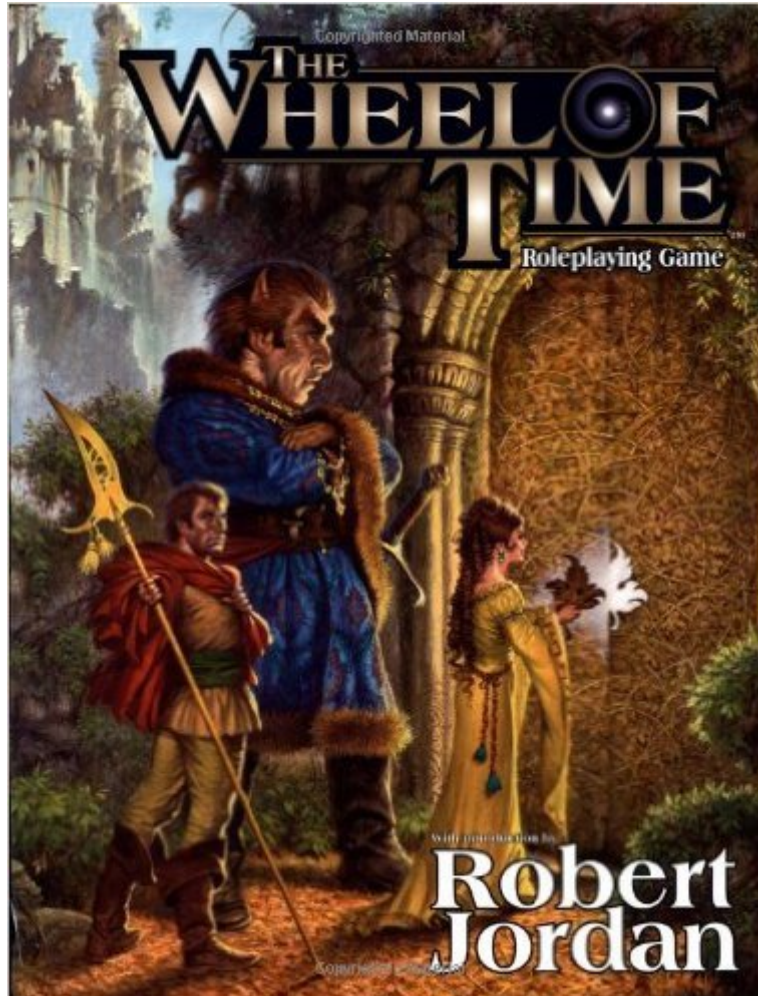


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# The Wheel Of Time Roleplaying Game (d20 3.0 Fantasy Roleplaying)



## Synopsis

The Wheel Turns and New Legends are Born As the Third Age unfolds, the tales of many heroes will be woven into the Great Pattern. While those stories have yet to be written, your part in them is unmistakable. Whether a Maiden of the Spear or a Hunter for the Horn, Aes Sedai or Asha'man, you are destined to join the struggle against Trollocs, Darkfriends, the Forsaken, and countless other evils revealed by the turning of the Wheel. From the Aryth Ocean to the Aiel Waste, the entire Wheel of Time series is covered in this complete, self-contained d20 System roleplaying game approved by Robert Jordan. This single volume contains statistics for all the major characters, a unique system for channeling the One Power, feats, prestige classes, and everything else you'll need to make your visions become reality in Robert Jordan's world of epic fantasy. Take your place in the legends that have yet to be told.

## Book Information

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Product Dimensions: 11.2 x 8.3 x 0.7 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (39 customer reviews)

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## Customer Reviews

Let's just say I was pleasantly surprised that there wasn't a system for handling chronic upper respiratory infections. This is the d20 system role-playing game for the Wheel of Time system, at least for the first six novels...the character stats given are as of the end of Lord of Chaos. It offers a more-or-less complete game system that's surprisingly good. Included are entirely new core (i.e. 20-level classes) and prestige classes, such as the *algai'd'siswai* (Aiel spear-fighter), armsman, wanderer, woodsman, noble, initiate, and wilder, which are more appropriate to the world than those listed in the D&D PHB. They use the standard skill and feat system. There are two playable races, humans and Ogier (the big guy on the cover); humans get an extra skill point and an extra background feat, in a fashion similar to the Forgotten Realms campaign setting. Feats are mostly

standard, but include the various channeling feats and Lost Feats, which are limited by the need to take a precursor feat before taking the real feat, which should keep them rare. Equipment is mostly normal, with mention of power-wrought swords and other wondrous items, such as masterpiece weapons and armor (like masterwork, but better). Channeling...ah, channeling. As others have mentioned, it's put in as a spell slot system, but the available slots represent a safe limit. You can overchannel all you want, but sooner or later it'll cost you. The weaves listed have variable effects based on the slot used, which is nice. They have a decent way of handling linking and angreal and sa'angreal, but I'll get more into that later. And, for male channelers, there's the joy of the Madness mechanic.

The Wheel of Time Roleplaying Game is based upon the science-fantasy series of the same name by Robert Jordan... If you are a fan of Jordan's series you need little else to motivate you... your dream has come true. Regular players of the d20 system may need more convincing. This MONSTROUS 317 page hardback has everything a fan of the WoT could ask for and does it for the only SLIGHTLY painful price (...). It is all here... and condensed for immediate play. This rule book contains all the rules you need in one place (hence the size and cost increase)... no need for a player's handbook, monster manual or Dungeon Master's Guide. Presented are the myriad human cultures of the WoT presented in great and loving detail and the Ogier are also presented as a player race. Core classes for the players capture the feel of the setting and whet your appetite for the prestige classes to follow (I mean, REALLY, you didn't think you were going to START play as an Asha'man, Aes Sedai, Warder or Wolfbrother did you?). Fear not, from Asha'man to Gleeman to Thief-Taker, all of the concept of the WoT series are handled with reverence for the author's design and the d20 multi-classing methodology helps to frame the character concepts well... New feats (including lost arts like dream-walking) are presented along-side those from the PHB. Channelling and the One source are well defined and structured and some "Weaves" are labelled "LOST" for the players (like the Heroes of the Novels) to discover (Balefire anyone?). Topping off this excellent product are sections on running the game and faithful interpretations of the exotic monsters of the settings...

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