs. His skin is pale and heavily lined, with dark shadows under his brown eyes. His black hair is heavily touched by grey.

Syoman was born in 946NE to a family of farmers. He joined the guards at Falme in 962NE and served with distinction during the Fifth Howling, being the Falmerden term for Valreis’ fifth attempt to conquer the nation. The Valreio got past the mountains on that occasion, and much of the fighting that followed took place in the woods and the hills, often at night, and with extensive casualties among soldier and civilian alike. Syoman rose through the ranks quickly, and proved adept at organising the various volunteers who poured in to join the army. By the time the war ended in 977NE and the Valreio were forced to retreat, Syoman was in overall command of the Falmeran army. He fought at the Battle of the Shining Walls during the Aiel War.

In 996NE he found himself beset by two armies, both as large or larger than his own. Syoman chose to fortify the castle of Calranell and await what he thought would be an imminent Valreio invasion rather than engage the Seanchan at Falme, even after the Seanchan executed Queen Nora. This caused some dissention in the ranks, and proved a bone of contention between Syoman and King Kaelan. Syoman was finally, if reluctantly, persuaded to march on Falme after learning that Princess Evelin had been captured. He engaged the Seanchan but on seeing the battle turning in the invader’s favour ordered his forces to retreat, abandoning King Kaelan and the rest of the vanguard to be killed.

Syoman was both pleased and dismayed by the surprise victory at Falme. Pleased because a threat to his nation had been defeated, and dismayed because he expected his decision to now be considered treasonous. To protect himself, and because he thought himself better qualified to rule, he declared himself Evelin’s regent and attempted to gather support from his fellow Falmerans. Civil war seemed likely between them. This was made worse by the presence of a “false” Dragon, and a Trolloc incursion. He attempted to solve the former problem by sending agents out to find and kill Rand, which unintentionally led to a solution to the latter problem presenting itself. Syoman was suspicious of Rand’s offer to join him in fighting the Trollocs at Tarcain Cut, but could not leave such a threat to Falmerden unopposed. He arrived in time to break the siege and finish off the Shadowspawn, but in the aftermath found himself in a stand-off with Evelin’s army, which had also come to fight the Trollocs. The situation might have led to further bloodshed if not for the second sounding of the Horn of Valere. As proud as he was, Syoman could not bring himself to refuse the counsel of Mabriam en Shereed. He surrendered to Evelin in exchange for leniency, and her promise that when next Falmerden was threatened, he would be released from custody to face his nation’s enemies.

**\*Talent**: A term used to refer to certain specialised skills in the One Power that cannot be taught, but must be inborn in a channeler. These Talents can allow a channeler to perform feats that would otherwise be impossible, or can greatly increase the ease with which they can perform weaves that, while useable by all, would otherwise require greater power and skill to form.

\***Tamlin “Tam” al’Thor** (pronounced TAM-lihn “TAM” ahl-THOR): Rand’s adoptive father.

He is a stocky man with a thick chest. His face is broad, bluff, and lined. He has brown eyes, and his dark hair has gone mostly grey. Tam stands 5´10´´, weighs 225lbs, and is an excellent archer and tracker, as well as a blademaster. He has a calm, mature and unflappable temperament. The hair on his deep chest is mostly grey, while that on his stomach, arms and legs is still dark. His pubic hair is a mixture of brown and grey.

Tam was born in 940NE to a small farming and sheepherding family near Emond’s Field. He ran away from home in 956NE to see the world. He enlisted in the army of Illian in 957NE. Service in the Whitecloak War from the summer of 957NE through the autumn of 959NE gained him an appointment to the elite Companions. He met and became romantically involved with Kari Garrigel, a merchant’s daughter, in 962NE. He served in the war against Tear, from 962NE to 965NE, gaining commission as an officer. He and Kari were married in 965NE despite the objections of her parents, who disowned her, leading her to take the name al’Thor. He and Kari had two children, a girl who died of a fever in infancy, and a boy who was stillborn, after which Kari could no longer have children. Tam became a blademaster in 966NE, after defeating one in single combat, and was awarded a Power-wrought and heron-marked sword by Queen Mattia of Illian. He served in a second war against Tear from 970NE to 976NE, rising to be Second Captain of the Companions. It was generally known that he would have received this honour sooner, and likely have risen to First Captain, had he been an Illianer.

Tam served in the Aiel War, 976–978NE, and fought at the Battle of the Shining Walls. On the last day of the battle, Tam found an infant on the slopes of Dragonmount, laying in the snow beside the corpse of its mother. He took the child to Kari and they decided to adopt him, with Kari choosing to name him Rand. Tam retired from the army, and he, Kari and baby Rand returned to the Theren where Tam took up the farming life he had once fled in favour of adventure. The few members of his extended family had all passed away during his absence, leaving Tam the sole inheritor of their modest lands. Kari died of a fever in 984NE, aged 38, and Tam was left to raise Rand alone on their isolated farm.

Two years later, on the anniversary of Kari’s death, a drunken Tam came to visit Rand in the night. Noting the similarities in colouring between Rand and his late wife, a lonely, frustrated and grief-stricken Tam found himself doing things he should not have, and would not have in normal circumstances. He forced himself on his 7 year old son. Tam was ashamed and guilty afterwards, and was surprised when Rand claimed he didn’t mind. Rand became Tam’s willing catamite in the years that followed.

On Winternight of 996NE the Theren was attacked by Trollocs seeking a certain child. A raid on the al’Thor farm left Tam severely wounded, but he was Healed by an Aes Sedai named Moiraine Damodred. Rand left the Theren in Moiraine’s company, along with several of his friends. When he had recovered enough to travel, Tam and Abell Candwin went to Tar Valon to try to find out what had happened to their sons, but were sent away without learning much. Tam then returned to the Theren.

Whitecloaks led by Jaret Byar came to the al’Thor farm in early 997NE, intent on arresting any relatives of Rand’s on suspicion of being Darkfriends. Tam escaped, killing several men in the process, but his home was burnt to the ground and he was left to rely on the charity of his fellow Thereners, as well as his own skills as a hunter. His friendship with Abell Candwin grew further during this time, as Abell was being targeted by the Whitecloaks, too.

Tam and Rand were reunited shortly afterwards. Rand asked Tam to tell him the truth about his parentage, which Tam acceded to. Rand, too, confessed some uncomfortable truths, most notably that he could channel the One Power and was the Dragon Reborn. Tam was horrified, of course, and worried for his son’s future.

The Theren was beset by Trollocs at this time, and Tam took up a leadership role, managing the archers for Perrin. He also helped to teach Aram how to use the sword. Though inclined to let Rand handle his own business, not wanting to step on his toes or get in the way, Tam still found himself interceding on Rand’s behalf against Moiraine. When Rand left the Theren alone to seek *Callandor*, Tam decided to join the pursuit party, bringing with him Uno, Saeri and those others of Rand’s followers that Moiraine had wanted to leave behind.

He journeyed to Tear with her, and fell into a leadership position among their group in the process. He and Lan sparred during the journey south, with Lan proving the better swordsman and opining that Tam was out of practice but still worthy of the heron-mark. At Tear, he saw the Stone fall to Rand and his forces, and resolved to do everything he could to help his son in his new position as ruler.

He was soon invited to join Rand’s Inner Circle, where he was brought up to speed on everything that had occurred while he was back in Emond’s Field. Tam endeavoured to be as unobtrusive as possible, not wanting to interfere in his son’s work, but he gave the best advice and help that he could. Among other things, he helped to persuade Thom not to let Moiraine manipulate him into leaving, and he helped organise the contract that installed Avaleen as Rand’s Mistress of   
Finances. He was urged to speak against Rand’s tendency to avoid hurting his female enemies as well, but that was a step too far by Tam’s standards. When Rand left the Stone bound for the Aiel Waste, tam went with him. He journeyed into the lands of his former enemy by way of the Portal Stones.

The things he witnessed as a result of the mishap in using the Portal Stone strengthened Tam’s guilt. Seeing some of the various ways Rand might have turned out if Tam had done different as a father drove him to distance himself from Rand even more. Not wanting to hold him back or damage him in any way, Tam urged him to get in contact with the relatives of his biological father. Though he was resolved towards isolation, it was not to be. Even as Rand was taking his advice and growing closer to his Aiel kin, Tam found comfort in the arms of the young Maiden, Aca, whom he had met during the battle at Emond’s Field and been spending a lot of time with ever since.

\***Tamra Ospenya** (pronounced TAHM-rah oh-SPEHN-yah): The Amyrlin Seat from 973NE to 979NE. She was raised from the Blue Ajah. Tamra was 5´4´´ tall with a square face and long dark hair streaked with grey. Her strength in the Power was 23/69.

Tamra was present when her Keeper, Gitara Moroso, Foretold the Dragon’s rebirth. She swore the two Accepted who had been attending her, Moiraine Damodred and Siuan Sanche, to secrecy, then took steps to secretly locate the Dragon Reborn, recruiting only those senior Aes Sedai that she thought could be trusted. Unfortunately, the Shadow soon learned what she was doing and moved against her. Just over a month after the search began, Tamra was abducted in the night and tortured by several members of the Black Ajah. She broke, and revealed the names of all of those she had recruited save for Moiraine and Siuan, who were so young that she did not consider them really a part of the search effort. Tamra was found dead in her bed the next morning, supposedly having died of natural causes.

**\*Tanchico** (pronounced tan-CHEE-coh): The capital city of Tarabon. It sits at the mouth of the River Andahar on the western edge of the largest island in Valgarda. It has a population of about 310,000 people, and is one of the most diverse places in the world, having been the favoured destination for Valgardan refugees throughout much of the Tenth Age. Natives of the city are called Tanchicans.

Tanchico is an old city. It has a mostly peaceful history but is nevertheless ringed by a series of crumbling forts traditionally occupied by the army of Tarabon. Most of the structures in Tanchico are built from white stone, with the richer ones being domed and spired. The city is spread over the steep hills embracing Tanchico Bay, with most of its noteworthy structures being built on one of the three separate peninsulas that jut into the harbour: the Verana to the east, the Maseta in the centre, and the Calpene nearest the sea. Each peninsula has a “circle” or assembly arena among its buildings.

The smallest and westernmost of these, the Great Circle on the Calpene Peninsula, can hold thousands of people to watch horse races or displays of Illuminations. The Guild of Illuminators’ main—and for most of its history, only—chapter house is located here. The most prestigious wineshop in Tanchico—The Garden of Silver Breezes—can be found atop a hill towards the middle of the Calpene.

The largest arena is the Meridarch’s Circle, located on the Maseta Peninsula. The Meridarch’s Palace is built there, too, with the Traitor’s Steps—where the bodies of noteworthy criminals are displayed—leading up to it.

The Panarch’s Circle is slightly smaller than the Meridarch’s Circle and is located on the Verana Peninsula, which is the most eastern of the three peninsulas. The Panarch’s Palace, which is home to the largest and oldest museum in the known world, is located there, too. This palace is fronted by a great square, with wide streets leading to it. The palace itself is made primarily of white marble, with golden domes atop its slender towers. It is an elegant building, full of fanciful friezes and airy balconies. Parts of the palace and the exhibition within were damaged or destroyed in 997NE, as a result of a conflict between channelers within its walls.

**\*Tar Valon** (pronounced TAHR vah-LOHN): The most powerful nation in modern-day Valgarda, the capital of that nation, and the island on which that capital was built. It is a matriarchal society, and husbands take their wife’s name on being married. Tar Valon city has been the centre of Aes Sedai power for three millennia, but the nation of Tar Valon has expanded and shrunk many times over that period. It was reduced to little more than a city-state during the reign of Artur Hawking, but as of 996NE of the Tenth Age, its rule encompasses a nation of five million people. Tar Valon has a very diverse population and immigration is common.

The banner of Tar Valon features the White Flame of Tar Valon—a stylized white teardrop, point up—centred in a swirl or spiral of seven colours, running in order from the topmost centre: blue, green, white, brown, grey, yellow, red. Each element of the spiral circles the flame completely one time before its widest end reaches the edge of the banner.

The city of Tar Valon is built on a large island in the middle of the River Erinin, eight miles long and more than two miles across at its widest point. The city fills the entire island and is home to the White Tower, the Great Library, and a population of about 500,000 people. When the river splits around the island, its north and south branches become briefly known as the Osendrelle Erinin and the Alindrelle Erinin, respectively. Six bridges cross the river from Tar Valon, three north and three south of the city. Even the shortest bridge is still almost a mile long, and gracefully arches from the island to the shore. The Alindaer Bridge is located to the southwest. It is wide enough for five or six wagons to pass abreast, and its gates are bronze strapped. The village of Alindaer lies at the foot of the Alindaer bridge. The Ostrein Bridge is located to the northeast, and the village of Osenrein lies at its foot. The village of Darein lies at the foot of the north bridge; Jualdhe lies at the foot of the northwest bridge; Daghain is at the southeast, and the road that passes through it leads towards Braem Pass and Andor; Luagde is at the foot of the south bridge. There are two walled ports in the city, known as Northharbour and Southharbour.

Tar Valon is accounted a beautiful city, most of it having been built by the Ogier. Its construction began in 98AB and it was not completed until 202AB. It is surrounded by tall white walls, often called the Shining Walls. Many buildings in the city are artfully designed to look like breaking waves, shells and other designs that all fit together as a whole. The buildings of Tar Valon are noted for being graceful, tall, and sometimes linked together by unique “skybridges”. Even inns and shops often look more like palaces. There are many open squares with fountains and trees, and a two miles wide Ogier grove that, unlike most of those in human lands, is well-maintained to this day.

The city, and the nation for that matter, are governed by a group of seven Aes Sedai, one from each Ajah, who are appointed by the Hall of the Tower and are collectively known as the Circle of Governance. They are expected to see to the day to day running of things, and spare the Amyrlin Seat the need to personally involve herself, but the Amyrlin can overrule any order given by the Circle if she so chooses. As a nation, the Tar Valoni have a matriarchal culture, and are noted for their zealous devotion to the Aes Sedai. Many of their customs and fashions are emulations of the Aes Sedai’s, and it is common for both men and women to wear the colours of the Ajah or Ajahs they support most. The core of their army is the Tower Guard.

Tar Valon lost much of its power during the reign of Artur Hawkwing, but has worked to rebuild its influence in the centuries since and is now once more accounted the preeminent power in Valgarda. The White Tower has strong alliances with the five Borderlander nations, as well as the loyalty of Andor and Valreis. Each of those nations pays a yearly tribute in coin to the Tower. Efforts have been made to persuade other nations to do the same, but none have succeeded. Many of the other nations maintain a somewhat cooler regard for the Aes Sedai, but outside of Amadicia, Far Madding and Tear, all rulers usually have an Aes Sedai advisor at their side.

**\*Tarabon** (pronounced TAH-rah-BON): The largest island in Valgarda as well as the name of the nation that occupies it. Its population is estimated at about 10 million people.

Tarabon is a nation of immigrants, having been populated primarily by people who fled the various wars and conflicts that have sprung up in the past. Being situated on an island to the southwest of mainland Valgarda, Tarabon has seen little by way of conflict itself, and so is considered the best place to go for those who seek a peaceful life. As a result of this, the nation has a very diverse population. Also as a result of this, the nation is not noted for the discipline and loyalty of its populace. Crime and corruption are rife in Tarabon, both among the poorer classes and among the rich.

As of 996NE the fashion for Taraboner women is to wear their hair in a multitude of thin braids, often with coloured beads woven into them. They favour clinging gowns of uniform colour, with the quality of the material donating the wealth of the wearer. When outdoors, they will usually wear an almost transparent veil across the lower half of their faces. A woman working as a servant for any of the governmental offices of Tarabon is expected to wear a white dress with a green tree embroidered on the left breast, along with a green belt.

Men wear the veils as well, and sometimes take it a step further by masking their faces completely. The can often be seen wearing baggy trousers and loose fitting shirts, with cylindrical caps on their heads. Richer men will also wear coats with embroidery on the shoulders. Taraboner men usually grow their moustaches in thickly while keeping the rest of their face shaven. A man working as a servant for any of the governmental offices of Tarabon is expected to wear a white tunic with a green tree embroidered on the left breast, along with a green belt and green trousers. The Civil Watch wear long grey coats over mail and leather, with pointed steel caps.

The banner of Tarabon is The Golden Tree, depicted with a thick bole and spreading branches balanced by roots below, on a field vertically striped red and white; four red and three white. It is sometimes called simply “The Tree”.

Due to its peaceful and isolated location, Tarabon has been the home of the Illuminator’s Guild for hundreds of years. Taraboner dyes and carpets are especially prized, and the olive oil produced there can rival that of any nation. They have also managed to retain a skill in the making of porcelain that is comparable to that of the Sea Folk they drove from the island, due to the amount of Amayar that were assimilated into the nation at its founding. With all these assets and more, Tarabon does a brisk trade with the mainland, despite the difficulty in sailing the Sea of Storms and the widespread corruption among its customs officers, who are marked by a brass key on a chain around their necks.

The name “Tarabon” is taken from the Aile Tarabon, which was the Atha’an Miere name for the island and its smaller cousins when they were under their control. Aiel Tarabon was taken from them during the War of the Hundred Years, by people fleeing that destructive conflict. The Sea Folk resisted the invasion at first, and casualties were taken on both sides, but the then Mistress of the Ships decided to abandon the island rather than embark on the full scale war she would need to have waged in order to expel the huge number of settlers that had moved in. Though they do not like to spend much time on land, the loss of such a rich island is still a source of some bitterness to the Atha’an Miere.

Sometimes presuming to call themselves “the Tree of Man”, Tarabon today is an old and proud nation, one that considers itself both the guardian of the past, as evidenced by the fine museum in its capital city, as well as an example of the future, as evidenced by the dual system of government it adopted in the seventh century of the New Era. The Panarch—who is and has always been female—and the Meridarch—who is always male, now—share rulership between them, with each being responsible for certain areas of governance. Both rulers are chosen by vote by the assembled High Seats of the noble Houses, from among said Houses. The Panarch is responsible for collecting taxes, customs and duties, while the Meridarch is responsible for spending them properly. She controls the Civil Watch and the courts, except for the High Court, which is the Meridarch’s. He also commands the army, such as it is, except for the Panarch’s Legion, which is commanded by its Lord Captain and is responsible for her safety. The Meridarch has a legion dedicated to his safety, too, called the Life Guard. These groups are usually about a thousand men strong.

The Panarch and Meridarch wear the Crowns of the Tree, a pair of wreaths of golden trefoil leaves, each supporting a large moonstone. A broad stole embroidered with a repeating pattern of the Golden Tree is also part of their regalia.

As part of this move towards egalitarianism, the inheritance rules among Taraboner families were changed to allow for the possibility of men inheriting. No law was enacted to enforce this, however. Instead, Taraboner couples are expected to agree to a contract that specifies who will inherit what. While fine in theory, in practice this has led to a lot of disputed inheritances, with the squabbling, violent and otherwise, that that causes.

**\*Tarmon Gai’don** (pronounced TAHR-mohn GAY-dohn): Meaning “the Last Battle” in the Old Tongue, and called the Time of Return by Darkfriends, it is the prophesised conflict between the Light and the Shadow which will mark the end of the nearly four millennia long struggle that began when the Bore into the Dark One’s prison was first opened. It is detailed in the lengthy series of prophecies written in *The Karaethon Cycle*.

**\*Tarna Feir** (pronounced TAHR-nah FEER): An Aes Sedai of the Red Ajah.

Tarna is somewhat humourless, with a reputation for arrogance and haughtiness. She guards her face well, and rarely displays emotion. She is not very sociable, but she is dutiful and hard-working.

Tarna is 5´5´´ tall and weighs about 120lbs. She has a slender build, with moderately-sized breasts, a narrow waist and a fine rump. She has sharp, cold blue eyes. Her hair is a pale yellow, straight, and she cuts it at shoulder length. Her skin is slightly tanner that might be expected of someone with her colouring who spends a significant amount of time indoors. She is quite pretty, albeit with a notably prominent chin.

Tarna was born in 950NE. She is from Inishlinn, a town in northern Altara, and identifies as an Inishlinni. She had the spark and began channelling at a very young age. A wilder, she developed a mental block that prevented her from touching the Source unless her eyes were closed. When her ability was discovered in 964NE, she was taken to the White Tower, where she spent 9 years as a Novice and 6 years as Accepted, and was raised to the shawl in 979NE. During her time as a Novice Galina Casban took harsh measures to break her block, essentially beating it out of her. Galina also took her as one of her pillow-friends during this time. In the last year of her time as Accepted, Tarna was also the pillow-friend of Gitara Moroso. After being raised Aes Sedai, while out performing the duties typical of the Red Ajah, she found the occasional opportunity to take a male lover. Such affairs were rare, for most men avoided Aes Sedai—especially the Red Ajah—and Tarna herself has an intimidating presence. They were also short-lasted, for she knew the Tower would not have approved.

Tarna was part of the Amyrlin’s entourage when she visited Fal Dara in 996NE.

**\*Tarwin’s Gap**: The largest and the most easterly pass through the Mountains of Doom, not including those passes in the Aiel Waste. It is traditionally defended by the warriors of Shienar, but men from many nations have fought there over the centuries.

**\**ta’veren*** (pronounced TAH-vehr-en): A *ta’veren* is a central focal point for a Web of Destiny in the Pattern. These people are marked out and used by the Wheel to correct itself when the weave begins to drift from the intended Pattern. Since the purpose of *ta’veren* is to influence life threads to create change, the destinies of *ta’veren* themselves are more strictly controlled by the Wheel of Time than those of an average person. These Webs of Destiny (or *ta’maral’ailen* in the Old Tongue) are almost always arduous for those that live through them, but are an unfortunate necessity for the Wheel. The more change required, the more *ta’veren* that are chosen. No-one is born *ta’veren*, they are made so as the Wheel needs them to be, and remain so until their assigned destiny has been fulfilled.

The presence of *ta’veren* changes the probability of something happening. They can cause a person to fall off a house and then get up without a scratch on them, yet someone else can easily trip over a stick and break their neck. Things that might have gone unsaid are blurted out, and decisions that someone might have been very unlikely to make are made. This effect cannot be controlled by the person marked as *ta’veren*. It seems that for all the “good” *ta’veren* effects, there are equal amounts of “bad” ones.

Individuals marked as *ta’veren* have an important role in the Patten, at least for the time in which they are *ta’veren*. As such, they have an innate resistance to all forms of mind control, such as Compulsion and the Warder bond. Stronger Compulsions are harder to resist, but even the strongest cannot hold a *ta’veren* forever. The Pattern will not tolerate others attempting to take control of its workings, or move its agents from the paths it has set them.

**\*Tear** (pronounced TEER): A large nation in southeast Valgarda, named for the famous fortress known as the Stone of Tear around which its capital—which shares its name—is built.

The banner of Tear is three white crescent moons arranged diagonally across a field half red, half gold; sometimes called “the Moons” or “the Crescent Moons”.

The Tairen population is quite mixed, with dark skin being as common as light. A combination of dark skin and blue eyes is not as rare here as it would be in most places.

Tear is ruled by a council of High Lords and High Ladies, sometimes collectively called the High Nobles, who comprise the richest and most powerful of the Lords and Ladies of the Land. The Heart of the Stone is where Lords of the Land of Tear are raised to High Lords. Four times a year they perform (or performed!) the Rite of the Guarding there, claiming that they protected the world from the Dragon Reborn by holding *Callandor*.

Tear is one of the most patriarchal nations in Valgarda, though not so patriarchal as to take gender into account when it comes to inheritance, which is decided by birth order. Spouses do not take the name of their spouse, but the name to be inherited by their children is not always the mothers, instead it will vary depending on the agreement written in the marriage contract, which is usually dictated by the highest-ranking noble. Commoners folly suit.

There are very strict divides between nobles and commoners in Tear. For centuries, the law prohibited commoners to carry weapons, and did not prosecute nobles for killing or raping commoners. The aristocracy maintained its control with tyrannical means, often torturing to death those who displease them, and displaying the remains for others to see as a reminder of the cost of disobedience. This changed when the Dragon Reborn took control of Tear. He changed Tairen law to allow for even High Nobles to be brought before a magistrate if accused of a crime, and extended the laws against rape and murder to apply to the upper class as well.

There are guilds in Tear but they are fairly powerless on account of the noble-favouring laws. The thief-catchers have a guild, sometimes called “the brotherhood”. The innkeepers have a guild, too, and usually wear dark blue coats of a uniform cut to show their memberships thereof. The merchants’ guild is a greater threat to noble rule, and so is policed even more carefully than the others.

Tairens tend to hate and fear the One Power and the Aes Sedai, which are both outlawed, though these laws are rarely enforced. This is not the only long-standing enmity in the nation, for they have a notoriously bitter feud with Illian, and a history of predation towards Mayene.

The Stone of Tear is the seat of governance, and is protected by the elite soldiers called the Defenders of the Stone, who also make up the core of the Tairen army in times of war. The remainder of the army is composed mainly of the personal levies of the various noble Houses.

Regular soldiers are uniformed with brilliant red coats with wide sleeves ending in narrow white cuffs. A gleaming breastplate is worn over the coat so as to let the sleeves show clearly. Their helmets are round, with an extended rim and a crest at the top. Their breeches are of the same tight cut as that of their lords, though not quite so brightly coloured, and are worn tucked into knee-high boots. The soldiers of a particular noble House wear that House’s colours on their puffy sleeves.

Whether Defender or regular soldier, Tairens favour straight swords that are sharpened on both edges and tapered to a point. Tairen horses are well-respected in Valgarda for their combination of speed, strength and stamina.

Tear is a rich nation, with much of its wealth coming from the sea and river trades, but it has no real naval force. In times of war, or when needed to deal with particularly troublesome pirates, nobles tend to hire or seize the vessels of the merchant class to be used for their own purposes. A great deal of Tear’s wealth comes from the oil produced on the country’s numerous olive farms. Lucrative trade in grain, fish, and spices also helps.

As of 996NE, it is the fashion of Tairen noble males to wear long beards oiled to a point. Commoners do not follow suit. Lower class men tend to wear baggy breeches, while the upper class prefer them tight. Men’s coats often have puffy sleeves, which are striped in various colours, though working men will often go bare-chested in the sun, unlike their noble counterparts. Noble Tairen men sometimes wear peaked velvet hats.

While in the field with their army, Tairen nobles of both genders will often wear ornately gilded and enamelled armour. Male and female commoners often wear wide straw hats to keep the sun off, with the women’s being brightly dyed. In the poorer and muddier parts of Tear, commoners will often wear wooden shoes over their normal shoes, to protect them from the thick, wet mud. These wooden shoes are usually left by the door when one enters a building.

Common Tairen women will have the hem of their dresses at about mid shin, while upper-class women prefer longer dresses. Conversely, the neck of the dress is usually higher for commoners than for nobles, who will sometimes go so far as to bare their shoulders and the upper part of their breasts. Quality of material, of course, will vary by wealth, as will the colours used. Upper class women, and men, favour brighter colours than their lower class counterparts. The Tairen tradition is for widows to dress in white.

The River Road runs along the Arindrelle from the capital of Tear to Boannda and then on to Jehannah. The Mayene Road leads east to Godan.

The capital city of Tear, which shares a name with the nation, is built on the eastern bank of the River Arindrelle. It is one of the greatest ports in the world, though navigating the Fingers of the Dragon to its south usually requires a native pilot. It is built on flat land, with barely a hill to be seen. Its port district is called “the Maule”, and is a rough place with stone docks, stone warehouses and muddy streets. The main warehouse district is “the Chalm” and the farmers district “the Tavar”. Buildings tend to be a mixture of wood and stone, with sharp-cornered roofs of slate or tile. The inner city is protected by a high wall of dark grey stone about sixty feet tall and three feet wide at the top, which is supported by stone buttresses. Inside are many white, square-domed palaces with pointed towers and balconies. The streets of the inner city are paved but otherwise the buildings are much the same. The city of Tear has a population of roughly 200,000, the nation in total some 4.5 million.

Though there has been a city called Tear around the Stone of Tear ever since the fortress’ construction during the Breaking of the World, that city has been destroyed and rebuilt many times over. During the time of the Ten Nations, that city was under the dominion of Essenia. After the Trolloc Wars put an end to Essenia, Tear became the capital city of Moreina. The false Dragon Guiare Amalasan defeated Moreina’s armies and laid siege to the Stone for several years before being defeated by Artur Hawkwing. Gratitude for this, as well as fear of his military and political prowess, was what led Moreina to pledge its fealty to Hawkwing without ever having engaged him in battle. Moreina was dissolved, and its lands became the Imperial Province of Tear.

The nation that took its name from both city and Stone was founded in FY994 by a group of nobles led by Lord Istaban Novares and Lady Yseidre Tirado. They declared independence as soon as they had confirmation of Hawkwing’s death. They initially held only the Stone of Tear and the eponymous city, but had the advantage that the Stone was the greatest fortress of the day. They were immediately engaged in fighting with those trying to re-establish the nations of Fergansea and Moreina, all of whom wanted the strong port, and also against those trying to seize all of Hawkwing’s empire. Struggles for power among more than a dozen nobles of roughly equal strength led to internal conflict, as well, threatening Tear’s independence. This led to the organization of the High Nobles as a power-sharing group and seat of governance for Tear well before the end of the war, some accounts claiming that it occurred as early as FY1050.

Tear proved to be a belligerent neighbour throughout the New Era, waging wars against Irenvelle that partially caused that nation’s dissolution, and often attempted to annex Mayene. By far their most famous conflicts, however, were with their great trading rivals in Illian. The wars between those two nations were numerous and bitter. Few nations ever hated each other more, but neither was able to secure a lasting advantage over the other.

On the night of Sive 18, 997NE a group of Aiel infiltrated and attacked the Stone of Tear in conjunction with the arrival of Rand al’Thor. Rand claimed *Callandor* and demanded the Tairens surrender. Recognising him as the Dragon Reborn, the Tairens knelt and pledged their fealty. The Stone had fallen for the first time in its long history, and a new day had come.

For Tear, that new day involved bowing to a new ruler with some very different ideas. Many of the laws the High Nobles had enacted were torn up and replaced with new ones, to their anger and dismay. There was much resistance to Rand’s rule from the nobility, but the commoners were more receptive to the changes he was making.

**\**Tel’aran’rhiod*** (pronounced tel-ah-ran-ree-od): A term in the Old Tongue meaning “the World of Dreams”, or “the Unseen World”. It refers to a place glimpsed in dreams which was believed by the ancients to permeate and surround all other possible worlds.

Many can touch *Tel’aran’rhiod* for a few moments in their dreams, and a rare few have the ability to enter it at will. Such people are referred to as Dreamers, or Dreamwalkers. People possessed of this ability can seek out another sleeper and watch or manipulate their dreams, or even pull them into *Tel’aran’rhiod* along with them.

What happens to living things in the World of Dreams is real; a wound taken there will still exist on awakening, and one who dies there does not wake at all. Otherwise, nothing done there affects the waking world in any way. For example: a book picked up in *Tel’aran’rhiod* would not move in the real world, nor could it be brought into the real world on the Dreamer’s waking. Time flows differently while there. An hour in *Tel’aran’rhiod* could be minutes in the waking world, or the other way around. Though T*el’aran’rhiod* is by default a perfect reflection of the real world, or at least anything in it which possesses a degree of permanence, it can be altered completely by a effort of conscious will from those currently visiting it. These alterations to the Unseen World will not survive the dreamer’s departure, however.

Control of *Tel’aran’rhiod* is primarily mental. Sufficient concentration and will can cause almost anything to happen there, while a wandering mind and a lack of concentration can cause things to happen that one did not consciously intend. The latter can often have embarrassing results.

Will and Need can also cause you to move to places you did not intend, such as taking you to the location of another dreamwalker, or bringing you to a place that you did not realise you needed to be, where something important to you or to the world can be found. This can be dangerous, since the dreamer has no control over where they go or what they find there.

*Tel’aran’rhiod* can be used to see the future, or possible futures more accurately. Seeing and interpreting these visions of the future is a very difficult task, however, and there is no way to be certain that the future glimpsed *will* happen as opposed to simply *might* happen.

**\*Temaile Kinderode** (pronounced teh-MAIL kin-DEH-rode): A Cairhienin Aes Sedai of the Grey Ajah publically, and the Black Ajah in truth.

Her fragile look concealed her sadistic nature. She enjoyed inflicting pain, both physical and emotional.

She was a fox-faced woman of atypical appearance for her nationality. She had shoulder-length black hair, tan skin, big blue eyes and a small, delicate build. She was 5`2`` tall and weighed about 95lbs.

Her strength in the Power was 23/69. She never bonded a Warder.

Temaile was born in 943NE and went to the White Tower in 960NE. After spending 10 years as a Novice and 9 years as Accepted she was raised to the shawl in 979NE. A large part of the reason for her lengthy time as a student was her propensity for bullying others.

In early 997NE Temaile was one of the thirteen members of the Black Ajah who were ordered by Be’lal to raid the White Tower’s stash of *ter’angreal* and bring certain items that were located there to him in Tear. By doing so, she and the others revealed their allegiance publically and incurred the wrath of the Amyrlin Seat, who recruited Nynaeve al’Meara to lead a group intent on hunting down the traitors.

Temaile took part in the fighting between the two groups, and helped kill Calindin in the process. She linked with Ispan to defeat Ilyena Volnicoliev as well. Of all the Black Ajah, she was the most eager to take part in the torture of those Accepted who surviving the battle. She used the *ter’angreal* whip to torment Ronelle, demanded Emara submit to her own violation to spare her pillow-friend’s life, and then had Keestis raped as well.

She fled the Stone of Tear with most of the rest of the Black Ajah when it fell to Rand al’Thor. It was to Tanchico that they journeyed, intent on recovering certain items they thought could be used to defeat the Dragon Reborn. After installing themselves in the Panarch’s Palace, Temaile found a new target for her sadism, and spent several weeks tormenting and shaming the Panarch Amathera. It was this that led to her being alone in the room with Amathera when Elayne, Keestis and Shimoku arrived to rescue her. Temaile was quickly defeated by the more powerful Elayne, and left unconscious. While Elayne would have left her there, not being willing to execute her without trial, Keestis had no such compunctions. She stabbed and killed Temaile while she lay there.

**\*Ten Nations, the**: The ten countries that came into being in mainland Valgarda in the aftermath of the Breaking of the World. Larger and stronger than any of the nations that have come since, the peoples there still maintained some memory of the Age of Legends and its advancements. Aes Sedai wielded power more openly in those times, and were often queens themselves. It was one such Aes Sedai Queen, Mabriam en Shereed, who persuaded the Ten Nations to sign a mutual defence pact called the Compact of the Ten Nations in 209AB. Society flourished for many centuries, until the onset of the Trolloc Wars. Though ultimately victorious in that long conflict, even those of the Ten Nations that were not destroyed outright were greatly weakened by the time the Trollocs were driven back to the Blight. Those that remained soon broke up into smaller, squabbling nations, and the era of the Ten Nations came to an end.

In alphabetical order, the Ten Nations were: Aelgar, Almoren, Aramaelle, Aridhol, Coremanda, Eharon, Essenia, Jaramide, Manetheren, and Safer

**\*Tenobia si Bashere Kazadi** (pronounced teh-NOH-BEE-ah see bah-SHEER kah-ZAH-dee): The ruler of Saldaea in 996NE. Her full title is: Her Illumined Majesty, Tenobia si Bashere Kazadi, Shield of the North and Sword of the Blightborder, Queen of Saldaea, High Seat of House Kazadi, Lady of Shahayni, Asnelle, Kunwar and Ganai.

Though she is an orphan and an only child, Tenobia has an extensive collection of relatives on her father’s side of the family. Notable among them are her uncle Davram Bashere, the Marshall-General of Saldaea, and her cousin Zarine Bashere, who has taken to calling herself Faile and wed the *ta’veren* Perrin Aybara.

**\*Termool, the** (pronounced tehr-MOOL): The Termool is a barren desert lying in the southernmost area of the Aiel Waste, north of the Sea of Storms, Mayene, and the Drowned Lands. Its eastern limits are bounded by an immense canyon known as the Great Rift. The Termool is so dry and desolate that even Aiel will not travel there. The sand dunes of the area are constantly drifting, sometimes reaching heights of three hundred feet. Fierce, sudden windstorms, which can last for several days, are common. As a consequence, water is impossible to find and the Termool is utterly devoid of life.

**\**ter’angreal*** (pronounced tear-AHN-gree-ahl): A collective name for various items Made using the One Power, each designed to perform a specific function. These functions vary wildly, some simple and some massively complex. *Ter’angreal* formed the core of the technology of the Age of Legends, and the knowledge of their construction—which required great study, and an inherent Talent called Making—has been almost completely lost since the Breaking of the World. Unless specifically designed to work together, it is dangerous to bring *ter’angreal* into contact with each other.

While many *ter’angreal* survived the Breaking, the means of operating only a few is still known, and even in many of those cases the operating procedures used are haphazard and sometimes dangerous. The Aes Sedai consider all *ter’angreal* to be the property of the White Tower, and take every effort to ensure they are gathered there, but this belief is not often respected by others. One notable collection of *ter’angreal*, large enough to rival the Tower’s even, is the Great Holding in the Stone of Tear. Some *ter’angreal* require an effusion of the One Power to activate, whilst others activate automatically if certain pre-arranged conditions are met. In the Age of Legends, those *ter’angreal* that required the One Power could be activated even by non-channelers due to a system known as the Standing Flows, but that system has long-since been destroyed.

**\*Tetsuan**: An Aes Sedai of the Red Ajah who served as the Amyrlin Seat during the Trolloc

Wars. She was the first Amyrlin to be raised from that Ajah, and the last until Bonwhin. Tetsuan had been rivals with Eldrene when they were Novices, in part due to Eldrene’s strength in the Power, and in part due to her beauty. Tetsuan was a plain-faced woman, and her strength in the Power was measured at 11 on the 69 point scale. Her jealousy of Queen Eldrene led her to betray Manetheren, denying it requested reinforcements, with the result that that nation stood alone against a huge army of Trollocs and Dreadlords and was destroyed. When her deed was discovered, she was stripped of stole and staff, deposed and Stilled. After the usual manner of the White Tower, the actual reasons were kept secret insofar as non–Aes Sedai were concerned. After being Stilled she spent three years scrubbing floors in the White Tower before finally dying.

**\*Thakan'dar** (pronounced thah-kahn-DAHR): It is a great, fog-shrouded valley in which Shayol Ghul rests, where shadow-forgers create the tainted swords of Myrddraal at the cost of human souls. Reality itself is malleable to the Dark One in this region. Lightning flashes up at the strangely-coloured and oddly-moving clouds. There is no plant life, and it is as cold as the ice to the north, yet as dry as any desert.

**\*Theodrin Dabei** (pronounced fee-OH-drihn dah-BAY): An Accepted in the White Tower.

Theodrin is a good-natured woman, kind and patient, but she is certainly not a pushover. Though she was promiscuous in her youth, she dresses modestly now and has become much more conservative. This is only partly due to the Aes Sedai prohibition against male contact. With the benefit of hindsight, Theodrin became quite troubled by her childhood use of Compulsion and the moral questions it raised. She can be quite private nowadays and likes to read in her spare time.

Theodrin is a graceful, willowy woman, with a swan neck and a slender build. She has long black hair, dark eyes and coppery skin. She has a pretty, apple-cheeked face and smiles easily. She is 5`9`` and weighs about 110lbs. She has long legs, small breasts and a narrow waist.

Her strength in the Power is measured at 21/69. She has almost no Talent for Healing.

Theodrin was born in Bandar Eban, capital of Arad Doman, in 966NE and manifested the ability to channel when she was a teenager. A wilder, born with the spark, she developed a mild form of Compulsion that could make any man want to kiss her or leave her alone as she willed. She developed a block in this time as well, and became convinced she couldn’t channel without the presence of a man she fancied, or one she hated. On being discovered by a travelling Aes Sedai in 981NE, Theodrin was sent to the White Tower for training.

After numerous failed attempts, her block was finally broken by Sheriam Bayanar with the use of twins: Charel, a handsome young groom, and Marel, his twin sister. Charel was allowed in the classrooms so that Theodrin could channel, and was later surreptitiously replaced by his sister. On being shown that Marel was indeed a girl, Theodrin was able to channel at will. After spending 11 years as a Novice, she was raised to the Accepted in 992NE.

In early 997NE she met Nynaeve al’Meara and attempted to help her with her block. She was unsuccessful, but her good nature was enough to lead Nynaeve to recruit her into her Black Ajah hunting party. She left the Tower with the rest of said party, bound for Tear, where they had come to believe the traitors were located.

She was a trusted member of the party, but her kindness proved her undoing in the fight with the Black Ajah. Instead of using lethal force, Theodrin insisted on trying to capture her foes, an act which hampered her and allowed her to be defeated, knocking unconscious and taken prisoner. She woke to find herself in the Stone of Tear, being whipped by Temaile Kinderode. Worse was soon to come, for Amico Nagoyin gave her the choice of being penetrated with a hot candle or pleasuring her with her tongue. Theodrin chose to submit to Amico’s desire, though she found the act humiliating and disgusting. She got a small measure of revenge when she gave Amico a beating after her capture by Elayne, shortly before she and the others were freed by Mat Cauthon.

She soon learned that the Stone of Tear had fallen to the forces of Rand al’Thor, now revealed to be the Dragon Reborn and a friend of Nynaeve’s. Though tempted to revenge herself on the now Stilled Amico, Theodrin found that she had no heart for revenge or torment. Instead, she spent most of her time in the Stone trying to help break Nynaeve’s block to allow her to channel freely. The two women became friends, and even became intimate, but not so intimate that any declarations of love were made. They learned to Link from Moiraine and Alanna, and helped fight off the Forsaken Moridin when he attacked the Stone.

When the Accepted split up, with half staying to protect Rand, and the other half going to Tanchico to investigate tales of Black Ajah activity there, Theodrin was assigned to the group that stayed with Rand. She journeyed to the Aiel Waste in his company, travelling by way of the Portal Stones and glimpsing some of the Lines of If in the process. Though she presented a friendly face to Rand and the rest of her new companions, Theodrin found herself being kept at arm’s length.

**\*Theren, the** (pronounced fehr-ehn): An isolated region, nominally considered to be a part of Andor, though the inhabitants of the Theren would be confused and annoyed if told so. It is bordered by two rivers, the White Knife—or Manetherendrelle—to the south, and the Taren—or Tarendrelle—to the north. To the Theren’s west loom the Mountains of Mist, and the thick marshland of the Waterwood lies to its east. It is somewhat of a backwater, and rarely sees visitors from the world outside, save for the occasional peddler or merchant caravan. The Theren has only four villages, with Taren Ferry being the northernmost. The people of that village have a poor reputation among the rest of the Thereners. Going farther south there is Watch Hill, then Emond’s Field, and finally Deven Ride.

The Thereners are reputed to be a stubborn breed of folk, almost exclusively possessed of brown hair and brown eyes, and not typically noted for their tallness. Women of adult status, which is granted not by age but by the decree of the Women’s Circle, are expected to wear their hair in a single long braid. Theren men are traditionally expected to cut their hair short and go clean shaven. Like most places in Valgarda, they have a matriarchal society, with property usually belonging to the women of the family, and the main political positions, village Mayor and Wisdom, being held exclusively by women. The Mayor is chosen by each village’s Women’s Circle, but the Wisdom is appointed by another Wisdom, usually one whom she has served as an apprentice for some years. Children almost always inherit their mother’s name, though husbands do not take the name of their wife, as in some places. In the Theren it is believed that a man should never harm a woman for any reason, not even in defence of his own life; to do so would be the ultimate shame and a great sin.

Farming and animal husbandry are the occupations of the majority of the Therener populace, and the tabac that is grown in the region is accounted the finest in Valgarda. There is an estimated population of 40,000 people in the Theren.

There is a long tradition of archery in the Theren, and the bows that are used there are notably longer than those used in any other part of Valgarda. Each bow is hand-crafted to best suit its wielder, and is usually as tall as him, or her.

Unbeknownst even to them, until recently, the people of the Theren are actually the very distant descendants of the nation of Manetheren, which was destroyed during the Trolloc Wars almost 2000 years ago.

Of the four villages located in the Theren, Taren Ferry is, or was, the northernmost, being situated on the River Taren. Its buildings were often built on stone foundations, with their doors well aboveground, in order to ensure they weren’t flooded when the river flooded its banks. Taren Ferry was almost completely destroyed, and most of its population killed, during the Trolloc incursion of early 997NE.

The next most northerly village, and the second largest in the Theren, is Watch Hill, which is built upon the slopes and crest of a particularly tall and wide hill. There is an inn called The White Boar atop the hill.

The largest village in the Theren is called Emond’s Field now, though it was originally called Aemon’s Field, having been built on the site of King Aemon of Manetheren’s last battle. It is the most centrally located village as well. It is built surrounding a Green where a natural aquifer, the Winespring, flows continuously from a low stone outcropping. The Winespring is the headwater for the Winespring Water which flows east through the Green under two low railed footbridges, the Wagon Bridge, and passes adjacent to the Winespring Inn. From there the stream widens, with willow trees dotting its banks, before flowing on to feed the distant Waterwood.

The largest building in Emond’s Field is the Winespring Inn. The first floor of the inn is constructed of river rock, though built upon a foundation of much older stone quarried from the Mountains of Mist. The foundation continues south of the inn proper and represents the remnants of an older, larger structure built when Manetheren ruled the region. A large oak now grows amidst these ruins and shades an area where, in the summertime, tables are set out. The second floor is whitewashed and extends out over the lower floor for the entire perimeter. The structure has a dozen chimneys and a red tiled roof that was the first non-thatched covering in Emond’s Field.

The most southerly village is Deven Ride. In it, rows of thatch-roofed houses surround a Green and a pond fed by a spring walled ’round with stone, the spillover splashing from cuts long since worn deeper than they had been made. The inn at the head of the Green, The Goose and Pipe, is roofed with thatch, yet a little larger than the Winespring Inn.

The Theren began to undergo a radical change when the Shadow took an interest in destroying the region completely. The once-peaceful farmers were called on to take up arms, and they did so behind the leadership of Perrin Aybara and Faile Bashere, who were declared Lord and Lady of the Theren in the aftermath of their victory over a major Trolloc incursion in 997NE. However, there remained those in the region who preferred their older, more democratic government, and opposed this move towards aristocracy.

**\*Thomdril “Thom” Merrilin** (pronounced TOM-drihl “TOM” MER-rih-lihn): A gleeman with a colourful past. He was once the Court Bard of Andor and was called the Grey Fox for his cunning mastery of *Daes Dae’mar*.

Thom is a man of great experience, well-educated and intelligent. He is an accomplished musician, singer, juggler and acrobat, and highly skilled in the use of daggers and throwing knives. He is a heavy smoker. Though often gruff and occasionally hot-headed, Thom is a compassionate man who shows much consideration for the welfare of others. He has a tendency to snore quite loudly.

Thom is 6´2`` tall but stoops in a way that makes him look shorter. He is lean and surprisingly spry for his age. He weighs 185lbs. His eyes are blue and sharply intelligent. His shaggy hair, bushy eyebrows and long moustaches are white as snow. His face is very tanned and creased. An encounter with a Myrddraal in Whitebridge left him with a permanent limp in his right leg. As a gleeman he often wears the traditional cloak of many colourful patches and hidden pockets. He possesses a pair of Power-wrought knives, which have brightly polished silver on the quillons and pommels.

Thom was born in 940NE to a family of Andoran farmers. His natural talent led to him being recruited as an assistant by a travelling gleeman. Eventually he came into the employ of House Trakand as a bard. In 972NE he was instrumental in helping House Trakand claim the Lion Throne during the Third Succession War. Afterwards, he became the Court Bard of Andor and eventually Queen Morgase’s lover. In 984NE he uncovered a plot by Morgase’s husband Taringail to assassinate the Queen and rule as regent in their daughter’s name, Thom forestalled the plot by assassinating Taringail, arranging for it to look like a hunting accident.

The next year it was brought to Thom’s attention that his only living relative, his nephew Owyn, had been exposed as a channeler, but Thom was too focused on other problems to do anything about it. When he finally found the time to visit he learned that Owyn had already been caught by the Red Ajah and publically Gentled, before he and his wife were driven out of their village; they both died within a few months. Thom blamed the Red Ajah, and in some ways himself, for Owyn’s fate and on returning to Caemlyn he exchanged heated words with Morgase and her Aes Sedai advisor Elaida. Morgase ordered him arrested and Thom fled Andor, once more taking up the role of a travelling gleeman.

In 996NE Thom’s travels brought him to the Theren, where he had been hired to perform for Bel Tine. He involved himself in the affairs of Moiraine Damodred and Rand al’Thor primarily due to the memory of his nephew’s death and a suspicion that Moiraine would deliver the Theren lads she had recruited into a similar situation. To pass the time during their journey, he attempted to teach the Theren folk some of his musical skills. He often urged them to distance themselves from the White Tower, which Thom distrusts. At Whitebridge he defended Rand and Mat from a Myrddraal, almost dying in the process and suffering a permanent injury to his right knee. He survived thanks to Moiraine’s healing and was sent downriver to Tear on a ship she hired.

Afterwards, Thom made his way north to Cairhien where he met a talented young singer named Dena, whom he took as his apprentice as well as his lover. A chance encounter with Rand gave him the opportunity to reclaim the instruments he had lost at Whitebridge, though Thom resisted Rand’s efforts to involve him again in Rand’s affairs. Even so, his connection to Rand brought unwanted attention and Thom and Dena were almost killed by agents of Queen Galldria, who wanted information on the strange young supposed-noble who was causing waves in her capital. Thom left Cairhien with Dena, and took a ship south to Tear.

They settled there peacefully until Mat Cauthon sauntered into their lives in the spring of 997NE. He told Thom about the assassin who was hunting Elayne, and the three of them promptly set about finding both Elayne and her would-be assassin. They were successful in finding and killing the assassin, but Elayne and her friends were discovered to have been captured and taken to the Stone of Tear. Thom would have gone with Mat to try and free them, but he’d come down with a cold during the search, so he and Dena remained in the care of Mother Guenna instead.

After recovering from his illness, Thom moved into the Stone of Tear, which had fallen to Rand’s forces. He took it upon himself to work in secret to secure Rand’s place, manipulating public opinion of him while thwarting those who wanted him dead. He was also invited to join Rand’s Inner Circle, where he learned a great many important secrets.

He was reunited with Elayne there, who didn’t recognise him at first. She soon figured out who he was and what his relationship to her mother had been, however, and the two clashed. Though he hadn’t seen her in a long time, the memories she stirred up awoke a parental affection in him.

Thom was instrumental in defanging the plot by the High Nobles Alteima, Carloen, Tedoisan and Estanda. He was aided in his work by Dena, Imoen and other agents that he recruited to Rand’s cause, some of which went on to work for him in capacities other than as spies. Though Moiraine attempted to persuade him to stop his work on Rand’s behalf in favour of travelling to Tarabon with Elayne, Thom was persuaded to reject her suggestion. He stayed behind to keep an eye on affairs in Tear when Rand left.

**\*Tigraine Mantear** (pronounced tee-GRAIN MAN-teer): The only daughter of Queen Mordrellen Mantear and Prince Consort Willim Renshar. She was born in 950NE and became Daughter-Heir of Andor. She had a brother named Luc who was four years her junior and whose disappearance in 971NE was a source of some grief to her.

Tigraine was 5´10´´ tall, and weighed about 130lbs. She was golden-haired and beautiful, with large breasts. Her eyes were blue-grey. Her personal sigil was a woman's hand gripping a thorny rose stem with a white blossom. The banner of House Mantear shows a silver anvil on a white field.

Tigraine went to the White Tower in 966NE and spent a year in training there, though she had no ability to channel. She was awarded the Great Serpent ring, a tradition between Andor and the Tower. Her time in the Tower was largely an education given by women who were very skilful politically. Tigraine was married to Taringail Damodred, the nephew of Queen Laina of Cairhien, shortly after her return from the White Tower. Their marriage was not a happy one. Their son Galadedrid was born in 970NE. In 972NE she disappeared, leaving House Mantear without a female heir. When her mother died the same year, the Third War of Succession began. It lasted a year and ended with Morgase Trakand’s ascension to the throne.

**\*Tief Ahan** (pronounced TEEF ah-HAN): A young man from Emond’s Field who was a childhood friend of Mat, Perrin and Rand.

Tief is outwardly tough and responsible, but he is emotionally withdrawn and struggles to make connections with others. He always fared well in the boxing competitions during Bel Tine but was considered only a decent shot with a bow, by Theren standards.

He is handsome and strong, with a muscular build. His hair is dark brown, as are his eyes, which are bigger than average for a man. He stands 5`10`` and weighs 195lbs.

Born in 978NE, Tief is the eldest child of Sara Ahan and Dannen Luhhan. He has a younger sister named Mishelle, whom his mother died birthing when Tief was 8. Mishelle grew into a frail child, in need of much care, which has led to Tief having little free time to spend relaxing with the other youths of the village. Despite this, his selflessness and good looks have made him quite popular with the women of Emond’s Field.

Tief’s father died during the final fight against the Trollocs that attacked Emond’s Field in early 997NE, leaving Mishelle in Tief’s sole care. When Rand revealed himself as a channeler shortly afterwards, Tief was the first person to loose an arrow at him, despite their past friendship and the fact that Rand had once flirted with him unsuccessfully. He felt bad about it afterwards, especially considering that Rand defended him from his guards’ counterattack, but so far as he saw it, he did what he had to do to protect his sister.

**\*Timoth Rendin** (pronounced tihm-OFF rehn-DIHN): A Falmeran Lord and high-ranking Darkfriend.

Timoth was a ruthless, arrogant and ambitious man. To his inferiors he was a bully; to those who were placed above him he feigned sycophancy while seething in jealous hatred.

Timoth was 5´10´´ and had a lean build, weighing 175lbs. His eyes were dark. His hair had gone completely grey by the time of his death, as had his beard, which he shaved at the cheeks only. He had a pinched face, with a long, hooked nose.

Timoth wed Lady Elayne Brylan as part of a marriage alliance between their Houses. They had two children, a girl named Delilah and a boy named Nafanyel. When Elayne died in 984NE, Timoth took over as High Seat of her House and continued to rule it for his daughter even after she reached adulthood. Unbeknownst to their children, Timoth was responsible for his wife’s death. He had been a Darkfriend even before marrying her, and as soon as he was certain he had impressionable youngsters who might be used as his proxies to rule House Elstan through, he began plotting to dispose of Lady Elayne.

In 996NE Timoth attended a gathering of Darkfriends where he received orders from Ishamael instructing him to destabilise Falmerden and smooth the way for the Seanchan invasion. He carried out these orders gladly and arranged the assassinations of many nobles and officers, starting with House Elstan, whom he had hated having to act as a vassal towards. His son Nafanyel was involved in these assassinations, though he was unaware of his father’s true allegiance.

Despite Timoth’s successful murder of so many nobles and officers, the Shadow’s plot in Falmerden was unsuccessful and the Seanchan were forced to retreat. He gathered his forces on his late wife’s estate, where he was contacted by a Myrddraal who gave him new orders: to murder the newly crowned Queen Evelin. Unbeknownst to them, Nafanyel was listening in on the meeting and learned of his father’s true allegiance. Timoth was preparing his army to march to join Evelin when, to his shock, he was shot through the heart by his own son.

**\*Tod Aydaer** (pronounced TOD ay-DARE): A Therener man, who was a neighbour of Rand al’Thor’s.

Serious by nature, Tod wishes to be a musician rather than a farmer, having taken after his mother in that regard.

He is a handsome youth with a slender build. He has brown hair and brown eyes. He is 5`11`` tall and weighs about 185lbs.

Tod was born in 977NE. He is the eldest of four siblings, the others being Jared, Missi and Ellisande, though Jared was slain by Trollocs in 997NE. His parents are Sascya Aydaer and Oren Dautry. He embarked on a sexual affair with Rand when they were teenagers, though only reluctantly. Tod preferred the company of women, but since he lived in such an isolated place and Rand was willing to accommodate him, he figured why not take advantage of the offer. There was little of romance in their interactions, though Tod did come to feel a degree of fondness for him. He was quick to put an end to the affair once he caught the interest of Milli Ayellin, whom he became engaged to in early 997NE.

**\*Tomira Disanta** (pronounced toh-MEER-ah dee-SAHN-tah): A Mother, or Wise Woman.

A world-weary woman, who has experienced heartache in her past. She prefers to avoid company, but her innate kindness still drives her to help others in need.

Tomira has thick black hair that falls halfway down her back, and grey eyes. Her skin is pale and slightly weathered. Her face is round and pretty, with a broad nose. She is 5`5`` tall and slightly plump, weighing 170lbs, with a well-thickened bottom.

She was born in Tear. Tomira briefly encountered Rand al’Thor in 997NE, while he was on his way to the Stone of Tear. He defended her cottage from the pack of Darkhounds that he had unwittingly led there, and in exchange she gave him an ointment to treat an infection he’d gotten from his various illicit activities.

**\*Torean Andiama** (pronounced toh-ree-AHN ahn-dee-AH-mah): A High Lord of Tear.

Since his family control vast lands, most notably those on which Tear’s second city, Godan, is built, it should be unsurprising that Torean is the richest of the Tairen High Nobles. He is also one of the most corrupt. His proclivities are not limited to hoarding wealth or oppressing the populace, however, for Torean has an especially fondness for young women, and no care for whether they return his desire or not.

He is a rather unattractive man, with a plain face and a potbelly. His nose and ears are overly large in proportion to his face. Thin eyebrows are set above brown eyes. His curly black hair is going grey, and his beard is streaked with white. He has a brown skin tone.

Torean has been married twice. His first wife was chosen for him by his father, as part of a political alliance with House Mendiana. They had two sons named Estean and Jain. He remarried after his wife’s death, choosing for himself that time, since he had succeeded his father as High Seat of House Andiama by then. The woman he chose was Anna Silviano, a minor noble whose good looks are her only virtue. Thankfully for them both, that was the only virtue that mattered to Torean. They have had one child, a rebellious girl named Nalia.

When the Stone of Tear fell to the Dragon Reborn, Torean was obliged to swear fealty to his nation’s new ruler along with the rest of his fellow nobles. This was cause for great concern among his social circle, but Torean himself had a rather more personal reason for alarm. Rand’s desire to rewrite Tairen laws into something he considered fairer, including outlawing the rape of commoners by nobles, left Torean sweating profusely for fear that his favourite hobby would result in his running afoul of the Dragon Reborn. When High Lord Hervaci Postiles, who shared Torean inclinations and who had been married to his late sister, was sent to the gallows for flouting the new laws, Torean’s nervousness grew even worse. He attempted to keep to the laws, simply in order to preserve his own skin, but his attempt only increased Rand’s enmity towards him. He didn’t understand why Rand would want to change a good Tairen custom, as he saw it, and mistakenly believed that Rand only wanted to ensure that nothing of the sort happened without his leave. As such, Torean made the mistake of asking Rand’s permission to make Berelain sur Paendrag the latest of his many conquests. This resulted in his being thrown out of Rand’s presence—literally—and forever coloured their relations with enmity.

He was among those High Lords sent to Cairhien to restored order and feed the hungry. To his dismay, he was also ordered to finance that mission, since it would be leaving from Godan.

**\**torm***: *Torm* are the most intelligent of the Seanchan Exotics. Their intelligence is well above that of a very smart dog. They are good in problem solving, such as maze tests. They are excellent hunters, but will only hunt what they choose, regardless of what their handler picks for them to hunt. So they are no longer used in the hunt.

They look like a cross between a horse-sized cat and a lizard, and have brown scales, six-clawed feet and three eyes. They bear live young and nurse them in single births at a time.

The *torm* are not widely available partly due to their tendency to fight (often to the death) for dominance before they are trained. This usually happens before they reach adulthood. *Torm* are carnivores but can survive up to three to four days on plants.

Controlling a *torm* is done by riding it, much like a horse, and using the legs and rein pressure to communicate commands. *Torms* are very particular on which handler they accept and so there are only a limited number of people that can become a *morat’torm*. The animal will turn on handler after handler, before finally accepting one. Once the *torm* has found its rider, it will not allow anyone else to mount it. If the rider dies, it takes a long time for the *torm* to accept another.

*Torms* are primarily used to scout, even though they are ferocious fighters. One of the reasons they are not used in battle is because they are prone to get into a fighting frenzy, turning on anyone and anything in range. When a fighting frenzy occurs, the rider can do nothing else but hang on and ride it out. Strangely, the beast will rarely turn against its own rider during those frenzies. The frenzy can go on for hours after the battle is over, for it takes a *torm* a long time to calm down sufficiently to snap out of it.

A *torm* will always strike at any *corlm* in reach, though the *morats* can usually prevent them from actually attacking. For this reason, these two are never used together.

**\*Tower Guard, the**: The core of the Tar Valoni army, and the force responsible for the security of the White Tower, as well as policing the capital city. The Tower Guard is led by its High Captain, and during peacetime number about 3000 men, though this number could be greatly magnified at need. A Tower Guardsman wears the white teardrop of Tar Valon on his chest, either embroidered on the breast of his coat or on a tabard over his silvered breastplate.

**\*Tower Library, the**: Also known as the Great Library, it holds the greatest collection of books in Valgarda. While it is considered a part of the White Tower, it is actually in a separate building behind the Tower. It is only partially open to outsiders and is rumoured to have as many secret rooms as it does public ones. The library is divided into twelve public depositories, and one secret one, each dedicated to a different subject. The depositories are long, oval rooms with flattened domes for ceilings. They are filled with tall rows of wooden shelves, with narrow walkways 12 feet up that help to peruse those tomes on the higher levels, and tall ladders on wheels that help to reach those just below. The First Depository is dedicated to history, the Sixth to philosophy, the Ninth to mathematics.

The Thirteenth Depository, the secret depository, is kept hidden from the public, and even from most Aes Sedai. It contains the unedited history of Valgarda and the White Tower, free of the propaganda that the Aes Sedai usually spread and encourage.

**\*Tower of Ghenjei, the**: An ancient artefact located on a grassy plain not far from the shores of the River Arindrelle. It is a gateway to the world of the Aelfinn and the Eelfinn. The Tower of Ghenjei is 200 feet tall and 40 feet thick. It gleams like burnished steel and is completely smooth, without mark or opening.

**\*Tower of Ravens, the**: A fortress located in the city of Seandar. It is the primary base of the Seekers for Truth, and functions as an imperial prison.

**\*Towers of Midnight, the**: Thirteen fortresses of unpolished black marble located in Imfaral,

Seanchan. At the time of the Consolidation of Seanchan, it was the centre of military might. The

final battle of the Consolidation took place there, leaving Hawkwing’s descendants in power. Since that time the Towers have been largely unoccupied. Legend says that in time of dire need, the Imperial family will return to the Towers of Midnight and “right that which is wrong”.

**\*Travelling**: A weave of the One Power used to create a gateway that allows one to cross great distances in a single step. Before Travelling the channeler must familiarise themselves mentally with their starting location in order to anchor the gateway; this process can take as much as an hour. They must also have a pre-existing familiarity with the location they want to Travel to in order to visualise it in their minds. It requires great strength in the One Power to form the gateway, which must be maintained and cannot be tied off. Maintaining the gateway drains a channeler’s strength quickly, so the gateway can only be kept open for a short time. Individuals and raiding parties can be moved, not entire armies, at least not without investing in one or more large Circles to do it with. Shadowspawn can pass through gateways in this cycle, though some myths claim it was not always so. Someone possessed of great strength and skill can hold open a gateway, preventing it from closing, and this weave can, in fact, be tied off, but individuals capable of such a feat are rare. Contrary to what some Aes Sedai believe, Travelling is not a Talent. The knowledge of how to Travel was lost during the Breaking of the World.

In 997NE Rand al’Thor rediscovered the male version of Travelling by examining the residues of weaves left behind by the Forsaken’s use of it.

**\*Treesinging/Seed Singing**: Multiples names for the all-but lost ability to influence the growing of natural flora and fauna using songs sung at a certain pitch. The words spoken are irrelevant, only the pitch and tone of the notes, and intent of the person Singing. The Nym were artificially intelligent *ter’angreal* created to use this ability and focus others’ usage of it to enhance the effectiveness. The ability was once common among Ogier, somewhat less common among Aiel, and rare among other humans. Now it is rare even among Ogier, and unheard of in humans, though some Aiel may still have the untapped potential to use it. Crops which have been Sung with the Voice grow faster, resist disease and vermin, and provide a greater abundance of nutrients. The hymns used were sometimes called the Songs of Growing, or Tree Songs, and in the Age of Legends having the ability was known as “having the Voice”.

**\*Trollocs**: The least, and the most numerous, breed of Shadowspawn. They are monstrous creatures composed of a bizarre mix of human and animal features. Trollocs were genetically engineered by the Forsaken called Aginor during the War of the Powers. They are brutish and cruel, physically strong and capable of digesting almost anything, even humans or their fellow Trollocs, but are not noted for their courage or intelligence. Few Trollocs can swim, outside of certain specialised breeds, and they often fear to cross deep water. Female Trollocs have a very high rate of fertility, and their young reach maturity in just 7 years, with a potential lifespan of 50, though this can vary in some of the rarer breeds. Male Trollocs usually stand between 8 and 10 feet tall.

Trollocs are not without their own kind of culture, albeit a barbaric one. Over the millennia since the Breaking of the World they have developed their own language, learned to craft their own tools, and taken to worshiping the Dark One. While Trollocs have their own names, they rarely communicate with humans, and so these names are unlikely to be learned, even were one inclined to want to learn them. They live in the Blight, north of the Mountains of Doom, and hate humankind.

A Trolloc warrior’s armour is usually comprised of dark leather and long shirts of black mail with spikes at elbows and shoulders. Due to the wide variety of shapes, their heads and feet are often uncovered, since a customised piece of armour would be required to fit them, and most Trolloc clothes are looted from their dead brethren. Their primary weapons are oddly spiked axes, spears with peculiar razor-sharp hooks and swords that curve the wrong way, like scythe blades. They occasionally use bows with barbed arrows the size of small spears. Their bands are divided into fists, usually between 100 and 200 strong, and those fists are usually commanded by a Myrddraal, whose intelligence and devotion to the Shadow helps to offset the Trollocs’ failings.

There are 16 known tribes of Trollocs: the Ahf’frait, Al’ghol, Bhan’sheen, Dha’vol, Dhai’mon, Dhjin’nen, Ghar’ghael, Ghob’hlin, Gho’hlem, Ghraem’lan, Ko’bal, Kno’mon, Nag’lamiar, Na’vi, Saf’hinks and the Sah’hoogan. There is considerable animosity between the tribes, but they are bound together by fear of the Dark One and overwhelming hatred of humans.

Of those tribes, the Dha’vol are accounted the worst. Their badge is a horned skull.

The Nag’lamiar, whose badge is a man-shape wrapped in flames, and the Sah’hoogan, whose badge is a giant sea snake with a man’s legs protruding from its maw, are known to be based in the western Blight. They have a significant amount of reptile stock in them and are much more at home in the water than their fellow Trollocs. They have proven capable of holding their breath for extended periods of time, and often bypass the Mountains of Doom to journey on the Dead Sea and raid the coast of Volsung. The Aile Dashar fell to these tribes many centuries ago.

The Saf’hinks tribe, meanwhile, has a high concentration of feline stock in its members. Their badge is a staring, red and black cat’s eye.

The Ghar’ghael tribe are known to be winged, the only Trollocs for whom this is true, and their badge shows piled human skulls.

**\*Trolloc Wars, the**: An massive invasion of Trollocs from the Blight, the largest in history. It was commanded by Ishamael under the alias Ba’alzamon, began around 1000 AB, and lasted about 350 years. The war resulted in the destruction of the Compact of the Ten Nations, and consigned all of the Compact’s member states to eventual dissolution. The Trolloc defeat at the Battle of Maighande was the turning point in the wars. The bulk of the Trolloc forces were concentrated in Valgarda, but armies invaded Kigali, too. The Trollocs who were sent into the Aiel Waste during the Trolloc Wars were slaughtered so utterly that the remaining Trollocs took to calling that land “Djevik K’Shar”, which means “The Dying Ground” in the Trolloc language. To this day, Trollocs now fear to enter the Waste.

**\*True Power, the**: The name used by agents of the Shadow to refer to the power drawn directly from the Dark One. It can be used only at his discretion, and is significantly more addictive that even the One Power is. For this, among other reasons, even those Forsaken who are granted access to the True Power are reluctant to wield it. A noted exception to this is Ishamael, who prefers it to the One Power. Whilst the Dark One has access to the world, there are no limits on the amount of the True Power that can be drawn by the one to channel it. Most of that which can be done with the One Power can also be done with the True Power, in addition to several things which cannot. No-one in the Tenth Age knows of the True Power’s existence, or recalls the name it was given by the Light’s forces during the War of the Powers.

**\*Tuandha, of the Hara sept of the Reyn Aiel** (pronounced too-AHN-dah): *Far Dareis Mai*.

She stands 5`10`` tall and weighs 135lbs. She has a slender figure, with a small butt and modest breasts. Her hair is yellow, and her lone remaining eye is blue. A long, thick scar runs up the right side of her face, twisting that side of her mouth into permanent half smile, and ending amidst the hair above the empty socket where her right eye used to be. The other side of her face is startlingly pretty when compared to her scared side.

Tuandha was born in 971NE. She was one of the Aiel sent over the Dragonwall to search for He Who Comes With the Dawn, and one of the first to find him. She fought in the defence of Emond’s Field, and again in the Stone of Tear, both when it fell to the Aiel, and when the Forsaken Moridin led a group of Shadowspawn to attack it.

She journeyed back to the Three-fold Land by way of Portal Stone, glimpsing some of the Lines of If in the process. She was staying under the Roof of the Maidens in Cold Rocks Hold when *Far Dareis Mai* offered to take up the role of Rand’s bodyguards, and was part of the celebratory orgy that followed his accepting.

**\**Tuatha’an*** (pronounced too-AH-thah-AHN): A nomadic people who wander the world in a multitude of scattered bands, usually living in their coloured wagons and avoiding contact with others. Each band is led by a *Mahdi* (pronounced MAH-dee), meaning “Seeker” in the Old Tongue; *Tuatha’an* means “the Travelling People” in that language. They are often called the Tinkers instead, and are not generally well thought of. They follow a pacifistic philosophy called the Way of the Leaf, and claim to be searching for a song that will bring back the Age of Legends.

*Tuatha’an* women are famed for a hip-rolling dance called the *tiganza* that they use to entice men, especially strangers who visit or are visited by them.

Traditionally, any female Tinker who develops the ability to channel is expected to abandon the Way of the Leaf and join the Aes Sedai. Her band will turn their wagons towards Tar Valon to deliver her there. The women are required to then choose a surname for themselves, since unlike most peoples in Valgarda the *Tuatha’an* do not typically have more than one name, and Aes Sedai value conformity. Males who develop the ability to channel are expected to seek their own deaths, usually by “falling” into a river.

Whether it is done due to being revealed as a channeler, or due to breaking their code, those who abandon the Way of the Leaf are known to the *Tuatha’an* as “the Lost”.

Though unbeknownst even to them, the *Tuatha’an* are distant cousins to the Aiel, their ancestors having parted company during the Breaking of the World. While the Aiel are more closely related by blood to the people they had been before that parting, they do not follow the Way of the Leaf any longer and have developed an entirely different culture. Conversely, the *Tuatha’an* *do* still follow the Way, but have interbred with the various peoples they have encountered in their wanderings so much that they bear little physical resemblance to their Aiel cousins. Given that the ability to seed sing was most common among those of Aiel blood, and that the recovery of that ability is the nucleus of the *Tuatha’an*’s search for the “song” that will bring back the Age of Legends, there is an element of tragedy to their search. Even if they did find the song, it is unlikely that they could do anything with it.

**\*Turak Aladon** (pronounced TOO-rakh AL-ah-dohn): The Seanchan High Lord who commanded the *Hailene*. He was twelfth in line to the throne and a blademaster, with a passion for collecting antiques and an unshakeable loyalty to the Crystal Throne.

Turak stood 6´2´´ tall, weighed 170lbs, and had a wirily muscular build. He was pale-skinned, with dark blue eyes, a shaven head and long fingernails. He was notably arrogant towards those he considered his lessers.

Turak led the *Hailene* to conquer half of Falmerden, killing Queen Nora in the process. He was given the Horn of Valere by Padan Fain, who thought to use the Seanchan to kill those who were hunting him to recover the Horn he had stolen. When the hunters finally caught up with them, Turak’s arrogance proved his undoing. He confronted Rand al’Thor during the fighting, and challenged him to single combat, wishing to test the skills of someone he mistakenly believed to be a fellow blademaster, since Rand also carried a heron-mark blade. Though Turak proved the superior swordsman, his disgust at Rand’s lack of skill led him to drop his guard, and he was then killed by a desperately reckless move that by all rights he should have managed to counter. He was thirty-eight years old at the time of his death. He is survived by his wife and children, who did not accompany him to Valgarda.

**\*tying off**: The act of cutting connection to a fully-formed weave without leaving it to dissipate immediately, also known as “knotting the flows”. A tied off weave will remain in effect for a certain time afterwards, with the time determined by the amount of Power the flows used to first form the weave were infused with. Without a Making, any tied off weave will dissipate eventually.

**\*Uno Nomesta** (pronounced UH-noh noh-MESS-tah): An experienced Shienaran soldier.

Uno is foul-mouthed, loyal and fearless. He struggles to avoid cursing when in the company of others. He is gruff and stern and quick to discipline any infractions by the soldiers under his command. He will offer advice to his superiors, but follows orders when overruled.

Uno is 5´11´´ and muscular, weighing 220lbs. Uno’s black hair is greying and he wears it in a topknot, with the rest of his head shaven. He has a hard, grizzled face with a dark complexion. There is a long scar down the left side of his face and his left eye is missing. His remaining eye is brown. He scowls often. The patch he wears over his missing eye is painted with a scowling red eye, which gives him a somewhat villainous appearance.

Uno was born in 950NE and has been a soldier since he was old enough to shave. He enjoys the company of women but has never married and has no children, so far as he knows. In 996NE he commanded a squad of twenty soldiers under Lord Ingtar Shinowa that was sent to recover the stolen Horn of Valere. He did not personally see much action while searching for the Horn, but performed his duties admirably. When the Horn was sounded, revealing Rand al’Thor to be the Dragon Reborn, Uno and the rest of his squad swore fealty to him.

The members of his squad were, in order of age: Inukai Igawa, Chaena Kubar, Geko Igawa, Han Saresta, Masema Dagar, Katsui Atabi, Bartu Mori, Nangu Shemon, Ragan Fanwar, Mendao Chulin, Rikimaru Azuma, Sar Ota, Nengar Harata, Sakaru Matimoto, Masuto Tanuki, Areku Hiruden, Ayame Kodachi, Izana Shinesta and Heita Jin.

Of those, Chaena, Sar, Sakaru and Masuto fell in battle while escorting the Dragon Reborn out of a Trolloc-infested Falmerden. Han would later fall in battle while defending Emond’s Field from the Shadow. Uno was one of those to sample Calle Coplin’s charms during that campaign.

After the Trollocs’ defeat, the Aes Sedai Moiraine wanted Uno and his remaining soldiers to go to Ghealdan to await word from her, but when Tam al’Thor intervened and asked them to accompany him to Tear, Uno chose to go with Tam instead.

In Tear, he and his Shienarans found themselves displaced by the Aiel and the Defenders of the Stone. They were given new weapons and new uniforms by Rand, the uniforms consisting of a white surcoat with the creature from the Dragon Banner emblazoned across the chest. The hem and cuffs and collar of the coat were red, and a golden cord was tied around the arm to support a pin in the shape of the Black Hawk of Shienar. Uno returned the favour by commissioning a suit of custom-made armour for Rand. He accompanied Rand when he left Tear, and journeyed to the Aiel Waste by way of the Portal Stones. He did what he could to protect Rand while there, but was continuously thwarted by the need to avoid offending the Aiel by stepping between them and their *Car’a’carn*.

**\*Urien, of the Two Spires sept of the Reyn Aiel** (pronounced UHR-ree-ehn): He is *Aethan Dor*.

Urien stands 6´6´´ and has red hair and blue eyes. He is handsome, tanned, proud and fearless.

Urien was born in 969NE. He was among those sent into the wetlands to find He Who Comes With the Dawn. There he approached Ingtar, Perrin and Verin’s band seeking signs and portents, but found none. His search continued.

Information brought to him by Rhian directed Urien’s search towards the Theren, where he first encountered Rand al’Thor. Immediately seeing how atypical it was for someone from that region to have Rand’s colouring, Urien was quick to attach himself to him as a bodyguard and an observer.

The party Urien led to the Theren was composed of seven Maidens of the Spear, two Thunder Walkers, two Brothers of the Eagle, and one Red Shield, with the last being Urien himself. The Maidens were Rhian, Jec, Harilin, Amindha, Tuandha, Renay and Aca. The Brothers of the Eagle were Pearse and Cad, The Thunder Walkers Airc and Atswe, who was the only casualty they took in the fighting.

They fought in the defence of Emond’s Field at Rand’s request, but left shortly afterwards, following Rand’s disappearance in the Waterwood. They left Renay and Aca with the wetlanders with orders to send a report to Urien if Rand returned to them. Urien joined up with Rhuarc in Tear, where he took part in the attack on the Stone of Tear which resulted in that fortress’ prophesised fall before being reunited with Rand and resuming his role as bodyguard.

He maintained that role until Rand journeyed to Rhuidean, and witnessed some of the Lines of If when the Portal Stone he used for that journey malfunctioned. They parted company for a time after that, with Urien leaving to report what had happened in the wetlands to his chief.

**\*vacuole**: A term used in the Age of Legends to refer to pocket dimensions in which time flows differently. The Ways are a large vacuole. The Eye of the World is held in another example. The access and usage of such things has been completely forgotten in the Tenth Age.

**\*Valan Luca** (pronounced VAY-lan LOO-cah): Proprietor of Valan Luca’s Grand Travelling Show and Magnificent Display of Marvellous Wonders.

A Murandian showman who is almost as fond of himself as he is of money. Hot-headed and proud, it is Luca’s ambition to someday own the greatest—and most profitable—circus in all Valgarda. He is a notorious skirt-chaser and thinks much of his own attractiveness, though not all would agree with him in that regard. He also rather overestimates his skill with a bow.

Luca is about 6` tall and handsome, with broad shoulders and well-turned legs. He is dark of hair and eye, with an olive skin tone. He dresses flamboyantly, particularly favouring his bright red cape.

In 996NE he was working his way through Falmerden when the Seanchan *Hailene* landed at Falme. Luca avoided the conflict, but found himself unable to leave the embattled nation as quickly as he would have liked. He took in the *morat’s’redit* Cerandin after the Seanchan withdrew, and made common cause with Athen Ril’s band of smugglers, hiring them in the guise of horse handlers in exchange for their help getting across the Valreio blockade.

Before he could depart, he was joined by Rand’s party, who also needed a way to sneak out of the country. He demanded that they perform in his show in addition to paying him for his help, and they agreed. During this time Luca tried his charms on Elayne, Min and Leliana to no avail, before focusing his attention on Nynaeve. He had initially been opposed to her, but the more they argued the more he came to enjoy her. By the end of their time together Luca was inspired to propose marriage, an offer which Nynaeve was shocked and appalled by. He took her rejection surprisingly well.

Luca employs a wide variety of folk in his show. Among them are a collection of attractive dancers led by a green-eyed and black-haired woman named Koveera; a quartet of disparate-looking acrobats who claim to be the brothers Chavana (falsely); a sextet of similarly-disparate-looking acrobats who claim to be the sisters Murasaka (also falsely); a pair of juggling brothers named Bari and Kin; a not-very-handsome gleeman named Celdrin Najaf; a dark and stern bear-trainer named Latelle, whose friendliness depends on your attractiveness and gender; a nice couple named Clarine and Petra, she a brown-skinned dog trainer, he a swarthy strongman; a provocative seamstress named Jameine; and a contortionist called Muelin.

He had employed a highwire-walker named Sedrin and another family of acrobats who called themselves the Flying Gulls, but tragic accidents in Jerra and Careas left Sedrin and all but one of the Gulls dead.

**\**valdarhei*** (pronounced vahl-dahr-HIGH): A term in the Old Tongue meaning “constant guardian” used to refer to a collection of specialised *ter’angreal* specifically designed to work together, without the dangerous resonance that often results from bringing several such devices into contact with each other. Each individual part of a *valdarhei* performs a specific function, such as providing automated defences, or threat detection, or emergency healing. *Angreal* are often linked to the *valdarhei* as well, and a fully outfitted version was almost always managed by a *Sysan Odiva*. *Valdarhei* saw extensive use at the beginning of the War of the Powers, but with the breakdown of industry came great difficulty in replacing any *ter’angreal* that were lost or damaged, much less constructing an entirely new set. As such, it is almost unheard of to find a full *valdarhei* in the modern era, and even the Forsaken rarely have more than half of the pieces left of the sets they wear.

**\*Valgarda** (pronounced vahl-GARD-ah): The name of the continent bordered by the Aryth Ocean to the west, the Mountains of Doom to the north, the Great Rift and the Cliffs of Dawn to the east, and the Sea of Storms to the south. It is currently home to the White Tower, the Aiel Waste, and myriad different nations.

**\*Valreis** (pronounced VAHL-rays): A nation in western Valgarda, closely allied to Tar Valon. They are a matriarchal society and husbands take their wife’s name. Valreis is a rich nation, with an ethnically diverse population of about 7 million people.

The Valreio mimic many of the beliefs and customs of the Aes Sedai, or attempt to at least. They often identify themselves using their given name, followed by “je” (which they inaccurately think means “of” in the Old Tongue), and then the name of the city or village of their birth. They do this due to having noticed Aes Sedai tendency to set aside birth families in favour of their Ajah. Female members of the royal family, with the exception of the ruler herself—the Riela—are titled Confirmed, and male ones are called Reidin, in imitation of Accepted and Gaidin, respectively.

The banner of Valreis is a Golden Mask in the form of a woman’s face on a field of four squares: clockwise blue, green, blue, green. Its ruler is styled: By the Grace of the Light, Guardian of the West, Queen of Valreis, the Second Seat. She sits on the Winged Throne, which is held in the royal palace at their capital city, Orlay (pronounced or-LAY).

Valreio soldiers wear plate armour, and helmets with full face-masks shaped like a stern man’s face, with rounded eyeholes. The core of their army is the Faithful Sons, and their commander is styled as High General.

In recent times Valreis has found itself involved in conflicts with both its eastern and western neighbours, Falmerden and Andor. The former conflict was simply business as usual, but the latter marked the end of a long-standing alliance between Valreis, Andor and Tar Valon.

In 996NE Valreis made an informal alliance with the Children of the Light, to whom they have been traditionally hostile in the past. Under the influence of the Inquisitor and ambassador, Jaichim Carridin, and also motivated by the usual Valreio distaste for Falmerans, the Riela ordered the border completely sealed, ensuring that Falmerden would face the Seanchan *Hailene* alone.

In early 997NE Valreio agents revealed that the “false” Dragon Rand al’Thor had infiltrated their borders. The Riela ordered him killed, along with all his followers, but while her soldiers and agents successfully killed many of the so-called Dragonsworn that had taken to rioting throughout Valreis, Rand’s own party survived their assassination attempts and fled the nation. It was around this time that the talented Treasurer Nicol Vaucet was found killed, but his successor Sarah proved every bit as shrewd as he had been, and quickly won Riela Selene’s ear.

When it was discovered that members of the Children of the Light had killed Valreio soldiers in order to help Rand escape Valreis, the Riela ordered the Children to be expelled from her nation. They did not go quietly, and fighting soon broke out between the two factions.

**\*Vara Elsac** (pronounced vahr-AH EHL-sack): A Falmeran laundress from Nethara. Vara was a kind and responsible woman, of strong principles.

She was 5`6`` tall and weighed about 165lbs. She had grey hair, a heavily lined face and a tired, motherly look about her. Her eyes were hazel and her skin sun-tanned.

Vara was born in 955NE. She married, and had several children, but her whole family were killed by Trollocs in 997NE, along with most of the village she lived in. After being rescued by Rand’s forces, she assisted Nynaeve in helping the survivors, putting aside her own grief as best she could. She was one of the four who remained with Rand’s party instead of going to Amaran; the others being Panowin Fay, Luci Narosay and Saeri Lethyr. Like them, she helped as best she could during the battle at Tarcain Cut, and remained loyal to Rand afterwards, often overseeing the chores that needed doing around camp.

Her loyalty could not survive the revelation of his affair with Saeri, whom she considered far too young to be involved with him, but her efforts to get Saeri and Luci to leave with her were to no avail and Vara was left alone in Fontaine. Shortly after Rand’s departure from the city, Vara was arrested by the Whitecloaks and tortured for information by Jaichim Carridin. She told him all she knew, incidentally revealing much of it to Galad Mantear when he walked in on one of the torture sessions. On seeing what had been done to her, Galad promptly beheaded Carridin, distancing himself from the Children in the process. Vara’s wounds were too severe to treat, so Leliana mercy-killed her.

**\*Verin Mathwin** (pronounced VEH-rihn MATH-wihn): An Aes Sedai of the Brown Ajah, who is nowhere near as distractible or absent-minded as she pretends to be. She is learned in a wide variety of topics.

Verin is 4´11´´ and plump, weighing about 200lbs. Her hair is brown and has started to turn grey, it is moderately short and she keeps it tied back in a loose bun. She has dark, owlish eyes that miss very little and are often thought to be disconcerting. Her square face has the typical agelessness of Aes Sedai but is quite plain. She has a slightly unkempt appearance, her fingers are often inkstained and sometimes her nose can be, too, since she has a habit of rubbing it. Her handwriting is thin and spidery.

Her strength level in the Power is 24/69. She has Talents for Healing—though only moderately—and Cloud Dancing. She carries an *angreal* of below-average power, which is formed as a brooch and looks likes a flower carved from some translucent stone.

She has a Warder named Tomas, a stocky, plain-faced fellow of about 5`8``, who is noted for his quietness. He has grey hair and unwavering brown eyes.

Verin was born in Far Madding in 849NE. Before going to the White Tower, she considered marrying a boy named Eadwin, who had a mischievous smile that she remembered fondly. She decided against it and went to the White Tower in 864NE. She was surprised, pleased and frightened, all together, when she passed the tests and learned she could indeed become Aes Sedai. After spending 5 years as a Novice and 6 as Accepted, she was raised to the shawl in 875NE. Driven by the desire to know as much as possible, she chose to join the Brown Ajah.

In the course of her studies, she stumbled across hidden notes left behind by Corianin Nedeal concerning her study of *Tel’aran’rhiod*, as well as a *ter’angreal* ring that did not exist in the Tower’s official records.

In 996NE Verin accompanied the Amyrlin Seat to Fal Dara where she met Rand al’Thor and soon puzzled out that he was the Dragon Reborn. She also recorded a Dark Prophecy she discovered in the dungeons after a raid on the keep. She attached herself to Moiraine and Siuan’s faction and later to Rand himself, though he was suspicious and unwelcoming to her. During a mishap with a Portal Stone she witnessed a multitude of different worlds and shared the experiences of her alternate selves. Recalling her studies of *The Karaethon Cycle*, she insisted that only 5 people could enter Falme to search for the Horn and sent her Warder as one of them. She saw the Horn of Valere sounded and heard Rand officially proclaimed the Dragon Reborn.

She accompanied him east, assisting in the fight against the Trollocs, and offering Healing where needed. She acted as a tutor to Elayne during this time as well. Like Moiriane, Verin was not invited to join Rand’s Inner Circle, but like Moiraine she listened in on their meeting. She and Nynaeve were essential in thwarting the attempted poisoning of Rand’s followers instigated by Riela Selene at Fontaine. She was present when Asha’bellanar attacked the party outside Stedding Tsochan and was easily defeated by her.

Verin survived the encounter, as did everyone else who was present. Once she’d recuperated, she escorted Nynaeve and Elayne back to the White Tower, taking with her the Horn of Valere at Moiraine’s behest. She turned it over to the Amyrlin Seat, and together they found a safe place to hide it. She later instructed Elayne in the nature of *Tel’aran’rhiod* and gave her a *ter’angreal* that would allow her to enter it in her sleep, one that almost caused a fatal accident for her when it resonated with the Accepted testing *ter’angreal*.

**\*Vicky din Jamka** (pronounced VIH-kee dihn jam-KA): A Sea Folk Windfinder’s apprentice.

Far from lacking in confidence, Vicky is loud, opinionated and aggressive. She is very curious, yet does not like to have her preconceptions challenged. She is brave, and protective of those she cares for. She can be quite judgemental, and scorns anything she judges to be weak.

Vicky is a slim, lithe, dark-skinned girl. She is pretty, with big black eyes and airy black hair that sticks out from her head in all directions. She has a high-pitched voice. She has small breasts with near-black nipples, and a pert bottom.

Her potential strength is 39/69 and she has Talents for Healing and Cloud Dancing.

Vicky was born in 985NE and has an older brother named Peter. She was identified as a Windfinder at age eleven, and was assigned to serve her apprenticeship on the *Liberty* under the experienced Windfinder Ororo din Munrow.

She encountered Rand al’Thor in 997NE, when he sought passage to Tear on *Liberty*. She was eager to question him about the shorebound, and he always indulged her curiosity. When she discovered that he was working his way downriver by acting as a whore, she decided to see if he would indulge her sexual curiosity as well. He did, and she lost her virginity to him just before he disembarked at Godan. Vicky was surprised by how much his leaving upset her.

**\*Volsung** (pronounced VOL-sung): The westernmost of the Borderland nations. It has a population of 3.5 million people. Volsung has as martial a tradition as any of the Borderlands but, while they focused only on land warfare, the Volsuni have been required to embrace naval warfare as well due to the specialised breeds of Shadowspawn they sometimes encounter. As an effort to encourage patriotism, all Volsuni surnames begin with “vol”, and even immigrants are encouraged to add it. They can be a stern and uncompromising people. Like most of the nations of Valgarda, they are a matriarchy. Children take the names of their mothers, but husbands do not take the names of their wives.

The population of Volsung are mostly what in another age would have been described as “white”, though this term is not used in the Tenth Age, of course. Yellow hair and blue eyes are commonplace, and they tend to be tall.

Volsuni rulers consider themselves judges more than monarchs, and account service to the people to be the greatest virtue. The ruler styles herself First Magistrate rather than Queen, and her male and female relatives are known as Delegates.

The banner of Volsung is the Axes, a pair of crossed golden battleaxes beneath a gold crown on a dark blue field.

The capital city of Muselhelm is mostly built of black stone. Duadelhelm, on the largest of the Shield Islands, is where the majority of their fleet is based.

They are not the richest of nations, though they have control over an abundance of farmland, fishing waters and iron mines. Their brandies are perhaps their most famed export.

Like the rest of the Borderlands, Volsung began life as an Imperial Province of Artur Hawkwing’s empire. When the War of the Hundred Years broke out, the governor preferred to focus on holding back the Shadow rather than getting involved in the fighting for the throne. A mutual defence pact was made with the other Borderland provinces and the governors thereof all declared independence at the same time.

**\**Vorancadu*** (pronounced vohr-ahn-CAH-doo): The most powerful *sa’angreal* currently in the White Tower’s possession. It is usable only by women. It is a fluted white wand, about the length of a woman’s forearm.

**\*War of the Hundred Years, the**: The conflict that tore apart Artur Hawkwing’s empire. It was fought between a multitude of warring generals and nobles, many of which wanted to claim the High King’s throne for themselves, and others who simply wanted to carve out a new nation of their own. Almost all of the nations that exist as of 996NE came into being during this conflict, replacing those nations and provinces that had existed before. Exceptions were Malkier, Shienar, Saldaea, Arafel, Kaltor and Volsung which were all provinces of Hawkwing’s empire. With the Blight to contend with, the governors of those provinces (Lord Shevar Jamelle for Malkier, Lady Merean Tihomar for Shienar, Lord Rylen t’Boriden Rashad for Saldaea, Lady Mahira Svetanya for Arafel, Lord Jarel Soukovni for Kaltor, and Lady Adamant Kerat for Volsung) met soon after Hawkwing’s death in FY994 to reaffirm measures for cooperation against the Blight and to make agreements for mutual defence against attack from the south. Before the end of FY995, when it became clear that the rest of the empire was splintering, each of the governors took the title of King or Queen of his or her former province, now a nation. None of these nations would take part in any of the wider fighting of the conflict, save to repel attacks on their territory or to punish the same. The War of the Hundred Years actually lasted for 123 years and finally petered out in FY1117.

**\*War of the Powers, the**: The struggle between the forces of the Light and the forces of the Shadow that brought about the end of the Age of Legends. Also known as the War of the Shadow, it began with a cold-war period of build-up known as the Collapse in which society swiftly eroded under the Dark One’s influence, with murders and other crimes going from being all-but unheard of, to being commonplace. This period lasted about 50 years, before exploding into open conflict. The war began with the use of highly advanced weaponry, including nuclear weapons, but the destruction caused was so catastrophic that by the war’s end most soldiers were armed with swords or spears instead of shock-lances, the advanced infrastructure of the Age having already been almost completely destroyed. All told, the time between the opening of the Bore at Shayol Ghul and its resealing lasted 110 years.

**\*Warder**: Sometimes formally referred to as Gaidin (pronounced GYE-dihn), which means “Brother to Battles” in the Old Tongue. A Warder is a man sworn to the service of an Aes Sedai, usually acting as her bodyguard. They are bonded to the Aes Sedai with the One Power, allowing each to sense the location of the other, as well as their physical and emotional status. The Warder gains increased strength, speed, stamina and resistance to disease from the bond, and is shielded from outside influence on his dreams. He will also be able to sense the presence of any nearby Shadowspawn, an ability usually limited to channelers.

The Aes Sedai gains little in turn, save for a very effective and completely loyal guard. The Warder bond can be used by the Aes Sedai to force the Warder to obey, but she must be in his presence, and purposely activate that part of the bond to enforce her will in that way. This is similar to the forbidden weave called Compulsion, but Aes Sedai regard the Warder bond as dissimilar enough not to count as true Compulsion. A Warder bond can be removed, or passed to another, at will, though both acts are frowned on by the Aes Sedai. An Aes Sedai can also mask the bond to ensure her Warder cannot know what she is feeling or where she is. Warders cannot do the same.

Warders are trained extensively in combat and stealth, and are each given a fancloth cloak upon being chosen for bonding by an Aes Sedai. The fancloth material is generated by a *ter’angreal* held in the White Tower, and mirrors the appearance of whatsoever is behind it. Someone wearing a cloak of such material gains a limited form of invisibility, a fact that Warders make good use of.

**\*wards**: The collective term used to describe various temporary weaves of the Power that are tied off over a certain location, person or object, and can have a great variety of effects. The effectiveness of the wards will vary depending on the strength, skill and knowledge of the person weaving them. Those possessed of the Talent for Making are usually exceptional at warding. The weave is similar to Making save for its temporality. In order to be effective beyond a very limited time, all wards must be tied off, but even when tied off they will dissipate eventually.

One example of a ward is the making of a Finder, an object warded to replicate the effect of a Warder bond’s location-ascertaining ability, if not it’s empathic one. Moiraine used this to keep track of Rand, Mat and Perrin on first encountering them.

**\*Ways, the**: Extra-dimensional pathways linking two locations together, designed to allow faster, and supposedly safer, travel between them. The Ways were made by male Aes Sedai in the latter days of the Breaking of the World, as a gift of thanks to the Ogier who had granted them shelter. The Ways can be maintained and expanded using a *ter’angreal* known as the Talisman of Growing, which is activated by Treesinging, and which was Made by those same Aes Sedai.

The Ways appeared to consist of ramps, bridges and islands seemingly floating in the air unsupported. On each island was a stone, called a guiding, with directions in Ogier script for various destinations from that point. Well lit and beautiful, the islands were covered with grasses, flowers and fruit trees. Waygates themselves are worked in such intricate organic detail that they resemble a wall of living vines and flowers covered over with very fine stone dust. When activated, usually by moving the “key” sculpted as a removable *Avendesora* leaf, the carved foliage changes slowly to living shrubbery, and the gate’s double doors swing outward to reveal a glassy mirror-like permeable barrier. Each Waygate has two of the *Avendesora* leaf keys, one on the outside and one within. The gates can be locked by placing both leaves on the same side, thus preventing normal opening from the other side. If both keys are removed, they will slowly die and the only way the gate can be reopened is if the Elders use the Talisman of Growing to create new keys. Waygates can also be destroyed by thirteen Aes Sedai using a *sa’angreal*, though this secret technique is very dangerous and if a mistake is made can result in a rift being created that will suck anyone nearby into an unknown place, possibly one outside of or between worlds.

For about 2000 years the Ogier expanded and made use of the Ways, creating Waygates outside all of their *stedding* and in many of the great cities they built for humankind. But the male Aes Sedai who initially built the Ways did not account for the taint on *saidin*. Because the taint had been inextricably present in the Power used to make the Ways, a darkness slowly grew inside them. The paths between Waygates, which had once been pristine and lined with vegetation, began to rot, the vegetation disappearing entirely and even the stone becoming pitted. Where once a mild light was ever present, now a constant gloomy darkness pressed down on travellers. Worst of all was the arrival of *Machin Shin*, the Black Wind, a malevolent creature or phenomenon of unknown nature and origin, which brings death and insanity to anyone it touches, and is even said to consume the souls of its victims. *Machin Shin* journeys the ways now, howling in a thousand mad voices, and killing anyone it encounters. In modern times, the Ogier Elders have prohibited use of the Ways entirely, and only the foolish or the desperate venture there.

At least 3 Waygates have been swallowed by the Blight. The Shadow has begun using these gates to move forces into Valgarda without having to pass through the Borderlands. This requires them to risk an encounter with *Machin Shin*, which draws no distinction between humans and Shadowspawn, but kills indiscriminately. The Shadow seems willing to risk losing many Trollocs in exchange for the tactical advantages the Ways offer.

**\*Weiramon Saniago** (pronounced WYER-ah-MON sah-nee-AH-go): A High Lord of Tear.

A pompous and long-winded man with an aristocrat’s oblivious arrogance and the air of a strutting rooster about him. He hungers for glory and does not lack for courage in battle, though few would ever look at him and think he had the makings of a commander. He is unmarried, and prefers the company of men.

He has pale skin, thinning grey-streaked black hair that he combs carefully in order to hide the bald spots, and a beard that he oils to a point. His eyes are dark, his nose long. He stands very straight, making the most of his 5`11`` of height.

Weiramon swore fealty to Rand after the fall of the Stone of Tear, though he was far from impressed by the “savages” Rand surrounded himself with. He was among those sent to Cairhien to restore order to that land and feed its starving citizens.

**\*Wheel of Time, the**: The concept of time as a circular thing, with lives and events constantly repeating, albeit with slight variances. As the Wheel turns, Age after Age passes and eventually, long after even the memory of those times has passed, the Wheel comes full circle and we begin all over again. People are constantly being reincarnated, and often encounter familiar faces whom they no longer remember having met before. They fight the same battles, love the same people, hate the same people. And when they die they are eventually reborn. Every story ever told is part of the Wheel of Time, and all those stories will, eventually, be retold.

**\*White Tower, the**: The tallest structure in the known world, it is home to the Aes Sedai and is the seat of governance for the city and nation of Tar Valon. Many would claim it is the seat of governance for the whole world. The White Tower rises above every other building in Tar Valon, and can be seen for miles in every direction. It is a thick, bone-white building that rises about 600 feet into the air. The roof is flat topped with a waist-high railing.

Construction of the White Tower and the city around it began in 98AB and did not finish until 202AB. The Ogier were famously hired to help with this endeavour.

The White Tower has many different entrances. Two of these are the Tarlomen’s Gate, which is the south entrance, and the Sunset Gate, which is the west entrance. The bottom half of the Tower is occupied by the main Hall of the Tower and all other common rooms. The communal areas of the Tower are done in all the colours of the Ajahs, though in the private Ajah quarters, some colours may be missing altogether. The Ajah quarters, which are located in the top half of the Tower, are seven pie-shaped sections that contain living quarters for the Aes Sedai. There is enough room in the Ajah quarters to house 3000 Aes Sedai. The Accepted’s quarters are located on stone-railed galleries in a hollow well. In the middle of the well is a small garden that is located three levels below; it is only a handful of evergreen bushes. There are two Accepted galleries that can hold nearly 200 Accepted, as well as two for the Novices, which can hold nearly 400. The Novice and Accepted quarters are located in a palatial structure attached to the back of the main tower.

The topmost level of the Tower is set aside for the Amyrlin Seat’s use. Her personal study has a tall fireplace all of golden marble from Kaltor. The walls are panelled with a pale, oddly striped wood, iron hard yet carved in wondrous beasts and wildly feathered birds that was brought back from Kigali. The diamond shaped floor tiles are polished redstone. The iridescent stone framing the windows shines like pearls, and was salvaged from the remains of a city sunk into the Sea of Storms by the Breaking of the World. Those tall, arched windows let onto a balcony overlooking a small private garden. Before reaching her office, one must pass through the anteroom in which the Keeper of the Chronicles usually works. The doors of both rooms are dark wood and the Great Serpent is depicted on them. The floors of the tall, wide corridors on this level have diamond shaped tiles that repeat the colours of the seven Ajahs.

The Oval Lecture Hall is a chamber in the White Tower with a wide scrollwork crown running beneath a gently domed blue ceiling painted with white clouds, and rows of polished wooden benches. A dais is at the front of the hall, with doors behind the dais.

The Hall of the Tower itself is located in the lower half of the White Tower. There are three sets of doors leading into the Hall, each made of dark wood and inlaid with the silver Flame of Tar Valon. From these doors run ramps made of silver-streaked white stone, leading to the Hall itself. The Hall is a large, circular room with a domed ceiling thirty paces above the floor. In the centre of the floor lies the Flame of Tar Valon; the flame is surrounded by seven spirals, corresponding to the seven Ajahs. A raised platform runs around the edge of the Hall, with steps leading up to it. On this platform are twenty-one chairs, grouped in threes. This is where the Sitters sit during sessions, grouped according to their Ajahs. These sets of three chairs are painted and cushioned in the colour of the Ajah. The Amyrlin Seat is also on this platform; it is a chair carved in vines and leaves and painted in the colours of the seven Ajahs.

The Traitor’s Court is only used for three occasions: executions, the Stilling of an Aes Sedai or the Gentling of a male channeler. It is a wide area surrounded by windows from which spectators can watch events.

It is in the lowest levels, the underground basements, of the Tower that the tests to become Accepted or Aes Sedai are held. Most of the Tower’s collection of *ter’angreal*, *angreal* and *sa’angreal* are held there, too. Dungeons can be found here, as well, of variant size and discomfort.

There are several stables on the walled grounds that surround the White Tower. Horses belonging to Novices are located in the South Stable. The grounds also contain barracks for Warders, and a sizable practice field on which they may spar.

**\*Whitebridge**: A large, walled town in eastern Andor, named for the huge bridge that spans the River Arindrelle. Most buildings in Whitebridge are made of stone or brick, and the docks are made of wood. It is a thriving port for the river trade. The town’s central square is large, stone-paved, and cited at the bridge's western foot.

The White Bridge itself is believed be a relic of the Age of Legends, and looks to be made of impossibly fragile milk-white glass, yet is so strong even a chisel and hammer will not mar it. Despite its glasslike surface, it never becomes slick, even in the hardest rain.

**\*Wil al’Seen** (pronounced WILL ahl-SEEN): A handsome and promiscuous Theren man.

He is proud and boastful and not always nice, but he is also brave and an ally of the Light. He tends to have more friends among the female populace than he does among the male.

Wil is a very handsome man and has a relatively slender body type, though he still has notably defined musculature, as one might expect from a farmer who regularly practices archery. He has large brown eyes and short brown hair, and usually goes clean-shaven. He is 5`9`` tall and weighs about 150lbs.

Wil was born in 975NE. He is the eldest child of Katerin al’Seen and Nik al’Rhys. His father was the last of his line, his mother the youngest child of a large family. When they wed, Katerin moved to the al’Rhys farm down near Deven Ride, where Wil would be born and raised, as would his sister Susa and his brother Saml. They still came up to Emond’s Field on a regular basis though, for Katerin has extensive family connections there.

Wil inherited his mother’s looks, and grew to enjoy the attention it brought him. Over the years he has become somewhat notorious in the Theren, having pursued or been pursued by a great many women, though with mixed success. His efforts to seduce Nynaeve al’Meara, for example, ended very badly for him.

He was one of the first to join Perrin’s band of hunters—and later guards—when, in early 997NE, a Trolloc incursion into the Theren led to Perrin assuming a leadership role there. Wil did not relish the idea of taking orders, but Perrin easily faced him down. He fought bravely during the campaign, and enjoyed the attentions of many women during it as well, among them the Tinker Cerani and the Aiel Maidens, Bain and Chiad, as well as their spearsister Jec.

**\*Windfinder**: An Atha’an Miere woman who holds a respected position in her ship’s crew, but who is always under the authority of a Sailmistress, Wavemistress or the Mistress of the Ships.

Every Sea Folk vessel, however small, and every Wavemistress and Sailmistress, has a Windfinder. The Windfinder to the Mistress of the Ships has authority over the Windfinders to the Wavemistresses, who in turn have authority over Windfinders to the Sailmistresses of their clans.

Unbeknownst to almost anyone outside of the Atha’an Miere clans, the Windfinders are an organisation of female channelers, tested and taught by the Atha’an Miere themselves, and bound by strict laws and stricter training to serve their people. Their use of the One Power to control the weather is a sizable part of the reason that Sea Folk ships are so much faster than those of any other people.

A Windfinder will always have a three-pointed star tattooed on the back of her right hand. A woman chosen to train as a Windfinder wears three earrings in her right ear, but only one in the left; during her training she must earn the other two, as well as the nose ring and honour chain. A trained Windfinder will have a minimum of three thin golden rings in each ear, with a golden ring through her left nostril and a thin golden chain running between it and the ring in her left earlobe.

While Atha’an Miere ships are almost always crewed by members of the same clan or those who have married into said clan, Windfinders are unique in that they are usually assigned to ships that do not belong to the clan of their birth. Exceptions can be made, at the discretion of the Mistress of the Ships, to both of the above rules, but such are rare. The Windfinder herself is given no lawful say on what ship she is to crew on.

In the first part of her training, an apprentice Windfinder is required to serve with the other deckhands while taking her lessons with a fully trained Windfinder. This usually involves service on at least three ships, with a minimum of one year on each, though often longer. In the next portion of her training, she is excused from serving with the deckhands in favour of more intense training with the Windfinder assigned to the ship she crews on. Again, this involves being transferred to at least three different ships over the course of her training.

Even after an apprentice is considered qualified to become a Windfinder, she seldom has the chance to be promoted immediately, since there has to be a position open for her on a ship, of which there are often less than there are Windfinders. She remains an apprentice instead, and assists the ranking Windfinder in her duties. This period also frequently involves service on several ships.

It is customary for a new Sailmistress to have a Windfinder of considerable experience assigned to her. In the same way, a new Windfinder, after she has completed her entire apprenticeship, is assigned to an experienced Sailmistress who has need of a Windfinder, or is sent along as a supernumerary. No Atha’an Miere ship is allowed to sail with both a newly promoted Sailmistress and a new Windfinder.

By law, when the Mistress of the Ships or a Wavemistress dies, her Windfinder has to begin again at the lowest level. The rule for the Windfinder to a Wavemistress who dies is that if no other Wavemistress needs her services, she is required to move down to the lowest level on a new vessel and work her way back up the ranks.

**\*Wisdom**: The term used in the Theren to denote the locate healer, a woman well-educated in herblore and other medical techniques. She will often assist as a midwife and is seen as a great authority among her people. Such professions are common throughout Valgarda, though the names used vary from place to place. No matter the name, the job is almost exclusively held by females. Wisdom is the title used in Ghealdan as well as in the Theren, but in Andor, Cairhien or Tear such women are known as Mother and are referred to as Wise Women. An effort in Cairhien to differentiate themselves by phasing out the term “Mother” in favour of “Reader” only really took hold in the city of Cairhien itself. In Altara the local healers are also known as Wise Women, but they do not call them Mother . In Falmerden and Valreis they are called Seekers. Across the Borderlands they are referred to simply as Healer, while Tar Valon insists such women take the title of Herbalist, considering the others too close to terms that should be applied to Aes Sedai. Somewhat ironically, Amadicia also insists on the term Herbalist, and for much the same reasons. Illianers and Taraboners call their healers Guides, while the Domani prefer the term Medicine Woman.

**\*wolfkin, wolfbrothers, wolfsisters**: Humans who are born with the latent ability to communicate directly with wolves, mind-to-mind and over long distances. Wolfkin, once awoken to their abilities, develop wolf-like eyes that reflect the light, as well as heightened, wolf-like senses. Their sense of smell eventually becomes so acute that they can determine people’s emotional state based on their scents. The influence of the wolves’ minds on theirs can drive some wolfkin to become more animalistic and primal than they would otherwise have been, a fact which often worries those who find themselves developing this ability. The advent of wolfkin is a recent development in the Tenth Age, though it has been suggested that the ability itself is an ancient thing that is only now returning to humankind.

In the Old Tongue, Wolfkin is *Vovok’in* (pronounced voh-VOKH-EEN); Wolfbrother is *Vovokdin* (pronounced voh-VOKH-dihn); and Wolfsister is *Vovokdar* (pronounced voh-VOKH-dahr).

All Wolfkin possess the ability to enter *Tel’aran’rhiod* in their dreams, though they refer to it as “the wolf dream”. They are all given new names by the wolves, ones that reflect how the wolves see them.

**\*Wynifred Burk** (pronounced WIN-ih-fred BURK): A former Accepted in the White Tower.

She was very intelligent, focused on her studies, and could be distractible at times. Though she kept to herself, she was quite friendly when you got to know her, and had a good sense of humour. She liked to have her day carefully planned out, and kept to a rigid schedule.

She had long, curling brown hair and brown eyes. She was pretty, with a slender build. She stood 5`8`` and weighed 120lbs.

Her strength in the Power was 36/69.

Wynifred was born in Falmerden in 970NE to a farming family and went to the Tower in 986NE. After 7 years as a Novice she was raised to the Accepted in 993NE.

Her shy politeness was enough to convince Nynaeve al’Meara that there was no chance she could be a Darkfriend, and that was all it took for her to decide to recruit her into her Black Ajah hunting party. She left the Tower alongside the other recruits in early 997NE, bound for Tear.

Though she fought bravely, Wynifred was killed by Chesmal Emry when the Black Ajah located and attacked the group of Accepted that had been sent to hunt them down.

**\*Yarin Maeldan** (pronounced YAHR-ihn MALE-dahn): First mate on the *Spray*.

Yarin is not a native of Illian, but he has lived and worked there for many years and is married to an Illianer woman. He is a loyal and dutiful man, with a serious temperament.

He has black hair and brown eyes, with skin of an olive tone. He is 6` tall and thin, with a long nose, the combination of which gives him a somewhat stork-like appearance.

Yarin was first mate on the *Spray* when it visited Falme after being captured by the Seanchan. He remained in that role when it escaped, and when his captain, Bayle Domon, was accosted by Darkfriends who’d taken an interest in his antique collection. He learned that Domon had run afoul of Sammael, who was ruling Illian under the alias “Lord Brend”, due to a message sent by Mat Cauthon prior to his fleeing the city.

**\*Yuna Brasca** (pronounced YOO-na BRAH-ska): A Tar Valoni Aes Sedai of the Yellow Ajah.

Yuna is a very moral woman, honourable and socially conscious. She is quiet, polite and soft-spoken, which sometimes makes her seem shy, or even weak, to those who do not know her well. In truth, she is brave and selfless, and holds herself to very high standards.

She is a slim woman, standing 5`3`` tall and weighing 90lbs. She has fair skin, with a slight natural tan. Her hair is brown and cut somewhat short, just brushing her shoulders. She has large eyes, the right of which is green while the left is blue. Yuna is very pretty, with an oval face and a straight nose.

Her strength in the Power is 20/69, and she has a strong Talent for Healing.

Her Warder is Auron Medrano, a muscular and swarthy Tairen blademaster who stands 6` tall. He is a grim and honourable man, with wings of white in his black hair. He has only one brown eye, the other having been lost in combat; a long scar still marks the passage of the blade that cost him his eye. Being Tairen, and older than she is, he is less impressed by Aes Sedai than most and often treats Yuna more like a wayward younger sister than his liege lady.

Yuna was born in 966 NE. Though it is a fact known to few, her mother, Jecuta Amada, was an Aes Sedai as well. A Kaltori of the Green Ajah, who spent much time in the Borderlands, she conceived Yuna while involved in a relationship with a Tar Valoni artist named Taku Brasca. Knowing that such things were not approved of among the Aes Sedai, her mother gave birth to her in secret, while claiming to be on an extended retreat from the Tower. She then left her in the care of her father and persuaded him to swear to keep their relationship a secret. He complied with that request up until Jecuta died in Kaltor in 981NE, at the hands of a Grey Man, after which he gave Yuna the truth that she had so often asked him for.

Following in her mother’s footsteps, Yuna went to the White Tower in 982NE, spent 4 years as a Novice and 4 years as an Accepted, and was raised Aes Sedai in 990NE. Seeming to many to be the model Aes Sedai, she was chosen to accompany the Amyrlin Seat as part of her entourage when she went to Fal Dara in 996NE. There, she briefly encountered Rand al’Thor, who assisted her during the Trolloc raid on Fal Dara keep. Later she would meet Galad Mantear and embarrass herself by sneaking a peek at him while she thought no-one was looking.

She helped oversee Elayne Trakand’s Accepted test, and took the near-fatal mishap that occurred during it very personally. She even came to suspect that there was foul play involved, and undertook to investigate the matter, though to no avail.

When Siuan Sanche was deposed from the Amyrlin Seat by Elaida, Yuna felt obliged to remain in the Tower, though she did not do so gladly. She took no part in the fighting between the Aes Sedai that surrounded that event, and learned of Siuan’s removal only after the fact.

**\*Yurian Stonebow** (pronounced YOUR-ee-ahn): One of the more notorious false Dragons. He was a powerful channeler who was born in the city then called Fel Moreina but now known as Far Madding, towards the end of the Trolloc Wars. His presence, and the troops that flocked to him, added even more confusion to the Trolloc Wars. Though historical sources from those times are suspect and often contradictory, it seems that he rose to power and declared himself to be the Dragon Reborn somewhere between 1294AD and 1305AB. The name “Stonebow” is also one he took upon himself. It is said that, of the six initial Aes Sedai sent to capture him, he killed three and captured the others single-handedly. He was caught and Gentled somewhere between 1301AB and 1312AB, depending on which source one believes. He was in his mid to late twenties by then. He supposedly declared himself at the summer solstice; his capture came years later on the very same day. He died less than a year later.

**\*Zaired Elbar** (pronounced ZAY-red EHL-bar): The Captain of the Seanchan High Lady Suroth’s personal guards. Like his mistress, he is a Darkfriend. He is cold, brutal, arrogant but loyal.

Zaired has dark brown skin, short curly hair, hard brown eyes and a hooked nose. He is 6`2`` and weighs 210lbs.

Zaired accompanied Suroth to Valgarda as part of the *Hailene*. He assisted in the capture of Elayne, and was lightly wounded by Min in the process. Incensed, he wanted to kill Min, but was prevented by Suroth’s command, given in exchange for Elayne’s cooperation with her captors. He retreated from Falme after the Horn of Valere was sounded.

**\*Zandarakh Mountains, the**: A large mountain range that separates the peninsula of Toman Head from the rest of Valgarda. It marks the eastern border of Falmerden, and the western border of their long-standing enemy, Valreis. Passage through the mountains has been fiercely contested since Falmerden first declared independence from Valreis. There are several passes through the mountains, but the largest and most travelled lies to the south and is guarded by the fortress of Calranell. In the Old Tongue “Zandarakh” is often translated as “Frostback” and so the mountain range is sometimes also called the Frostback Mountains.

**\*Zarine “Faile” Bashere** (pronounced zah-REEN “fah-EEL” bah-SHEER): A young and high-ranked noblewoman from Saldaea who is the wife of Perrin Aybara.

Brave and fierce and completely devoid of shyness, Faile is an opinionated and strong-willed woman who is not above using under-handed means to get her way. She is intelligent and can be somewhat manipulative. She respects strength and honour, and despises the Shadow. Territorial and prone to jealousy, she does not like it when other women interact with her husband; a trait which does not go well with her hot temper.

She is 5`7`` tall and weighs about 125lbs. She is exotically attractive, with high cheekbones, a wide mouth, slightly tilted eyes and a large hooked nose, all of which combine to give her a raptor-like appearance not at all at odds with her chosen moniker. She has straight black hair that just reaches her shoulders, and very dark eyes. Her skin possesses a naturally tan colouring. She has full breasts with dark nipples, and a small, taut bottom. She is slender and has the fitness to be expected from one who spends a lot of time travelling by horseback. There are several small scars on her body, the legacy of an active childhood, but none of them are visible while she is fully clothed.

Faile carries numerous hidden knives on her person and is not unskilled in their use. She is also a decent shot with a bow, though she is not strong enough to pull a man’s Theren longbow. She is a very adept horsewoman and has learned both the *sa’sara* and the Language of Fans. She has been educated in all the things that might be expected of the heir to a large noble estate, such as geography, accounting, history and military tactics. She has a passing familiarity with the Old Tongue, but is not fluent in it. She also learned to play the bittern and to sew, though she relished neither pastime. She doesn’t care for the taste of fish either.

Faile was born in 981NE and given the name Zarine Bashere by her mother Deira. Her father, Davram ni Ghaline t’Bashere didn’t like the name but deferred to his wife’s judgement. She was the middle of five children, though family tragedy has now made her the eldest, with two of her brothers having passed away, one fighting against Shadowspawn, the other in a fall from a horse. Her two younger brothers are Maedin and Juilin. As the Basheres and the Ghalines are both very influential families in Saldaea, Faile has a large extended family with extensive connections, but the most notable of these is easily her cousin Tenobia si Bashere Kazadi, the Queen of Saldaea.

As a child, Faile chafed under the expectations of a young noblewoman. She wanted to go to war rather than manage the family estates but her parents forbade it. They didn’t stop her from associating with the family’s armsmen though, and one of them, a fellow named Eran, taught Faile how to fight with knives.

Eventually Faile grew so dissatisfied with her lot that she ran away from home to become a Hunter of the Horn, leaving a note for her mother and taking upon herself the name Mandarb. After taking the Hunter’s Oath in Illian, she travelled Valgarda in search of rumours that might lead her to the Horn of Valere, or at least to an interesting adventure. Her search soon led to her encountering a strange party of travellers, the most interesting of whom, in her evaluation, was a certain yellow-eyed blacksmith’s apprentice named Perrin Aybara.

Faile attached herself to the group despite objections from several of its members, such as Rand and Anna. She ditched the Mandarb moniker after Perrin made fun of her over it, pointing out that it was also the name of Lan’s horse. Instead, she took to calling herself Faile, which means “Falcon” in the Old Tongue. Not everyone cooperated with this change of name, with Rand and Anna proving quite willing to make fun of her for naming herself in such a manner. Others, such as Loial, were more accepting. Perrin himself was uncertain of Faile at first, but soon came to value her company. She found him very attractive and at one point ventured to tell him that he’d be even better looking if he grew a beard, which Perrin soon started to do.

Though Moiraine would have let Faile leave at any time during the earliest stages of their acquaintance, she insisted she stay with them on pain of death after Perrin blurted out the truth of Rand’s identity in front of her. Faile was shocked to find herself in the company of the Dragon Reborn, especially when he turned out to be a man she’d disliked. She was also frightened of him, and began to avoid him as much as possible.

While she didn’t make many friends among Rand’s immediate entourage, Faile did grow close to the two Aiel Maidens they encountered, Bain and Chiad, who became her companions and confidants. All three journeyed to the Theren in Perrin’s company, intent on stopping the Whitecloaks from annexing the area. When Perrin learned that his family had been killed by Padan Fain, Faile was his chief source of comfort. It was her that the entity known as Slayer—whom she had met under the name Luc Chiendelna, and who had flirted with her and been rebuffed in Perrin’s favour—later used as bait to lure him into a trap in *Tel’aran’rhiod*. Perrin was able to free Faile and escape the trap, but only at the cost of the wolf Hopper’s soul, a second and seemingly permanent death. Afterwards, Perrin began calling her by the name she had chosen for herself, having come to realise that he loved her.

Faile encouraged Perrin to take a leadership position in Emond’s Field, and welcomed the Thereners newfound penchant for calling him Lord and her Lady. When it was pointed out that the matriarchy would not welcome a newly made House quite so warmly if it was headed by a man rather than a woman, Faile agreed to become the public face of their cause.

As the battles dragged on, Perrin grew concerned over their chances of victory so he tried to send Faile away to safety. She agreed to go, but only on the condition that he marry her first. He agreed, and she promptly lost her virginity to him on their wedding night. They were only parted briefly, however, for Faile didn’t intend to leave the Theren, only Emond’s Field, and that just for a day. She returned in the midst of the climactic battle of the campaign, having rallied the people of Watch Hill to come to their neighbours’ defence. Perrin and Faile were now positioned to rule the liberated Theren as Lord and Lady.

Their rule was not unchallenged, however, for a traditionalist faction sprung up behind Anna al’Tolan, who enjoyed Rand’s support as well as much of Deven Ride’s. Faile had never gotten along with Anna, so she was particularly vexed to find her undermining her new position.

**\*Zell, of the Four Stones sept of the Taardad Aiel** (pronounced ZEL): *Rahien Sorei*.

Zell is a cheerful and energetic man, with a friendly nature and an open mind. He has a loud voice and can be quite talkative.

Standing 6`2`` and weighing 200lbs, he has a leanly muscular build. His hair is yellow, his eyes are blue, and he is quite good-looking.

Zell was born in 978NE. He was excited by Rand al’Thor’s arrival in the Three-fold Land in 997NE, partially because of the momentous events it heralded, and partly because he’d always been interested in stories of the wetlands. He was excited, too, by how handsome Rand was. He got the chance to act on that last excitement when Rand visited the sweat tents and decided to take part in the things that happen there.

**\*Zevran Arayni** (pronounced ZEHV-rahn ah-RAY-nee): A flamboyant Domani assassin.

Zevran is a fearless thrill-seeker, as promiscuous as he is perverse.

He has skin of a dark coppery shade, brown eyes and straight black hair that he often dyes yellow. He sometimes sticks fake beauty marks to his face, as is Domani fashion. He is handsome and slender with an athletic build. Zevran is 5`9`` tall and weighs 165lbs.

Born in 969NE. Zevran works for a member of the Domani Council of Merchants.

In 996NE his services were hired by the Falmeran general, Syoman Surtir, who made use of him against the Seanchan and intended to use him against the Valreio should they invade. Instead, he was sent to infiltrate the Dragonsworn and assassinate Rand al’Thor. He infiltrated the largest band under Kellis Slone and waited for Rand to show himself to them. Once he had, Zevran almost immediately attempted to kill him. He failed and was captured, and might have been executed had Rand not had need of a messenger to send to Surtir. Zevran was tasked with carrying the news to Surtir that the Trolloc horde then ravaging through Falmerden would soon be found at Tarcain Cut. He did this, and accompanied the general to that place, where they saw the Shadowspawn defeated. Zevran witnessed the second sounding of the Horn of Valere and afterwards was intrigued enough to offer his services to Rand, who turned him down, not being at all willing to trust him.

**\*Zofia Caniago** (pronounced ZO-fee-ah cah-nee-AH-go): A Tairen woman, lately employed as the Dragon Reborn’s secretary.

She is very intelligent, competent and dutiful, with an orderly mind. She is also discreet, and knows how to keep a secret. Zofia has proven unwilling to bend in her duties even when faced with a more powerful force. She prefers to dress plainly, so as not to draw undue attention, and can often be seen wearing unadorned brown.

Zofia’s eyes are brown, as is her hair. She keeps her hair cut at shoulder length, and wears it slicked back and slightly curled at the ends. She is a sternly beautiful woman, with a slender figure, full breasts and a small bottom. She stands 5`8`` tall and weighs 105lbs.

She was born to a family of Tairen commoners in 969NE. She was employed as a secretary by numerous people, and always excelled in her role. She met Thom Merrilin several times while performing her duties, and impressed him with her competence and loyalty. This led to his making contact with her shortly after the Stone of Tear fell to the Dragon Reborn, with the intent of persuading her to end her current employment and work for Rand instead. Intrigued by the changes Rand was already enacting in Tear, Zofia decided to take Thom up on his offer.

She quickly impressed Rand with her organisational skills, and won his trust when she refused to allow the Aes Sedai Alanna to barge in on him without an appointment. When Rand left Tear for the Aiel Waste, Zofia was left behind with Thom and the others who he trusted to keep an eye on events in Tear during his absence.