

Version 3.5
April 29, 1996

The Wheel of Time Glossary

Edward J. Nickson

Based on the combined works of,

Robert Jordan

The Eye of the World

The Great Hunt

The Dragon Reborn

The Shadow Rising

The Fires of Heaven

Lord of Chaos

General Notes

This glossary is a continuation of the glossaries found in the Wheel of Time books one through six. In most places I have just taken down the original entries and added more information as I went along. This glossary isn't complete, 100% accurate, or even polished: I make no such claims. The following is meant as a reading guide to *Crown of Swords*. Any spelling mistakes, oversights or misinterpretations of Jordan's work is my fault and mine alone; when in doubt check the books themselves.

This is a work in progress. I am looking to be corrected. After referencing this glossary, send your comments and/or errata to me at enickson@bconnex.net or edward.nickson@sheridanc.on.ca. This information is crucial as I don't have time to verify and polish my work. Once the seventh book is out and I have received your responses I will update and touch up my glossary as a reading guide to book eight.

Note on Dates

Three systems of recording dates have been in general use since the Breaking of the World. The first recorded years After the Breaking (AB). Since the years of the Breaking and immediately after were years of almost total chaos, and since this calendar was adopted a good hundred years after the end of the Breaking, its starting point was arbitrarily assigned. Called the Toman Calendar, as it was devised by Toma dur Ahmid, it was adopted approximately two centuries after the death of the last male Aes Sedai. At the end of the Trolloc Wars many records had been lost, so much so that there was argument about the exact year under the old system. A new calendar was therefore proposed by Tiam of Gazar, dating from the end of the Wars and celebrating the supposed freedom of the world from the Trolloc threat. This second calendar recorded each year as Free Year (FY). The Gazaran calendar gained wide acceptance within twenty years after the Wars' end. Artur Hawking attempted to establish a new calendar based on the founding of his empire (FF, From the Founding), but this is now known and referred to only by historians. After the disruption, death, and destruction caused by the War of the Hundred Years, a fourth calendar was devised by Uren din Jubai Soaring Gull, a scholar of the Sea Folk, and promulgated by the Panarch Farede of Tarabon. The Farede Calendar, dating from the arbitrarily decided end of the War of the Hundred Years and recording years of the New Era (NE), came into being. This calendar is the one currently in use.

Notes on Searching through this Glossary

For ease of use this glossary has for the most part organized the characters' surname first, given name last. The only exceptions to this rule apply to Aes Sedai and their warders, who use only their given name, those whose last names are mentioned so rarely as to be impossible to recollect, Sea Folk as their names are too complicated, and those whose surnames have yet to be divulged in Jordan's future work.

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Abelle of House Pendar, Lady

High Seat of her strong Andoran House. She has many retainers. A hard faced graying woman. Supported Morgase during the Succession. Exiled early one spring by Morgase herself with Gaebriel's help.

Accepted, the

Young women in training to be Aes Sedai who have reached a certain level of power and passed through all three arches of the three silver arches *ter'angreal*. It normally takes five to ten years to be raised from novice to Accepted. Accepted are somewhat less confined by rules than novices, and are allowed to choose within limits their own area of study. An Accepted gains the right to wear the Great Serpent ring, but only on the third finger of her left hand. When an Accepted is raised to Aes Sedai, she chooses her Ajah, gains the right to wear the shawl, and may wear the ring on any finger or not at all if circumstances warrant. Accepted wear white dresses similar to that of Novices but with the seven bands of color at the hem and cuffs that stand for each Ajah. They may ask permission to leave the Tower grounds or at certain hours. Of forty Novices, only about eight or nine will be raised to the Accepted. Referred to as Daughter by Aes Sedai. See also *Aes Sedai; ter'angreal, three silver arches*.

a'dam (AYE-dam)

A device for controlling a woman who can channel, usable only by either a woman who can channel or a woman who can be taught to channel, and having no effect on a woman who cannot channel. It creates a link between the two women. Any damage taken by the Leash Holder is twice given to the Leashed One, even to death. The Seanchan version consists of a collar and bracelet linked by a leash, all of silvery metal. It was first introduced to the Seanchan Emperor Luthair Paendrag Mondwin by the Darkfriend Deain Sedai. Channeling while wearing an *a'dam* but without *sul'dam* makes the person so sick, lighting a candle induces one to vomit. If a Leashed One moves her collar from where her *sul'dam* placed it, she experiences cramps and so much pain so that walking across a room would leave her writhing on the floor. Leashed Ones cannot touch, without experiencing pain, any object she thinks of as a weapon until she convinces herself she would never ever use it as such. Opening either end of the *a'dam* involves some sort of trick not easily seen even at close range. If a man who can channel is linked to a woman by an *a'dam*, the likely result is death for both. Simply touching an *a'dam* can result in pain for a man who can channel when the *a'dam* is being worn by a woman channeler.

A similar device but for the leashing of male channelers was found in the Panarch's Palace. Composed of a necklace and two bracelets of joined black metal, the reverse of the *a'dam* it hurts those able to channel *saidar*. The man to be controlled wears the collar and the woman controlling him, the bracelets. After much usage the man can learn to reverse the effect and control the woman. To combat this problem each bracelet can be worn by a separate woman to reduce exposure but with less precision for both must work as one. Perhaps because *saidin* is tainted, perhaps just because it is a tool for evil, any woman who can channel will be filled with pained emotion upon touching it even without anyone wearing the collar. Made of a type of *cuendillar*. The only one ever encountered was dropped into the deepest part of the Arith Ocean off Aile Somera by Bayle Domon. See also *Damane; Seanchan; sul'dam; linking; Deain*.

Adan

A member of the Jenn Aiel and Lewin's grandfather. Tall with blue eyes, he lived soon after the Breaking of the World. Wife: Siedre, grandfather: Jonai, children: Rhea, Elwin, Sorelle, Jaren and Marind - Lewin's mother. One of Rand al'Thor's ancestors.

Adan, Heron (ay-DAN, HEH-ran)

Governor of Baerlon.

Adarra, Jaim

Sea-captain of the *Snow Goose*. A slight man who listens with his head tilted.

Adden

The big fair-haired slave trader and Darkfriend who managed to capture three Accepted. Known accomplice - Coke.

Adeleas Namelle

Aes Sedai of the Brown Ajah. Sided with the Little Tower. Her and her sister Vandene took a voluntary retreat so long ago, the Tower has practically forgotten them. Both sisters are known as highly respected healers not far from their retreat in Tifan's Well. Physically a mirror image of Vandene: almost white hair gathered at the neck of her ageless face and slender; she moves as graceful as she ever did. She rides a round bay when travelling.

Adelin (AD-ehl-ihn)

A woman of the Jindo sept of the Taardad Aiel. One of the Maidens of the Spear who came to the Stone of Tear. In her early thirties, handsome yet hard faced with a scar making a fine white line across her

sun-dark cheek; tall even for an Aiel woman -barely a hand shorter than Rand- with yellow hair. She has a quick and clipped way of talking.

Adine

An eyes-and-ears for the Blue Ajah; she collects the information from their pigeons.

Adley

One of those who came to Rand al'Thor to see if they could channel. A lanky fellow, all arms and legs.

Aedomon, King

King of Safer. It was he who allegedly seeing King Buiryn of Manetheren and his men's courage against his overwhelming numbers, let the remnant of them go and he returning to Safer. A gray bearded man. Mat remembers it differently, with him falling in battle to an unarmored youth. *See also Midean's Ford.*

Aeldene

Aes Sedai of the Blue Ajah and the one to replace Sivan Sanche as controller of the Blue's extensive eyes-and-ears.

Aelfinn

See Snakes and Foxes; Tower of Ghenjei; Eelfinn.

Aemlyn, Lady

High Seat of her strong Andoran House; nearly as powerful as Pelivar. She has many retainers. Supported Morgase during the Succession. She opposed Gaebriel and was exiled early one spring by Morgase herself with Gaebriel's help. Husband: Lord Culhan.

Aemon al Caar al Thorin, King

Last King of Manetheren and a Warder bonded to his Aes Sedai wife Queen Eldrene ay Ellan ay Carlan. Son of Caar, son of Thorin. He is said to have been so fearless and brave that the greatest complement for courage, even among his enemies, was to say a man had 'Aemon's heart.' After having defended his home, along side all his people (warriors and not), he and all those with him were surrounded and defeated at what is now called Emond's Field (Aemond's Field). It was his death that drove Queen Eldrene to throw every last drop of the One Power she could; destroying all the Dreadlords, Manetheren and herself. *See also Manetheren; Thorin al Toren al Ban, King.*

Aerin

Graying Wise One of the Black Water sept of the Nakai Aiel.

Aeron

An always pleasant Wise One. Never cross word or frowning. Wise One apprentice: Estair.

Aerwin, Teven

Author of, *'The Dance of the Hawk and the Hummingbird'*.

Aes Sedai (EYEZ seh-DEYE)

Wielders of the One Power. Since the Time of Madness, all surviving Aes Sedai are women. Widely distrusted and feared, even hated, they are blamed by many for the breaking of the World, and are thought to meddle in the affairs of nations. At the same time, few rulers will be without an Aes Sedai adviser, even in lands where the existence of such a connection must be kept secret. Aes Sedai have been trained to automatically Ward their dreams when they sleep - an ability they happily pass on through the bond to their Warders. After some years of channeling the One Power, Aes Sedai take on an ageless quality, so that an Aes Sedai who is old enough to be a grandmother may show no signs of age except perhaps a few gray hairs. Rank amongst Aes Sedai is subconsciously determined by strength in the One Power; even though not all their leaders are the strongest in the Power as a rule they are. Most Aes Sedai learn at least one thing to do with the One Power as novices and Accepted that is unheard of, keeping it to themselves to secretly use as necessary. Holding back at least part of what they learn is why many of the Talents once in use during the Age of Legends have yet to be rediscovered. Referred to by other Aes Sedai as Sister. Used as an honorific, so: Sheriam Sedai; and as a high honorific, so: Sheriam Aes Sedai. There are currently around nine hundred Aes Sedai including the little less than three hundred abroad. "Servants of all," in the Old Tongue. *See also Ajah; Amyrlin Seat; Time of Madness; eyes-and-ears; Three Oath, the Know Aes Sedai include:*

Adeleas Namelle	Careena	Jeaide Caide	Nisao Dachen	
Vandene Namelle				
Aeldene	Carlinya	Jesse Bilal	Oselle	
Varilin				
Afara	Cavandra	Joiya Byir	Phaedrine	Verin Mathwin
Akarrin	Chesmal Emry	Joline Maza	Refela Cinda	Zenara

Ghodar			
Alanna Mosvani	Coiren Saeldain	Kairen Stag	Rachima
Kenrenmosa Zorelle			
Nynaeve al'Meara	Dagdara Finchey	Katerine Alruddin	Rianna Andomeran
Alviarin Freidhen	Danelle	Kiruna Nachiman	Romanda
Amico Nagoyin	Deain	Kwamesa	Ryma
Anaiya	Deindre	Larissa Lyndel	Salita Toranes
Ananda	Delana Mosalaine	Leane Sharif	Samalin
Andaya	Demira Eriff	Lelaine Akashi	Sarene Nemdahl
Artuan	Edesina	Liandrin	Seonid Traighan
Ashmanaille	Egwene al'Vere	Magla Doronos	Serefell
Asne Zeramene	Elaida do Avriny a'Rhoihan	Maigan	Shana
Ballair	Elayne Trakand	Malind	Shemerin
Barashelle	Eldrene ay Ellan ay Carlan	Mara Tomanes	Sheriam Bayanar
Barasine	Eldrith Jhondar	Marillin Gemalphin	Sierin Vayu/Yagu
Beldeine	Erian	Marris	Silviana
Deldemaine	Escaralde	Masuri	Siuan Sanche
Bennae	Evanellein	Mayam	Solinda
Beonin	Faeldrin Harella	Memara	Takima
Bera Harkin	Faiselle	Merana Ambrey	Tarna Feir
Berincia Morsad	Falion Bhoda	Merilille Ceandevin	Temaile Kinderode

Berylla Naron	Galina Casban	Moiraine Damodred	Teslyn
Bharatine	Gitara Moroso	Morvrin	Tetsuan
Bonwhin	Gyldan	Myrelle	Theodrin Dabei
Brendas	Ispan Shefar	Narenwin Barda	Therva Maresis
Cabriana Mecandes	Janya	Nesune Bihara	Tiana Noselle
Caraighan Maconar	Janvindhra	Niande Moorwyn	Valinde Nathenos

Afara

Aes Sedai sided with the Little Tower. She was sent along with Edesina Sedai and Guisin Sedai to Tarabon to gain support from the King and Panarch for Salidar.

Age Lace

Alternate name for the Pattern. *See Pattern of an Age*

Agelmar; Lord Agelmar of House of Jagad

(AGH-el-mar; JAH-gad)

Lord of Fal Dara. A longtime friend of Moiraine Sedai and Lan Gaidin. His white warrior topnot gives away his age when his hard face does not. Only the skin around his brown stone eyes bare the signs of the responsibility he must hold. Sister: Lady Amalisa. His sign is three running red foxes. *See also Fal Dara; Shienar.*

Age of Legends

The Age ended by the War of the Shadow and the Breaking of the World. A time when Aes Sedai performed wonders now only dreamed of. During this age the wagon, cart and horse were replaced by the jo-car, hoverfly and sho-wing. Candles and lamps were replaced by exchanger powered glowbulbs. Ordinary music was replaced by the more artistic sound-sculpture. In the War of Power when war was rediscovered objects like the well known shimmering cape of the Warder were known as the fancloth battle cape, swords were replaced by the more advanced shocklances and the now well known Seanchan helmet was the mainstay of their armies. The Tree of Life grew everywhere but were known as chora trees. Cities and nations of this Age include: Comelle, Tzora, M'jinn, Mar Ruois, Serendahar, Nol Caimaine, Sohadra and Paaren Disen; and an ocean called the Sea of Jeren. Since Tar Valon dates from after the Breaking of the World, Aes Sedai gathered at the Hall of the Servants in Paaren Disen. One of the long lost miracle garments was a streith: a garment that could change from transparent to opaque under the influence of lighting and the users temperament. A great thing of the Power known as a Sharom was not only lost in the Breaking of the World but also all information of its existence, it has been linked to Collam Dann, a university research center. Popular curse work, 'tsag'. *See also Wheel of Time; Breaking of the World; War of the Shadow; stasis box; zara board.*

Aginor **(AGH-ih-nohr)**

One of the Forsaken; close behind Ishamael and Lews Therin Kinslayer in power. He was burnt away by Rand al'Thor using the *saidin* that had been accumulated in the Eye of the World. He and Balthamel were both sealed so close to the surface they felt the grinding of the Wheel and were thus aged where the other Forsaken weren't. Soon after his escape from the Dark One's prison he resembled: an unnaturally old man, skin like crazed parchment drawn tight over his skull, then pulled tighter, wisps of brittle hair at odd places over his scaborous scalp, ears like withered scraps of leather, eyes sunken as if in tunnels, and yellow teeth. The Dark One would have given him new flesh had he lasted longer. Known for his many creations including cafar, jumara (better known as worms), Gholam, Trollocs, Myrddraal and Draghkar. *See also Osan'gar.*

Ahan, Kenley

An Emond's Field man in his early twenties and commander of ten of the Companions. He died in a Trolloc ambush.

Ahan, Marisa

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai. Pretty.

Ahelle, Meane sol

Composer of 'Glory of the Dragon', Fourth Age.

Ahmid, Toma dur

Devisor of the Toman Calendar. Beginning two centuries after the last male Aes Sedai's death it measured the years after the Breaking of the World (AB).

Ahzkan, Tumad

A Saldaeen soldier under Davram Bashere. Heavy shouldered and hatchet nosed, over a head taller than his general with a black beard and thick mustaches.

Aiel (eye-EEL)

The people of the Aiel Waste. Fierce and hardy. Also called Aielmen. "Dedicated" in the Old Tongue as in a blood and bone oath. A secret name known only to Wise Ones and Clan Chiefs for themselves is 'The People of the Dragon.' They veil their faces before they kill, giving rise to the saying "acting like a black veiled Aiel" to describe someone who is being violent. Deadly warriors with weapons or nothing but their bare hands, they will not touch a sword, nor ride a horse unless pressed. Their pipers play them into battle with music of dances, but other than these battle chants or dirges for the slain, the men do not sing once they have taken up the spear and matured. Aielmen call battle "the dance," and "the dance of spears." They are divided into twelve clans: the Chareen, the Codarra, the Daryne, the Goshien, the Miagoma, the Nakai, the Reyn, the Shaarad, the Shaido, the Shiande, the Taardad, and the Tomanelle. Sometimes they speak of a thirteenth clan, the Clan That Is Not, the Jenn, the builders of Rhuidean; in the Old Tongue, "The True Dedicated" or "The Only True Dedicated." All know that Aiel supposedly once failed the Aes Sedai and were banished to the Aiel Waste for that sin, and that they will be destroyed if they ever fail the Aes Sedai again. Their name for the Dark One is Leafblighter or Sightburner, Darkfriends are Shadowrunners, Myrddraal are Shadowmen, Ogier are referred to as Treebrothers, Cairhien once as Watersharrers now as Treekillers or Oathbreakers, the people living west of the Spine of the World are wetlanders, the Forsaken are the Shadowsouled, and the Tuatha'an are Lost Ones. The shadowspawn they refer to as Nightrunners are most probably Darkhounds. They will never destroy a book. One Aiel oath is, "Till shade is gone, till water is gone, into the Shadow with teeth bared, screaming defiance with the last breath, to spit in Sightblinder's eye on the Last Day." The response being, "By my honor and the Light, my life will be a dagger for Sightblinder's heart.", and finally, "Until the Last Day to Shayol Ghul itself."

Their hair is normally in the red, yellow and light brown spectrum, their eyes blue, green and gray, their skin sun-darkened. Young Aiel girls wear their hair in two identical braids, one over each ear. Because Aiel live in a climate where water is scarce they have never had reason to conceive of things like, swimming, ships, bridges or oceans, so these things cause them unnatural anxiety. After any successful attack or raid Aiel take 'the fifth' of everything confiscated in the battle but food, by custom or a law no one knows. A chief or battle leader gets one tenth of the fifth. Since wood is a rare item in the Waste fires are made with dried cow dung. When away from their holds they use unwalled tents that have the ground covered in thick brightly colored carpeting, the ceiling a hole at its peak, with large colorful cushions. Their 'beds' are really thick pallets unfolded atop brightly colored, layered rugs. Aiel do not have large quantities of water so they do not bathe, but they do wash themselves using *staera* in special sweat tents: where a fire and hot rocks are used to evaporate water into the air, a small amount onto every man and woman naked within its heavy walls. Aiel do not understand the concept of knocking before entering. Thought Aiel do use packhorses and pack mules they do not use wagons -wheels don't take well to the terrain- or ride horses seeing it as embarrassing, to be avoided whenever possible, ie. "Why? Aren't your own legs good enough?" Aiel wear no rings, use no maps, insisting they don't need them. They are also unused to sitting in chairs, for only Clan chiefs have chairs in the Aiel Waste. They do not have cities but rather holds. Aiel must make noise when entering a foreign hold and uncover their face to show that they are not attacking it. They must also ask a hold's roofo mistress for 'leave to enter her hold' or 'come beneath her roof' as it is also traditional to offer a guest-gift for your stay.

Clothing is different than in other lands, and at the same time the same. Women wear usually *cadin'sor* and at times or if a Wise One full woolen skirts, *algode* blouses, head scarves and shawls.

Among Aiel different to elsewhere it is that it is the woman who asks to marry the man, the man does give regard-gifts to call interest to himself but it is the woman who must truly act first. Once a bridal wreath is laid at the man the Aiel woman wants to marry's feet he can do one of two things, step on it or pick it up; the laying of the wreath only happening once the want-a-be wife, firsts asks permission from his other wives if he has any. Wedding vows are said and Wise Ones pronounce their blessing, then one hundred of the girl's blood kin surround her -carrying spears- as the man's must also. The husband and any sister-wives he has must then fight their way to her only to have her fight them at every step. Long before marriage if a man wants to show that he is interested in a woman, he asks to comb or brush her hair. Asking to wash a woman's hair is the equivalent of asking to sleep with her.

There are no young clan chiefs for good reason, each must earn the position and prove himself time and time again. Clan chiefs have the only chairs in the Aiel Waste, used only for three reasons: to be acclaimed as clan chief, accept the submission of an enemy with honor and to pass judgement. According to Aiel society, a man cannot own land. Although a chief's wife only receives a hold for being married to him, it was not his to give, it is she who is roofo mistress. Declaration of a feud is similar to other Aiel traditions in that something is placed at another's feet. In case of a feud it is a dagger, though this is not applicable to Wise Ones or blacksmiths.

Aiel tactics can be quite complex. The one most favored is to move in a column divided into

quarters. When they first meet the enemy the first quarter rushes in to pin them, the second and third quarter sweep wide hitting the flanks and rear while the last quarter waits in reserve -often not even watching the battle except for their leader- for a weakness to open up and striking there. The typical Borderland counter attack is to immediately send out horsemen to breakup or delay the flanking attacks while holding most of their strength back to defeat the holding attack, you can then wheel on the others in turn and defeat them too. Aiel use spears, bucklers and short curved bows of horn in battle, never armored with blade. *See also Aiel warrior societies; Aiel Waste; Rhuidean; bleakness; gai'shain; Tuatha'an; Aiel, Da'shain; cadin'sor; staera; oosquai; Bael; Rhurc; Han; Erim; Jheran; Dhearic; Bruan; Timolan; Janwin; Mandelain; Indirian; Muradin; siswai'aman; algai'd'siswai.*

Aiel, Da'shain

Ancestors of the Aiel. Those sworn to the Covenant, the Way of the Leaf, to do no violence. Each one was dedicated to serving one Aes Sedai, in the case of two Da'shain marrying both Aes Sedai must give their blessing, one offering to receive both as a couple. They once served the Dragon and no other Aes Sedai, earning the name 'Children of the Dragon'. A popular hair style was based on the way they gathered their hair at the back of the head, the closest most people got to imitating Aiel without actually swearing to the Covenant. They are the originators of the garb contemporary Aiel wear in battle - *cadin'sor*. *See also Sulwin, Aiel.*

Aiel kinship terms

Aiel relationships of blood are expressed in complex ways which outsiders consider unwieldy, but which Aiel consider precise. A few examples must suffice to demonstrate, as an entire volume would be needed for a full explanation. First-brother and first-sister have the same mother. Second-brother and second-sister refer to the children of one's mother's first-sister or first-brother, and sister-mothers and sister-fathers are first-sisters and first-brothers of one's mother. Greatfather or greatmother refers to the father or mother of one's own mother, while the parents of one's father are second greatfather or second greatmother; one is closer blood kin to one's mother than father. Near-sister and near-brother mean a friend as close as first-sister or first-brother. Beyond this the complications grow and are thickened by such factors as the ability of close friends to adopt each other as first-brother or first-sister. When it is also considered that Aiel women who are close friends sometimes marry the same man, thus becoming sister-wives and married to each other as well to him, the convolutions become even more apparent. *See also near-sister; near-brother; first-sister; first-brother; sister-wive.*

Aiel War (976-78 NE)

When King Laman Damodred of Cairhien cut down *Avendoraldera*, four clans of the Aiel crossed the Spine of the World led by Janduin. They looted and burned the capital city of Cairhien as well as many other cities and towns, and the conflict extended into Andor and Tear. As they will not destroy books, the one building left completely intact was the Cairhienin Royal Library, the best library after Tar Valon itself. The conventional view is that the Aiel were finally defeated at the Battle of the Shining Walls, before Tar Valon, but in fact, Laman was killed in that battle, and having done what they had come for, the Aiel recrossed the Spine. Since then the cutting down of *Avendoraldera* has been known as Laman's Sin. *See also Avendoraldera; Cairhien; Spine of the World.*

Aiel warrior societies

Aiel warriors are all members of one of twelve societies. These are Black Eyes (*Seia Doon*), Brothers of the Eagle (*Far Aldazar Din*), Dawn Runners (*Rahien Sorei*), Knife Hands (*Sovin Nai*), Maidens of the Spear (*Far Dareis Mai*), Mountain Dancers (*Hama N'dore*), Night Spears (*Cor Darei*), Red Shields (*Aethan Dor*), Stone Dogs (*Shae'en M'taal*), Thunder Walkers (*Sha'mad Conde*), True Bloods (*Tain Shari*), Water Seekers (*Duahde Mahdi'in*). Each society has its own customs, and sometimes specific duties. For example, Red Shields act as police, and Stone Dogs are often used as rearguards during retreats for they often vow not to retreat once the battle has been joined, and will die to the last man if necessary to fulfill this vow. Maidens are often scouts. Every clan has its own handsignals to communicate when speech is undesirable, only *Far Dareis Mai* have made theirs into a language. Aiel clans frequently raid and battle one another, but members of the same society will not fight each other even if their clans are do so. Thus there are always lines of contact between the clans, even during open warfare. A four hundred year old blood feud had existed between the Goshien and Sharaad but was rectified with Rand al'Thor's help. *See also Aiel; Aiel Waste; Far Dareis Mai.*

Aiel Waste

The harsh, rugged and all-but-waterless land east of the Spine of the World. Called the Three-fold Land by the Aiel; Aiel were supposedly sent here for their failing the Aes Sedai of long ago. Few outsiders venture there, not only because water is almost impossible to find for one not born there, but because Aiel consider themselves at war with all other peoples and do not welcome strangers. Only peddlers, gleemen,

and the Tuatha'an are allowed safe entry, and contact even with them is limited. Ogier are allowed entry into the Waste, should they decide to, and Aiel are warmed by their coming. Aiel avoid all contact with the Tuatha'an whom they call the "the Lost Ones."

A land of odd rock formations, flat topped stone spires and buttes thrusting up from a broken blistered landscape of cracked clay crisscrossed by mountains stuck at random. Here the sun bakes, the wind sears, and the nights freezes. Any plantlife here has developed thorns, spikes and poison to survive, including: *kardon*, *pecara*, *zemai*, *t'mat*, *segade*, and *algode*. The same is true with any animal life: lions, poisonous insects, poisonous snakes, poisonous lizards, vultures, two-steps, *gara*, *capar*, yellowflies, bloodsnakes and *sorda*. *Motai* are popular food in the waste. No maps of the Waste itself are known to exist. See also *Djevik K'Shar*; *Imre Stand*; *Rhuidean*.

Aile Jafar (EYEL jah-FAHR)

A group of Sea Folk islands approximately due west of Tarabon.

Aile Somera (EYEL soh-MEER-ah)

A group of Sea Folk islands approximately due west of Toman Head.

Ailron, King

King of Amadicia, Anointed of the Light, King and Defender of Amadicia, Guardian of the Southern Gate. Not as handsome as rumour makes him: dark hair full and wavy, receding in the front, nose a bit too long, ears a bit too big, and a face vaguely suggesting softness. Rules Amadicia from the Seranda Palace in Amador. Ruling by name only most know the Lord Captain Commander of the Children of the Light truly rule Amadicia.

Ajah (AH-jah)

Societies among the Aes Sedai, to which all Aes Sedai except the Amyrlin Seat belong. Seven in number, they are designated by colors: Blue, Red, White, Green, Brown, Yellow, and Gray. Each follows a specific philosophy of the use of the One Power and purposes of the Aes Sedai. For Example, the Red Ajah bends all of its energies to finding and gentling men who are attempting to wield the Power. The Brown Ajah, on the other hand, forsakes involvement with the world and dedicates itself to seeking knowledge, while the White Ajah, largely eschewing both the world and the value of worldly knowledge, devotes itself to questions of philosophy and truth. The Green Ajah (called the Battle Ajah during the Trolloc Wars) holds itself ready to counter any new Dreadlords when Tarmon Gai'don comes. The Yellow concentrates on the study of Healing, and Blue sisters involve themselves with causes and justice. The Gray are mediators, seeking harmony and consensus. There are rumors (hotly denied, and never safely mentioned in front of any Aes Sedai) of a Black Ajah, dedicated to serving the Dark One. The Black has recently become active after almost two thousand years (the Trolloc Wars) of remaining hidden.

Each Ajah has a leader known only to those in the Ajah itself. Not necessarily a Sitter they usually are. See also *eyes-and-ears*.

Ajah, Black

Aes Sedai who gave up the Light, and replaced the Three Oaths with new oaths to serve the Dark One. Their secret hand signal is the thumb thrust hard between the first two fingers of each hand. The Black Ajah has only recently become active after almost two thousand years (the Trolloc Wars) of remaining hidden. Officially denied by the Tower some were discovered and fled leaving an unknown number within Tar Valon. The thirteen who fled were led by Liandrin of the Red, the other being, Amico Nagoyin of the , Asne Zeramene of the Green, Jeaine Caide of the Green, Joiya Byir of the White, Rianna Andomeran of the White, Chesmal Emry of the Yellow, Marillin Gemalphin of the Brown, Eldrith Jhondar of the Brown, Temaile Kinderode of the Gray, Ispan Shefar of the , Falion Bhoda of the , and Berylla Naron of the . No two are from the same city, no more than two from the same country, two from each Ajah except Red whose only loss was Liandrin.

Ajala, Dermid

The Tairen smithy who makes his home next to Tear's The Star inn. A pale eyed man with thick arms and shoulders that speak of years working metal with dark graying hair. He had three carpenters but they all ran away; gave Perrin Aybara his prized ten pound hammer for the work he did for him and because he admired Perrin's craftsmanship.

Akarrin

Aes Sedai of the Brown Ajah. Sided with the Little Tower. She nods her head for emphasis on almost every word.

Akima, Chin

A menagerie owner. He lost his head in the Prophet riots in Ghealdan and half his acts to Valan Luca's menagerie. Once having nine acrobats, a sword and axe juggler and two women who perform

wonders with a rope usually only Murandians can.

Alanna Mosvani (ah-LAN-nah mos-VANH-nie)

An Aes Sedai of the Green Ajah; Arafellin. Slender, with dark features and waves of long black hair and the fiery temper Greens are known for; a vulpine woman. Her penetrating tilted pale green eyes give not the slightest warning as she switches from anger to humor and back almost instantly. She spent six years as a novice. Able to talk of men for so long, even other Greens grow aggravated. Warders: Ihvon, Owein and the Dragon Reborn Rand al'Thor. See also *Balinor*.

alantin (ah-LANH-tin)

In the Old Tongue, "Brother"; short for *tia avende alantin*, "Brother of the Trees"; "Treebrother."

Alar (AYE-lahr)

Eldest of the Elders of Stedding Tsofu. Mother to Iva, grandmother to Erith.

Al'Azar, Mila

Wisdom of Taren Ferry. Young enough to be fellow Wisdom Edelle Gaelin's daughter; she's uncertain around other Wisdoms.

al'Caar, Jerilin

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai. Skinny.

al'Caar, Nela

A long faced, streaked bray braided, Emond's Fielder. She had four children, the youngest six years older than Perrin Aybara. Husband: Paet, son: Wil.

al'Caar, Paet

A long jawed farmer from Emond's Field. Wife: Nela, son: Wil.

al'Caar, Wil

An Emond's Fielder. Father: Paet, mother: Nela.

Alcair Dal

In the Old Tongue, "The Golden Bowl." A round canyon where a man on a ledge at one end can speak to all those within without effort. Here something like the Peace of Rhuidean still holds. It's located in mountains more treacherous than the Dragonwall though not as high as even the Mountains of Mist, steeper and more angled. The entrance is a wide steep-walled gorge deep and shadowed as it winds into the mountain. Inside there is nothing golden about it; a gray wall sloped all the way around except at the far end where it curves inward like a breaking wave, a deep ledge beneath the curling overhang.

Alcruna

A town on the Almoth Plain.

al'Dai, Bili

An Emond's Field youth, slightly older than his Lord Perrin, and commander of about ten of the Companions. He died in a Trolloc ambush.

Aldeshar

A nation conquered by Artur Hawking's armies. Their last King was Joal Ramedar. Their army was known as the Golden Lions.

Aldieb (ahl-DEEB)

In the Old Tongue, "West Wind," the wind that brings the spring rains. Moiraine's personal mount whenever she travels. A sleek white mare with arched neck and quick graceful steps as a girl dancing.

Al Ellisande (ahlehl-lih-SAHN-dah)

In the Old Tongue, "For the Rose of the Sun!"

Aleshin, Lord

Same as Lady Baelome, he spoke the Dragon Reborn's true name in the Prophet's presence and was flogged -almost hung- for it.

Alesinde, Queen

One of the nine Queens to reign over Andor during the War of the Hundred Years.

Alfara, Mistress

Innkeeper of the Bellon Ford Inn in Bellon.

algai'd'siswai

Perhaps the regular Aiel?

algode

An Aiel fabric from one of the Aiel Waste's distinctive plants. Softer than the finest woven wool.

Alhandrin

Member of the Band of the Red Hand.

Alianelle Spring

Four days north of Dumai's Wells on the road from Cairhien to Tar Valon. The only sure water on the road.

Alijha

One of the first Jenn Aiel to give up the Way of the Leaf and become the Aiel of present. A Charlin clone, him and his brother were impossible to tell apart. *See also Luca; Gearan; Charlin; Lewin.*

Allwine, Rulan

Innkeeper of Market Sheran's only inn. Fat but unusually clean. *See also Market Sheran.*

al'Meara, Elnore

Nynaeve al'Meara's mother.

al'Meara, Nynaeve (al-MEER-ah, NIGH-neev)

A woman once the youngest ever Wisdom of Emond's Field, in the Two Rivers district of Andor. Raised to full Aes Sedai of the Yellow Ajah against tradition by Amyrlin Egwene at the age of twenty-six, though she has yet to swear the Three Oaths with the Oath Rod nor to break her Wilder channeling block. She received a small scar on the palm and back of each hand from where a black thorn bush impaled her while in the Tower's three silver arches *ter'angreal* used to advance to novice to Accepted. Barely taller than Mat Cauthon's shoulder, of equal height with Egwene al'Vere but still shorter than Min. She normally has her dark waist length hair braided and thrown over her shoulder so she can pull on it when she becomes agitated, like angry or nervous. A slender dark eyed woman with a hot temper who, if not for the emotional barrier that identifies her as a Wilder, would be stronger than both Egwene al'Vere, Elayne Trakand and Aviendha (those with the most channeling power for hundreds of years). She can only channel when angry. Taught by Tam al'Thor she became an expert tracker. In her travels outside the Two Rivers she has fallen in love, and become possessive of Lan, Moiraine's Warder; wearing his signet ring ever since her original departure for the White Tower. She is known to get sick on ocean voyages, despise bad language, snore and be hopeless at both needle work and cooking. A willfull stubborn woman who is used to giving orders not getting them. Temperamental at best. Since her visit to Tanchico she has worn a gift pin (a small circle of dark garnets in gold) from Panarch Amathera to remind her that even women on thrones sometimes need to be taken by the scruff of the neck and shaken. The first Aes Sedai ever heard of to learn how to heal stilling/gentling, she Healed both Leane Sharif, Sivan Sanche and Logain. Also known as Mistress Maryim in Tear and Nana the Lady Elayne Trakand's maid. She named her horse Gaidin. Mother: Elnore.

Almoren

Ancient nation ruled by a Queen that lived around 742 AB, Third Age. *See also Dorine, Jorith.*

Almoth

One of the numerous cities destroyed in the Trolloc Wars. Gave Almoth Plain, where Almoth once stood, its name. Its sign was blue for sky above, black for the earth below, and the Tree of Life to join them. From its banner it is thus rumored that the city had a sapling or branch of *Avendesora*.

Almoth Plain

Current male style: goatee.

Alnora

Adan's mother and Jonai's wife. Sons: Willim, Esole and Adan. A Da'shain Aiel who had glossy black hair, she lived and died during the Breaking of the World following her husband and his quest to find a safe place for the Aes Sedai treasures.

Alric

Sivan Sanche's Warder for twenty years. A tall slender gray haired man - he was killed in the battle that ensued following the arrest, deposing and stilling of his bond holder.

Alsalam, King

Current King of Arad Doman; secretly controlled by Lady Basene, better known as the Forsaken Graendal. Brother: Ramsid.

Alsbet

Queen of All; supposedly Queen of the entire world in the Age before the Age of Legends. Her sister Anla was known as her Wise Councilor.

al'Seen, Astelle

An Emond's Fielder. Her white hair, bent back and walking stick -used to thump those in her way-

exemplify her age.

al'Seen, Ban

An Emond's Field youth who is part of Lord Perrin's Companions, commanding half of them. Will's cousin, he's slightly older than his Lord Perrin. Father: Jac; mother: Elisa.

al'Seen, Elisa

An Emond's Fielder. A motherly lined faced woman than looks older than she really is. Her hair has less gray than her husband Jac. Son: Ban.

al'Seen, Jac

The Emond's Field farmer of one of the largest farms in the Two Rivers. His farm includes three barns and five tabac curing sheds. A stocky, square shouldered with less hair than Bran al'Vere, more gray than his wife Elisa's hair. Son: Ban.

al'Seen, Susa

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai.

al'Seen, Wil

The Deven Ride youth who courted every woman in sight, for they found him irresistible. Ban's cousin. A member of the Companions, he's perhaps a year older than his Lord Perrin. His face too good-looking to look anything but boyish. Two women now fight for his attention Rhea Avin and Domani refugee Sharmad Zeffar.

al'Seen, Wit

The Emond's Field farmer; Jac's cousin and near twin except for his baldness.

Alsera

Aile Wise One of the Nakai and Bruan's wife.

Alshinn, Elaine Marise'idin

One of those believed to have translated the *'Karaethon Cycle: Prophecies of the Dragon'*. Chief Librarian at the Court of Arafel in the Year of Grace 231 NE, Third Age.

Altalin

A plump Amadician noblewoman.

Altara (al-TAH-rah)

A nation on the Sea of Storms, though in truth little unifies it except a name. The people of Altara think of themselves as inhabitants of a town or village, or as this lord's or that lady's people, first, and only second if at all, Altaran. Few nobles pay taxes to the crown or offer more than lip service, and that often slight. The ruler of Altara (currently Queen Tylin Quintara of House Mitsobar) is seldom more than the most powerful noble in the land, and at times has not even really been that. The Queen of Altara resides in the Tarasin Palace in the capital city of Ebou Dar. The Throne of the Winds holds so little power that many powerful nobles have scorned to take it when they could have. In over a thousand years no one House has kept the throne for more than five generations, and Anarina's fall was so precipitous that to this day House Todande is a lapdog to anyone who wants them. No other has held the throne for more than two rulers in succession, perhaps House Mistobar will be the first having held for two already.

Here women fight as much as the men and have a reputation for fierceness. A son or daughter that dies in a duel is common place and dies honourably. Men fight over a woman, women over a man, in each case the prize going to the winner. When a man marries a woman he gives her a knife, and asks her to kill him should he displease anytime during their marriage; totally legal. A marriage knife is worn on a tight fitting necklace everyday of a woman's life. Men here walk small around a woman, force smiles at what they would kill for, and are always polite. People here tend to have dark or black hair and nearly black eyes. Fashion in Altara for a man is usually a long vest -some bright enough for a Tinker- often with no shirt, and for women is a pale dress with deep narrow necklines, skirts gathered up to the knee on one side to expose colorful petticoats beneath. Both men and women wear hoop earrings, three of four glass rings, and long curved knives. Nobles tend to have petticoats that drag a pace or more behind them, and the men, silk coats slung about the shoulders, too small to put on, only meant as a cape, and a chain of silver of gold strung between the lapels that can be embroidered with flowers and animals.

In Altara, a marriage knife is better than a biography of a woman, studying it reveals much. A white sheaf means she is a widow with no plans to remarry. For each pearl on the hilt she has had a son, for each firedrop a daughter. For each stone the setting is equally important: black means that the son or daughter died not in a duel or before becoming sixteen, a shameful setting, but when a son or daughter is killed in a duel a red-enameled (son) or white-enameled (daughter) setting is used, honourable settings. Children

who refuse a duel past the age of sixteen are never acknowledged again.

Alteima, High Lady (ah-TEEM-ah)

A High Lady of Tear, ambitious and concerned for her husband's health. A full bosomed, lovely slender woman with a small smile, long waist length black hair and large brown eyes who knows it. She has eyes that make her look innocent, and likes others to believe her so. Enjoys remaining in the background pulling strings whenever her rival Estanda attempts anything new. She was placed in charge of food distribution in Cairhien by Rand al'Thor. She fled Tear to reestablish herself in Andor and evade Estanda's assassins. Enjoys her close fitting cap of seed-pearls though she is herself only one step away from begging in the streets. It was Alteima who poisoned her husband, ill High Lord Tedosian. Cara is her new Andoran maid.

al'Thor, Kari

Rand's mother, now deceased. A red-haired outlander whom Tam al'Thor met in Caemlyn and later married, and moved to Emond's Field, where she later died. Fifteen years later Moiraine took Rand and his friends out of the Two Rivers.

al'Thor, Rand (al-THOR, RAND)

Lord of the Morning, Prince of the Dawn, True Defender of the Light. Once a shepherd. Now proclaimed as the Dragon Reborn, and also He Who Comes With The Dawn, prophecied to unite the Aiel and break them. A young man from Emond's Field, in the Two Rivers district of Andor, who is *ta'veren* as strong or more so than even Artur Hawking himself. It also seems likely that he is the Coramoor, or Chosen One, sought by the Sea Folk. A head taller than his foster father Tam al'Thor, or any other Two Rivers folk, with Aiel-like blue-gray eyes and red tinged hair. Perrin Aybara, Mat Cauthon and Rand were all born only weeks apart; about two years older than Egwene al'Vere.

Although brought up by Tam al'Thor and his deceased mother Kari al'Thor it is clear Rand is of Aiel descent. His natural parents are now known to be wetlander Maiden of the Spear, Shaiel of the Chumain sept of the Taardad Aiel and Janduin clan chief of the Taardad. It is presumed that his natural mother Shaiel was in actuality the disappeared Daughter-Heir of Andor Tigraine, mother of Galad. If this is correct then Galad Damodred is Rand al'Thor's half-brother.

He thinks both his friends Perrin and Mat understand women better than he does though they each believe the opposite. During his travels with Thom Merrilin he learnt to play the flute. Both his palms have been branded with the blademaker's heron appearing on his father's heron-marked blade: once in a 'dream' from Ba'alzamon's channeling, the second when he attempted to slay Ba'alzamon at Falme on Toman Head. He is known as Shadowkiller among wolfskin for he was first observed killing Trollocs while retrieving the legendary Horn of Valere. First taught the Void or Oneness by Tam al'Thor thus learning to call upon and control *saidin*. Since the Void, he has been taught the sword by Lan, the spear by Rhuarc, and the Aiel way of fighting with both feet and hands by both. He finally learned the mind trick that allows Aes Sedai not to sweat, courtesy of Mazrim Taim. At Falme he was badly wounded when he used Heron Wading in the Rushes to stab Ba'alzamon through the heart knowing fully well that Ba'alzamon would stab him too. His side was pierced by Ba'alzamon's black charred staff, creating the as yet unhealable wound and melting his father's heron-marked blade. Soon after his visit to Rhuidean's *ter'angreal* containing the history of the Aiel people since the Breaking of the World he was branded the *Car'a'carn* -two golden dragons facing toward the hands on his forearms. Seen leaving Rhuidean that morning he lived up to the other name for the *Car'a'carn*, He Who Comes With the Dawn. As the first child of a Maiden to return to them he became the first man ever allowed beneath a Roof of the Maidens. The blood feud between the Shaarad and the Goshien Aiel is now gone replaced by water oaths, all courtesy of Rand's powerful *ta'veren* effect.

Since his proclamation as Dragon Reborn he has come to mold a personalized image of himself. By accidentally giving Aviendha a regard-gift, she felt she had *toh* to him; he first received to cancel her *toh* a belt buckle in the shape of a Dragon ornately made in good steel and inlaid with gold made from the weapons she destroyed when first choosing to become a Wise One. Later not thinking this great enough a gift she bought him Laman's heron-marked Power-made sword taking the blade and giving the rest back to Aviendha he had it made into a more practical sword; a plain scabbard of brown boarhide and a long hilt covered in the same leather constructed in Taien. On an accidental journey to Seanchan he scavenged a two foot length of a Seanchan green and white tasseled spear. Keeping it as a reminder that the Seanchan are no less a threat since their defeat at Falme, others have taken to calling it the Dragon Scepter after the Dragons one of the Maidens carved along its length. Since being given a long red cotton coat embroidered with dragons in Shienar, it has become his favorite.

Slowly over time Rand has come to recognize a voice in the back of his head, that of Lews Therin Telamon the original Dragon. First talking as if he could see and hear what was going on but not aware of

Rand's voice, later both Rand and Lews speaking amongst themselves as if they were two people in the same body each only able to touch the Source when the other wasn't.

Rand has one important weakness he will have to overcome if he is to win Tarmon Gai'don: the killing of women. He has to date only killed one woman, an Andoran merchant on her way to Tear and *Callandor*, she wanted to use the spring near his camp, most probably a Darkfriend, so he beheaded her. After replacing *Callandor* in the Heart of the Stone to mark his claim over Tear once he'd left, he grew to understand the importance of having any type of *an'greal*. From the Great Holding of the Stone of Tear he took what has saved his life many times since, a shiny dark green palm sized stone, small and hard, of a round faced, bald, round bodied man sitting cross legged with a sword across his knees; a minor male *an'greal*. See also *Aiel*; *Dragon Reborn*, *Jeade'en*; *Car'a'carn*; *Callandor*.

al'Thor, Tam (al-THOR, TAM)

A farmer and shepherd in the Two Rivers; member of Emond's Field's Village Council. As a young man, he left to become a soldier, returning with a wife (Kari, now deceased) and a child (Rand). Thick chested and sturdy with a broad face and lined sun-roughed cheeks below otherwise gray black sprinkled hair. In the Two Rivers he is renown as expert tracker, longbowman, and farmer. He left the Two Rivers and joined the army of Illian, serving in the Whitecloak War and the last two wars with Tear. In time he rose to be a blademaster and Second Captain of the Companions. After the Aiel War he found a baby, Rand, on the slopes of Dragonmount; and brought him up as his own. Taught his foster child the 'void' or Oneness at an early age; a technique he uses to win every archery tournament at Bel Tine. Somewhat competent with the quarterstaff; he won Bel Tine's competition the few times his friend Abell Cauthon didn't. During the Trolloc raids on the Two Rivers his farm was burned to the ground by Whitecloaks. His wife Kari al'Thor died when Rand was still quite young, perhaps at the age of five.

al'Torin, Dael

An Emond's Field member of the Companions. He died in a Trolloc ambush.

Aludra

Once an Illuminator and Mistress of the Cairhienin Illuminator Chapter House. After being held responsible for an accident that ruined the Illuminations readied for King Galldrian, she was forbidden to ever build fireworks again and exiled from the Guild. To survive on her own later she was forced to go against the Guild's order, building and selling fireworks as she travelled; now wanted dead by the Guild and hunted by Illuminators like Tammuz across the world. A slender woman with the common Taraboner multitude of small braids, pretty dark eyes and a small mouth always on the verge of a pout or a kiss; perhaps in her mid-thirties. Assumably the sole inventor of 'sticks', items used to light instantaneous fires with little or no fire building ability; she hasn't quite decided on the name yet, stuck between firesticks and strikers. She later joined Valan Luca's traveling menagerie under the assumption that she is still part of the Guild of Illuminators.

al'Van, Alwyn

Emond's Field's cobbler.

al'Vere, Brandelwyn

Elected Mayor of Emond's Field, on the Village Council and Innkeeper of the Winespring Inn. He wears with pride the mayor's symbol -pair of scales- on a silver medallion around his neck. Light on his feet despite the fact he is easily the fattest man in the village with a sparse fringe of gray hair. Wife: Marin, daughter: Egwene, pet: Scratch the cat.

al'Vere, Egwene (ahl-VEER, eh-GWAIN)

Youngest daughter of the innkeeper in Emond's Field, in the Two Rivers district of Andor. Now one of the Accepted, she is in training with Aiel dreamwalkers, and is a Dreamer. As tall as Nynaeve al'Meara, she has dark hair to her waist and brown eyes and is two years behind Rand al'Thor, Perrin Aybara and Mat Cauthon. More stubborn than even most Two Rivers folk. One of strongest possible channelers the Tower has seen in over four hundred years - as strong as Elayne or her near-sister Aviendha, but weaker than Nynaeve, when Nynaeve can channel. To seal her and Aviendha as near sisters they exchanged gifts, she receiving an ivory bracelet carved as a circle of flames. She is the only Wise One apprentice to serve three Wise Ones, both Amys, Bair and Melaine. When living among the Aiel she wore above her tanned Aiel-like face, a gray shawl and scarf folded to a band to hold back her dark hair and below, a brown skirt and *algode* white blouse in the tradition of Aiel Wise Ones. She has also taken to wearing an unknown necklace of ivory and gold beads. She has the rare Talent known as Delving, more common amongst male channelers. While she was Leashed by the Seanchan *sul'dam* Renna at Falme, she was referred to as Tuli. Also known as Mistress Joslyn in Tear. Mother Marin, father Bran.

She was raised to the Amyrlin seat at the age of eighteen by the Tower in Exile, the Little Tower of Salidar, although without having been raised to full Aes Sedai, she will never get to choose an Ajah. She

plans to bond and marry Gawyn Trakand. *See also dreamwalker; Talents; Mist; Chesa.*

al'Vere, Marin

Famous cook of Emond's Field's Winespring Inn. Motherly and slender, with a thick gray braid pulled over one shoulder; a member of the Woman's Circle. Daughter: Egwene, husband: Bran.

Alviarin Freidhen (ahl-vee-AH-rihn FREYE-dhehn)

Aes Sedai formerly of the White Ajah, now raised to Keeper of Chronicles, second only to the Amyrlin Seat among Aes Sedai. A swan necked tall and slim business like woman of cold logic and colder ambition. She enjoys flaunting her Ajah's color, as most White's do, in all white silk. Now known to be of the Black Ajah.

Alwhin

A Seanchan woman; a *sul'dam*. A mean spirited *sul'dam* devout of a *damane*, who's only emotion is most probably anger. She has sharp features: blue eyes, tight thin lipped mouth, and a permanent angered expression. The first ever *sul'dam* raised to the *so'jhin* much less a Voice of the Blood. She now styles her hair to match her title; left side shaven, right side a light brown braid.

al'Zar, Kevrim

An Emond's Fielder so old, his grandsons have sons.

Amadicia (ah-mah-DEE-cee-ah)

A nation lying south of the Mountains of Mist, between Tarabon and Altara. Its capital Amador is the home of the Children of the Light, whose Lord Captain Commander has, in fact if not in name, more power than the king. Anyone with the ability to channel or Tower trained in anyway is outlawed in Amadicia; by law they are to be imprisoned or exiled, but in actuality are often killed while "resisting arrest." The fear of channeling is so strong here even healers too good at their work are known to hang as Darkfriends. In all cases it is men who practice the art of healing and herbs here to comfort the public that the risk of a channeler Healing is extremely low. Thievery in Amador and Amadicia as a whole is kept low by the severe punishments by law: a first offense requiring the forehead to be branded a thief, the second results in the loss of the right hand and the third offense is death by hanging (whether it be the King's crown or a loaf of bread). It isn't uncommon for the Children of the Light to hang Darkfriends everyday in Amador. Amador as with the Children of the Light doesn't hold the *Atha'an Miere* in good favor. The sign of Amadicia is a six-pointed silver star overlaid on a red thistle on a field of blue.

Amadicia is presently ruled by King Ailron hailing from the Seranda Palace. By King's Law it is required that a Lord's manor be constructed of wood and not stone. In this way no rebel would be able to hold against the King's Justice. A Lord's manor is typically, taking advantage of technicalities in the law's writing, built on a foundation of stone fifty feet high supporting an elaborate wooden structure above with ornate balconies and a red-tiled roof. Of course the Children of the Light are exempted from this law as they are of many Amadician laws.

Amadician styles are as distinct as in any land, large deep bonnets with curving brims that almost hide the face, knee length coats, wide brimmed hats resplendant with colored plumes, white lace fans, hair a in long curls or ringlets to the shoulders and large colorful velvet bows on hats and dresses. A merchant's servants wear total black, known comically in street as merchant's livery, to assure no association with any Lord. The King's men are garbed in mail and conical steel caps, and blue cloaks bearing the Star and Thistle of Amadicia. They abhor Whitecloaks. *See also Amador; channel; Children of the Light; Mardecin; Sienda; Bellon; Seranda Palace, the; Ailron, King*

Amador (AH-mah-door)

Capital city of Amadicia and home to the Children of the Light's main keep; the Fortress of the Light. The King of Amadicia also has his palace here; the Seranda Palace. Constructed after the Trolloc Wars. Inns: The Oak and Thorn, The Golden Head.

Amalasan, Guaire (FY 939-43) (ahm-as-LAH-sin, Gware)

About one thousand years ago he declared himself the Dragon Reborn as he could channel. When six Aes Sedai tried to capture him he killed one and stilled two others. A false Dragon who was winning every battle till a young Artur Paendrag Tanreal took the field against him in the War of the Second Dragon. *See War of the Second Dragon; Dragon, false.*

Amalisa; Lady Amalisa of House Jagad (ah-mah-LEE-sah; JAH-gad)

Shienaran of House Jagad. Short and in her middle years, but with a dark mature beauty. As her brother Lord Agelmar, a long time friend of Moiraine Sedai. *See Agelmar; Lord Agelmar of House Jagad.*

Amarys

Aiel woman; Sorilea's granddaughter. Youngest greatson Taric.

Amathera, Panarch

The King of Tanchico's lover it was her influence that drove him to arrange her raising to Panarch and power. Short of her middle years, her mouth forming a permanent pout; she is still pretty in her dark braids. Sometimes known as the commoner Thera.

Amico Nagoyin

An Aes Sedai formerly of the ---- Ajah now known to be of the Black. Only four years older than Egwene al'Vere she is the youngest of the thirteen who fled the Tower under Liandrin. Slender and pretty with a long neck and pale skin she looks as innocent as a girl gathering flowers. Her dark eyes grew distant soon after she was stilled when Egwene making her escape caught her off guard. She was held captive for questioning; killed by those she served during the attack on the Stone of Tear. *See also Ajah, Black.*

Amyrlin Seat (AHM-ehr-lin SEAT)

(1) Watcher of the Seals, Flame of Tar Valon, leader of the Aes Sedai and all of Tar Valon. Elected for life by the Hall of the Tower, the highest council of the Aes Sedai, which consists of three representatives (called Sitters, as in "a Sitter for the Green") from each of the seven Ajahs. The Eldest Sitter customarily making the pronouncements for the entire Hall. The Amyrlin Seat has, theoretically at least, almost supreme authority among the Aes Sedai, and ranks socially as the equal of a king or queen. A slightly less formal usage is simply "the Amyrlin." Until Elaida there had not been another Amyrlin raised from the Red Ajah since Bonwhin nearly one thousand years ago. The last six Amyrlins have been: Kirin Nelway 922-950 NE (Brown), Noane Mosadim 950-973 NE (Blue), Tamra Ospenya 973-979 NE (Blue), Sierin Vayu/Yagu 979-984 NE (Gray), Marith Jaen 984-988 NE (Blue) and Suan Sanche 988-998 NE (Blue). *See also River Queen; Bonwhin, Tetsuan, Suan Sanche; stilling.*

(2) The throne upon which the leader of the Aes Sedai sits.

Amys (ah-MEESE)

Wise One of Cold Rocks Hold, and a dreamwalker. An Aiel of the Nine Valleys sept of the Taardad Aiel. Wife of Rhuarc, sister-wife to Lian, and sister-mother to Aviendha. Her sharp blue eyes announce her age to all those who only see her waist length snowy white hair and assume her old. Slim, she enjoys wearing the many necklaces and bracelets of gold and ivory as do all Wise Ones, but has the rare ability among them known as channeling. Not many can stand up to her including Wise Ones probably something she developed before her visits to Rhuidean as a Maiden of the Spear. Apprenticed to Mora. Apprentice: Egwene al'Vere.

Anaiya (ah-NYE-yah)

An Aes Sedai of the Blue Ajah. With her plain dark hair and blunt kindly features - a warm smile that is her only beauty - she is one of the few Aes Sedai able to pass for a village woman, both in appearance and attitude. Motherly despite her Aes Sedai smoothness to her face. Friend to whoever she encounters she has a special longtime friendship with Moiraine even though being Aes Sedai when she was still Accepted; she blindly accepts anything to heart and retains so much knowledge she is sometimes though of as a Brown. Willful Aes Sedai see her as a bag of feathers: one who doesn't stand up to anyone or argue her opinion. She is a member of the group who secretly control all of Salidar, including Leane, Beonin and Myrelle.

Anaiyella, High Lady

Willowy Tairen noblewoman who simpers often.

Anan, Freille

Setalle's middle-daughter. Due to be married.

Anan, Setalle

Innkeeper of The Wandering Woman in Ebou Dar, though she is not Ebou Dari herself. A stately woman with hazel eyes, and pretty despite the touch of gray in her hair. She wears her marriage knife on a tight fitting necklace. Middle-daughter: Freille.

Ananda

Aes Sedai of the Yellow Ajah. Slender with black hair to her waist. Min predicted her death in the uprising after the former Amyrlin Suan Sanche was deposed and stilled.

Anarina of House Todande

The last of five generations of House Todande to hold the Throne of the Winds of Altara. Her fall was so precipitous that to this day House Todande is a lapdog to any who wants them.

Ancohima

A city now long gone.

Andaya

(1) Aes Sedai of the Gray Ajah. Birdlike and thin, this outwardly timid little Taraboner woman is one of the best mediators in the White Tower.

(2) An acrobat in Valan Luca's traveling menagerie. Once in Sillia Cerano's show, she and Kuan transferred to Valan's more successful menagerie.

Andor (AN-door)

A wealthy land which stretches from the Mountains of Mist to the River Erinin, at least on a map, though the queen's control has not reached further west than the River Manetherendrelle in several generations. The Two Rivers lies within this realm. Ruled by the Queen of Andor with the help of her consort the First Prince of the Sword. First ruled by Endara Casalain when Andor was but a province under High King Artur Hawking. A Queen has ruled Andor for more than a thousand years since Ishara Maravaile first sat on the Lion Throne. No less than nine Queens sat on the Lion Throne during the War of the Hundred Years, none having their sons live past twenty three. Including: Queens Ishara, Alesinde, Telaisien, Lyndelle, and Maragainie. Sharing a one of the few openly friendly relationships with the White Tower, every Queen since has been Tower trained before she assumed the Rose Crown or the White Lion throne of Andor. The Queen rides with the First Prince of the Sword into battle though she doesn't command them. The sign of Andor is a rampant white lion on a field of red. Andor's anthem:

"Forward the Lion, forward the Lion, the White Lion takes the field.

Roar defiance at the Shadow.

Forward the Lion, forward, Andor triumphant."

The current fashion among Andoran nobles is the curl-brimmed high crowned hat, wavery and thin. *See also First Prince of the Sword; Morgase of House Trakand, Queen; Daughter-Heir; Modrellein, Queen; Two Rivers, the; Comfrey; Jornhill; Bounce; Manyard, Jeorad; Succession, the.*

Andric, King

King of Tarabon. Assumably he killed the original Panarch thinking her in league with rebels and helped his lover Lady Amathera assume the position. A graying haired man. The King's Life Guards can be seen at all times in constant view protecting his person from harm. *See also Tarabon; Amathera, Panarch.*

Andris

Sammael's messenger. He died sweating blood when Rand said no to a truce with the Forsaken. Worked over with *saidin* his face was a frozen in a permanent wide grin above a curly Illianer beard and below a stubby nose.

Angla

One of the novices taken with the Aes Sedai who fled after Siuan Sanche's stilling.

angreal (ahn-gree-AHL)

A very rare object which allows anyone capable of channeling the One Power to handle a greater amount of the Power than would be safely channeled unaided. Some were made for use by women, others by men. Rumors of *angreal* usable by both men and women have never been confirmed. Remnants of the Age of Legends, the means of their making is no longer known. Few remain in existence. *See also sa'sangreal; ter'angreal; channel.*

Anjen

Leane's warder; died fifteen years ago and the reason she hasn't bonded another since.

Anla

The Wise Councilor to her sister Alsbet: supposedly Queen of the entire world in the Age before the Age of Legends.

Anselan

Legendary man whom Barashelle did long service to, to earn his love. In truth, her Warder chosen for his stubbornness to punish Barashelle for bonding a Warder before being raised to the shawl. One of the many heroes linked to the Horn of Valere.

Ara

A dark haired bath attendant for Baerlon's Stag and Lion inn.

Aracome, High Lord

One of the numerous High Lords who plotted against Rand al'Thor, he was ordered to command Tear's armies in Cairhien under High Lord Meilan. A blade slender graying man with a long smoldering temper always held to its bursting point., He will or has died in battle.

Arad Doman (AH-rad do-MAHN)

Nation on the Aryth Ocean, capital city Bandar Eban. Ruled by Alsalam, the current King of Arad Doman. Presently wracked by civil war and simultaneously by wars against those who have declared for

the Dragon Reborn and against Tarabon. Most Domani merchants are women, and according to the saying, to "let a man trade with a Domani" is to do something extremely foolish. Domani women are famous-or infamous-for their beauty, seductiveness, and scandalous clothes. Domani styling includes anything high necked but barely opaque and tight fitting, and hair below the shoulders for both men and women. Men shave themselves thin mustaches and usually wear a gold bracelet or two, a gold necklace or three and a few pearls in their left ear. Mothers here train their daughters the art of flirting; women able to twine men around their fingers almost from the cradle. All Domani claim to be descendants from the makers of the Tree of Life in the Age of Legends, and although most claim the Dark One is dead, they still fear/avoid saying his true name. *See also Alsalam, King; Bandar Eban.*

Arafel (AH-rah-fehl)

One of the Borderlands, capital city Shol Arbela. The sign of Arafel is three white roses on a field of red, quartered with three red roses on a field of white. *See also Borderlands, the.*

Aram (AH-rahm)

A handsome slender young man once one of the Tuatha'an; around Perrin's age. He moves as if his next step will be a dance. Most boys find him as a little too good looking to befriend him; his white teeth oozing charm. In the small amount of time Egwene spent with him none could separate the two. When his parents were killed by Trollocs in the Two Rivers he chose to give up the Way of the Leaf and take up the sword, becoming the first sour streaked Tinker. Grandparents: Mahdi Raen and Ila.

Aran'gar

One of the Forsaken reincarnated. Both her and Osan'gar were newly named after the the right and left hand daggers in a form of duelling popular briefly from the day the Bore was drilled to the beginning of the War of Power, brief for the daggers were coated with a slow acting poison that usually killed both people. As a man in a woman's body he is still able to access *saidin* and use it as before. His newly found body was captured from the Borderlands: a sleekly lush, green eyed, ivory oval face framed by glossy black hair - she looks as if she were designed by a man for he probably used the Power to make it so. More reckless than any other Chosen. Most probably Balthamel.

Arathelle, Lady

High Seat of her strong Andoran House. She has many retainers. Andoran noble, more powerful than any except Lord Luan and Lord Dyelin. Opposed Gaebril. Supported Morgase during the Succession. Exiled early one spring by Morgase herself with Gaebril's help.

Areina

A refugee picked up by Nynaeve al'Meara and Elayne Trakand and company on their way to Salidar. A year or two younger than Nynaeve, slender with steady blue eyes. A Birgitte follower the instant she saw her, she styles her hair in an intricate braid though reaching just below her shoulders and wears clothes similar to the legendary archer: voluminous bronze trousers gathered at the ankles above short boots with raised heels and a short pale gray coat with carried bow and quiver at the waist. She now follows her everywhere as only a disciple would and sees the idea of Birgitte having more than just her as a friend as threatening. She says she went to stop her brother Gwil from swearing as a Hunter for the Horn but ended up taking the oath herself, wanting to wrestle all the world of adventure. She doesn't watch her tongue as often as Nynaeve would like.

Arene, Amellia

Jorin's wife and fellow Darkfriend. A graying woman with a stern face, she treats servants as friends.

Arene, Jorin

Darkfriend. As one of Amador's merchants he lives in a large wooden house: gardens behind gray stone fencing full of plants shaped in cubes and balls even a horse leaping, elaborate balconies, ceilings laquered stars with stars in gold and black, a red-tile roof, and a colonnade of carved columns as a childish pretense at a noble's manor for they're only ten feet tall. Wife: Amellia; house cook: Evon.

Aren Mador

A city now long gone.

Aridhol *See Shadar Logoth.*

Arien

A small village between Four Kings and the Grinwell Farm on the Caemlyn Road.

Arilyn

A Cairhienin noble. Just above the middle of Cairhienin nobility, Elaida's embassy stayed with her during their stay in Cairhien for she has known Coiren Saeldain the leader for some time. Sign: two silver stars on a field of red and green stipes. Servants: Arindrim and Ceri. Married.

Arin

Gatekeeper/Watchman of Baerlon.

Arindrim

A Cairhienin and one of Arilyn's servants.

Aringill

A town on the Cairhienin side of the River Erinin. Its long timbered docks are protected by high stone wingwalls that thrust out into the river. All the main roads here are covered with flat gray stones, surrounded by buildings of every sort, wood, brick, and stone, all checkered with roofs of tile, slate or thatch. *See also Riverman; Good Queen, The.*

Arinvar

Sheriam's Cairhienin Warder. Not tall, but neither is he short, with a slender build, and a hard face in spite of the gray at his temples. He moves like a stalking leopard.

Armies of the Night

The name given by the Seanchan for the armies of the Dark One.

Artuan

An Aes Sedai supposed historian; probably of the Brown Ajah.

Arwin

A member of Gawyn's Younglings. Approximately twenty years of age.

Arymilla of House Marne, Lady

An Andoran noble. Perhaps forty years of age. Pretty, melting and simpering with big brown eyes always wide with feigned interest. She opposed Morgase during the Succession.

Aryth Ocean (AH-rihth)

The ocean west of Toman Head. Sea Folk never travel far to the west of the Aryth Ocean; they believe it the resting place of their dead and will be cursed for venturing any further. For this reason no one has been far enough west to encounter the Seanchan, until their coming to Toman Head.

asa

Title used for a Lord's women or mistresses in Seanchan.

Asha'man

"Guardian" or "defender" in the Old Tongue, never meaning evil more defenders of truth and justice for all. The name given to the male version of the Aes Sedai that Rand forsee fighting in the Last Battle. They wear high-collared black coats and denote their rank with a gold and red enamel pin of the Dragon symbol on their collar across from the pin they received as Dedicated. Before becoming Asha'man they must pass certain tests going from a soldier (similar to a novice in Aes Sedai) to a Dedicated (similar to Accepted) to finally become Asha'man. They seldom sweat, having been taught that little concentration technique. They currently make up over one hundred of the two hundred students in the Black Tower.

Ashar Don

During the War of Power, a great victory for the allies of the Light.

Ashig

One of Lord Barathanes servants.

Ashmanaille

Lanky Aes Sedai of the Gray Ajah. Sided with the Little Tower.

Asmodean (ahs-MOH-dee-an)

One of the Forsaken, once known as Joar Addam Nessossin, now known as Jasin Natael. He usually appears to be a man somewhat handsome in his middle years with dark eyes and hair, and if not for the Aiel, tall. Seduced to the Shadow through his love of music, the thought of endless Ages of music, he claims to have been a noted composer before swearing oath to the Dark One. Most see him as only a follower of those who are great, rather than great himself. He's always ready to leap into another plan should the first one prove difficult, for he is not courageous enough to take chances. At his best he dresses in spills of white lace from neck to more than covering half his hands, with a high collared red coat shinier than silk satin, oddly cut with tails almost to the knees. He was born in Shorelle. Remembered by many as the man who severed (stilled) his own mother before giving her to Myrddraal. He is not a strong Healer or Cloud Dancer. He continually acts like he knows a secret joke, wears a secretive smile and has dark eyes like polished glass.

Rand al'Thor the Dragon Reborn not able to win against Asmodean in direct combat cut his bonds to the Dark One and with it his protection from the taint on *saidin* and his immortality. He was secretly killed by an unknown person he knew. *See also Natael, Jasin.*

Asne Zaramene

An Aes Sedai formerly of the Green Ajah, from Saldaea. Now known to be of the Black Ajah. Her dark tilted eyes and high cheekbones and bold nose label her Saldaean or at least a Borderlander, she has all the boldness they're known for. *See also Ajah, Black.*

Asra

A highly respected Domani healer in Ebou Dar. Known as a Wise Woman in Altara, she would be a Wisdom elsewhere. Using herbs even she doesn't know she channels when she heals. A weak wilder, though she can Heal. Perhaps thirty years of age.

Assemblage, the

A body in Illian, chosen by and from the merchants and shipowners, that is supposed to advise both the King and the council of Nine, but historically has contented with them for power. They reside in the Ogier built Palace of the Assemblage. *See also Council of Nine; Illian.*

Assembly of Lords

One of the three factions that run Tarabon. Supposedly as equal to the King of Tarabon as the Panarch their only real power is in choosing them. The lords reside in the Great Hall of the Assembly in Tanchico. *See also Tarabon; Amathera, Panarch; Andric, King.*

Astoril

High Lord Torean's son, Estean, wanted to marry one of this mans daughters. Might or might not be a Lord of the Land.

Asunawa, High Inquisitor Rhadam

Anointed of the Light, High Inquisitor of the Questioners. He wants every woman who had even spent a night in the White Tower hanged yesterday, every book that mentions Aes Sedai or the One Power burned, and the words themselves banned. He doesn't think much beyond these goals, no cares to hear of the costs. A tall and graying man with deep set eyes and a gaunt face; not an ounce of spare flesh. Considers himself so unlike the other Children of the Light he doesn't even have the flaming sun on his clothing, just the crook of the Questioners.

Atha'an Miere (ah-thah-AHN mee-EHR)

See Sea Folk.

Atuan's Mill

A village on Toman Head. One of those rare Portal Stones lyes nearby. All the buildings here are flat roofed stone except the village's only inn; its sign: a woman juggling stars.

Avar Hachami

Myrelle Sedai's Warder. Hawk-nosed and square chinned with a thick gray streaked mustche like down curved horns and dark eyes. No one would call him handsome even before his dark eyed stare made them swallow.

Avendesora (AH-vehn-deh-SO-rah)

In the Old Tongue, "the Tree of Life." Mentioned in many stories and legends, which give various locations. Its true location, in the heart of the Aiel's only city Rhuidean, is known to only a few. The last chora tree from the Age of Legends; a species of tree that supposedly left those beneath them feeling contentment, peace and all around well-being. Unfortunately during a fight between the Forsaken Asmodean and the Dragon Reborn Rand al'Thor *Avendesora* was burned to a bare one hundred feet of blackened branches, hopefully Moiraine opinion that it will put out shoots again comes true. *See also Ghoetram.*

Avendoraldera (AH-ven-doh-ral-DEH-rah)

A tree grown in the City of Cairhien from a sapling of *Avendesora*. This sapling was a gift from the Aiel in 566 NE, despite the fact that no record shows any connection whatsoever between the Aiel and the legendary Tree of Life. It was cut down under King Laman's order to be made into the 'most unique throne in the world', the act now referred to as Laman's Sin or Laman's Pride. *See also Aiel War; Garam.*

Avin

Gatekeeper/Watchman of Baerlon. A little wrinkled face man who always ducks his head with cloth cap in hand while speaking.

Avin, Rhea

Pretty, round-faced, dark haired Emond's Fielder. Five years older than her Lady of the Two Rivers Faile she's only been braided for four; a dark wrist thick braid to her waist. She now fights with a Domani refugee for Wil al'Seen's interest.

Aviendha (ah-vee-EHN-dah)

A woman of the Bitter Water sept of the Taardad Aiel; once *Far Dareis Mai*, a Maiden of the Spear, in

training to be a Wise One. She fears nothing, except her fate. First met by Elayne Trakand, Egwene al'Vere and Nynaeve al'Meara on their trip to Tear. Her blue-green eyes, dark tanned skin and reddish hair mark her immediately as Aiel, it is her great channeling potential that remains hidden - perhaps as strong as Egwene. Unlike other former Maidens she's full bosomed. Her and Egwene exchanged gifts to seal them as near-sisters, Aviendha receiving a silver Kandori necklace of intricately woven discs, called a snowflake pattern in Kandor, each different. She received a wide bracelet of ivory heavily carved with roses that carefully shows the thorns among the blossoms from Rand al'Thor - Rand unknowingly asking Adelin's approval to attract her interest. Practically tied to Rand by the Wise Ones, told to watch Rand for Elayne Trakand and kicked by Rand al'Thor into being betrothed to him, it is no wonder she fell in love with him not matter what she calls it. She still carries a short belt knife since her drop of the spears. She gave Rand al'Thor Laman's sword to remove her debt with him, but in return received an interest-gift like no other ever heard of: the rubies and moondrops removed from the sword. Rumor is Rand could have fathered her a child. First-sister: Niella; second-sister: Dailin. *See also Coram; Dhael; Lulaine.*

Aybara, Adora (ay-BAHR-ah)

Perrin's sister. She was killed by Ordeith's Whitecloaks at the age of sixteen. Father: Con; mother: Joslyn; brother: Paetram; sister: Deselle.

Aybara, Con (ay-BAHR-ah)

Perrin's father. He was killed by Ordeith's Whitecloaks. Wife: Joslyn; sons: Perrin and Paetram; daughters: Deselle and Adora.

Aybara, Deselle (ay-BAHR-ah)

Perrin's plump sister. She was killed by Ordeith's Whitecloaks at the age of twelve. Father: Con; mother: Joslyn; brother: Paetram; sister: Adora.

Aybara, Ealsin (ay-BAHR-ah)

Perrin's great-aunt. Never married; she had a sharp nose and eyes for dissenting what everyone for miles was up to in the Two Rivers. She was killed by Ordeith's Whitecloaks.

Aybara, Eward (ay-BAHR-ah)

Perrin's uncle. Stout looking, nearly alike his wife Magde, bearer of their three children. Killed by Ordeith's Whitecloaks.

t'Aybara, Faile ni Bashere (fah-EEL)

In the Old Tongue, means "falcon." Name assumed by Zarine Bashere, a young woman from Saldaea and one of they youngest Hunters of the Horn. First encountered in Remen. Young, no older than Perrin Aybara, and tall for a woman with shoulder length black hair and a nose that just misses being too large or bold. Her generous mouth, high cheekbones and slightly tilted eyes announce her a Saldaean. Although she hasn't the strength to pull back a good Two Rivers longbow she is a fairly good shot with those she can. To her newly wed husband Perrin she smells of sweet herbal soap. Her eyes flash when she's angry and she has an extreme tendency toward jealousy of Perrin. Her good friends Bain and Chiad taught her a little of Maiden handtalk.

She originally thought the Horn of Valere was in the Mountains of Mist, but she soon changed her mind and followed an Ogier, Aes Sedai, Warder and yellow eyed manservant instead. She took the Hunters Oath with the name Mandarb but soon changed it to Faile after learning of Lan's horse. When her two older brothers died she became the eldest of House Bashere and was forced to study accounting and trading while her younger brothers learned to be soldiers; readying for adventure, she had to learn to manage estates, the eldest's duty. Her mother always said she wanted a Trolloc splitting man to marry Faile, her father Davram of House Bashere, Marshal-General of Saldaea thinks the same, that his blood is getting soft. Queen Tenobia of Saldaea's cousin, her father being the Queen's Uncle. She secretly learnt to dance the *sa'sara* against Saldaean law. Aybara Manor personal servant: Calle Coplin. *See also Bashere, Zarine; Swallow; Bashere, Davram of House; Bashere, Maedin; Eran; Aybara, Perrin t'Bashere.*

Aybara, Jaim (ay-BAHR-ah)

Perrin's cousin, sort of. A dark haired boy; most probably the only other surviving Aybara since the Trollocs invaded the Two Rivers.

Aybara, Joslyn (ay-BAHR-ah)

Perrin's mother. She was killed by Ordeith's Whitecloaks. Husband: Con; daughter: Deselle and Adora; sons: Perrin and Paetram.

Aybara, Magde (ay-BAHR-ah)

Perrin's aunt. Stout looking, nearly alike her husband Eward; bearer three children. Killed by Ordeith's Whitecloaks.

Aybara, Paetram (ay-BAHR-ah)

Perrin's brother. He was killed by Ordeith's Whitecloaks at the age of nine. Usually just called Paet, he objects to being called the baby Aybara. Father: Con; mother: Joslyn; sisters: Deselle and Adora.

Aybara, Perrin t' Bashere

(ay-BAHR-ah, PEHR-rihn t-bah-SHEER)

A young man from Emond's Field, in the Two Rivers district of Andor, who is *ta'veren*. Formerly a blacksmith's apprentice. Half a head shorter than Rand with curly hair, stocky as a man and a half wide with arms and shoulders thick enough to rival his his mentor Haral Luhhan. Ever since his introduction to wolfkind via Elyas Machera his eyes have been glowed the golden-yellow of a wolfbrother. Slow to anger, he became aware of his strength at an early age and subconsciously acted accordingly. Every time he defends himself or those he loves with his axe, a half moon blade and thick curved spike - a gift from Master Luhhan, he is disturbed at what he must do.

Since his killing of two Whitecloaks at Hawking's Statue he has been forever hunted by the Children of the Light as a Darkfriend; an incident that branded him with his wolf name - Young Bull: a heavy shouldered young man with an axe at his belt, whom others thought moved and thought slowly, and at the same time a massive wild bull with curved horns and shining metal, running through the night with the speed and endurance of youth, flinging himself among Whitecloaks on their horses, with the air crisp and cold and dark, and blood so red on the horns, and...

During the assault on Toman Head he was referred to as the Bannerman of the Dragon for it was he who incidently carried the Dragon banner. As with his two other childhood friends Mat Cauthon and Rand al'Thor he thinks they understand women more than he does while they believe the opposite.

Almost all of the Aybara clan, seventeen members, were annihilated by Padan Fain's Whitecloaks during the Trollocs raids on the Two Rivers. Father: Con; mother: Joslyn; brother: Paetram; sisters: Deselle and Adora. Other familie include, Eward and Magde Aybara, Ealsin Aybara and Neain and Carlin.

Once a blacksmith's apprentice he cannot think of himself as anything else but an apprentice even though his work has been described as a master's with fine stroking and better than steady aim -a true blacksmith. During his extended stay in Tear he met and worked for a Dermid Ajala earning himself a ten pound hammer its handle as long as his forarm for his work - realising he hasn't the slightest idea how to wield a sword.

During the Trolloc raids on the Two Rivers, he became through no effort on his part, Lord of the Two Rivers, Lord Perrin Goldeneyes. After marrying his lovely Faile Bashere she became Lady of the Two Rivers. They now live in the Lord's newly constructed manor. Although a Lord he treats his servants Gwil and Hal as his drinking buddies. Though emerging from the Ways he did receive a nasty scar beneath his eye from a Trolloc, which his wife calls a beauty mark. His banner, a red bordered, white banner of a red wolf's head. Not long after meeting his future bride Faile Bashere he grows a beard curlier than his hair. See *also ta'veren; Stepper; Lewin, Laila; t'Aybara, Faile ni Bashere.*

Aydaer, Jared

An Emond's Field member of the Companions. He died in a Trolloc ambush.

Aydaer, Master

Emond's Field's cabinetmaker. Recently hired three men and two women who know furniture carving and gilding.

Aydaer, Pel

The Emond's Field youth who taught Perrin to catch trout with his hands. A permanent pipe ladden, bald headed man.

Ayellin, Corin

A member of Emond's Field's Women's Circle.

Ayellin, Dav

An Emond's Fielder as young as Mat Cauthon but stockier with dark eyes. A close second to Mat in Emond's Field mischief. One of Perrin's childhood friends who went fishing and hunting with him. As old as Perrin him and two of his other friends Elam Dowtry and Ewin Finngar have gone off to see the world.

Ayellin, Jon

Emond's Fielder. Hulking with a bald head.

Ayellin, Lara

An Emond's Fielder.

Ayellin, Larine

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be

Aes Sedai. Three years younger than Rand and willowy with her thick braid over her shoulder.

Ayellin, Mili

An Emond's Fielder.

Ayellin, Neysa

The horse faced member of Emond's Field's Women's Circle.

Ayellin, Sari

The Emond's Fielder known for trying to capture the heart of her widow mother's husband and making a complete fool of herself. She didn't settle down till her mother was married again and she found herself a husband.

Aylar, Malena

Former Wisdom of Watch Hill. A fierce bully despite her being tall and scrawny.

Ayyad

Channelers and their families of the lands of Shara. Ayyad female channelers are required by Sharan law to marry the sons of other women who can channel. They are marked by the state: their faces tattooed at birth marking their bloodline. Those tattooed cannot marry those not under penalty of death. Tattooed men are killed on their twenty first birthday, cloistered and ignorant of even how to read. Ayyad lie in their own small communities segregated from all other Sharans. They are supposedly not allowed to channel with the Sh'boan/Sh'botay's permission.

Azril

One of Culain's Hound serving maids.

Ba'alzamon (bah-AHL-zah-mon)

In the Trolloc tongue, "Heart of the Dark." Believed by most, erroneously, to be the Trolloc name for the Dark One. *See also Dark One; Trollocs.*

Bael

Clan chief of the Goshien Aiel. Married to Wise One Melaine and Dorindha, roofmistress of Smoke Springs Hold. The tallest man Rand al'Thor has ever seen, and that means tall, he is a full hand taller than both Rand or Rhuarc. He has dark red thick graying hair, a hard lean face and sharp blue eyes. *See also Melaine; Dorindha.*

Bealome, Lady

A Ghealdanin woman who named the Dragon Reborn by his real name in the Prophet's hearing and was flogged -almost hung- for it.

Baerin

An Aiel woman who's daughter is a Wise One apprentice. Before her marriage, she was a Maiden.

Baerlon (BAYR-lon)

A city in Andor on the road from Caemlyn to the mines in the Mountains of Mist. From the farms surrounding its twenty foot high wooden walls visitors see only an expanse of hundreds of chimneys towering over slate and tile roofing. Watchtowers are scattered along the city wall's length, occupied by Watchmen who are ordered to keep the gates closed from sundown to sunrise to better protect its citizens. Along its two-cart wide dirt avenues are high wooden fences that hide resident backyards and gardens. Certain more important roads are paved and patrolled by the Town Watch, like those that lead the way to Baerlon's nine inns. Baerlon is run by a Governor who is currently Adan Heron. Known Gatekeepers/Watchmen: Arin; Dar; Avin. *See also Stag and Lion, the; Heron, Adan; Miner's Rest, the.*

Bain (BAYN)

A woman of the Black Rock sept of the Shaarad Aiel. A Maiden of the Spear of dark blue eyes and fiery hair. Adopted Chiad as first-sister and good friend of Faile.

Bair (BAYR)

A Wise One of the Haido sept of the Shaarad Aiel. A dreamwalker who cannot channel. As with others her age her hair has turned white, her face is creased, wrinkled and grandmotherly, thin and bony. Her powerful aged voice and pale blue eyes mark her as an authority figure. She's buried three husbands. In her seventies or eighties, she's still younger than Sorilea. *Gai'shain:* Juric and Beira. Apprentice: Egwene al'Vere.

Balinor

Alanna's warder long ago. It took her ten years to get over his death and bond Ihvon.

Ballair

Queen Ishara Maravaile's advisor, the first Aes Sedai to do so in Andor.

Ball and Hoop, the

One of Caemlyn's inns.

Balthamel (BAAL-thah-mell)

One of the Forsaken. He and Aginor were both sealed so close to the surface they felt the grinding of the Wheel and were thus aged where the other Forsaken weren't. Soon after his escape from the Dark One's prison he resembled: a black leather carapace covering his head and face completely, encasing the rest of his body, the front worked into the perfect image of a young man's face laughing wildly, insanely, forever frozen. The damage time had done was so severe he could not even speak with his tongue. He died while trying to take the Eye of the World; he's overconfidence allowed the Green Man to plant fungi under his body leather, at least the Green Man died soon after. See *also Aran'gar*.

Balwer, Seban

Pedron Niall's secretary and secretly the true Children of the Light spymaster. Everything about him is narrow and pinched, knobby shoulders, legs that look as if they could snap off under his own weight, he moves like a bird hopping from limb to limb. He believes almost nothing - he only overhears and passes on the information the Niall.

Banas

The old man from Jarra who was dragged by Widow Jorath through the Green's arches to marriage.

Bandar Eban

The capital city of Arad Doman. Built over the ruins of a city destroyed in the War of the Hundred Years, itself built over the ruins of another destroyed during the Trolloc Wars; a city of three names. Site of the Terhana Library, the third most extensive library in the world.

Band of the Red Hand

In the Old Tongue, "*Shen an Calhar*". Legendary group of heroes said to be the last to fall to the Trollocs guarding King Aemon himself when Manetheren died. Legend says a spring rose where they fell. Though the men it composed must of changed during the three hundred year war it is said they did not.

After having fought three battles, all victorious with minimal losses, at Mat Cauthon's lead, the same name was chosen by two under Mat's command for his newly sworn to follow army, namely Talmanes and Nalesean. They currently total at over six thousand men, half foot, half again horse. Commanders of the Band include Edorion (half of cavalry) Talmanes (other half of cavalry) and Daerid (all foot). Fashion among the troops are hawk tattoos sometimes even placed on the cheek. Among the men Redarms are chosen at random to pay for any damages that occur while they're on duty and generally just keep the peace while the others drink and have fun. Each unit must take its turn providing men to wear the red armbands (from wrist to elbow) that give them their name. Each squadron is designated a number although all chose names for themselves aside from the number as the First Squadron is Edorion's Hammers, Fourth Squadron is Carlomin's Leopards, and the Fifth Squadron is Reimon's Eagles.

Mat chose forty-seven poachers and horse thieves from among his men to act as the Band's scouts. Band scouts include, Mar, Chel Vanin, and Ladwin.

Their banner is the same as the original Band, a red hand on white, their motto crimson-embroidered below, "*Doevie'andi se tovyu sagain*", "It's time to toss the dice." Other Band members include, Estean, Nalesean, Carlomin, Harnan, Tan Kandel, Lawdrin Mendair, and Verdin.

Barada, Vilnar

A bearded dark eyed Saldaean soldier; underlieutenant sword-sworn to Davram Bashere. Teryanes is his girl. Men in his command: Jidar and Rissen.

Baran

A young Tairen Lord. A foppish fellow who always looks down his sharp nose at everyone else. He died scouting for help to save Cairhienin from the Shaido.

Barashta

See Ebou Dar.

Barashelle

Legendary woman who supposedly did some long arduous service to win Anselan's love. In truth Barashelle the Accepted who lived during the Trolloc Wars was nothing like the stories. She bonded a Warder the day before her testing to be raised to full Aes Sedai, afraid another woman tested on the same day would get to him first. Caught, she was made to pass the bond to another and put to work in the kitchens among scullions and spit-girls for three years. When she finally received the shawl the Amyrlin Seat herself chose her a Warder: a old stone stubborn man name Anselan, a pair whom no one was sure who gave the commands. One of the many heroes linked to the Horn of Valere.

Barasine

Aes Sedai of the Red Ajah. Supposedly one of those under Javindhra's command, who found Logain one year before he pronounced himself, and the one to give him the choice -death or become another false Dragon.

Barel, Lord

Andoran noble. High Seat of his minor House. Opposed Gaebril.

Bari

(1)A juggler in Valon Luca's traveling menagerie with his brother Kin.

(2)A servant in the Royal Palace of Andor. Not young - having been over twenty-two years in his position - his face is quite round.

Baris

A lean Ebou Dari man. He killed Masic in the street for reasons unknown.

Barit

One of the supposedly related Chavana brothers acrobats in Valon Luca's traveling menagerie. Darker than a Tairen with Sea Folk tattoos on his hands but no earrings or noserings he looks nothing like the other Chavanas.

Barran, Doral (BAHR-rah-n, DOOR-ahl)

The Wisdom in Emond's Field prior to Nynaeve al'Meara.

Barran, Hilde (BAHR-rah-n)

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai.

Barshaw, Paitr

An Andoran youth who tried with the help of his uncle Torwyn to rescue their Queen from Pedron Niall's clutches. They failed and were both hanged.

Barshaw, Torwyn

A squat nosed Andoran man with a choleric eye and a sneering mouth. He said he could only bring Queen Morgase out of Pedron Niall's clutches, she refused to leave the others. Nephew: Paitr. They were both hanged by Whitecloaks.

Barstere, Jerinvar

Mayor of Watch Hill, a village in the Two Rivers district of Andor. A wide nosed, leathery faced man with white hair who talks faster than lightning and for long periods. Known as Jer.

Barthanes; Lord Barthanes of House Damodred

(bah-THAN-nehs; DAHM-oh-drehd)

Cairhienin lord, second only to the king in power, and a Darkfriend. A slim handsome man with long graying hair, and pebble black eyes. Only half a hand shorter than Rand he had the ability to talk down to anyone no matter their height. His deep and pure voice was nothing but arrogant to all commoners. He was found torn to pieces in his bedchamber, his head on a spike in the fireplace after Rand's visit to his new Manor. Servant: Ashig. His personal sign was the Charging Boar. The sign of House Damodred is the Crown and Tree.

Bartim

Innkeeper of The Wayfarer's Rest in Whitebridge. A man who's inn's popularity allows him to what he does best: talk and exchange information. As with most innkeepers he is fat and loosing his hair.

Bartol

One of Erian Sedai's Warders.

Bartu

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere. He actually listens the Masema's prophetizing.

Basan

Once Merana Ambrey's Warder, he died long ago. So devastated was Merana, she never bonded another.

Basene, Lady

See Graendal.

Bashere, Davram of House (bah-SHEER)

Lord of Bashere, Tyr and Sidonia, Guardian of the Blightborder, Defender of the Heartland, Marshal-General to Queen Tenobia of Saldaea and her Uncle. Zarine Bashere's father, full name: Davram t'Ghaline Bashere. Slender and not tall, only a head taller than Enaila, with a hooked beak of a nose, dark tilted eyes, a gray streaked black hair, and thick mustaches like curved horns around a wide mouth. He carries an ivory rod capped with a golden wolf's head. His estates run by his stewards do sell and produce fine woods, ice peppers, and furs so Faile did not lie to Perrin Aybara about being a merchant, sort-of. He has had many sons but only one daughter. When both his eldest sons died, one fighting Trollocs the other in a fall from his horse hunting, Zarine Bashere became the eldest and as such heir to House Bashere. Known

younger son: Maedin. Believes his blood is getting too soft. Wife: Deira Bashere. Sword-sworn: Vilnar Barada. Soldiers: Hamad.

He currently commands over nine thousand horse in Andor under the Dragon Reborn's banner. See also *Muad, Cheade*.

Bashere, Deira of House (bah-SHEER)

Davram's headstrong wife. Looking a little like her daughter Zarine but with white through her dark hair at the temples, she also has her signal Saldaean bold nose. Inches taller than her husband she's seen as statuesque rather than overbearing. Full name: Deira ni Ghaline t'Bashere.

Bashere, Maedin of House (bah-SHEER)

Two years younger than his sister Zarine. Learning to be a Saldaean soldier like his father.

Bashere, Zarine of House (bah-SHEER, zah-REEN)

A young woman from Saldaea who is a Hunter of the Horn. She wishes to be called Faile, which, in the Old Tongue, means "falcon."

Basolaine, N'Delia

Believed to be one of those who translated the *'Prophecies of the Dragon'*. First Maid and Swordfast to Raidhen of Hol Cuchon (circa 400 AB).

Beira

A *gai'shain* Aiel woman sworn to serve Wise One Bair. She refused to put off the white robes when her year and a day were up.

Bela

The al'Thor family's shaggy brown squat mare.

Be'lal (BEH-lahl)

One of the Forsaken. Called the Envious because he envied both Lews Therin Telamon and Ishamael and some say even Lanfear, too. Also called the Netweaver, the name for a schemer and a patient and cunning planner). He won just one game of stones against Lews Therin and boasted of it. Both him and Lews Therin took up the ancient art known of the blade as a hobby, becoming blademasters in no time. A tall man with close cropped white hair.

Be'lal was a leader in the fight against the Dark One during the War of Power before he forsook the Light to join them. He was killed, underestimating the abilities of Moiraine Sedai, and struck by Balefire. See also *Samon, High Lord*.

Beldeine

(1)An Aes Sedai in Elaida's embassy to the Dragon Reborn.

(2)The imaginary *ter'angreal* Aes Sedai of the Green Ajah and Keeper of Chronicles for the fictitious Amyrlin Egwene al'Vere. She had dark hair, high cheekbones and concerned brown eyes.

Beldemaine

Aes Sedai of the Yellow Ajah. A plump Arafellin with silver bells in her hair. Sided with the Little Tower.

Bellon

A village in Amadicia twenty miles or so west from Amador. On a muddy stream grandy known as Gaeen River. See also *Bellon Ford Inn*.

Bellon Ford Inn

The only inn in Bellon. Innkeeper Mistress Alfara.

Belman, Nan

A handsome woman. A Darkfriend who thought her oaths were just dabbling in wickedness before Padan Fain arrived. She's now Mordeth's hound-girl. Son: Perwyn.

Belman, Perwyn

Nan's son.

Bel Tine (BEHL TINE)

Spring festival celebrating the end of winter, the first sprouting of crops, and the birth of the first lambs. See *Winternight*.

Bennae

An Aes Sedai that gives long lectures to Novices; probably of the Brown Ajah.

Beonin

Aes Sedai of the Gray Ajah. Her heavy Taraboner accent complement nicely with her dark honey braids, pretty face and blue-gray eyes so big she always appears slightly startled. She makes Morvrin seem gullible. Extremely ambitious. Member of the group who secretly control Salidar, including Morvrin,

Myrelle and Suan. Sided with Little Tower. Warder: Thervail Dura.

Bera Harkin

Aes Sedai of the Green Ajah from Andor. Looking like a farmwife with her short brown hair and square face most wonder what she could have in common with the King of Arafel's sister, Kiruna Nachiman, her longtime friend. She has three Warders and rides a solid brown mare. Sided with Suan Sanche.

Beralna

An Aiel Maiden of the Spear. A bony redhead with blue eyes and a feral grin.

Berelain sur Paendrag of House Paeron

(BEH-reh-lain suhr PAY-ehn-DRAG; pay-eh-ROHN)

First of Mayene, Blessed of the Light, Defender of the Waves, High Seat of House Paeron. A beautiful and willful young woman, and a skillful ruler. She will have what she wants, whatever it takes, and she always keeps her word. Black shoulder length hair and no more than a year older than Rand al'Thor, her dark eyes can seduce just about any man. Her plentiful bosom is admired by women and lusted for by men. The first ruler to freely offer alliance with the Dragon Reborn. As all Firsts of Mayene she knows a type of martial arts to defend herself from Tear's assassins. She was held captive in everything but name by the High Lords trying to control Mayene until the fall of the Stone that proclaimed the Dragon's Rebirth to the world. She is normally seen wearing the First's coronet know as the Diamem of the First: a golden hawk above her brows. Min's viewings see Berelain falling in love with a man in white.

She is protected from general harm by the First's Winged Guards, currently led by Lord Lieutenant Havien Nurelle and numbering at around two hundred men. *See also Mayene; Halvar.*

Berenicia Morsad

Aes Sedai of the Yellow Ajah and member of the Little Tower's embassy to the Dragon Reborn. Plump, she always looks grave and speaks in her acid Shienaran tongue. Direct from the Border Marches or Shienar.

Berewin

A Cairhienin woman. Sent by Colavaere to seduce Rand al'Thor, Aviendha dragged her away by her hair.

Berylla Naron

Aes Sedai formerly of the --- Ajah. Now known to be of the Black Ajah. Lean, almost to scrawniness, she's as fine a manipulator and plotter as there is. *See also Ajah, Black.*

Beslan of House Mitsobar

Queen Tylin Quintara's last son. Hopefully will live to follow her on the Throne of the Winds. Eighteen years of age and soft-spoken with beautiful black eyes.

Bethamin

The *sul'dam* that Egeanin found could be held by an *a'dam*, indicating her channeling ability. She was locked up and then set free. A dark eyed woman who knew Egeanin for ten years before the surprising incident.

Betrayer of Hope

See Ishamael.

Bhagad, Sulamin so

Author of *The Wheel of Time*. Chief Historian at the Court of the Sun, Fourth Age.

Bharatine

Aes Sedai of the Green Ajah. Rail-thin she looks otherwise gracefully slender and makes a long nose elegant. Sided with the Little Tower.

Bhuran, Narasim

During the last ten years of the War of the Hundred Years, he tried to replace Hawking as High King. His head ended up on a pike a year later.

Bili

Nieda Sidoro's nephew and Easing the Badger's huge bouncer; bigger than Perrin Aybara with thick arms.

Birgitte (ber-GEET-teh)

Hero of legend and story, renowned for her beauty almost as much for her bravery and skill at archery. Supposedly carried a silver bow and silver arrows with which she never missed. One of the heroes to be called back when the Horn of Valere is sounded. Always linked with the hero-swordsman, Gaidal Cain; the two are always lovers. Except for her beauty and skill with the bow, she is little like the stories of her. A little taller than Nynaeve, her favorite clothing -and the one she's almost always described wearing- is a

short white coat, voluminous yellow trousers gathered above short boots with raised heels. Clothing that is more than two thousand years old that she took a liking to. She is fair, with blue eyes, her long golden hair intricately braided always thrown over her left shoulder. She has a strange sense of humor and tongue only men admire and an prickly eye for bows and arrows alike. Proud of being a woman she shows as much of her body as possible.

She was ripped from *Tel'aran'rhiod* by Moghedien and was bonded by Elayne as Warder to save her life. She had never cried except as a child till being ripped from the World of Dreams. She did manage to keep one silver arrow from the World of Dreams. She originally made contact with Nynaeve to stop her from stumbling into Asmodean, then later helped her locate the Spider. Long ago when she was known as Tadra she unknowingly foiled the Spider's plot to lay Lews Therin by his heels. Moghedien promised to make her weep alone for as long as the Wheel turns but she died before she could deal with her. Once known as Maerion: one of her old names. *See also Cain, Gaidal; Horn of Valere.*

biteme (BITE-me)

A small, almost invisible biting insect.

bittern (BIHT-tehrn)

A musical instrument that may have six, nine, or twelve strings, and is held flat on the knees and played by plucking or strumming.

Black Tower, the

Similar to the White Tower in Tar Valon but for male channelers who become Asha'man. Created by the Rand al'Thor, now run solely by Mazrim Taim. With the help of Rand's amnesty and Mazrim Taim's scouting expeditions, the Black Tower's ranks filled quickly. They have a similar ranking system to the White Tower but the similarities end there. Each student is put into an accelerated learning program that concentrates almost entirely on the battle aspects of channeling. To increase an individual's channeling strength they are told to channel whenever possible -chores- knowing fully well they could prematurely burn themselves out by grasping too much of the One Power. They are even taught personal self defense without the One Power, Aiel hand to hand by Saeric and the sword by former Master of Queen's Guards Henre Haslin. They currently total at over two hundred male channelers.

The current Black Tower is in reality no more than an overgrown farmhouse hidden north of Caemlyn. Although the frames of much larger buildings can be seen nearby they have yet to be completed. The current farmhouse is complete with a thatch roof, large barn, coup for chickens, pens for goats and a platform to the rear for making addresses -plain block of black stone with two steps at the back. Most of the students must camp out behind the barn, creating rows of white tents. Known male channelers at the Tower: Mazrim Taim, Kisman, Rochaid, Gedwyn, Jahar Narishma, Torvril, Eben Hopwil, Fedwin Morr, Damer Flinn, Jur Grady, Adley. *See also Asha'man.*

blademaster

One who has earned the right to brand his weapons with a heron, thereafter referred to as a heron-marked blade. As the name reads blademaster so it is, a man who is master of his blade. Each sword technique is named after some similar design in nature:

Humming Kisses the Honeyrose	Cat Crosses the Courtyard	The Wind Blows Over the Wall
The Swallow Takes Flight	Cat Dances on the Wall	Parting the Silk
The Dove Takes Flight	Cat on Hot Sand	Watered Silk
The Swallow Rides the Air	Apple Blossoms in the Wind	Lizard in the Thornbush
The Heron Spreads Its Wings	The Falling Leaf	Lightning of Three Prongs
Whirlwind on the Mountain	Leaf on the Breeze	Striking the Spark
The Kingfisher Takes a Silverback Fan	Ribbon in the Air	The Courtier Taps His Fan
The Wood Grouse Dances	Stones Falling From the Cliff	The River Undercuts the Bank
Thistledown Floats on the Whirlwind	Moon on the Water	Water and Rain
The Boar Rushes Downhill	The Moon Rises Over the Lakes	Water Flows Downhill
The Boar Rushes Down the Mountain	Moon Rises Over the Water	Lion On the Hill
Folding the Fan(to sheaf blade elegantly)		Unfolding the Fan
Sheathing the Sword (ritual suicide)	Arc of the Moon	Tower of the Morning
The Grapevine Twines	Low Wind Rising	
Heron Wading in the Rushes (open to attack but also guaranteed a hit-used only for practice)		

Blasted Lands

Desolate lands surrounding Shayol Ghul, beyond the Great Blight.

Bleakness, the

Term given by the Aiel to the effects on many of learning that rather than having always been fierce warriors, their ancestors were strict pacifists forced into defending themselves during the Breaking of the World and the years following. Many feel that this was their failure to the Aes Sedai. Some throw down their spears and run away. Others refuse to put off *gai'shain* white when their time is up. Still others deny the truth of this, and with it deny necessarily that Rand al'Thor is truly the *Car'a'carn*; these either return to the Aiel Waste or go to join the Shaido opposing them.

Wetlanders affected by the fighting in Cairhien are said to have 'seen the wolf'. See also *Aiel*; *Aiel Waste*; *Car'a'carn*; *gai'shain*.

Blight, the

See *Great Blight, the*.

Blood, the

Descendents of Artur Hawking's son, Luthair Paendrag Mondwin, and thus Seanchan nobles. The closest relation to Artur Hawking's son is titled Emperor or Empress, those that are of close relation are titled High Lords, and all others are solely the 'Blood'. According to Seanchan law "no man's hands may slay one whose veins flows the blood of Artur Hawking"; even if their death is ordered by the Empress, they continue to uphold this law by placing the person in a bag hung over the Tower of Ravens till it rots away. Although High Lords shave their heads completely, lower nobles shave only half their heads and usually braid the other other half to shoulder length. Their hereditary upper servants are known as *so'jhin*; the highest title after Voice of the Blood. See also *High Lords of Seanchan*; *Seanchan*; *Empress, the*; *Voice of the Blood*; *so'jhin*.

bloodsnake

Snakes native to the Aiel Waste. Three paces long and brown -they are excellent eating if your not bit first your blood turning to jelly in minutes.

Blue Crane

The ship that took Elayne Trakand, Egwene al'Vere and Nynaeve al'Meara halfway to Tear from Tar Valon. Captain: Chin Ellisor.

Blue Bull, The

An inn located in Somara.

Boannda

A town in Ghealdan, where the Boern runs into the Eldar. There are three towers inside its gray walls, and a building shining white beneath a red tile roof here can pass for a palace, though a small one.

Boanne

Author of '*Do'in Toldara te*' or Songs of the Last Age. Songmistress of Taralan, Fourth Age.

Bonwhin

An Aes Sedai of the Red Ajah and Amyrlin Seat. She was stilled for her involvement in trying to control Artur Hawking as a puppet and so nearly destroying Tar Valon. Later kept in the Tower as a servant. The last Amyrlin to have come from the Red Ajah (nearly one thousand years ago) and the reason there have been none since -until very recently.

Borderlands, the

The nations bordering the Great Blight: Saldaea, Arafel, Kandor, and Shienar who have had unending war with the Shadow for almost three thousand years. Their history is one of unending raids and war against Trollocs and Myrdraal. In the Borderlands an 'al' before someones first name means he/she is royalty. Greetings between Borderlanders usually involves the gripping of each others forearms, perhaps as a measure of another's strength. It is so cold here that mini-fireplaces are placed under every raised bed, and tree sap freezes in the tree causing many to unexpectedly explode. From the close presence of Shadowspawn, it has become law that within a city's walls none may cover their faces and all streets must be lit up at night. A bounty has been placed on ravens, crows and other possible Dark One's Eyes to avoid the thousands that can gather overnight. Here people are so set on war, nudity is not a problem. Neither is the danger of thievery or mugging -a woman is safe any hour of the night from almost everyone but Trollocs. The Borderlands defend the Blightborder with Borderforts (one mile apart); a tower on a raised mount with a walled ramp spiralled up its side, able to hold with only ten men or using a mirror system, send a distress call to nearby Borderforts. See also *Great Blight, the*.

Bore, the

The actual hole in the Dark One's prison, drilled by both Mierin Sedai and Beidomon Sedai in the Age of Legends just before the War of Power. It's resealing by the Hundred Companions led by Lews Therin Telamon, the Dragon, marked the end of the Age of Legends and the War of Power.

It's entrance, for those ignorant enough they want to go there, is indistinctive. A vent bearing no steam or smoke two men abreast wide. As one enters the cavern, the worn polished tile floor slants almost immediately down toward the center of the mountain. Cold is replaced by heat and a pale light rises from the floor stone a little farther down the passageway. Soon jagged spikes jutting from the ceiling come into view, like stony teeth ready to snap shut on the unfaithful or the traitor. The tunnel becomes a wide ledge looking out onto a lake of molten stone, red mottled with black, flames dancing as high as a man. No roof here, only a great hole rising to a streaked sky striated with clouds racing, a sky that is not that of Thakan'dar - here is the Pit of Doom and entrance to the Bore. This is as close as someone can get in this world to the Great Lord of the Dark.

Bornhald, Captain Dain (BOHRN-hahld, DAY-ihn)

A Captain of the Children of the Light, son of Lord Captain Geofram Bornhald, who died at Falme, on Toman Head. Long, stern faced, stiff-backed and not much older than Rand he has already one knot of rank below his cloak sunburst; receiving another not long after his father's death. He is seen in the eyes of his father as over zealous. *See also Ivon, Child; Farran, Hundredman.*

Bornhald, Lord Captain Geofram

(BOHRN-hahld, JEHF-rahm)

A Lord Captain of the Children of the Light who died in the battle at Falme against the Seanchan. Dark eyes on a grandfatherly kindly face, bluff and dignified, with gray hair; none would suspect the amount of battle experience he has had in the Borderlands. While he lived he was the last great battle commander. Enjoyed the strange act of making others nervous, by trimming his nails with a dagger, even though he never understood why it worked. Son: Dain Bornhald. *See also Byar, Jaret; Muadh, Child; Earwin, Child; Jeral, Child; Wuan, Child.*

Bors

See Carridin, Lord Inquisitor Jaichim of House.

Bounce

An Andoran game. The object is to keep several colorful wooden balls bouncing as long as possible with a paddle.

Braem

A nation and city destroyed in the Trolloc Wars, where Braem Wood now stands.

Braem, New

A middle sized border town older than the very nation it resides in, Andor. Well to the east of House Bryne's estates on the road from Caemlyn to Tar Valon.

Breaking of the World, the

During the Time of Madness, male Aes Sedai who had gone insane, and who could wield the One Power to a degree now unknown, changed the face of the earth. They caused great earthquakes, leveled old mountain ranges and raised new mountains, lifted dry land where seas had been and made the ocean rush in where dry land had been. Many parts of the world were completely depopulated, and the survivors were scattered like dust on the wind. This destruction is remembered in stories, legends, and history as the Breaking of the World. *See also Time of Madness; Hundred Companions, the.*

Breen Spring

A few town east of Four Kings, very close to Caemlyn and the farthest the Queen's Guards will be seen patrolling regularly. The second town east from Market Sheran.

Brend, Lord

Also known as the Forsaken Sammael. Ascended to Illian's Council of Nine in one week, and rumored to lead all eight others in strength.

Brendas

A cooler than cool dark eyed Aes Sedai of the White Ajah. Sided with the Little Tower.

Bruan

Aiel man of Salt Flat sept of Shiagi Hold and clan chief of the Nakai Aiel. A massive man, big and strong enough for two blacksmiths but having an odd placid nature and deceptively mild voice for an Aiel his size. A deadly fighter and devious tactician even for his people with gray eyes. Wife: Alsera.

Brugh

One of the supposedly related Chavana brothers acrobats in Valan Luca's traveling menagerie.

Brune, Mother

Wisdom of the next village east of Market Sheran along the Caemlyn Road.

Bryne, Gareth of House (BRIHN, GAH-reth)

Once Captain-General of the Queen's Guards in Andor. Exiled by Queen Morgase. Considered one of

the greatest generals living. Also served as Morgase's First Prince of the Sword. A bluff stocky man even though his temples are heavy with gray, he looks as strong and immovable as a rock. Now wears a gray curl-brimmed hat that is all the rage in Caemlyn. He has four knots of rank on the shoulder of his cloak to denote him Captain-General. He says he didn't like Gaebril so he retired but really Morgase proclaimed him a traitor and forced him to retire. All of his former men chose to serve him rather than drink away their pensions, including: Thad Haren, Joni Shagrin, and Barim Halle. The sigil of House Bryne is a wild bull, the rose crown of Andor around its neck. Gareth Bryne's personal sigil is three golden stars, each of five rays. His horse's name is Traveler.

House Bryne manor is nothing more than an overgrown farmhouse just outside Kore Springs. Two stories of brick and stone under a slate roof. House Bryne has owned the land since Andor was wrought from Artur Hawking's Empire, all the time sending sons to fight Andor's wars, but their be too many wars, too many battles, Gareth now the last of his blood. House Bryne has never been a large or powerful. *See also Caralin; Sela.*

Buie, Cenn

Emond's Field's thatcher, and member of the Village Council. Just as gnarled and dark as the old root walking stick that helps him walk. As stubborn as Emond's Fielders get.

Buiryn, King

King of Manetheren sometime before the Trolloc Wars. It was he who allegedly at Midean's Ford against the Saferi touched Aedomon's in return having the remnant of his army return home and the Saferi to Safer. A glossy black bearded man. *See also Manetheren; Midean's Ford.*

Bunch of Grapes, The

One of the Foregate's many wooden inns outside Cairhien. Three stories of rickety wood, run by Zera the innkeeper.

Bunt, Allen

An old wrinkled farmer whose strenght is not only seen in his body but his voice. Half his teeth are gone and his leathery face makes him appear older than he is. One of the people who offered Mat and Rand a ride along the Caemlyn Road.

Burin Shaeren

Lelaine's Warder. Coppery skinned, he looks as if carved for an uprooted stump.

Burn

One of the first wolves to make contact with Perrin Aybara or 'Wild Bull.' A waist high, shaggy yellow eyed wolf with an old scar on his shoulder that might explain his name. Since Trollocs cut him he has even more than the average wolf the desire to kill them. Normally impatient. *See also Dapple; Hopper; Wind.*

Byar, Jaret (BY-ahr, JAH-ret)

An officer of the Children of the Light, once second to Geofram Bornhald, holding two stars beneath his breast crest. When Geofram died he transferred all his loyalty to his son Dain Bornhald. A tall skeleton supporting a long hollow cheeked face and wide dark eyes so deeply set they seem to look out of caves. No excess flesh or fat on his body, his skin is pulled tight over the muscle and bone visible beneath. Zealous as any of the Children; not only moving as a snake but just as cold. He only does what must be done, emotion just gets in the way of justice; tortures not because he enjoys it but as a method to extract information. He has developed a hatred of Perrin Aybara of the Two Rivers.

Caar al Thorin al Toren, Prince; Caar One-Hand

Thorin al Toren al Ban's, King of Manetheren's successor. When he went with Manetheren's embassy to win Aridhol back to the Second Covenant, he barely escaped with his life to be later called Caar One-Hand. He fled to the Borderlands, Mordeth's unnatural assassins at his heels, and there he met and married Rhea, who did not know he was Prince of Manetheren. Presumably they had a child for Aemon al Caar al Thorin was the next king of Manetheren. Later Prince Caar died at her hand, and hers by her own hand before his tomb. This set the skein in the Pattern that led to fall of Aleth-loriel. *See also Manetheren.*

Caban

A Seanchan in his middle years with scars above his dark eyes and chin.

Cabrina Mecandes

Pale haired Aes Sedai of the Blue Ajah. She supposedly died in a 'fall' from her horse with Halima nearby, her Warder growing depressed, withered away alone. Dying not before having spilled her guts to Halima of her destination: Salidar. In reality they were captured and taken to Semirhage and accidentally killed by the Forsaken while trying to withdraw information..

cadin'sor (KAH-dihn-sohr)

Garb of Aiel warriors; coat and breeches in browns and grays that fade into rock or shadow, along

with soft, laced knee-high boots. In the Old Tongue, "working clothes," though this is of course an imprecise translation.

Caemlyn (KAYM-lihn)

The capital city of Andor. Protected by a fifty foot high wall of pale gray stone, streaked with silver and white, and the Queen's Guards. At regular intervals this wall is broken by guard towers, topped by Andor's banners; the famous rampant white lion on a field of red. The city itself seems to be made completely of domes and towers, wide avenues, and main roads as boulevards split in two by islands of shrubbery. New City (the newest and largest section, new but still over two thousand years old) is unusually busy; a literal people pit of noise and activity, including loose animals. Towers inside are taller than those along the outer wall but shorter than those of Inner City or the Royal Palace. Just inside the main gates, arched twenty feet high, are gleaming domes that shine white and gold. Buildings reach as high as six stories and gleam with color, as sedan chairs and carriages pass before them; all red and gray stone and white plastered walls, open markets under flat roofs of red or purple tile. All the main boulevards of New City lead eventually to Inner City.

Inner City (the smaller center of Caemlyn) which was built by Ogier is similar to New City in most aspects but even more elaborate. The roads, which are fairly flat in New City, hug the hills naturally. As Inner City is built on hills, rather than where they once stood, it towers above New City, and the Palace, in turn, towers above all of Caemlyn. The wall that once defended Inner City, before Caemlyn expanded, still stands to control traffic verging on the Palace; stone that shines as white as Tar Valon's. Domes are higher and more colorful as are the ever so popular towers. All main roads spiral to the center of Caemlyn, the Royal Palace of Andor.

The Queen's Guards are armored in silver conical helmets with a cage of steel mesh to protect the face, plate and mail on the arms and legs with steel gauntlets, over which they are clothed completely in red coats with long white collars, undercoats, and red and white tabards. Their lances can be decorated with matching red streamers. *See also Andor; Morgase; Queen's Blessing, the; Crown and Lion, the; Royal Palace of Andor; Culain's Hound; Ball and Hoop, the; Crown of Roses, the.*

To promote Caemlyn's economy the Queen's Bounty is handed out to beggars to remove them from the street. No one needed be poor in Caemlyn and not even a man under warrant can be arrested while he is taking the Queen's Bounty. On High Days, a festive occasion, the Queen's Bounty is even handed out by the Queen herself.

Caemlyn Road

Also known as the Queen's Highway. The most important road in Andor, for it runs the length of that nation, from the capital to its valuable mines beneath the Mountains of Mist.

cafar

One of Aginor's Shadowspawn creations.

Cail

One of Kin Tovere's apprentices. A short Cairhienin about two years older than Rand al'Thor.

Cain, Gaidal (KAIN, GAY-dahl)

Hero-swordsman of legend and story, always linked with Birgitte and said to be as handsome as she was beautiful. Said to be invincible when his feet were on his native soil. He was a swarthy man with the hilts of his two swords sticking out above his broad shoulders. Shorter than Birgitte, a dark strongly muscled man but now really as beautiful as the stories all say perhaps even ugly -face wide and flat, heavy nose too big and a gash of a broad mouth. He hates dancing. Knows nothing of caution, he has Birgitte for that. Usually one of the heroes called back when the Horn of Valere is sounded, he was recently spun out and reborn. *See also Birgitte; Horn of Valere.*

Cairhien (KEYE-ree-EHN)

Both a nation along the Spine of the World and the capital city of that nation. The city was burned and looted during the Aiel War, as were many other towns and villages. The consequent abandonment of farmland near the Spine of the World made necessary the importation of great quantities of grain and stored in granaries across the river. Ruled by a King or Queen from the Sun Throne within the Sun Palace; House Damodred held the nation till Laman lost it to House Riatin thanks to his involvement in the Aiel War. Many gifts were given in thanks of the friendship and water sharing that took place between the Aiel and those now known to be Cairhienin during the years after the Breaking of the World. Until Laman's Sin, Cairhienin had enjoyed the use of a path through the Waste reserved just for them, known as the Silk Path, to permit trade with Shara and other lands beyond, another other gift being *Avendoraldera*, a cutting of Rhuidean's *Avendesora*, the last chora tree. Years of searching and the Watersharers were found and honored, that is until Laman spat in their faces and earned the current name: Treekillers. Site of the Royal Library of Cairhien, the world's most extensive library after Tar Valon.

The city itself is laid out as a perfect square grid of buildings and straight roads held within its perfect gray rectangular city wall. Towers along this wall, known as the Topless Towers of Cairhien, are twenty times the wall's height ending in jagged tops surrounded by scaffolding; still under reconstruction from the destruction of the Aiel War. Outside the city wall's protection, from riverbank to riverbank, lays a warren of dirt streets at odd angles, around shabbily constructed wooden buildings of seven stories or more; known as the Foregate. Teeming with colorful cheerful people unimaginable just yards away. Inside the capital broad paved streets allow closed sedan chairs to travel alongside darkly dressed snobby Cairhienin. Cairhien's port facilities are run by the Dockmaster from tiny buildings along the docks. Buildings forego the wooden constructs of the Foregate and stick with dependable stone straight-as-nails styling of old. Peddlers are 'encouraged' to display their wares outside to keep the peace and all must register to gain entry to the city.

Slashes from the shoulder to past the waist denote a noble's rank; the more slashes of contrasting color, the more important one is. Other than the slashes of color, Cairhienin nobles dress in dark colors, perhaps to draw the eye to their stripes. Noblewomen prefer their hair elaborately piled up differently from the next, and wear dresses so wide they must turn sideways to pass through doorways. Cairhienin noblemen prefer dark velvet hats the shape of bells or flat over their long hair, and as the women, lace ruffles that on the sleeves almost conceal their gloved hands. Cairhienin are known for their accent (every word pronounced fully - almost musical), their short stature and pale skin, their mastery of *Daes Dae'mar*, and their oddly spiced food. Just outside Cairhien, far from the Taraboner homeland, the Guild of Illuminators has set up a Chapter House for special presentations to the Sun Throne. Other nearby landmarks include Stedding Tsofu not far from the capital's walls to the south. Cairhien's Waygate is currently located behind Lord Barthes' Manor (now the School of Cairhien), as his garden's main center piece.

The assassination of King Galdrian (998 NE) has resulted in a civil war among the noble Houses for succession to the Sun Throne, in the disruption of grain shipments, and in famine. The city was besieged by the Shaido in what some now call the Second Aiel War; this siege was lifted by other Aiel under the command of Rand al'Thor. During this conflict the Foregate and everything else outside the city's walls was reduced to ashes, leaving only the drab interior city standing. Once known as Al'cair'rahienallen or "Hill of the Golden Dawn" about three thousand years ago. The sign of Cairhien is a many-rayed golden sun rising on a field of sky blue.

Cairhienin soldiers are barbed in dark coats, helmets shaped like bells, cut away to show their faces. *Con* (small banners on short staffs harnessed to protrude from the back) are used to pick out officers in battle and to mark a lord's personal retainer. The current Cairhienin warrior hair style is to shave the head to line up with the ears and powder the front of the head, leaving the back long. *See also Aiel War; Defender of the Dragonwall, The; Bunch of Grapes, The; Great Tree, The; Tremonsien; Jurene; Long Man, the; Cairhien, School of; Jangai Pass; Selean; Taien.*

Cairhien, School of

Also known as 'Rand's school.' A school that seeks to preserve knowledge before the Dragon Reborn breaks the world again. There is a similar one in Tear, and one planned for Caemlyn as well. Headed by Idrien Tarsin. Located in the old Barthes manor, miles from the Sun Palace: a heap of square stones with sharply angular towers, severe balconies, and tall gates open onto the main courtyard. Students/teachers: Kin Torvere, Mervin, Herid Fel.

Calder, Mistress

An Emond's Fielder.

Caldevwin, Aldrin

A Captain in 'His Majesty's Service' of Cairhien. His forehead shaved and powdered leaving long black hair at the back. Escorted Rand and company from Tremonsien to the capital of Cairhien. His personal sign: a single star on blue. *See also Tavolin, Elricain.*

Caldin

An Aiel Mountain Dancer leader. Graying and leathery.

calendar

There are 10 days to the week, 28 days to the month and 13 months to the year. Several feast days are not part of any month; these include Sunday (the longest day of the year), the Feast of Thanksgiving (once every four years at the spring equinox), and the Feast of All Souls Salvation, also called All Souls Day (once every ten years at the autumn equinox). Other celebrations include the Feast of Lights and Bel Tine.

Calindin

Accepted almost ten years. A thin black hair braided Taraboner. Taken to Salidar by those who fled the Tower after Siuan Sanche's deposing.

Callandor (CAH-lahn-DOOR)

The Sword That Is Not A Sword, the Sword That Cannot Be Touched. A crystal sword once held in the Stone of Tear, in the chamber called the Heart of the Stone. A powerful male *sa'angreal*; a crystal or glass hilt and blade - it glows as the sun when used to channel. No hand could touch it except that of the Dragon Reborn. Its removal from the Heart of the Stone was, along with the fall of the Stone, a major sign of the Dragon's Rebirth and the approach of Tarmon Gai'don. Replaced in the Heart, driven into the stone, and warded by Rand al'Thor, to ensure his claim on Tear and the High Lords loyalty. See also *Dragon Reborn, the; sa'angreal; Stone of Tear, the*.

Calle

A promiscuous young Two Rivers woman. She gets along with all men and keeps no secrets from them, even knowing every merchants' guards' first name.

Candwin, Darea

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai.

Candwin, Eward

Emond's Field's stout cooper.

Canin, Captain

Captain of the *Darter*. The round long faced man who helped Nynaeve and company go to Tear from Jurone.

capar

A beast indigenous to the Aiel Waste resembling a boar except its snout is too pointed and it has toes with claws.

Cara

High Lady Alteima's new obviously untrained Andoran maid; picked up during her flight to the Royal Palace of Andor.

Car'a'carn

In the Old Tongue, "chief or chiefs." According to Aiel prophecy, a man who would come from Rhuidean at dawn, marked with two Dragons, and lead them across the Dragonwall. The Prophecy of Rhuidean says that he will unite the Aiel and destroy them, leaving all but a remnant of a remnant. His appearance will begin the Time of Change. Although a leader, he and any other clan chief is not the equivalent of a wetlander King - anyone can speak to him and no one must follow him, they choose to. The Dragons of Rhuidean that mark him are scaled crimson and gold glittering metallicly, golden maned heads on the backs of his hands. Since his first visit to Cold Rocks Hold, *Far Dareis Mai* have carried his honor in defending him as the first son of a Maiden to return. The *Car'a'carn* is prophecied to conquer under the old Aes Sedai symbol. Aiel Prophecy includes the following,

"Blood of our blood mixed with the old blood, raised by ancient blood not ours." "To lead the spears to war once more." "He shall spill out the blood of those who call themselves Aiel as water on sand, and he shall break them as dried twigs, yet the remnant of a remnant shall he save, and they shall live."

See also *Aiel; Rhuidean*.

Carai an Caldazar! (cah-REYE ahn cah-l-dah-ZAHR)

In the Old Tongue, "For the honor of the Red Eagle!" The ancient battle cry of Manetheren.

Carai an Ellisande!

In the Old Tongue, "For the honor of the Rose of the Sun!" The battle cry of the last king of Manetheren.

Caraighan Maconar (kah-RYE-gihn mah-CON-ahr)

Legendary Green sister (212 - 373 AB), the heroine of a hundred adventures credited with exploits that even some Aes Sedai consider improbable despite their inclusion in the records of the White Tower, such as single-handedly putting down a rebellion in Mosadorin and quelling the Comaidin Riots at a time when she had no Warders. Supposedly brought a man nearly two thousand miles to the White Tower by herself, after the male channeler had killed both her Warders. Considered by the Green Ajah to be the archetype of a Green sister. See also *Aes Sedai; Ajah*.

Caralain

Caralin

The slim aged woman who runs the estates of House Bryne just outside Kore Springs. She doesn't get on with That Haren.

Caralain (KAH-rah-layn)

One of the nations wrung from Artur Hawking's empire during the War of the Hundred Years, where the Caralain Grass now stands. It weakened thereafter, and the last traces vanished about 500 NE. See also *War of the Hundred Years*.

Caredwain, Mother

Wisdom of Tremonsien.

Careen

An Aiel woman and Maiden of the Spear.

Careena

Aes Sedai sided with the Little Tower. She knew the eavesdropping trick before having been shown and now thinks she can use it to speak at a distance.

Carilo

A Warder to an Aes Sedai in Elaida's embassy to the Dragon Reborn.

Carleon, High Lord

A High Lord of Tear. He was one of the faction leaders intent on killing Rand al'Thor. With the help of Thom Merrilin's mastery of the Great Game, he was disposed of in a hunting accident by none other but High Lord Tedosian, another faction leader, who perhaps mistook him for 'a boar?' or 'a deer?'; he was after all having an affair with Tedosian's wife the, High Lady Alteima.

Carlin

Perrin Aybara's uncle. Long since dead, he still managed to have two children with his wife Neain.

Carlinya

An Aes Sedai of the White Ajah. A cold manner that matches well with her pale skin. Having much logic - yet no common sense. Among those who secretly control Salidar including Sheriam, Anaiya and Myrelle. Min had a viewing for her, a raven floating over her dark hair, more of a drawing, perhaps a tattoo. As a novice and Accepted she did one wrong thing each month not to look a prig though otherwise she broke no other rules, yet others still considered her an Aes Sedai pet anyway.

Carlomin

A young Tairen Lord and commander of the Band of the Red Hand's Fourth Squadron, Carlomin's Leopards. Tall and slender his Tairen styled beard is even more darkly luxuriant than his friend Reimon's.

Carlys, Lady

An Andoran noble. Open faced though a devious mind.

Caroline of House Damodred

Bitter rival with those to hold the Sun Throne after Damodred, ie Riadin, she has still sealed a truce with Toram Riadin as they both oppose the Lord Dragon. Fled to the foothills of the Spine of the World with Andoran soldiers.

Carridin, Dealda of House (CAHR-ih-dihn)

Jaichim's youngest sister, for his failure she was seen been carried away by a Fade.

Carridin, Lord Inquisitor Jaichim of House (CAHR-ih-dihn, JAY-kim)

Anointed of the Light, an Inquisitor of the Hand of the Light, a high officer of the Children of the Light and a Darkfriend. As Inquisitor he has four knots of rank on his cloak. Known as Bors among Darkfriends for he is one. A fit and hard man in his middle years, tall with just touch of gray in his hair and dark deep set eyes that have a knowing look about them and don't seem to blink. Described as having nerves of steel so strong he could 'outwait a stone.' Currently the Children of the Light's emissary to Altara. Sister: Dealda. See also *Saren, Inquisitor Einor; Sharbon*.

Carridin, Vanora of House (CAHR-ih-dihn)

One of Jaichim Carridin's relatives, he lives near Carmera.

Carysford

The next village east of Breen's Spring. Its name is derived from the River Cary that runs through it; scenic with large bridges over thirty paces across.

Casalain, Endara

Appointed Governor of the Province of Andor by the High King, Artur Hawking. At Hawking's death, she was either removed by or willingly gave up the Lion Throne for her daughter Ishara Maravaile. Most don't believe she just knelt to Ishara as the true Queen, like the stories say. Her father was the last King of Aldeshar, Joal Ramedar.

Cassin

A lean Red Shield Aiel man of clan Goshien. A good inch taller than Rand al'Thor. The last time Liah

was seen she was interested in Cassin.

Catrine

A serving girl for The Nine Rings inn; she breaks more dishes than all the rest.

Cauthon, Abell (CAW-thon, AY-bell)

A farmer in the Two Rivers district of Andor and the best horse trader in the Two Rivers. He won the quarterstaff every year as far as his son Mat can remember and when he lost his friend Tam al'Thor did. An older graying Mat Cauthon but with more serious eyes, not thickened by age but most probably more agile steps. During the Trolloc raids on the Two Rivers his farm was burned by Whitecloaks. Wife: Natti. Daughters: Eldrin, and Bodewhin, called Bode. Father of Mat Cauthon.

Cauthon, Bodewhin (CAW-thon, BOHN-wihn)

Mat Cauthon's sister known as Bode. Found by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai. Big eyed, hair in braid, only the mischievous look in her eyes resembles Mat. Born to channel. Father: Abell, mother: Natti, sister: Eldrin.

Cauthon, Eldrin (CAW-thon, EHL-drihn)

Mat Cauthon's sister. Father: Abell, mother: Natti, sister: Bodewhin.

Cauthon, Matrim (CAW-thon, MAT-trim)

A young man from Emond's Field, in the Two Rivers district of Andor, who is *ta'veren*. Formerly a farmer. Usually just called Mat. A wiry long limbed lad with brown eyes who is known as a trouble maker and slow to grow up; he can lie with a straight face. At home with the bow or the quarterstaff; he doesn't know too much about swords. As with both his other childhood friends Perring Aybara and Rand al'Thor he thinks they understand women far better than him while they each believe the opposite is true.

Since leaving the Two Rivers much has happened to little troublesome Mat. During his travels with Thom Merrilin he learnt to tell stories and juggle like a true gleemen can. He became known as the Trumpeter of the Dragon for it was he who incidentally blew the Horn of Valere, being thus linked with its power for life. After his visit to the twisted redstone *ter'angreal* doorframe Mat was given a silver foxhead medallion to protect him from *saidar*, the holes in his memory fixed and a black-hafted spear with a short sword's blade in place of a spear point-slightly curved and single edged. The gaps in his memory having been repaired not only allows him to remember this life, but many others also, from the Trolloc Wars to about one thousand years ago. In exchange for all he was given, the reptile people in the *ter'angreal* took away his life by hanging him from his new spear jammed into *Avendesora* in Rhuidean. Later he was revived by Rand al'Thor though the hanging mark is now permanently burned in his neck; he keeps his new scar hidden beneath a kerchief at all times. The spear he received has the following inscription in the Old Tongue,

"Thus is our treaty written; thus is agreement made.

Thought is the arrow of time; memory never fades.

What was asked was given. The price is paid.'

His mind is now cluttered with ancient battles, cities, and the Old Tongue making him one of the most knowledgeable about military tactics and manners. Playing a large role in the Shaido War, commanding Cairhienin and Tairens to victory and personally killing Couladin. Earning much praise for his efforts thousands volunteered to fight for the Dragon's General, six six thousand chosen to become his army, the Band of the Red Hand. Mat and his Band have also adopted a child of late, Olver. A kid that Mat himself has taken on the responsibility of raising. Mat's knowledge of past lives spreads evenly from Riding with Maecine of Eharon 4-500 years before the Trolloc Wars to riding against Artur Hawking and fighting during the War of the Hundred Years.

During Mat's travels throughout the Aiel Waste he bought for a gold mark from Keille Shaogi, Hadnan Kadere's wide-brimmed flat crowned hat, a silver worked pipe and a tabac bowl. Since his leaving Shienar his favorite coat has remained the one he received there, a long and green gold tooled Shienaran noble fashioned jacket. Known as the Hornsunder to the Shadow. Father: Abell, mother: Natti, sisters: Eldrin, and Bodewhin. *See also Dara; Pips; Melindhra; ter'angreal, silver foxhead medallion.*

Cauthon, Natti (CAW-thon, NAT-tee)

Mat Cauthon's mother. Husband: Abell, daughters: Eldrin and Bodewhin.

Cavandra

Once Aes Sedai advisor to the Queen Tylin and the Throne of the Winds, she has returned to the White Tower.

Cerandin

Giant boar horse trainer in Valan Luca's traveling menagerie. Formerly a Seanchan *s'redit* trainer, Valan now claims she comes from fabled Shara. A pale haired woman who barely speaks her soft slurred

Seanchan accent, she stands stiffly on the edges. She honestly cares for her *s'redit* troop, Mer (bull), Sanit (cow) and Nerin (calf but not Sanit's).

Cerano, Sillia

A traveling menagerie owner. A menagerie known for its fools tossing bloated bladders. Six of Sillia's acrobats moved to Valan Luca's more successful menagerie including the Murasaka sisters and Andaya and Kuan.

Ceri

Spoke of by the maids of Arilyn, she is said to be having a baby; most probably another maid.

Cerindra

A Taraboner woman who supposedly knew dark secrets about Panarch Amathera she is really Amathera's former tirewoman dismissed for theft, locked up she spoke of anything to harm her.

Chaelin

A Smoke Water Miagoma Wise One. She has touches of gray in her dark red hair.

Chaena

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere.

Chaendaer (CHAY-ehn-DARE)

A mountain in the Aiel Waste, above the valley of Ruidean. During the battle between the Forsaken Asmodean and the Dragon Reborn Rand al'Thor is was lowered during the earthquakes that ensued, tilting the valley south to form the first lake in the Aiel Waste. *See also Aiel Waste, the; Ruidean.*

Chandin, Ren

An Emond's Field member of the Companions. He died in a Trolloc ambush.

Changu

Once prison guard at Fal Dara keep, he was skinned alive with his friend Nidao, by Padan Fain. Perhaps a Darkfriend, perhaps not; he was buried by his fellow Shienarans anyway.

channel

(1)(verb) To control the flow of the One Power. *See also One Power.*

(2)(noun) The act of controlling the flow of the One Power.

Chant

There are three types of Chant: High, Plain, and Common. High is used seldom and usually only for royalty, Plain is used mostly by Gleemen for it shows off their talent in bars, and Common is the way of speaking used when speaking for example, to your neighbor about his dog.

Charel

One of the White Tower's grooms. It was he and his twin sister Marel who broke the wilder Theodrin's block.

Charendin

An Aiel man under Mandein's command.

Charin, Jain (CHAH-rihn, JAY-ihn)

See Farstrider, Jain.

Charlin

One of the first Jenn Aiel to give up the Way of the Leaf and become the Aiel of present. A Alijha clone, him and his brother were impossible to tell apart. He died rescuing his sister Colline. *See also Luca; Gearan; Alijha; Lewin.*

Charn

During the Age of Legends, a Da'shain Aiel in the service of Mierin Sedai before she sword oath to the Dark One and took the name Lanfear. Before dying an old man he had red-gold hair. Soon after the Bore's resealing, he was hanged by vengeful citizens (including Toma) for having worked with one of the Forsaken. Coumin's father's greatfather. With his marriage to Zorelle Sedai's Da'shain Aiel Nalla and Mierin Sedai's blessing, he swore to serve Zorelle. One of Rand al'Thor's ancestors.

Chavana brothers, the See Taeric; Barit; Brugh.

Cheade, Muad

Marchal-General of Saldaea when Davram Bashere was first sleeping in the saddle. As mad as a hare in spring thaw, he never lost a battle or even came close. Twice a day he searched his bodyservant for poison, drank only water and vinegar claiming it was sovereign against the poison he gave him, but would eat anything if Davram said he knew the man serving him. He once had twenty-three oak trees cut down for looking at him, giving them decent funerals and he the oration.

Chenda

Once roofmistress of Mainde Cut; when a young Haido Water Seeker pushed her aside she asked to be made *gai'shain* for she had a carving knife at the time and didn't want him receiving any honor for it. Even after he married her eldest daughter she still stayed *gai'shain* - subject of Aiel humor.

Chesa

Amyrlin Egwene's maid. A plumpy pretty woman twice Egwene's age.

Chesmal Emry

Aes Sedai formerly of the Yellow Ajah now known to be of the Black. One of the White Tower's most Talented Healers in generations - hence also the greatest killer. She kills and Heals with equal ease. Tall and handsome, of dark hair and eyes from Ghealdan. *See also Ajah, Black.*

Chiad (CHEE-ahd)

A woman of the Stones River sept of the Goshien Aiel, who have a blood feud with the Shaarad. A Maiden of the Spear of red-blond hair and gray eyes. She is shorter than her adopted first-sister Bain but taller than her newfound wetlander friend Faile. She wants to be Gaul's lover but he will only go all the way with her giving up the spear and asking to marry him.

Chiape

Once Sh'boan of Shara. Was to marry Shaofan and make him Sh'botay, they're now only together as fellow pets for Greandal in Arad Doman.

Chiarid

A merry-eyed, blond Aiel Maiden of the Spear of about Rand's age.

Children of the Light

A society holding strict ascetic beliefs, dedicated to the defeat of the Dark One and the destruction of all Darkfriends. Founded during the War of the Hundred Years by Lothair Mantelar to proselytize against an increase in the numbers of Darkfriends, they have evolved during the war into a completely military organization. They rule Amadicia in all but name and are exempted from most of its laws including that which denies the construction of fortresses of stone. They are commanded by the Council of the Anointed who is lead by the Lord Captain Commander currently Pedron Niall. They are extremely rigid in their beliefs, and certain that only they know the truth and the right; they swear oath to the Children for life. They hate Aes Sedai, considering them, and any who support or befriend them, Darkfriends. All Children are guided by the Tenets. For example: 'No man is so lost that he cannot be brought to the light' and 'the sins of the mother are carried to the fifth generation, the sins of the father to the tenth.' As with Amador they don't hold the *Atha'an Miere* in good favor. They are known disparagingly as Whitecloaks. Their sign is a golden sunburst on a field of white.

A Legion of Whitecloaks is the equivalent of two thousand troops. Their soldiers are armored in conical caps and breastplates with armored legs and arms burnished till they shine like silver, covered by long pristine white cloaks with the left breast embroidered with the golden sunburst. Golden knots beneath the cloak sunburst denote rank and their salute involves touching the heart and gesturing with the head. In the field their encampments are long neat rows of wedge-roofed white tents, picket lines for the horses precisely arrayed. All Children hate the King's men of Amadicia. In a Legion or one thousand troops every hundred has an officer designated Hundredman. At present their numbers total at five Legions, around ten thousand men. *See also Questioners; Niall, Lord Captain Commander Pedron; Fortress of the Light; Dome of Truth; Bornhald, Geofram; Balwer, Seban; Omerna, Lord Captain Abdel; Council of the Anointed; Troubles; Asunawa, High Inquisitor Rhadam; Serenia Latar.*

Chion

Once a Maiden she is now *gai'shain*. Pretty despite a thin slanting scar just above one of her pale blue eyes into hair so light as to look almost silver. She was killed by the Draghkar's kiss at Cold Rocks Hold.

Chosen, the

See Forsaken, the

Chronicles, Keeper of the

Second in authority to the Amyrlin Seat among Aes Sedai, she also acts as secretary to the Amyrlin. Chosen by the newly raised Amyrlin, she's usually of the same Ajah as the Amyrlin. She carries the golden flamed staff that proclaims her title. *See also Amyrlin Seat; Ajah.*

Chuliantred, Elaine

A Cairhienin noble woman of few rank stripes, whose husband owns a very expensive vineyard to the south. Ten years older than Rand with a tall array of curls and soft skin.

Cian

A fat woman in Salidar.

Ciel

A serving maid for Baerlon's Stag and Lion inn.

Cinchonine, Mistress

Innkeeper of the Crown of Roses inn.

Cinda

One of many maids for Baerlon's Stag and Lion inn.

Cirri

The Stag and Lion inn's cook's cat. Sara feeds her better than most people in Baerlon.

Clarine

Dog trainer in Valan Luca's traveling menagerie. Plump and brown cheeked she appears undersized next to her husband fellow performer Petra.

Cloud

Rand's name for the horse he rode from the Two Rivers till he lost him in the confusion of trying to board Bayle Domon's *Spray*. A tall gray racing horse with a black mane, he was no easy ride.

Coedelin

Aiel Wise One.

Coine din Jubai Wild Winds

(coh-EEN; dihn joo-BUY)

A woman of the Atha'an Miere, the Sea Folk. Sailmistress of the raker *Wavedancer*. Sister of Jorin din Jubai White Wing and Cargomaster/ husband Toram. She has four small gold rings in each ear and one in the side of her nose and a fine chain that runs from it to one earring supporting a row of tiny gold medallions. Her black hair has gray touches and her large brown eyes finely wrinkled at the edges show her age.

Coiren Saeldain

Aes Sedai of the Gray Ajah, and leader of Amyrlin Elaida's embassy to the Dragon Reborn. Plump, stately and pompous, she plans everything in advance. Always she sounds like she is making a speech and repeats the obvious. As a mediator she can find and exploit anybody's weaknesses. She has dark brown hair.

Unknowingly to anyone not in the embassy its size is truly larger than it seems, thirty-three Aes Sedai (nine Green, eleven White, and thirteen Red) plus their Warders, servants and the Younglings led by Gawyn Trakand. Should it come to taking Rand al'Thor to the White Tower by force, a Red shall take over as leader of the embassy. The embassy included the following Aes Sedai, Nesune Bihara, Sarene Nemdahl, Katerine Alruddin, Erian, Galina Casban, Beldeine and Mayam.

Coke

One of Adden's known accomplices and fellow Darkfriend. A fat stocky man with a hoarse voice, a gap toothed sneer and shifty eyes. Killed by the Aiel who rescued the three Accepted he and company managed to captured unaware.

Colavaere of House Saighan, Lady

(COH-lah-veer; sye-GHAN)

A high-ranking lady of Cairhien, manipulative and scheming, which is to describe Cairhien nobility in general, who has had so much power that she sometimes forgets her own vulnerability to a greater. A more than handsome woman in her middle years with a predatory dark eyed gaze, a dark tower of curls, and slashes of color to well below her knees. Has the support of the minor Houses Deganred, Chuliandred, Annallin, Osiellin and others for her claim on the Sun Throne. Sent many young women to quell the Lord Dragon, she now conspires with Aes Sedai to seize control of Cairhien. The suspicious deaths of both Lord Maringil and High Lord Meilan during the Feast of Lights, both contenders for the Sun Throne, are linked to her. Min's viewings see her with a noose around her neck.

Cold Rocks Hold

Through a sheer stone wall cluster of four buttes lies its entrance: the widest fissure in its wall ten or twelve paces wide at broadest. Inside it is a long almost straight canyon, walls green as narrow terraces climb up its broad sides, small flat roofed houses of gray stone or yellow clay stacked on one another, paths winding between. Every roof has a garden of beans, squash, peppers or melons. At the highest level, on the west side, a steep canyon wall rising a good hundred paces above, lies the Roofmistress' home. A hold the size of a fair sized town. Roofmistress: Lian.

Cole, Aedwin

One of Bayle Domon's men who run his ship, *Spray*.

Cole, Cilia

A pink cheeked, big eyed, pleasingly plump girl from Emond's Field. The first girl Perrin Aybara ever kissed. She was found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to become Aes Sedai.

Colinda

A lean Aiel woman and Wise One of Hot Springs Hold. She has hard penetrating gray eyes, and is has almost as strong a presence as Sorilea. Short and in her middle years.

Coline

The Queen's Blessing's head cook; a round woman, hair in a bun, whose long wooden spoon could be an appendage. Normally called Cook.

Collam Dann

A University research center during the Age of Legends. It is linked with the unknown object known as a Sharom.

Comadrin

One of the greatest legendary generals. Lived some six hundred years before Artur Hawking. Famous author of the strategy,

"Attack on ground where your enemy believe's you will not, from an unexpected direction at an unexpected time. Defend where your enemy believe's you are not, and when he believe's you will run. Surprise is the key to victory, and speed is the key to surprise. For the soldier speed is life."

Mat Cauthon remembers once losing a battle to this general, long ago, in another life.

Comaelle, High Queen

High Queen of Jaramide around 325 AB, Third Age. Counsel-Sister: Sereine dar Shamelle Motara.

Comar

One of Lord Gaebriel's Darkfriend hounds. Tall with wide shoulders, a deep chest, blue eyes, and a black beard so close cut with a streak of white over his chin. He was the one ordered to kill Elayne, overheard by Mat at the Royal Palace. Once a soldier now renamed Lord Comar - one of the best blades of the Guards. Killed by Mat in Tear; broke his back falling from a table.

Comelle

A great sea port during the Age of Legends.

Comfrey

An Andoran village to the north of Baerlon.

Coming Home From Tarwin's Gap

*"My home is waiting for me,
and the girl I left behind.
Of all the treasure that waits for me,
that's what I want to find.
Her eyes so merry, and her smile so sweet,
her hugs so warm, and her ankle neat,
her kisses hot, now there's a treat.
If there's a treasure greater, it lies not in my mind."*

*"Oh, I have seen stark Tawin's Gap,
and the Trollocs' raving horde.
I have stood 'fore the Halfman's charge,
and walked on death's cold borde.
But a winsome lass, she waits for me,
for a dance, and a kiss 'neath the apple tree..."*

Comolad

A type of exquisite wine from the Age of Legends. *See also Satare.*

Companions, the

(1) In Illian, soldiers who ride with the general of their army to be thrown in wherever the battle is hottest.

(2) In the Two Rivers, Lord Perrin's group named after the one in Illian.

Comran

Mandain's Aiel greatfather; was the first to find an Ogier *stedding* to trade with in the Dragonwall. One of Rand al'Thor's ancestors who lived his life not long after the Breaking of the World. Greatfather:

Rhodric.

con

A small stiff square of material on a short staff attached to protrude from the back. Used by Cairhienin to mark officers and the minors lords of a House that take part directly in battles. It bares the sigil of the House the individual belongs to.

Condaris

A city now long gone.

Conel, Jen

An Andoran merchant from Four Kings. Paitr's uncle.

Conel, Paitr

A young Andoran man from Market Sheran. Good-looking if not for a broken nose not healed properly. Uncle: Jen.

Congar, Bili

An old Emond's Fielder, Hari Coplin's heavy drinking cousin.

Congar, Daise (COHN-gahr, DAYS)

A woman of the Two Rivers, now Wisdom of Emond's Field after Nynaeve al'Meara's departure. Twice as wide as her husband Wit, she always wears her hard face proud for all known not one once is fat. The strongest woman in Emond's Field after Alsbet Luhhan.

Congar, Eward

A stuckup Emond's Fielder.

Congar, Wit

A scrawny Emond's Fielder married to his larger wife Daise.

Congar/Coplin clan

Known throughout Emond's Field, perhaps even the Two Rivers as troublemakers and complainers. The two families are so intertwined, some think their blood is so closely knit they are born with this mindset. Gave birth to sayings like, "Coplin talk" and "speaking like a Coplin" to describe someone saying the worst possible thing and the worst possible time. They have the same weasel-narrow Coplin face, same tight mouth as if they had just bitten a green persimmon.

constellations, the

Haywain (high over head)	Archer	Blacksmith
Snake (Aiel call the Dragon)	Plowman	Cup
Shield (some call Hawking's Shield)	Ram	Five Sisters
Three Geese (point north)	Stag	
Traveler (her staff standing out sharp)		

Coplin, Calle

Servant at Aybara Manor, she was specially hired by Faile not to become another of Perrin's drinking buddies.

Coplin, Dag

An Emond's Fielder.

Coplin, Darl

An Emond's Fielder; bigger than his brother Hari.

Coplin, Ewal

An Emond's Fielder.

Coplin, Hari

A sour-faced farmer in Emond's Field. Brother: Darl, cousin Bili Congar.

Coram

One of Aviendha's Maiden friends when she was one of them.

Coramoor, the

Also known as the Chosen One. A prophesized person who the Sea Folk search for; in all probability Rand al'Thor. See also *Atha'an Miere*; *Jendai Prophecy*.

Corelna

A Wise One. A green eyed hawk of a woman with heavy gray in her flaxen hair.

Coremanda

One of the Ten Nations of old. Known for its might, splendor, wealth, power, and the Court of Shaemal.

Corenne (koh-REEN-neh)

In the Old Tongue, "Return," or "the Return."

Corl, Ander

A Cairhienin bootmaker met in Taien. Both him and his wife Aril Nethin survived the Shaido's attack on their town, to only be witness to the kidnapping of all their sons and daughters.

Corman

An Aiel man of the Mosaada Goshien and a Brother of the Eagle. He has gray eyes and a white scar slanted across his nose stark white against an otherwise sun dark face.

Cosain

An Aiel Wise One of the Spine Ridge Miagoma. Lean with yellow hair.

Council of the Anointed

Leaders of the Children of the Light. The Lord Captain Commander of the Children sits at it's head, currently Pedron Niall, next comes the High Inquisitor, currently Rhadam Asunawa, and the King of Amadicia, currently King Ailron (at least he's allowed some say, he is king after all). Others include the official spymaster, currently Lord Captain Abdel Omerna, and other high ranking Children who have distinguished themselves like Lord Captain Eamon Valda and Lord Inquisitor Jaichim Carridin.

Couladin (COO-lah-dihn)

An ambitious man of the Domani sept of the Shaido Aiel. His warrior society is *Seia Doon*, the Black Eyes. A flame-haired tall man, broad shouldered and short of his middle years. Unlike most Aiel, a man prone to loose his temper two to three times a day. His first-brother Muradin would have been clan chief of the Shaido had he survived Rhuidean; as next in line for succession he asked and was denied entrance to Rhuidean where the wetlanders Rand al'Thor, Mat Cauthon, and Moiraine Damodred were. In his jealousy and hatred of Rand al'Thor he acted as the Shaido clan chief anyway. Further more, Asmodean tattooed him as Rand was tattooed from his visit to Rhuidean prompting him to proclaim himself *Car'a'carn* and giving Asmodean a good distraction. With the Shaido and those who survived the bleakness but ran for a true Aiel leader he led his troupe to attack Cairhien on his quest to ultimately take back all to the west of the Dragonwall. His mother was a Maiden before she gave up the spear. He was beheaded in what some are calling the Second Aiel War or the Shaido War, when he tried to run through Mat Cauthon thinking Rand al'Thor on the other side.

Coulin Gaidin

Warder and Master of Arms of the White Tower. He keeps a tight discipline on all, becoming a Warder or not. He was killed by the Younglings in the White Tower civil war after Suan Sanche's deposing and stilling.

Coumin

During the War of Power, a Da'shain Aiel with short red hair; one of Rand al'Thor's ancestors. His father's greatfather: Charn, father's greatmother Nalla.

Council of Nine

In Illian, a council of nine Lords who are supposed to advise the King, but who historically contend with hm for power. Both the King and the Nine often must contend with the Assemblage, as well. Their place of residence is the Great Hall of the Council across the Square of Tammuz from the King's Palace; the Council allowed to build any palace they wish so long as it was smaller than the King's, had a duplicate of the King's Palace built by Ogier exactly two feet smaller in every dimension. *See also Assemblage, the.*

Covenant of the Ten Nations

A union formed in the centuries after the Breaking of the World when nations were first re-created (circa 300 AB) by Mabriam en Shereed. Dedicated to the defeat of the Dark One. Broken apart by the Trolloc Wars. It's members were: Manetheren, Aridhol, Braem, Coremanda, Essenia, Eharom and Tar Valon. Also known as the Second Covenant. *See also Trolloc Wars.*

Covenry, Sahra

Once a Novice in the White Tower she was killed by one of the Black Ajah for information. A black haired girl of about fifteen or sixteen years of age with a piping voice. One of the many daydreamers of moderate ability who would never have had any real power. *See also Elward, Moria.*

Covril daughter of Ella daughter of Soong

Loial's mother of Stedding Shangtai. Less than an Ogier head shorter than Elder Haman. A respected speaker in her *stedding*. Sister: Voniel.

Cowinde

Formerly a Maiden, she is now *gai'shain* to Melaine and serves all Wise Ones. She has deep blue

eyes. When her year and a day was up she refused to put off the white robes and instead remains *gai'shain* in defiance and stubborn pride. She has sworn to serve Melaine.

Crawe, Bantry

Emond's Fielder, son of Samel Crawe. Usually just called Ban. Of the same age as Perrin, Mat and Rand, only ten months older.

Crawe, Samel

The horse faced, long nosed farmer and member of the Emond's Field Village Council. Son: Bantry.

Croi Makin

Myrelle Sedai's Warder. A yellow haired young splinter of a stone from Andor. Fine profile.

Crown and Lion, the

Another of the numerous inns in Caemlyn.

Crown of Roses, the

One of Caemlyn's inns in New City. Three stories of finely dressed white stone. A favorite of nobles, the Little Tower's Embassy to the Dragon Reborn stayed here. Innkeeper: Mistress Cinchonine.

Cuale

Innkeeper of Cairhien's The Defender of the Dragonwall. A plump man of lowly rank: a single green slash. As with all Cairhienin more interested in playing the Great Game than truly running his inn.

cuendillar (CWAIn-deh-yar)

An indestructible substance created during the Age of Legends. Any force used in an attempt to break it is absorbed, making *cuendillar* stronger. Not even the ever dangerous Balefire can damage it. Also called hearstone.

Culain's Hound

One of Caemlyn's inns, near the western end of the city. Three stories with a red tile roof. Innkeeper: Master Dilham; serving maid: Azril.

Culen, Lord

Him and Lord Paers, Murandian Hunters for the Horn, were seen in Maerone beating a nine years old child for stealing (Olver). Manservant: Padry.

Culhan, Lord

Andoran noble. He opposed Gaebril. Wife: Lady Aemlyn.

curses

"Blood and ashes" "Light burn me." "Faugh." "Goat-kissing, sheep-gutted milk drinker." Bloody." "The Light blind you." "Flaming." "The Light blast you." "Burn my soul." "*Tsag*" (Age of Legends). *See also expressions.*

Daelvin, Mistress

Innkeeper of Maerone's second best inn, The Golden Stag. Round and small with a wispy gray haired bun at the nape of her neck, she still keeps a cudgel under her dress and knows how to use it. Mother of six children.

Daerid

The hard eyed Cairhienin Commander of the Band of the Red Hand's pikemen. Fifteen years older than Talmanes and a little taller, though still half a head shorter than Mat. He's broke his horse more than one and has three white scars crisscrossing his face; not nobly born, he's been a soldier all his life. Shaves and powders the front of his head as do all Cairhienin soldiers.

Daerilla, Lady

A plumpy, giggly Andoran noble.

Daes Dae'mar (DAH-ess day-MAR)

The Great Game, also known as the Game of Houses. Name given to the scheming, plots, and manipulations for advantage by the noble Houses. Great value is given to subtlety, to aiming at one thing while seeming to aim at another, and to achieving ends with the least visible effort.

Dagdara Finchey

Aes Sedai of the Yellow Ajah. Sided with the Little Tower. Taller than most men and just as wide, her round face and gray hair showing her considerable age.

Dagendra

A blocky Aiel Maiden of the Spear.

Dailin

(1)A woman of the Bitter Water sept of the Taardad Aiel. A Maiden of the Spear of gray eyes and

dark red hair. Aviendha's second-sister who was killed while rescuing Egwene al'Vere, Elayne Trakand and Nynaeve al'Meara from Myrddraal.

(2)A woman of the Iron Mountain sept of the Taardad Aiel. She died for the *Car'a'carn*.

Dai Shan (DYE SHAN)

A title in the Borderlands meaning Diademmed Battle Lord.

Dalfor, Benji

A member of Gawyn's Younglings. He was honored with a ceremony after he first shaved. A veteran of the fighting in the Tower, where he received the scar across his cheek, he lived only to die by the Shaido Aiel.

damane (dah-MAH-ee)

In the Old Tongue, literally: "leashed one." Seanchan term for women who can channel and who are, as they see it, properly controlled by use of *a'dam*. They are used for many purposes, chiefest of these being as weapons in battle. All across Seanchan, young women are tested each year until the age when the inborn ability to channel would have manifested itself. Just as with young men found able to channel (who are executed), *damane* are written out of family records and removed from the rolls of citizens, in effect ceasing to exist as people. Possessions cannot have possessions, all are gifts of her *sul'dam*. Women who can channel but who have not yet been made *damane* are called *marath'damane*, literally, "those who must be leached." In Seanchan, *damane* are bought and sold as expensive battle tools that few nobles can afford. See also *a'dam*; *Seanchan*; *sul'dam*.

Damelle daughter of Ala daughter of Saferra

Ogier historian who speculated why a Waygate was destroyed soon after the Breaking of the World. See *Ways, the*.

Damodred, Lord Galadedrid of House

(DAHM-oh-drehd, gah-LAHD-eh-drihd)

Only son of Taringail Damodred and Tigraine; half-brother to Elayne and Gawyn Trakand. Perhaps a year younger than Nynaeve. Too handsome for masculinity's sake, and although appearing to dance at every step he still moves with the hard of whip cord and sinewy strength of a soldier. His grace can turn in an instant to fluid death - all the while still beautiful. The finest swordsman who came to study with the Warders in the White Tower, he stood equally high in tactics and strategy. He doesn't boast of his prowess, even in jest, accomplishments mean nothing to him for they come so easily. Tall and slender with dark hair and eyes he is the embodiment of confidence. He will do the right thing whatever the consequences, and thus will never lie. Takes right above mercy. Most think he has no sense of humor, but it is because he won't mock people. He has accompanied his half-brother Gawyn Trakand on his visit to be Tower trained in Tar Valon. His sign is a winged silver sword, point-down. Usually known only as Galad. His mother is presumably the wetlander Maiden of the Spear Shaiel and if so, Rand al'Thor the Dragon Reborn and Galad are half-brothers. See also *Trom*.

He has been reading *The Way of the Light by Lothair Mantelar*, a book he received from Eamon Valda urging him to join the Children of the Light, an offer he chose to take. Under Eamon Valda's leadership he attained two knots of rank, 'your experience warrants it, wherever gained' Valda's words.

Damodred, King Laman of House

(DAHM-oh-drehd, LAY-mahn)

A king of Cairhien, of House Damodred, who lost his throne and life in the Aiel War. He was the one responsible for the order to cut down *Avendoraldera* in order to make the most unique throne in the world. Known blademaker he was difficult to kill. His beheading ended the Aiel War, the Aiel having done what they came to do. When he was killed, the distance being too far to bring the traditional head of a foe, they brought his sword instead, heavily wrapped of course to avoid seeing or touching it. Lamans sword was later sold from one Aiel to the next until the price dropped so far Aviendha was able to buy it and give it Rand al'Thor to cancel his regard-gift. His scabbard so encrusted with rubies and moondrops that it is hard to see the gold except where the Rising Sun of Cairhien of many rays is inset, the sword's ivory hilt long enough for two hands and another Rising Sun in gold, the pommel also thick with rubies and moondrops and still more along the quillons. The heron-marked Power-made single-edged blade long and slightly curved; was never really meant to be used but looked at. See also *Aiel War*; *Avendoraldera*; *Caroline of House Damodred*; *Bartanes*; *Lord Bartanes of House Damodred*.

Damodred/Trakand, Prince Taringail of House

(DAHM-oh-drehd, TAH-rihn-gail)

A Royal Prince of Cairhien, he married Tigraine and fathered Galadedrid. When Tigraine disappeared and was declared dead, he married Morgase and fathered Elayne and Gawyn. Most assume it more than

courtesy that when he wed Morgase he chose to marry into House Trakand instead of her marrying into House Damodred. He vanished under mysterious circumstances and has been presumed dead for many years. It is rumored that he died in a hunting accident, though most probably killed by Thom Merrill, Court-bard then, for he meant Morgase to die and to be Andor's first King. He had no love for Morgase. A cold and distant man. His sign was a golden, double-bitted battle axe.

Dance with Jak o' the Shadows

*"We'll sing all night, and drink all day,
and on the girls we'll spend our pay,
and when it's gone, then we'll away,
to dance with Jak o' the Shadows."*

*"There're some delight in ale and wine,
and some in girls with ankles fine,
but my delight, yes, always mine,
is to dance with Jak o' the Shadows."*

*"We'll toss the dice however they fall,
and snuggle the girls be they short or tall,
the follow young Mat whenever he calls,
to dance with Jak o' the Shadows."*

*"We'll drink the wine till the cup is dry,
and kiss the girls so they'll not cry,
and toss the dice until we fly,
to dance with Jak o' the Shadows."*

*"We'll dance all night while the moon runs free,
and dandle the lasses upon our knee,
and then you'll ride along with me,
to dance with Jak o' the Shadows."*

*"We drink all night and dance all day,
and on the girls we spend our pay,
and when we're done, then we'll away,
to dance with Jak o' the Shadows."*

Dancing Cartman, the

One of the least successful inns in Four Kings. Yellow trimmed in bright red and green, it would attract the eye if not for all the accumulated dirt inside and out. The common room also shows signs of neglect, with cobwebs in corners, and dirt encrusted on the floor. As with all the bars, the fondling of the serving maids is included in all prices. Innkeeper: Saml Hake, bouncers: Jak and Strom.

Dancing Goose, The

An inn located in Somara.

Dancing Lass, The

*"A Luard girl, she came to town, to see what she could see.
With a wink of her eye, and a smile on her lip,
she snagged a boy or three, or three.
With an ankle slim, and skin so pale,
she caught the owner of a ship, a ship.
With a soft little sigh, and a gray little laugh,
she made her way so free. So free."*

Danelle

Aes Sedai of the Brown Ajah. Little and young, she was still assigned to watch Master Jovarin's addition to the White Tower's library. A dreamy woman with big blue eyes.

Dapple

Pack leader of the first wolves to make contact with Perrin Aybara of 'Wild Bull.' A waist high, extremely smart yellow eyed female. Her fur fades through a dozen shades of gray, from dark to light. Her name in wolf terms means: the way shadows play on a forest pool at midwinter dawn, with the breeze rippling the surface, and the tang of ice when the water touches the tongue, and a hint of snow before

nightfall in the air. *See also Burn; Hopper; Wind.*

Dar

Gatekeeper/Watchman of Baerlon.

Dara

A plump cook's helper in the Stone of Tear. Just plump enough, she spent time with Mat during his stay in the Stone.

Daricain of House Annalain, Lieutenant Lord

A young Cairhienin Lord. Has a narrow face and a long nose, is of Cairhienin height and complexion. *Con:* small squares of red and black.

Darkfriends

Adherents to the Dark One. They believe they will gain great power and rewards, and even immortality, when he is freed from his prison. Among themselves, they sometimes use the ancient name Friends of the Dark. Known to the Aiel as Shadowrunners.

Darkhounds

Shadowspawn that resemble black dogs as big as ponies and ride with the Dark One on the Wild Hunt. Blacker than the night with eyes like silver, nails like steel, they don't breathe and leave no trail on anything but stone, where their paws burn imprints. Riding in packs of ten or twelve they rarely travel alone except when under special orders. Their presence can be detected by the sulfur like smell in the air and their howls -eerie wails holding blood and death- warn their prey before hand- as if it could make a difference. No man or horse can outrun them, always must they be faced and defeated. They like clear moonlit nights best, rain the least, and a thunderstorm will keep them away completely. They will not cross running water or travel in daylight. Crossroads, dusk or just before dawn are said to be the most dangerous. As pools of Shadow they regenerate and reform from almost any physical blow soon after it is inflicted, and a single drop of their blood or saliva will kill -slowly if only touched, too quickly to be Healed if bitten. Almost nothing short of balefire will completely destroy them. Known to wolfkind as Shadowbrothers. Perhaps known to the Aiel as Nightrunners. *See also Wild Hunt.*

Dark One

Most common name, used in every land, for Shai'tan. The source of evil, antithesis of the Creator. Imprisoned by the Creator in Shayol Ghul at the moment of Creation. The attempt to free him from that prison brought the War of the Shadow, the tainting of *saidin*, the Breaking of the World, and the end of the Age of Legends. When the Bore was sealed by Lews Therin Telamon and the Companions seven seals of *cuendillar* were created to focus them. Each seal was placed for safe keeping by eventually during the Breaking of the World, the Trolloc Wars and the War of the Hundred Years were scattered. Since the Dragon Reborn's coming they have been recovered. The first at the Eye of the World, broken; the second and third in High Lord Turak's personal hearstone collection, broken; the fourth in the Stone's Great Holding, whole but weak. The fifth in the Panarch's Palace's main exhibition hall, it broke in transit; the sixth in Rhuidean's plaza of *ter'angreal*, *angreal* and *sa'angreal* but weak. The seventh was found by Mazrim Taim in a decaying little farm in Saldaea, given to him thinking him the Dragon Reborn, the farmer said his family were Kings and Queens in the Trolloc Wars, and nobles under Artur Hawking, and had guarded for more than two thousand years, weak. When all seven seals are broken, perhaps even before, the seal on the Dark One's prison will unravel, the Father of Lies will be freed, and Tarmon Gai'don will result. *See also Dragon, Prophecies of the; Bore, the.*

Dark One's Eyes, the

Sometimes the Shadow uses carrion eaters such as ravens or rats as spies, to such an extent that these animals also have the hatred of the living as well as the love of death. The Dark One cannot really see through their eyes, they must physically report to a Myrddraal. In the Borderlands, where thousands of ravens can build up, a bounty has been placed on their killing. Known to the Aiel as Shadoweyes.

Dark One, naming

Saying the true name of the Dark One (Shai'tan) draws his attention, inevitably bringing ill fortune at best, disaster at worst. For that reason, many euphemisms are used, among them the Dark One, Father of Lies, Sightblinder(Aiel), Lord of the Grave, Shepherd of the Night, Hearstbane(Borderlands), Soulsbane, Heartfang(wolves), Old Grim, Grassburner(Aiel), and Leafblighter(Aiel), He Whose Name Must Not Be Uttered(Darfriends), Lord of the Twilight(Age of Legends), Father of Storms(Sea Folk). Darkfriends call him the Great Lord of the Dark. Someone who seem to be inviting ill fortune is often said to be "naming the Dark One."

Darksbane, Raolin

(active 335-36 AB)

See Dragon, false.

Darlin, High Lord

A High Lord of Tear. He has blue eyes and short cropped dark hair. Now gone to Haddon Mirk with High Lords Tedosian, Simaan, Hearne and Lady Estanda to oppose the Lord Dragon. Opposing Rand openly from the start, fleeing Tear as soon as the Stone fell, rousing resistance among the nobles.

Darter

Twice as wide as the *Blue Crane* with a bluff bow as round as its Captain Canin. Took Nynaeve and company to Tear from Jurene.

Darvan

Elmindreda's fictitious suitor; her reason for asking asylum in the White Tower.

Daughter-Heir

Title of the heir to the Lion Throne of Andor. Usually the eldest daughter of the Queen succeeds her mother on the throne. Without a surviving daughter, the throne goes to the nearest female blood relation of the Queen. Dissension over exactly who was nearest by blood has several times led to power struggles, the latest being "the Succession" - so called in Andor and "the Third War of Andoran Succession" elsewhere - which brought Morgase of House Trakand to the throne. *See also Andor; Elayne; Morgase.*

Davian (FY 351)

See Dragon, false.

Dawtry, Oren

Emond's Field farmer not far from the old al'Thor farm.

Dawtry, Buel

Emond's Field's fletcher. A white haired, old man whose nose is as sharp as a broad point.

Day of Return, the

The day all Darkfriends await and dread, the day the Great Lord of the Dark shall escape from his prison in Shayol Ghul once again.

Deain

Aes Sedai of the Black Ajah who went over to the then Emperor of Seanchan Luthair Paendrag Mondwin. It was she that first introduced the *a'dam* and its use to the Seanchan; she brought an Aes Sedai already leashed and taught him its use. When she was finally leashed they say her scream shook the Towers of Midnight. *See also a'dam.*

Deane Aryman (dee-AHN-eh AH-rih-mahn)

Amyrlin Seat who saved the White Tower from the damage done by Bonwhin in attempting to control Artur Hawking. Born circa FY 920 in the village of Salidar, in Eharon, she was raised Amyrlin from the Blue Ajah in FY 992. Credited with convincing Souran Maravaile to raise the siege of Tar Valon (which had begun in FY 975) at Hawking's Death. Deane restored the Tower's prestige, and it is believed that at the time of her death in FY 1084, in a fall from a horse, she was on the point of convincing the nobles warring over the remains of Hawking's empire to accept the leadership of the White Tower as a means of restoring unity to the land. *See also Amyrlin Seat; Artur Hawking.*

Dearn, Athan

A fat Emond's Fielder.

Deathwatch Guards

Armored Seanchan men who serve only the Empress and her chosen representatives. They will kill or die with equal fervor, whatever is necessary. "On the heights, their paths are paved with daggers." They wield black tasseled spears and black laquered shields that denote their position. As with the Seekers and upper servants of the Imperial Family they have tattoos of the raven and the Tower of Ravens on their shoulders; tattoos Deathwatch Guards flaunt, unlike Seekers. *See also Seanchan; Empress.*

Dedicated

A soldier (male channeler student) who has past certain tests in the Black Tower. Earning the right to wear a small gleaming slightly curved silversword with a long hilt and slanting quillions on the collar of his close fitting, high collared black coat. He will eventually become Asha'man.

Dedric

A young, yellow haired Jaern Rift Codara. A Red Shield interested in Jalani.

Defender of the Dragonwall, The

One of Cairhien's fine inns. Sign: a crowned man's foot on another red haired man's gut, sword at his throat. As with all of Cairhien, except the Foregate, this inn's common room is so quiet patrons can almost here *Daes Dae'mar* being played. Innkeeper: Cuale.

Deindre

An Aes Sedai of the Age of Legends; she had the Fortelling.

Delana Mosalaine

Aes Sedai of the Gray Ajah. Now known to be of the Black Ajah. Sided with the Little Tower she is now a Sitter for her Ajah in their Hall. So pale haired there's no telling whether it's white or not, blue eyes equally pale and a stare that makes others jump. A successful mediator because both parties would agree to anything just to stop her staring at them. She has a deep voice for a woman and a throaty Shienaran accent though she still manages to be graceful, albeit round grace. Her stare brings up all the things you could have done wrong. Longtime friend of Suan Sanche. Though she looks nearly as old as Romanda she is in truth only half her age. *See also Halima;Miesa.*

Demandred (DEE-man-drehd)

One of the Forsaken; once known as Barid Bel Medar. A hawk-nosed man whose profile is handsome enough though not quite the sort to make a women's heart beat faster. "Almost" and "not quite" are the story of his life, born one day after Lews Therin Telamon he went on to match Lews Therin's accomplishments, almost matching his fame. Had he been appointed to lead instead of Lews Therin, he would have been the most acclaimed man of the Age, but more importantly, would he have gone over to the Shadow? Sammael's hate although for better cause pales besides Demandred's, who went over to the Shadow because he envied Lews Therin though considers him his intellectual inferior -an overcautious fool who scrapes by with luck. It is rumored that also wanted Ilyena Sunhair, but that Lews Therin took that from him as well. He now thinks of himself as the Great Lord of the Dark's heir, and sees him being named Nae'blis as only a formality. He is known to be a gambler and to take great risks hoping they pay off, though he is not stupid and won't be caught acting irrationally. Since even before the War of Power he has worked and worked well with both Semirhage and Mesaana, in the same way as Lanfear and Rahvin or Sammael and Graendal do.

During the War of Power he captured two cities just because he thought the people there had slighted him before he went over to the Shadow, and every man, woman and child went into Trolloc bellies.

Demira Eriff

An Aes Sedai of the Brown Ajah and member of the Little Tower's embassy to the Dragon Reborn. A copperskin Domani. Warder: Stevan.

Dena

Thom Merrill's apprentice; a true and natural gleeman even though she was a woman. Young, Cairhienin slender with dark shoulder length hair, it is no wonder Thom fell in love with her. In life she wanted to be the first woman gleeman, in death she was no more than a pawn in the Great Game; neck slit from ear to ear for her association with Thom and her performance at Lord Barathanes Manor. *See also Merrill, Thom.*

Denhuir

A village east of the Black Hills on the Maradon Road above the headwaters of the Antaeo and the Luan. Where Mazrim Taim's believers rescued him from the Red Ajah.

Deranbar

A city now long gone.

Dermon

The blue eyed Jenn Aiel who explained to Mandelain how clan chiefs would now have to visit Rhuidean to be raised so the history of the Aiel would not be lost when the Jenn did.

Derne, Captain

Sea-captain of the *Swift*. A square-faced man that doesn't dice.

Desaine

Shaido Wise One. Not strongly enough behind Sevanna, she was ordered killed - her body ripped limb from limb with surprisingly little blood by the other Shaido Wise Ones.

Desora

An Aiel Maiden of the Spear of the Musara sept of the Reyn Aiel. Golden haired and blue eyed. She always hides her smiles behind her hand. She died taking a crossbow bolt for Rand.

Deven Ride

The southern most village in the Two Rivers district of Andor. A village comparative in size to Emond's Field; rows of thatched roofed houses surrounding 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 village's only inn, the Goose and Pipe, stands at the edge of the Green. A village of fewer visitors than Emond's Field. Old Wisdom: Mavra Mallen; current Wisdom: Elwinn Taron..

Dhael

One of Aviendha's Maiden friends when she was one of them.

Dhearic

Clan chief of the Reyn Aiel. Thicker and huskier than Rhuarc with a prominent nose and pale streaks through his golden hair. His blue eyes are only a finger width below Rand's. A Water Seeker before being clan chief.

Dilham, Master

Innkeeper of Caemlyn's Culain's Hound inn.

Djevik K'Shar (DJEH-vihk KEH-SHAHR)

In the Trolloc tongue, "The Dying Ground." The Trolloc name for the Ail Waste.

Dobraine of House Taborwin

(doh-BRAIN; tah-BOHR-wihn)

A high-ranking lord of Cairhien who believes in keeping the letter of his oaths. Heshaves his head and powders it as a soldier leaving only the back with gray hair. A leathery man who has deep-set eyes and a solid square face. He has over five hundred armsmen in his command. *Con*: white diamonds on blue. *See also* *Taborwin*, *Breane*.

Doilan

One of the numerous Shaido who asked to be named *gai'shain* after the Cairhien-Shaido battle. She now helps the Wise Ones.

Doirlon Hills

In Illian, where the Manetherendrelle branches off into the River Shal. Home of many vineyards and towns.

Dome of Truth

Great audience hall of the Children of the Light, located in Amador, the capital city of Amadicia. Pure white on the outside, gold leaf inside, a thousand hanging lamps illuminate the thick white columns that ring the chamber some one hundred unsupported paces across, fifty paces high at its peak. A simple marble dais sits in the middle of the white marble floor where the Lord Captain Commander stands to address the assembled Children. Beyond the ring of columns run rows of smaller ones that form the alcoves that display scenes from the Children's triumphs. *See also* *Children of the Light*.

Do Miere A'vron (DOH me-EHR a-VRAWN)

In the Old Tongue, "Watchers Over the Waves." *See* *Watchers Over the Waves*.

Domon, Bayle (DOH-mon, BAIL)

Sea-captain of the *Spray* born in Illian, once a captive of the Seanchan, now a successful smuggler into and between war-torn Tarabon and Arad Doman. A stocky thick man with long dark shoulder length hair and thick shoulders. As with others in Illian he has a upper lip bare bearded round, but not soft, face. A sometime collector or antiquities, and a man who pays his debts. Prone to use the Illianer expression, 'fortune prick me.' After Falme he became a corrupt smuggler but kept his good heart. *See* *Cole*, *Aedwin*; *Gelb*, *Floran*; *Yarin*; *Spray*.

Dorele

A servant among the *Wavedancer's* crew. Slender and young with only one earring in each ear.

Dorindha

(1)Roofmistress of Smoke Springs Hold. Married to Bael, clan chief of the Goshien, and sister-wife to Wise One Melaine. She has given her husbands three sons so far, he'll more than love the twin daughters Melaine is carrying. *See also* *Bael*; *Melaine*.

(2)A Maiden of the Spear; one of those who played Maiden's Kiss with Mat Cauthon in the Stone of Tear. A red-haired woman approaching the age of twenty.

Dorine, Jurith

Author of *Commentaries on the Prophecies of the Dragon*. Right hand to the Queen of Almoren, lived around 742 AB, Third Age.

Dovie'andi se tovyā sagain

In the Old Tongue, "it's time to roll the dice."

Dovienya

In the Old Tongue, "luck".

Dowtry, Adan

Once one of Mat's Emond's Field friends, now friends with 'snot-nosed' Adan al'Caar, Ewin Finngar and Dag Coplin.

Dowtry, Bar

An Emond's Fielder. He couldn't sit for a week and found himself married soon after when Nynaeve and the Women's Circle found out what he was doing with Kimry Lewin in her father's hayloft.

Dowtry, Dav

Once one of Mat's Emond's Field friends, now friends with 'snot-nosed' Adan al'Caar, Ewin Finngar and Dag Coplin.

Dowtry, Elam

Once one of Mat's Emond's Field friends, now friends with 'snot-nosed' Adan al'Caar, Ewin Finngar and Dag Coplin. A long nosed young man who once fished and hunted with Perrin Aybara. As old as Perrin, him and two of his other friends Dav Ayellin and Ewin Finngar have gone off to see the world.

Dowtry, Jaim

An Emond's Fielder.

Draghkar (DRAGH-kahr)

A creature of the Dark One, made originally by twisting human stock. A Draghkar appears to be a tall, large man with a cloak of bat-like wings, whose skin is too pale and whose dark eyes are too large. Not overly intelligent, Draghkar are unnaturally loud; shrieking screams that warn prey of their coming. The Draghkar's song can draw its prey to it, suppressing the victim's will. Its strong bat-like wings can buffet, its white long slender fingers of sharp claws can sever limbs, and its puckered red-lipped mouth full of sharp needle-like teeth can bite, but won't. There is a saying: "The kiss of the Draghkar is death," for its kiss will consume first the soul of its victim, and then its life.

Dragon, false

Occasionally men claim to be the Dragon Reborn, and sometimes one of these men gains following enough to require an army to put it down. Some have begun wars that involved many nations. Over the centuries most of these have been unable to channel the One Power, but a few could do so. All, however, either disappeared or were captured or killed without fulfilling any of the Prophecies concerning the Rebirth of the Dragon. These men are called false Dragons. Among those who could channel, the most powerful were Raolin Darksbane (active 335-36 AB), Yurian Stonebow (circa 1300-1308 AB), Davian (FY 351), Guaire Amalasan (FY 939-43), and Logain (997 NE), and Mazrim Taim (998 NE). Since the true Dragon proclaimed himself at Falme all the false Dragons were abolished by the Pattern; one died thrown from his horse, the other called Mazrim Taim was captured by the Red Ajah, and none have proclaimed since. Many minor false Dragons seldom heard of, die ever other year, like Gorin Rogad. *See also Dragon, Reborn.*

Dragon, Prophecies of the

Generally little known except among the well-educated and seldom spoken of, the Prophecies, given in *The Karaethon Cycle*, foretell that the Dark One will be freed again to touch the World, and that Lews Therin Telamon, the Dragon, Breaker of the World, will be reborn to fight Tarmon Gai'don, the Last Battle against the Shadow. He will, say the Prophecies, save the world-and Break it again. The Prophecies say: the Dragon will be Reborn where he died during the Breaking, on the slopes of Dragonmount; he will be of ancient blood, raised of old blood; when the winds of Tarmon Gai'don scour the earth, he will face the Shadow and bring forth light again in the world; That the blood of the Dragon Reborn on the rocks of Shayol Ghul will free mankind from the Shadow. One the slopes of Dragonmount shall he be born, born of maiden wedded to no man; His blood on the slopes of Shayol Ghul, washing away the Shadow, sacrifice for man's salvation. One verse of the Cycle is self-explanatory now:

"Twice and twice he shall be marked,
twice to live, and twice to die.
Once the hero, to set his path.
Twice the heron, to name him true.
Once the Dragon, for remembrance lost.
Twice the Dragon, for the price he must pay."

Another well known verse:

"Twice dawns the day when his blood is shed.
Once for mourning, once for birth.
Red on black, the Dragon's blood stains the rock of Shayol Ghul.
In the Pit of Doom shall his blood free men from the Shadow.

An old Kandori translation goes:

"Power of the Shadow made human flesh,
wakened to turmoil, trife and ruin.
The Reborn One, marked and bleeding,
dances the sword in dreams of mist,
chains the Shadowsworn to his will,

from the city, lost and forsaken,
leads the spears to war once more,
breaks the spears and makes them see,
truth long hidden in the ancient dream"

Most believe the following has to do with *Callandor*:

"Into the heart he thrusts his sword
into the heart, to hold their hearts.
Who draws it out shall follow after,
What hand can grasp that fearful blade?"

After the Foretelling that killed Gitara Moroso of the Dragon's Rebirth on Dragonmount, those that had heard it, namely Accepted Siuan Sanche and Moiraine Damodred, planned to find and to council the Dragon Reborn and never to speak of it or each other as friends until that day arrived twenty years later. *See also Dragon, the; Car'a'carn; Jendai Prophecy; Coramoor, the.*

Dragon, the

The name by which Lews Therin Telamon was known during the War of the Shadow, some three thousand or more years ago. In the madness that overtook all male Aes Sedai, Lews Therin killed every living person who carried any of his blood, as well as everyone he loved, thus earning the name Kinslayer. Also known as the Lord of the Morning. A saying is now used, "taken by the Dragon," or "possessed of the Dragon," to indicate that someone is endangering those around him or threatening them, especially if without cause. During the height of his power he and several others took up the ancient art of the blade as a hobby; the ancient art of combat came so easily to him he became a blademaster. Known as a man who didn't like to use anyone, was devious in battle, hard as a stone and arrogant as the mountains. *See also Dragon Reborn; Dragon, Prophecies of the; Coramoor; Car'a'carn.*

Dragon Reborn

The man who will be the Rebirth of Lews Therin Kinslayer. According to the prophecy and legend the Dragon will be born again at mankind's greatest hour of need to save the world. This is not something people look forward to, both because the Prophecies say the Dragon Reborn will bring a new Breaking of the World and because Lews Therin Kinslayer, the Dragon, is a name to make men shudder, even more than three thousand years after his death. *See also Dragon, the; Dragon, false; Dragon, Prophecies of the; Callandor.*

Dragon's Fang, the

A stylized mark in the shape of a teardrop balanced on its point. Scrawled on a door or a house, it is an accusation of evil against the people inside, or an attempt to bring the Dark One's attention, and thus harm, to them.

Dreadlords

Men and woman able to channel the One Power, who went over to the Shadow during the Trolloc Wars, acting as generals over armies of Trollocs and Darkfriends. Occasionally confused with the Forsaken by the less well educated.

Dreamer

See Talents.

dreamwalker

Aiel name for a woman able to enter *Tel'aran'rhioid*; to communicate with others or promote quicker healing by entering their dreams or to see the past, present or future in a more specific way than Foretelling. When a dreamwalker enters the World of Dreams, a only a tiny bit of her stays in her body to keep it alive, though one fully trained can leave more of herself in her body and enter the World of Dreams even while riding a horse although mistily, but only to others, thought channeling at that time is even more limited. Changing locations in the World of Dreams if the dreamwalker is not there in the flesh is as easy as picturing a well known location and appearing there. One must have already seen the place they wish to travel to or better yet been their in real life. In the flesh traveling is fast but not even close to the speed when dreaming in. As with true dreams the World of Dreams can be changed to suit the dreamwalker but only created or deleted -not controlled, and once something has been changed or made if it is not held firmly enough in the dreamwalker's mind, the World of Dreams may revert to normal or another dreamwalker can alter it just the same. The difficulty in any change or creation lies in how large the change is and whether or not it might or could exist. The second the dreamwalker's image or memory changes so does the World of Dreams. Good dreams here can trap and kill as often as nightmares, and both of them can continue to exit even after the dreamer that gave them life is gone. Between the World of Dreams and reality there is a formless void filled only with stars like pinpricks, one for each person that dreams in the whole world.

Many Talents or abilities have to do with Dreamwalking. In the Age of Legends dreamwalking was

used by the Shadow as a weapon to bring people into *Tel'aran'rhiod* as helpless as a babe - a technique now gladly forgotten. Another technique known as 'need' can find things or places that the seeker is looking for, by closing ones eyes and concentrating, the person can step blindly, arriving each time a little closer to what they seek. Objects they know are easiest, not knowing what you seek makes it very difficult unless the need is overwhelming.

Entering another's dreams is possible for a dreamwalker. The difficulty growing with distance apart in the real world and the relationship between the dreamwalker and the dreamer. One can with much more safety peer into someone's dreams without actually entering though if the dreamer has an extreme emotional position regarding the dreamwalker such as love or hate the dreamwalker will be pulled in. Dreams have even been known to seek out someone who is hated or loved by the dreamer, the dreamwalker needing only be aware of the dream to be pulled in. One of the more advanced weavings of the World of Dreams is to alter another person in mind and body by changing them into an animal like a fish or reptile, or much more difficultly, an object. Such a change would only be permanent when in the World of Dreams, but to one entered in the flesh it might well be permanent outside also. Compulsion, a channeling Talent, actually works better in the World of Dreams than in the waking world, when used in this way.

Time is different and unpredictable in the World of Dreams; a day there can mean an hour here for one trip, the opposite for another. *See also Tel'aran'rhiod.*

Dulain

A young border lord of the nation of Murandy, thought able to finally truly unify Murandy (with Aes Sedai help of course). He died, an Andoran farmer's arrow through his chest on a sheep raid.

Dumai's Wells

Three stone wells, rarely with water, in a small copse on the road from Cairhien to Tar Valon. Site of the battle between Elaida's Aes Sedai, Egwene's Aes Sedai, Mazrim's Ashaman, Rand's Aiel and Sevanna's Shaido in a dramatic rescue of the Dragon Reborn from Galina Casban and the embassy from the White Tower. *See also Alianelle Spring.*

Dunsinin

Rogosh-Eagle eye's love. One of the Horn of Valere's heroes.

Dyelin of House Taravin, Lady

Morgase's cousin and next in line for the Lion Throne after Elayne. If Elayne dies without issue, she will sit on the Lion Throne. Golden haired with touches of gray, only by her hair does she resemble Morgase or Elayne.

Earwin, Child

An soldier of the Children of the Light, under Geofram Bornhald. He was a big man with gray eyes and a long mustache. One of the many Whitecloaks killed in the battle against the Seanchan at Falme.

Easar; King Easar of House Togita

(EE-zar; toh-GHEE-tah)

King of Shienar. His sign is a white hart, which according to Shienaran custom is held also to be a sign of Shienar along with the Black Hawk. *See Shienar.*

Easing the Badger

One of Illian's Perfumed Quarter inns. Sign: a big white striped badger dancing on its hind legs with a man carrying a silver shovel. Two stories of rough green veined stone and a pale green tile roof. As with most inns in the Perfumed Quarter the common room's floor is covered in saw dust to protect the floor from sea water damage. A well lit and quiet inn not used to violence. Sea Folk songs, and games of stones or darts offer dockmen, sailors and warehousemen more entertainment for their copper. Innkeeper Nieda Sodoro. Bouncer: the innkeeper's nephew Bili.

Ebou Dar

Capital city of Altara, the Queen of Altara resides here in the Tarasin Palace once known as Barashta. Everything in Ebou Dar is white, buildings, palaces, towers and spires. A twenty pace thick wall surrounds most of the city with arched gates for entering or leaving the city. A city full of canals, bridges and squares (usually full of people with a statue in the middle). Broad paved streets become white stone bridges, statues at either end, arching over a stone lined canal. Slender balcony-ridged towers stand everywhere, every building is white, the doorways and windows large pointed arches, sometimes double or triple arches. Grandeur buildings, long balconies of white-plastered wrought-iron, with intricate wrought-iron screens to hide any occupants, look down on streets and canals. White domes banded with scarlet and gold and blue rise to points as sharp as towers. Beneath bridges of every size men pole barges along the canals. Palaces with thick columned porticos stand alongside shops displaying rugs and cloth; houses of

four stories with huge arched windows hidden behind louvered shutters stand beside stables and cutlers and fishmongers. The Rahad might as well be a different town however. The streets are narrow and unevenly paved, hemmed on both sides by buildings five or six stories high, their white plaster flaked away in most places to expose the brick beneath. No balconies but many flies and because of the narrow streets and tall buildings almost always shadowy dark.

A woman who is due to be married wears a snug marriage dagger necklace to announce the fact. Boys here do the horse racing for their size. The Civil Guard keep the peace anywhere but in the Rahad. The worst part of Ebou Dar is across the river, known as the Rahad. They use very narrow blades there so there is little blood to damage the clothing. Five of six stories is not uncommon here as are streets that all look the same and smell of decay. Instead of pictures or signs, the color of a door describes its contents: every blue door is an inn.

Ebram

A Domani merchant's son and Darkfriend; one of Graendal's pets. Graendal's opinion, "Tall and well made".

Echiko

When Myrelle was a novice, this Accepted was so convinced she could fly she leaped off the top of the White Tower.

Edarra

A Neder Shiande Wise One. Not much older than Rand with blue eyes. A straight backed presence.

Edesina

Aes Sedai of the Yellow Ajah. Sided with the Little Tower. Slender with black hair spilling down her back to her waist. Min viewed her being caught, leashed and escaping the Seanchan. She was sent to Tarabon with Afara Sedai and Guisin Sedai to gain the King and Panarch's support for Salidar.

Edorion of House Selorna

Young Tairen Lord and commander of the First Squadron of the Band of the Red Hand, Edorion's Hammers. Once pink cheeked and plump he has grown harder and sun-dark since his going north to Cairhien. His blue striped black puffy-sleeved coat still with him since leaving Tear. His house is below Nalesean's House Aldiaya.

Eelfinn

See Snakes and Foxes; Tower of Ghenjei.

Egeanin

(egg-ee-AHN-ihn)

A Seanchan ship's captain on detached duty. Short dark hair and a hard face contrast her ocean blue eyes; a lovely woman though a bit too hard to be called a beauty. Any can tell that her strong and sharp eyes are used to giving orders; cool no matter the stakes or pressure. She is quite a fighter -armed or hand to hand- and as such finds other fighters like Bayle Domon attractive. One of the few who know *sul'dam* and not just *damane* can channel. Her father was a Seanchan soldier, her mother a Seanchan Sea Captain. One of Nynaeve al'Meara and Elayne Trakand's strangest friends. Also known as Mistress Elidar in Tanchico.

Eharon

One of the Ten Nations of the Second Covenant. Salidar was a village in its walls. *See also Maecine of Eharon, King.*

Eianrod

A small town in Cairhien. At its heart is a wide flat bridge, two fountains and two town squares. As in all of Cairhien the streets here meet at right angles, where necessary slicing through hills that were otherwise neatly terraced with stone. Homes here have an angular look, like all vertical lines, and use slate roofing. Here merchants have three story buildings of marble with many balconies.

Elaida do Avriny a'Roihan (eh-LY-dah doh AHV-rih-nee ah-ROY-han)

An Aes Sedai formerly of the Red Ajah, now raised to the Amyrlin Seat. Her hobbies include knitting, growing flowers with the One Power and collecting figurines. She is handsome rather than beautiful, agelessness in the extreme, with dark eyes and hair, stern and outwardly placid with terrible concentration. As strong in the One Power as Moiraine Damodred or the former Amyrlin Sivan Sanche; she always envied Sivan for her raising to the Amyrlin Seat instead of her. She enjoys more than any other wearing her wine-embroidered red-fringed shawl. It is said she can hear a lie, 'sometimes.' She sometimes has the Foretelling. Her first Foretelling as Accepted was that the Royal Line of Andor would be the key to defeating the Dark One in the Last Battle so she immediately attached herself to Morgase when it was possible. As an Accepted she took pleasure in ordering around two specific Novices: Moiraine and Sivan; she seems to be the only one who remember they were once best friends. Once advisor to Queen Morgase of Andor; when Elayne Trakand was found to be missing Queen Morgase, for the first time ever, refused to

take back her Aes Sedai advisor in demonstration of her anger.

Elansu

The sharp faced shatayan of Fal Dara keep.

Elayne of House Trakand (ee-LAIN; trah-KAND)

Queen Morgase's daughter, the Daughter-Heir to the Throne of Andor. Now raised to full Aes Sedai of the Green Ajah by Amyrlin Egwene, though she has yet to swear the Three Oaths with the Oath Rod. Two to three years younger than Rand. She has long red curls like her mother and brother, tall for a girl and quite beautiful. Face, a perfect oval framed by her mass of sunburst curls, lips, full and red, eyes, bluer than to be believed.

The first Daughter-Heir ever to be strong enough in the One Power to be Aes Sedai; about equal strength with her best fiend Egwene al'Vere and near sister Aviendha. She grew up around Thom Merrilin and now has to restrain herself not to reach out and pull on her father figure's mustaches. Lini her childhood nurse has stocked her memory full of homely sayings that she recites at every opportunity. She is unaware of her habit of holding her chin that can make others feel as if she is looking down on them. Good with needle work and cooking she will not even attempt either unless she means to reproduce food or clothing fit for the Royal Palace of Andor. She does not see her half-brother Galad as a brother at all, and craves adventures she, as Daughter-Heir, is forbidden to partake in. On one those adventures she was taught superb weather control by Windfinder Jorin din Jubai, learning that this is one of her strengths where Healing is not (no more than a bruise). On another adventure Thom her father-in-all-but-name taught her to tightrope walk like some commoner. When the Birgitte of legend was found and torn from *Tel'aran'rhiod* by the Forsaken Moghedien, Elayne bonded her as a Warder to save her life. She is the first Aes Sedai since the Breaking of the World to make a *ter'angreal*: a leashless *a'dam* and a green disc of invisibility. Named for her mother's best friend Ellorien, whose grandmother was named Elayne. Grandmother: Maighdin Trakand. Also known as Mistress Caryla in Tear and Lady Morelin of House Samared of Cairhien. Her sign is a golden lily. Brothers: Gawyn Trakand and Galad Damodred; mother: Queen Morgase of Andor. *See also Daughter-Heir.*

Elbar

High Lady Suroth's army general. A hook nosed, tall dark skinned Seanchan man. *See Suroth, High Lady.*

Elber

Once of the Queen's Guards, now one of Lord Gaebriel's hounds; only one golden knot of rank on his breast. Older than those normally of his rank; a deep beady rat-like eyed fat man.

Eldin, Get

A bald headed leathery wrinkled faced Emond's Field farmer, at least three times Perrin Aybara's age.

Eldin, Marce

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai.

Eldin, Whatley

A man known to have painted his cart for Winternight on Bel Tine. An Emond's Fielder.

Eldrene ay Ellan ay Carlan, Queen

Last Queen of Manetheren and a powerful Aes Sedai. Daughter of Ellan, daughter of Carlan. Her husband and Warder was King Aemon al Caar al Thorin. She was is said to as beautiful as her husband brave, and flowers bloomed to make her smile. When her husband was killed in battle, and almost all of her people, in her vengeance she channeled every last Dreadlord in the Trolloc army dead and thus burnt herself and every remnant of Manetheren. *See also Manetheren.*

Eldrith Jhondar

Aes Sedai formerly of the Brown Ajah now known to be of the Black. The reason why her fellow former Brown Marillin's stray cats continually disappear. A plump woman. *See also Ajah, Black.*

Elegar, Lord

A minor Andoran noble and Darkfriend with thin lips. One of Lord Brend's ever-nervous men.

Elenia of House Sarand, Lady

Andoran noble. A swewed vulpine/fox faced woman with honey hair. She has extensive knowledge of Andor's history and uses it to have the Sun Throne for herself. Husband: Jarid. Both opposed Morgase during the Succession. Sign of House Sarand: golden boars.

Elfinn, Aleria

Author of humorous tales.

Ella

A barmistress for Cairhien's The Great Tree inn.

Elle

A pretty and tall Watch Hill girl with fair braided hair(for the Two Rivers anyway). She was found to have the inborn ability to channel by Verin and Alanna Sedai, now off to the White Tower to become Aes Sedai.

Ellisor, Chin

Sea-captain of the *Blue Crane*. Having lost his hair he's all smiles and bows; a married man born and bred in Tar Valon.

Ellizelle, Queen

Queen of Ghealdan after Johanin, she supposedly poisoned herself after her army's attack to kill the Prophet failed.

Ellorien of House Traemane, Lady

High Seat of her strong Andoran House. She has many retainers. Supported Morgase during the Succession. One of Morgase's closest friends. A few years older than the Queen. A plumpy dark cheeked woman who would be pretty if her face was not so stony. Elayne was named after her grandmother Elayne. Exiled early one spring by Morgase herself, with Gaebriel's help.

Elora daughter of Amar daughter of Coura

Ogier author of *Men of Fire and Women of Air*, in the early days of Artur Hawking's reign.

Else Grinwell (EHLZ GRIHN-wehl)

A farmer's daughter first met on the Caemlyn Road. Developed a crush on Rand, that he did not share. Once a Novice in the Tower she was returned when it was found out she had no self control when it came to Warders over chores. She is referred to as a 'lazy chit' for the amount of time she wasted watching the Warders practice.. Her big eyes and dark pigtail and pretty face show others her innocence better than words; looks too plump to run. She is apparently one year younger than Rand, Perrin and Mat. Father: Master Grinwell, mother: Mistress Grinwell, siblings: eight other brothers and sisters. *See also Grinwell, Mistress.*

Elward, Moria

Taskmistress of a Tar Valon farm. The innocent bystander killed by the Black Ajah to prevent the discovery of Sahra Coventry's murderer.

Elwin

Adan's son. A Jenn Aiel he died of hunger at ten soon after the Breaking of the World. Mother: Siedre, sisters: Rhea and Sorelle, brothers: Jaren and Marind.

Emara

An Accepted from Illian. Slight almost wispy with a quick grin, gray eyes, and a high pitched voice. Taken by Aes Sedai rebels to Salidar, she was raised to something more than Accepted but not full Aes Sedai for Elaida still has the Oath Rod. She has neither the shawl nor the Ajah.

Emerys

Shaido Wise One.

Emond's Field

A small village in the Two Rivers District of Andor. Thatched high roofed houses scattered around an area known as the Green cut in half by the nearby Winespring River. Travel via Emond's Field is accomplished by the Wagon Bridge; connecting the North Road to Watch Hill or Taren Ferry and Old Road to Deven Ride. Also on the Green rests the The Winespring Inn run by the Mayor, Bran al'Veve and his family. The only inn in the village, and the only two story building it wears its distinct red tile roof with village pride. In the Westwood lies an all but destroyed in a windstorm building referred to as the old sickhouse, the new sickhouse being at the east of the village past Master Thane's mill. Home to the most stubborn people there ever was; Emond's Fielders. Named after the last King of Manetheren who died there, King Aemon. The Village Council is composed of six members including, Bran al'Veve, Tam al'Thor, Rowan Hurn, Jon Thane and Cenn Buie.

Since the Trolloc raids on the Two Rivers a stone plith has been erected on the Green, carved with the names of those who died defending. The stone plith has a flag pole on either side on topped by a red wolf's banner, the other a red eagle. The Lord of the Two Rivers, Lord Perrin Goldeneyes had the Aybara Manor constructed not a hundred paces out of Emond's Field, the village he grew up in. *See also Deven Ride; Taren Ferry; Watch Hill.*

Empress, the

Ruler of the Seanchan Imperial Throne. The closest living blood relative to Artur Hawking's son, Luthair Paendrag Mondwin. She sits on the Crystal Throne in the Court of the Nine Moons in the capital city of Seanchan: Seandar. To gaze upon her is a gift to be treasured. Her second daughter is named Tuon. See *also Seanchan; Seekers for Truth; Deathwatch Guards; Tower of Ravens.*

Enaila (eh-NYE-lah)

A Maiden of the Spear of the Jarra sept of the Chareen Aiel. Touchy concerning her height, she has a remarkable attitude toward Rand al'Thor considering that she is no more than a year older than he. A fiery redhead no taller than Egwene al'Vere and a little shorter than Min. She shows interest in the Thunder Walker Leiran, as does he in her. Her tanned face appears to be carved of wood.

Eran

Zarine Bashere's footman; an old soldier from Davram Bashere's first command. Secretly taught her to use knives and fight with her hands against Saldaean tradition.

Erian

An Aes Sedai of the Green Ajah. A doll-like woman, she wears a pale exquisite oval face and brown eyes framed by raven's wings and a dark braid. Sided with Elaida. She had four Warders, only Rashaan and Bartol live, the other two were killed when Rand al'Thor found out Min was also held captive by Elaida's embassy. She rides a pale gray mare.

Erim

Clan chief of the Chareen Aiel. As tall as Rand but his hands being wider, bigger, longer and harder say his arms are just as developed. His height, pugnacious jaw, bright red hair half white and green eyes declare himself Aiel at over a hundred paces.

Erinin Inn, The

One of Maerone's many inns.

Erith daughter of Iva daughter of Alar

An Ogier of Stedding Tsofu whose grandmother is Eldest of Elders. As with all female Ogiers she has the same features of the male, only more delicate; finer ear tufts, not so tall, eyebrows not so long. Although short by Ogier standards, she still tops Rand by nearly a foot and a half. Not a day over seventy/eighty years old. During the short time Loial spent in her *stedding*, it was evident the two were interested in each other. Currently traveling to Emond's Field with Loial's mother Covril and his uncle Elder Haman, in search of Loial.

Escaralde

Aes Sedai allied with the Little Tower.

Esole

Jonai's son. A Da'shain Aiel who lived during the Breaking of the World and died young of a sickness. Mother: Alnora, brothers: Willim and Adan.

Essenia

One of the Ten Nations of old. Known for its philosophers and famed seats of learning.

Estair

Aeron's Wise One apprentice. An Aiel beautiful Aiel woman: red hair, slender, young with serious gray eyes. She follows rules to the letter.

Estanda, High Lady (eh-STAHN-dah)

A High Lady of Tear who believes in extracting what is owed slowly but in full. A stern beauty who considers High Lady Alteima her only rival. Rand al'Thor ordered her to take care of Alteima's ill husband, High Lord Tedosian while she was to be in Cairhien. Now gone to Haddon Mirk with High Lords Tedosian, Simaan, Hearne and Darlin to oppose the Lord Dragon. Opposing Rand openly from the start, fleeing Tear as soon as the Stone fell, rousing resistance among the nobles.

Estean of House Andiamo

A young Tairen Lord and member of Mat's Band of the Red Hand. Plain lumpy faced, and a heavy drinker, he scrubs his hand through his lank hair that keeps falling down over his forehead. Despite his Tairen beard he looks more like a farmer than most farmers do. His red satin on yellow puffy sleeved jacket has gone everywhere he has since his coming north to Cairhien. A good dancer. Eldest of High Lord Torean's sons. Although from the wealthiest family in Tear, he looks more like a farmer in a lord's clothes than a noble.

Estevan, Lord

Tairen Lord of the Land under High Lord Sunamon. Hard jaw and harder eyes.

Evanellein

Aes Sedai of the Gray Ajah. Most think of her as a Green, so concerned is she with her looks and clothes. Sides with Elaida.

Ever Victorious Army

The armies of the Empress of Seanchan.

Evon

The Arene's house cook, fat and balding with a spotless apron and piggy eyes.

expressions

Aes Sedai: "What Aes Sedai do, they do for reasons of their own, and often not for the reasons they give. If they give reasons at all." "An Aes Sedai's gift always has a hook in it." "Better to spit in a wolf's eye, than to cross an Aes Sedai." "A man will cut off his own hand to get rid of a splinter before asking help from Aes Sedai" "The Wheel weaves as the Wheel wills." "The truth of an Aes Sedai is never the truth you think it is." "Which hand to set the warp, and which hand to pilot the shuttle." "Patience is a virtue that must be learned."

Age of Legends, "Only a battle lost is sadder than a battle won."

Aiel: "May you find shade this morning." Aiel sayings almost always involve in this way shade and/or water in some way. A lover is known as the 'shade of my heart'. 'I see you ----,' and 'May you find shade on this day' replaces hello as a general usage greeting. "If you ask the lion to protect you from the wolves, you have only chosen to end in one belly instead of another." "When the boar breaks for cover, there's only you and your spear." "May I never know shade if it is not." ***Wise Ones:*** "the Pattern plants us where it will." ***Far Dareis Mai:*** "She is going to teach him to sing," when a man is going to make a fool of himself over a spear-sister.

All: "Whether the bear beats the wolf, or the wolf the bear, the rabbit always loses." "The Dark One's own luck." "Taken by the Dark One" "Name the Dark One and he appears." "Poke the meekest dog too often and he will bite." "Smooth words make smooth companions." "Light." Variations on 'Light' are numerous, the more common are: "the Light willing," "walk in the Light" "bless the Light" "see the Light" "the Light illumine you" "in the name of the Light" "for the Light knows what" "the Light sear my bones" "the Light shine on you."

"The Dark One and all of the Forsaken are bound in Shayol Ghul, beyond the Great Blight, bound by the Creator at the moment of Creation, bound until the end of time. The hand of the Creator shelters the world, and the Light shines on us all."

Altara, "Lean back on your knife and let your tongue go free." (Be at ease and speak your mind as you wish) "Stab my liver."

Andoran: "Do not cut off your ears because you do not like your earrings." ***Cairhienin:*** "Who reaches for the sun will get burned."

Borderlands: "A man who will not die to save a woman, is no man." "Honor to serve." "Peace favor your sword." "Peace"(can replace 'Light') "On my honor." "The look of the Eyeless is fear." "The kiss of the Draghkar is death." "Glory to the Builders." "Death is lighter than a feather, duty heavier than a mountain." "Shienarans fearing death repeat: "the Light shine on us, and the Creator's hand shelter us. Though we go to the last embrace of the mother, the light illumine our way."

Illian: "Fortune prick me." "Fortune abandon me."

Ogier: "Anger the Ogier and you pull the mountains down on your head." When an Ogier means to describe someone as being hasty or angry, he or she describes the person as 'putting a long handle on their axe.' "Haste makes for waste." "By the Tree and stillness!."

Tairen: (no many specific expressions, others are mostly similar to these, always of fishing) "You bore a hole in boat and worry that it is raining." "You are worrying about a lionfish in the Sea of Storms, while here and now the silverpike are chewing our nets to shreds." "By the Stone." "Caution got the boat home." ***Maule:*** "Do not trouble trouble till trouble troubles you."

Two Rivers, "Cheer the bull or cheer the bear, cheer both and you'll be trampled and eaten." "The Creator made woman to please the eye and trouble the mind." "The louder a man tells you he's honest, the harder you must hold onto your purse." "The fox often offers to give the duck its pond."

Whitecloaks: "No one can walk so long in the Shadow that he cannot come again to the Light." "no man is so lost that he cannot be brought to the light" Whitecloaks use many of the expressions involving 'Light' but in particular "the Light illumine us and protect us from the Shadow." *See also curses.*

Eyeless, the

See Myrddraal.

Eye of the World, the

Created soon after the resealing of the Dark One's prison by both *saidar* and *saidin*. In order to

ensure its purity, since by then *saidin* had been tainted, the men deliberately burned themselves out. The Green Man was set to protect it, hidden north of Fal Dara within the Great Blight, in the passes of the Mountains of Dhoom; it could only be found by those who needed to find it and even then only once per individual. Underground, it's oval shaped like that of the eye with a five pace wide crystal edged walkway around it and matching crystal ceiling above. Clear as water, smooth as glass, thick as gel, the bottom is left unseen; it is the essence of *saidin*, enough Power to mend the seal or break it, meant to be used by the Dragon Reborn in his hour of need. It was used up when Aginor the Forsaken tried to possess its power and was stopped by none other than the Dragon Reborn, Rand al'Thor who used it to defeat not only him and Ishamael but to win the Battle of Tarwin's Gap and push back the Great Blight back for the first time.

eyes-and-ears

The only accepted name for the the information network of each Ajah. Composed not only of the Aes Sedai themselves but ordinary people like farmers and innkeepers who keep their 'eyes and ears' open - hence the name, relaying all they discover by pigeon directly to the White Tower. Every Ajah except the White possess such a network, run by an Aes Sedai that doesn't necessarily have to be a Sitter for the Ajah. Not only do all the Ajah's except White possess eyes-and-ears for their Ajah, but there most probably isn't an Aes Sedai alive who doesn't have at least a couple eyes-and-ears of her own. Although every Ajah except the White have such a network the Yellow's is supposed to be a sickly thing, while the Blues have the most extensive both Ajah and personal.

Each Ajah has its own emergency signal to identify members of its network, known only to those within the Ajah itself. Not used in over three hundred years the Yellow emergency signals are,

1- Wrap broomweed with the tiny yellow flowers in a white ribbon and tie with a dangling yellow ribbon cut in three and hang upside down.

2- Use in the first sentence you say with the work "yellow" and "heal" in it.

3 - Hold your fingers to form the symbol for infinity while conversing.

The Blue Ajah's method of recognizing one of their agents is to use the words 'fish' and 'blue' in the first sentence one speaks.

Fade

See Myrddraal.

Faeldrin Harella

Aes Sedai of the Green Ajah and member of the Little Tower's embassy to the Dragon Reborn. A Taraboner with the usual dark Taraboner braids worked with the unusual colored beads.

Faile Bashere

See t'Aybara, Faile ni Bashere

Fain, Padan

(FAIN, PAD-an)

Once peddler trading into the Two Rivers, and a Darkfriend, he was transformed at Shayol Ghul not only to enable him to find the young man who would become the Dragon Reborn as a hound finds prey for the hunter, but to ingrain the need to find him. The pain of this induced in Fain a hatred of both the Dark One and of Rand al'Thor, he is now considered a renegade among Darkfriends. While following al'Thor, he encountered the trapped soul of Mordeth in Shadar Logoth, and this soul tried to take Fain's body. Because of what had been made of Fain, though, the result is an amalgamation which was mostly Fain and which has abilities beyond what either man had originally, though Fain does not understand them fully yet. Most men feel fear at a Myrddraal's eyeless gaze; Myrddraal feel fear at Fain's gaze. Permanently linked to Mordeth's gift dagger, one slash will start an infection of darkness, [the target trying yet failing to scream, the cut limb turns black and bloated beyond recognition, the dark swelling oozing throughout the whole body like some thick oil] of course Fain is immune. He has developed the ability to kill or permanently maim solely by touch, though he hasn't the control to stop it once it has begun. He can spot a Darkfriend by sight alone, even those who have only thought of swearing to the Shadow, as if a sooty mark was on their foreheads. Known as Ordeith among the Whitecloaks. He's a pale, skinny little man with gangly arms and a massive beak of a nose; a neck so scrawny he looks like a turtle with greasy hair. A Lugarder, his accent now comes and goes mid sentence as does his original personality.

Fairheart, Cowin

Once one of the Great Lords of Malkier, his true name was Cowin Gemallan. His exploits along the Blight were sung throughout the Borderlands. Before his treachery that destroyed Malkier and the unmasking of him as a Darkfriend, he was, after King al'Akir and Akir's brother Lain, the most loved hero in Malkier. With Akir's ascent to the throne, he become insanely jealous for on the day of choosing the next king, when the Great Lords cast the rods for king, only two separated him from Akir. He never forgot the fact that laying a different color on the Crowning Stone would have set him on the throne instead. He was captured after his treachery at allowing Trollocs access to the Seven Towers by Jain Farstrider, and later slain in single combat by the King, al'Akir Mandragoran.

Faiselle

Aes Sedai and one of the Sitters in the Hall of the Little Tower.

Fal Dara

Built upon Mafal Dadaranell's ashes; an Ogier built city that stood and fell during the Trolloc Wars. Fal Dara's city wall, its towers topped by wooden hoardings, is as high as Caemlyn's, even though the city isn't anywhere near Caemlyn's size. For extra protection the city is built on a hill and any cover for one mile around is cut to grass height. Since the reality of war weighs heavy here, it's not seen as a happy place, more a suspicious local ready to defend itself. The city is almost always full to protect those in the surrounding area who flee Trolloc raids. Not meant to be beautiful, the entire city is built for war. Hard gray stone form roads, the city wall and the city's heart: Fal Dara keep. Fal Dara keep is kept ready to defend not just itself but the entire city. A fortress of craftsmanship from the dry moat, wide and deep, to the sharp steel spikes, razor-edged and as tall as a man, forested around its walls. Blacksmiths and fletchers can be seen inside working nonstop to supply the city's enormous demand for weapons. To alert of the time, and in case of emergencies, a large gong was placed in the bell tower, loud enough for the entire city. Lord Agelmar of House Jagad is the current Lord of Fal Dara. The keep's known staff are as follows: Tema (stableman/groom), Timora(one of Amalisa's attendants), Ronan(Agelmar's secretary/shambayan), Elansu(head of servants/shatayan), Nisura(one of Amalisa's attendants), Hurin(Agelmar's 'sniffer'), Changu(prison guard), Nidao(prison guard), Kajin(warrior). *See also Agelmar; Lord Agelmar of House Jagad, Ingtar; Lord Ingtar of House Shinowa; Amalisa; Lady Amalisa of House Jagad.*

Falion Bhoda

An Aes Sedai formerly of the --- Ajah. Now known to be of the Black Ajah. Long faced and cold, expressing as little as Rianna Andomeran. *See also Ajah, Black.*

Falme

(FAHL-may)

A town on Toman Head. High cliffs on either side offer defense so a town wall was never constructed. From these cliffs the Watchers look out on to the ocean waiting for the return of Artur Hawking's armies. Houses here are made of dark stone roofed with slate, and people normally wear vests that hang to their knees and long shirts to match. It was here that the Seanchan commanded the Return and ended up fighting over half a legion of Whitecloaks, Aes Sedai, and one hundred heroes of legend were called forth by the Horn of Valere. *See also Watchers Over the Waves.*

Faolain Orande

(FOW-lain oh-RAN-deh)

An Accepted who does not like anything or anyone especially wilders. She has curly hair and a dark round face. Speaks of someday choosing Red as her Ajah. She has spend eight years as a novice and another five so far as Accepted. Taken by Aes Sedai rebels to Salidar, she was raised to something more than Accepted but not full Aes Sedai for Elaïda still has the Oath Rod. She had neither the shawl nor the Ajah till Amyrlin Egwene al'Vere declared her raised before having taken the Three Oaths.

Faral, Child Dimir

One of the Children of the Light. During a failed attempt on the Lord Dragon's life he was caught, forced to watch all his accomplices hang and sent back to Amadicia to give Niall a message, 'you will hang as well'. Although a Whitecloak his clothes were dirty enough that its very possible he could have been working for Padan Fain instead.

Far Dareis Mai

(FAHR DAH-rize MY)

In the Old Tongue, literally, "Of the Spear Maidens." A warrior society of the Aiel, which, unlike any of the others, admits women and only women. Their hair cut of choice is short leaving a small long piece hang at the nape neck. A Maiden may not marry and remain in the society, nor may she fight while carrying a child. Any child born to a Maiden is given to another woman to raise, in such a way that no one knows who the child's mother was. ("You may belong to no man, nor may any man belong to you, nor any child. The spear is your lover, your child, and your life.") These children are treasured, for it is prophesied that a child born of a Maiden will unite the clans and return the Aiel to the greatness they knew during the Age of Legends. This child could very well be Rand al'Thor. Maidens of the spear enjoy playing a game of their own invention: Maiden's Kiss. Unsuspecting wetlanders can sometimes be asked to play without knowing the rules: a circle of Maidens hold a ring of spears around the player's neck, each kisses him in turn and either holds the spear closer, for a bad kiss, or farther, for a good one. While the men in the others societies don't sing amongst themselves except battle chants and laments for the dead, *Far Dareis Mai* will but only when it is only them. Maidens have been known to drop the spear and their society in order to to marry, though it is rare. Sometimes Maidens will use the expression 'teaching a man to sing' to describe another Maiden who will not drop the spear though a man whom has interest in her wishes it so so badly he considers becoming *gai'shain* to her hoping to get closer to her. The first thing a Maiden will do under those circumstances is teach the man to sing to entertain her spear-sisters while they eat -never doneamongst any other society- proving to him her loyalty to her society. *See also Aiel; Aiel warrior*

societies; Morin.

Known Maidens of the Spear include:

Adelin	Dailen	Liah	Somara
Bain	Desora	Luaine	Sulin
Beralna	Dhael	Lulaine	
Careen	Dorindha	Maira	
Chiad	Enaila	Melindhra	
Chiarid	Harilin	Morin	
Chion	Jalani	Nandera	
Coram	Jolien	Rhian	
Cowinde	Lamelle	Sefela	
Dagendra	Lerian	Shaiel	

Farede, Panarch

Promulgator of the Farede Calendar devised by Urien din Jubai Soaring Gull.

Farran, Hundredman

An officer of the Children of the Light under Dain Bornhald. A bearded boulder of a man who despite his height and weight is yet still light on his feet. Described as 'a good soldier.'

Farren, Ackley

Offered a ride to Rand and Mat. One of Market Sheran's many farmers. *See also Market Sheran.*

Farstrider, Jain

Also known as Jain Charin. A hero of the northern lands who journeyed to many lands and had many adventures; the author of several books, as well as being the subject of books and stories. He vanished in 994 NE, after returning from a trip into the Great Blight which some said had taken him all the way to Shayol Ghul. He was the one who successfully captured the Darkfriend Cowin Fairheart to be later slain by al'Akir Mandragoran, Last crowned King of Malkier. His horse Jeade'en or "True Finder" was almost as popular as Jain himself. *Jeade'en; Susa.*

Fasar, Child Asidim

Sent by the Lord Captain Commander to see what could be salvaged in Tarabon.

Father of Lies

See Dark One.

Father of Storms

See Dark One.

Feast of Lights

A multiple day celebration starting on the shortest day of the year and ending on the last day of the year (two days). Receives its name from the custom that every light be lit until sunrise on the third day. Celebrated in every nation, though slightly different for each one. In Cairhien it is decreed that any woman may kiss any man and vice versa for the entire celebration.

Feast of Sefan; Feast of Tevan

Illian celebrations where gleemen come from around the world to compete in the best telling of *The Great Hunt of the Horn*. The winner gets the unbelievable prize of a hundred gold marks.

Fel, Herid

A student of philosophy and history at Rand's School of Cairhien. He spends a lot of time reading in the Royal Library. A stout man who doesn't care to brush his thin gray hair with an unlit pipe permanently stuck in his mouth and ashes on his jacket. Killed by a Gholam -torn limb from limb- for reasons yet unknown.

Ferin

A Black Eyes Aiel man. Like Rhuarc only younger, taller, more handsome, and much redder hair. For over a year he has been trying to attract Enaila's interest but she will 'teach him to sing' before she gives up the spear for a man. One of Sorilea's relatives, his greatfather is her sister-son.

Fetch

See Myrddraal.

Finggar, Ewin

Younger than Rand al'Thor by five or six years, he shed is rather pudgy face for an older lean one. Tall with wide shoulders, before Perrin Aybara left the Two Rivers he was a stout squeaky voiced little nuisance who tried to crowd in whenever fellows got together - pudgy and half a foot or more shorter - now at his present rate of growth he'll be another Perrin. Described as 'snot-nosed' by Mat for having taken his Dowry brother friends. Him and two of his other friends Elam Dowry and Dav Ayellin have gone off to see the world.

Fionda, High Lady

Tairen noblewoman of iron eyes and undiminished beauty.

First Prince of the Sword

Title normally held by the eldest brother of the Queen of Andor, who has been trained since childhood to command the Queen's armies in time of war and to be her adviser in time of peace. If the Queen has no surviving brother, she will appoint someone to the title. The First Prince of the Sword as with the Queen must be Tower trained before assuming the position. The only difference is he is trained by the Warders and not Aes Sedai.

first-sister; first-brother

Aiel kinship term meaning having the same mother. Among the Aiel, having the same mother means closer relationship than having the same father. *See also Aiel, kinship terms*

fist

The basic military unit of the Trollocs, varying in number; always more than one hundred, but never more than two hundred. A fist is usually, but not always, commanded by a Myrddraal. *See also Trollocs; Myrddraal.*

Fitch, Master

Innkeeper of the Stag and Lion in Baerlon. Fat with remnants of wispy hair jutting out over his ears, which he hand combs when nervous. *See also Stag and Lion, the; Baerlon.*

Five Powers, the

There are threads of the One Power, and anyone who can channel can usually grasp some threads better than others. These threads are names according to the sorts of things that can be done using them—Earth, Air (sometimes called Wind), Fire, Water, and Spirit—and are called the Five Powers. Any wielder of the Power will have greater degree of strength with one, or possibly two, of these, and lesser strength in the others. Some few may have great strength with three, but since the Age of Legends no one has had great strength with all five. Even then this was extremely rare. The degree of strength can vary greatly between individuals. Performing certain acts with the One Power requires the ability to weave flows in one or more of the Five Powers. For example, starting or controlling a fire requires Fire, and affecting the weather requires Air and Water, while Healing requires Air, Water, and Spirit. Channelers who have great ability in Spirit can induce their dreams on others unknowingly or not for of the Five Powers only Spirit can be channeled asleep. While Spirit was found equally in men and in women, great ability with Earth and/Fire was found much more often among men; with Water and/or Air among women. There were exceptions, but it was so often so that Earth and Fire came to be regarded as male Powers, Air and Water as female. Generally, no ability is considered stronger than any other, though there is a saying among Aes Sedai: "There is no rock so strong that water and wind cannot wear it away, no fire so fierce that water and wind cannot snuff it out." It should be noted that any equivalent saying among male Aes Sedai is long lost.

Flame of Tar Valon

Symbol of Tar Valon, the Amyrlin Seat, and the Aes Sedai. A stylized representation of a flame; a white teardrop pointed upwards.

Flinn, Damer

One of the Dragon Reborn's Dedicated. Limping, only a fringe of white hair left on his head and a creased face he seems older than he truly is. Part of the Queen's Guards till he took a Murandian lance in the thigh.

Florry, Jeral

Innkeeper of Aringill's The Good Queen inn. A round faced gambling addict.

Forsaken, the

Name given to thirteen of the most powerful Aes Sedai of the Age of Legends, which made them among the most powerful ever known, who went over to the Dark One during the War of the Shadow in return for the promise of immortality. Their own name for themselves was "the Chosen." They are each connected to the Dark One via invisible black steel threads, the men protected from the taint on *saidin*. According to both legend and fragmentary records, they were imprisoned along with the Dark One when his prison was resealed. The names given to them are still used to frighten children. They were: Aginor (AGH-ih-nohr), Asmodean (ahs-MOH-dee-an), Balthamel (BAAL-thah-mell), Be'lal (BEH-lahl), Demandred (DEE-man-drehd), Graendal (GREHN-dahl), Ishamael (ih-SHAH-may-EHL), Lanfear (LAN-feer), Mesaana (meh-SAH-nah), Moghedien (moh-GHEH-dee-ehn), Rahvin (RAAV-ihn), Sammael (SAHM-may-EHL), and Semirhage (SEH-mih-RHAHG) Also known as the Nameless or among the Aiel as the Shadowsouled. *See also Nae'blis.*

Fortress of the Light

The great fortress of the Children of the Light, located in Amador, the capital of Amadicia. There is a

King of Amadicia, but the Children rule in all but name. The Dome of Truth is within its walls.

The Lord Captain Commander of the Children resides here. The audience chamber proper where he meets guests and other Children is adorned to his specifications: a golden sunburst set in the floor where guests kneel while he sits in a well made high backed yet unadorned chair, the dark panelled walls covered with trophies/banners/flags of the Children's victories, long twin hearths at either side; a soldier's room. *See also Children of the Light; Amadicia; Dome of Truth.*

Four Kings

Bigger than most villages it could be a town. For such a royal name it's quite scuffy, serving as a stopover for merchants coming from Lugard to Caemlyn or the Mountains of Mist mines and vice versa. For that reason alone most farmers avoid the town, preferring a more country feel. Most of the town is just stables and horselots. Drab wooden houses make up the rest, with narrow alleys if any in between them. Rusted shut shutters as if they hadn't been open for years. In all the noise that means big business, women keep their heads down among the cursing of southerners, or risk being fondled and/or beaten by visiting Lugarders. The town's inns include the Royal Inn and the Dancing Cartman. It marks the site where Four Kings brought armies against Queen Maragaine during the War of the Hundred Years.

Fox and Goose, The

One of Maerone's many inns.

Friends of the Dark *See Darkfriends.*

Furen

Seonid Traighan's Warder.

Furlan, Gainor

Innkeeper of Wayman's Forge in Remen. A plump bald-headed man with brown eyes and a smooth pink face. He doesn't wear an apron but a jacket instead.

Fyall

In Ghealdan east of the River Eldar verging on the Lugard Road, east of Tallan.

Gaebril, Lord *See Rahvin.*

Gaelin, Edelle

Wisdom of Watch Hill. Gray braided and slender.

Gaelin, Jon

An Emond's Field farmer, whose farm is up the North Road.

Gaidin **(GYE-deen)**

(1) In the Old Tongue, "Brother of Battles." A title used by Aes Sedai for the Warders. *See also Warder.*

(2) Nynaeve al'Meara's black stallion taken from the White Tower.

gai'shain **(GYE-shain)**

In the Old Tongue, "Pledged to Peace in Battle" is as close a translation as is possible. An Aiel taken prisoner by other Aiel during raid or battle is required by *ji'e'toh* to serve his or her captor humbly and obediently for one year and a day, touching no weapon and doing no violence. A Wise One, a blacksmith, a child or a woman with a child under the age of ten may not be made *gai'shain*. They are clothed in sandals and hooded white robes, a gong can be used to summon them.

After the Aiel were told of their failing the Aes Sedai, an effect not unlike the bleakness arose: 1/4 of all *gai'shain* now believe that all Aiel should be *gai'shain* permanently. Those *gai'shain* who believe that all Aiel should wear the white robes refuse to put them off when their year and a day is up. *See also ji'e'toh.*

Galad **(gah-LAHD)**

See Damodred, Lord Galadedrid.

Galina Casban

Aes Sedai and leader of the Red Ajah for eighteen years, though not a Sitter in the Hall of the Tower. Looking less than thirty five she is in reality twice that. A pretty round faced woman with a plump demanding mouth and raven hair. Once it came to taking the Rand al'Thor by force, she replaced Coiren Saeldain as leader of Elaida's embassy to the Dragon Reborn. Longtime member of the Black Ajah.

Galdrian su Riatin Rie **(GAHL-dree-ahn soo REYE-ah-tin REE)**

Literally, Galdrian of House Riatin, King. Defender of the Dragonwall, King of Cairhien. Known for his sponsoring of weekly horse races and his idea, the King's Gift; a bounty of silver to gleemen for their service. His assassination (998 NE) by the vengeful gleeman Thom Merrilin, brought upon Cairhien a civil war for succession to the Sun Throne. His personal sigil was a stag.

Game of Houses, the *See Daes Dae'mar.*

Gann

A Hunter of the Horn. He and his fellow Hunter Orban believe the Horn of Valere to be in the Great Black Wood or the Forest of Shadows.

gara

A lizard native to the Aiel Waste. Up to two feet long with yellow stripes down bronze scales. The poison from its bite is so strong it can kill a bull, so strong it can pierce a boot. A reptile so slow it is really only dangerous if stepped on. Hunted as food that tastes similar to chicken.

Garam

Son of a chief of a town that would now be situated in Cairhien. A dark eyed man and slight. His father was the only one to offer water to the Aiel and to not attack them after the Breaking of the World. It was for him and his father that *Avendoraldera* and the Silk Path was given to repay the *toh* Aiel people had to the Cairhienin.

Garan

Aiel man of the Jhirad sept of the Goshien. Once Joinde's *gai'shain*, she surprised him and many others by giving up the spear and laying her bridal wreath at his feet.

Garden of Silver Breezes

Not truly a garden at all but a wineshop in Tanchico; the most expensive wineshop in the city. Too large to be called a shop, its located atop a hill centered on the Calpene below the Great Circle. At least part of its name comes from the breezes that waft in where polished green-streaked marble columns and balustrades replace one wall except on the topmost floor - golden silk curtains can be lowered in case of rain. From this opening the hill falls away sharply on that side and offers a clear view across white and spires of the great harbor. Gilded lamps and ceilings are inlaid with brass fretwork. A place where those who deal in huge sums of gold come to deal; low walls surround each table making islands across the green and golden floortiles, the walls pierced by lacy carving so no one may eavesdrop unseen. No weapons are allowed past the street - a rule not broken openly. Proprietress: Selindrin.

Garren, Colly

An Emond's Field member of the Companions. He died in a Trolloc ambush.

Gaul

(GAHWL)

An Aiel of the Imran sept of the Shaarad Aiel, a *Shae'en M'taal*, a Stone Dog. A head taller than his wetlander friend Perrin Aybara who earned his friendship by releasing him captivity in Remen, by two Hunters of the Horn; caught off guard west of the Dragonwall looking for the *Car'a'carn*, He Who Comes With the Dawn. Perhaps a little older than Nynaeve but ragged with green eyes and reddish hair.

He wants to marry Chiad but she won't ask, won't give up the spear, but wants to become his lover - he said no. *See also Sarien.*

Gawyn of House Trakand (GAH-wihn; trah-KAND)

Queen Morgase's son, and Elayne's brother, who will be First Prince of the Sword when Elayne ascends to the throne. Half-brother to Galad. A head taller than his sister and a little older, he still possesses Elayne's features as her red gold hair. He walks with a straight back and is stronger than he looks. Since his half-brother Galad saved his life as a child, he will not show interest in any girl Galad likes. This ruled seems to hold even though he is besotted to Egwene al'Vere. As by Andoran tradition he has gone to train with the Warders with his half brother Galad Damodred. During the civil war that wracked the White Tower after Sivan Sanche's deposing and stilling he sided with Elaida's version of the law and led the young men there to learn from the Warders against them. He still leads the old children or boys that he called the Younglings though they no longer learn from the Warders. He yearns to be Egwene al'Vere's Warder and wed her. He rides a bay stallion. His sign is a white boar.

Gearan

One of the first Jenn Aiel to give up the Way of the Leaf and become the Aiel of present. Lanky as a stock, he was the best runner among his friends. *See also Luca; Charlin; Alijah; Lewin.*

Gedwyn

A hard faced Asha'man.

Gelb, Floran

(GEHLB, FLOHR-an)

A former sailor on Bayle Domon's *Spray*. A narrow faced, wiry figure with a long nose; a whiner. When he fell asleep on his watch and discovered he was chucked off Domon's ship. As a greasy little man he licks his lips when thinking of gold. Freelanced for Egeanin while in Tanchico.

gentling

The act, performed by Aes Sedai, of shutting off a male who can channel from the One Power. By White Tower law a male channeler must be brought to Tar Valon before being gentled. It is customary for

thirteen Aes Sedai to weave the initial Shield and for six to maintain it on the trip always using a hundred percent of their strength. In this way accidents like when only six tried to take Amalasan or Stonebow never happen. Gentling is necessary because any man who learns to channel will go insane from the taint on *saidin* and will almost certainly do horrible things with the Power in his madness before the taint kills him. A man who has been gentled can still sense the True Source, but cannot touch it. Whatever madness has come before gentling is arrested by the act of gentling, but not cured by it, and if it is done soon enough death can be averted. A man who is gentled, however, inevitably gives up wanting to live; those who do not succeed in committing suicide usually die anyway within a year or two. Known as severing during the Age of Legends to describe both a man and woman being cut off from the Source. *See also One Power, the; stilling.*

Gera

A cook in for the Little Tower in Salidar.

Getares, Esmara

Fourty years before the end of the War of the Hundred Years she tried to replace Hawking as High Queen. She was doing well till she tried to conquer Andor. She spent the last twelve years of her life as a 'guest' of Queen Telaisien only to be assassinated in the end.

Ghealdan

A nation east of the Mountains of Mist surrounded by Andor, Murandy, Altara and Amadicia. Ruled by a King or Queen from Jhenda Palace in the capital city of Jehannah with the aid of the Crown High Council, a council of lesser lords. Marrying a commoner here means giving up the throne forever. Ghealdanin soldiers can be identified by their scaled tunics, round steel caps with flat rims, sword at the hip, spear in hand. *See also Kigarin, Queen Alliandre Maritha; Johanin, King; Ellizelle, Queen; Teresia, Queen; Baelome; Aleshin; Somara.*

Ghoetram

The legendary man who sat beneath *Avendesora* for forty years to gain wisdom - with only the birds to bring him food.

Gholam

Shadowspawn of unequalled terror. They can squeeze beneath a door and tear a person apart limb from limb within seconds. One of Aginor's creations.

Gilda

A serving maid for The Queen's Blessing inn in Caemlyn; one of the greatest gossipers ever born.

Gill, Basel

Innkeeper of the Queen's Blessing inn in Caemlyn. An old friend of Thom who's heart does most of the talking, turns none away from his help if possible. A true Queen's man. Fat with a pink face; his graying hair doesn't quite cover the bald spot he combs it over. First met giving Rand and Mat food and a place to stay on their first visit to Caemlyn. He hasn't carried a sword since the Aiel War. *See Queen's Blessing, the.*

Gitara Moroso

Queen Mordrellein's Aes Sedai Councillor till she died, then Keeper of the Chronicles during the Aiel War. She sometimes had the Foretelling but always was it uncontrollably strong. Old for even an Aes Sedai with hair as white as snow. She convinced Luc to ride north into the Blight never to return for the fate of Tarmon Gai'don, the Dragon Reborn or some such a year before saying something similar to Tigraine about the Aiel Waste. She died near the end of the Aiel War immediately after her Foretelling of the Dragon's rebirth at the foot of Dragonmount.

Give Me Your Trust

*Give me your trust, said the Aes Sedai,
On my shoulders I support the sky.
Trust me to know and to do what is best,
And I will take care of the rest.
But trust is the color of a dark seed growing.
Trust is the color of a heart's blood flowing.
Trust is the color of a soul's last breath.
Trust is the color of death.*

*Give me your trust, said the Queen on her throne,
for I must bear the burden all alone.
Trust me to lead and to judge and to rule,
and no man will think you a fool.*

*But trust is the sound of the grave-dog's bark.
Trust is the sound of betrayal in the dark.
Trust is the sound of a soul's last breath.
Trust is sound of death.*

gleeman

A travelling storyteller, musician, juggler, tumbler, and all-around entertainer. Known by their trademark cloaks of many-colored patches, gleemen perform mainly in the villages and smaller towns, since larger towns and cities have other entertainment.

Goaban (GO-ah-bahn)

One of the nations wrung from Artur Hawking's empire during the War of the Hundred Years. It weakened, and faded away approximately 500 NE. See *also War of the Hundred Years*.

Gode, Howal

A rich Whitebridge merchant who travels in style: his own personal carriage. He is most often seen in velvet slippers, silk shirts under a velvet coat. With his soft looking hands and fleshy body one would wonder why he was chosen/allowed to become a Darkfriend. He was killed in the freak lightning blast that allowed Rand and Mat to escape the inn they were held captive in.

Goemal

Elmindreda's fictitious suitor; her reason for asking asylum in the White Tower.

Golden Cup, The

One of the many inns inside Tear's walls.

Goldeneyes

See Aybara, Perrin.

Golden Head, The

One of Amador's inns.

Golden Stag, The

Maerone's second best inn right in the center of town. It oozes of comfort and money from the white stone floors, polished rose-carved tables, white plaster wall painted with a wide band of blue/gold scrollwork beneath a high ceiling, and a tall clock on a gilded mantel. Here the serving maids are all well dressed, musicians play on a small raised dais near the back. It's sign is a carved stag supporting a winecup in its antlers. Innkeeper: Mistress Daelvin, Serving maid: Betse Silvin.

Gomanes, Child

One of the Children of the Light under Dain Bornhald's command; he died escorting Ordeith.

Gome, Mairin

Owner of a traveling menagerie. Known for her two women contortionists who hang from a tall framework of poles.

Goodman Prikets Pipe

*"We rode down to River Iralell
just to see the Tairen come.
We stood along the riverbank
with the rising of the sun.*

*Their horses blacked the summer plain,
their banners blacked the sky.
But we stood our ground on the banks of River Iralell.
Oh, we stood our ground.
Yes, we stood our ground.
Stood our ground along the river in the morning."*

Good Night's Ride, The

One of Lugard's many inns. Sign: an improbably voluminous woman wearing only her hair, arranged to hide as little as possible, astride a bareback horse. Three stories of rough gray stone. Innkeeper: Duranda Tharne. Performer: Suzi.

Good Queen, The

One of Aringill's many inns. Innkeeper: Jeral Florry.

Good Queen's Justice, the

The only inn in Kore Springs. Two stories of red brick with a thatched roof, it is the tallest structure for miles. Has a high beam ceiling common room.

Goose and Crown, the

An inn run by Raimun Holdwin in a village close to Caemlyn, along the Caemlyn Road.

Goose and Pipe, the

Deven Ride's only inn; located on the edge of the Green, it is thatched and larger than Emond's Field's Winespring Inn though they receive far fewer visitors.

Goraed, Beron

The rich merchant Queen Teresia of Ghealdan married when she abdicated the throne.

Grady, Jur

One of those who have come to the Black Tower to see if they can channel. Around twenty six, twenty seven years old. Farmer. Wife: Sora.

Grady, Sora

Once the youngest of the woman at the Black Tower. After the testing of the men for channeling ability she became the only woman left who would stay with the male channelers, including her husband Jur.

Graendal (GREHN-dahl)

One of the Forsaken. Accounted to being a stunningly beautiful woman, lush and ripe, anywhere but around Lanfear. A woman who enjoys the little things, wearing silk, a ruby the size of a hen's egg nestled between her breasts and a coronet on her long sun colored, red-gold, shoulder length hair -beside Lanfear she is merely a plumpy pretty. If the inevitable comparison bothered her her amusing smile gives not sign of it. Jewelry like the four or five gem encrusted golden bracelets on each arm clatter when she waves to her servants. She typically also wears a ring with a different stone on each finger, a wide collar of huge sapphires and moondrops scattered throughout her hair. As opposed to Rahvin, physical beauty is not enough for her servants, they need to have the power and position as well, a former Lord for her footman, a Lady to draw her bath -that is Graendal's way. Graendal uses a level of Compulsion so strong it leaves them good for little more than decoration anyway. Fixiated on her total complete pleasure, she plays with her pets in ways to make a soldier swear celibacy, all the while laughing a lot and caring not what she implies. She also follows conquest like her consort Sammael whom she initiated into the Forsaken, though not like with his soldiers. A devious woman whom must never be taken at face value. She takes one solid step at a time and will not hesitate to drop everything and start over if it becomes too dangerous -above all her goal is to survive anything.

During the War of Power she is said to have murdered children calling kindness so they would not suffer after she enslaved their parents and carried them away. Once she treated those with disturbed minds Healing could not touch; a type of psychologist. Perhaps the best user of Compulsion to ever have lived.

Now known in Arad Doman as Lady Basene, an aging Domani cripple.

Grassburner

See Dark One.

Gray Gull

The three masted ship that took Thom Merrilin and Mat Cauthon from Tar Valon. Captain: Huan Mallia; sailors: Sanor, Vasa.

Gray Man

Someone who has voluntarily surrendered his or her soul in order to become an assassin serving the Shadow, they are not really alive after. Gray Men are so ordinary in appearance that the eye can slide right past without noticing them. After eliminating their target they remove all traces of their existence. They do leave a sort of filth feeling, though usually felt too late to be forewarned of danger. The vast majority of Gray Men are indeed men, but a small number are women. They do not dream. Known to the Aiel as the Soulless.

Great Blight, the

A region in the far north, entirely corrupted by the Dark One. A haunt of Trollocs, Myrddraal, and other creatures of the Shadow. Unnaturally hot despite its northerly location, heat and dampness weigh heavily on all who traverse its dangerous expanse. All vegetation directly beyond its border, known as the Fringe, becomes progressively sickly: yellow with black disease-like flecks and red streaks like blood. As one continues deeper within, the stench of this rotting vegetation, now also littering the ground, makes covering the mouth and nose necessary. Once past the Fringe, all vegetation has rotted away leaving only twisted and tortured leafless trees that ooze pus from beneath their bark. Anything in the Great Blight is dangerous: a flower maims while a *stick* (or what looks to be one) digests its prey from the inside if touched (only the amputation of affected limb can save its prey). The tortured, twisted trees seen deeper within, entirely corrupted by the Dark One, attack anything within reach until it has to move and bleed steaming hot black blood. Some of these trees have even grown human hands. Other than the traditional

Shadowspawn, no two here are alike: coarse hair, mouths, and clawed feet mismatched on unknown shapely bodies. Since the unlikely victory at Tarwin's Gap the Great Blight has receded two miles for the first time ever.

Great Game, the *See Daes Dae'mar.*

Great Hunt of the Horn, the

A cycle of stories concerning the legendary search for the Horn of Valere, in the years between the end of the Trolloc Wars and the beginning of the War of the Hundred Years. If told in its entirety, the cycle would take many days. The Great Hunt of the Horn has been called again for the first time in four hundred years; one thousand to two thousand people took the oath and received the blessing in the Great Square of Tammuz in Illian. *See also Horn of Valere.*

Great Lord of the Dark

The name by which Darkfriends refer to the Dark One, claiming that to use his true name would be blasphemous.

Great Pattern, the

The Wheel of Time weaves the Patterns of the Ages into the Great Patern, which is the whole of existence and reality, past, present and future. Also known as the Lace of Ages. *See also Pattern of an Age; Wheel of Time.*

Great Serpent

A symbol for time and eternity, ancient before the Age of Legends began, consisting of a serpent eating its own tail. A ring in the shape of the Great Serpent is awarded to women who have been raised to Accepted among Aes Sedai.

Great Tree, The

An inn directly inside Cairhien's walls. As with most buildings it is made of tall dependable stone. Innkeeper: Mistress Tiedra. Barmistress Ella.

Green Man

At the Breaking of the World, nearly three thousand years ago, he was given the charge of protecting the Eye of the World forever, and had his life extended to allow for it. Called 'Treebrother' by the Ogier for he has their same affinity for trees and all vegetation. He can sing Tree Songs but normally doesn't have to for he is mostly part tree. As bigger to Ogier as Ogier are to humans of a humanoid covered with woven vines and leaves. Green and growing, his hair is grass long to his shoulders, his eyes: huge hazelnuts, and his fingernails: acorns. His clothing is made up of growing leaves as living bark makes his boots. His ability to command plants is far superior to that of Treesinging: all types of vegetation grow stronger at as he wishes whenever he is in close proximity. These plants and fungi can be grown on others as a natural weapon, but seldom and only to defend as he swore to. He died carrying out his vow while trying to protect the Eye of the World from Balthamel and Aginor. Although he was killed, he did managed to take down the Forsaken Balthamel as well. He now rests, thanks to the Treesinging of Loial as a great perhaps five hundred years old oak hidden somewhere from view in the Great Blight forever. *See also Eye of the World, the.*

During the Breaking of the World and before he was known as Someshta the Nym, friend of Jonai. He became the Green Man for he was the only Nym known to be still alive at the time; entrusted to guarding the Eye of the World for the Aes Sedai of the Age of Legends, his life was extended indefinitely to be able to complete the task.

Grinwell, Master (GRIHN-wehl)

Farmer of the Grinwell farm on the Caemlyn Road. Wife: Mistress Grinwell, children: Else, and eight unknown others. Allowed Mat and Rand to stay on his farm for one night, on their way to Caemlyn. *See also Else Grinwell.*

Grinwell, Mistress (GRIHN-wehl)

Housewife of the Grinwell farm on the Caemlyn Road; mother to nine children including Else. Husband: Master Grinwell. A yellow haired woman who smiles continually and acts as mother to all who meet her. *See also Else Grinwell.*

grolm

Creatures used by the Seanchan in combat. These 'Grolmnen' wear the three eyes of the *grolm* on their breast and are highly prized. *Grolm* are as big and strong as a bear with gray-green skin, their heads are wedged shaped supporting a wide horned lip beak of a mouth-hooked for ripping flesh- with three small fierce eyes in hard ridges. They can easily jump up to thirty feet and grunt in battle just as the frogs they resemble. Known for their lowly intelligence and the fact that they will follow a target's scent to the end of the world unless confronted.

Grub, Mother

A Wisdom in Caemlyn who sells herbs, poultices, births babies, tends the sick and tells fortunes.

Guenna, Ailhuin

A Tairen Wise Woman. Moves as if she had muscles like Mistress Luhhan with gray hair in thick curls that hang down the sides of her head. A big hefty dark eyed woman with three daughters, all married. She makes her herb filled home in Tear's port section known as the Maule; two stories, long and narrow, herbs easily visible in the window, with a small yard fenced in by the buildings around it, a vegetable patch and fig tree its only flora. Longtime friend of Juilin Sandar. Her husband was lost in the Fingers of the Dragon during a storm some twenty years ago.

Gueyam, High Lord

One of the numerous High Lords who plotted against Rand al'Thor, he was ordered to command Tear's armies in Cairhien under High Lord Meilan. Bald as a stone though bearded and as wide as a blacksmith. He either has or will die in battle.

Guide

See Wisdom.

Guisin

Aes Sedai sided with the Little Tower. She was sent along with Edesina Sedai and Afara Sedai to Tarabon to gain support from the King and Panarch for Salidar.

Gwil

(1) Areina's brother, most probably a Hunter for Horn by now.

(2) Perrin's childhood friend, he used to take him hunting. Now one of Lord Perrin's servants - he treats him as one of his drinking buddies.

Gyldan

The perhaps imaginary *ter'angreal* Aes Sedai of the Red Ajah and Elaida's closest confidante. Seen by Egwene al'Vere in the *ter'angreal* world that every Novice must brave to be raised to Accepted.

Gyldin

A sturdily handsome woman in dark braids and supposed Darkfriend servant, she is truly Moghedien in disguise.

Hachari

A Saldaean man. Under a parley flag him and his friend Musar drew daggers on Mazrim Taim. All they truly want to do now is serve -they're not happy otherwise- a result of his channeling.

Hai Ecorimon

A city now long gone.

Hailene (heye-LEE-neh)

In the Old Tongue, "Those Who Come Before," or "Forerunners."

Haindar

Another dreaded individual just after the Breaking of the World.

Hake, Saml

Innkeeper of the Dancing Merchant in Four Kings. Long shoulder length stringy hair showcases this dirtass' attitude. Treats women with little more respect than his patrons, and if not for their worth he would've killed at least one of his serving maids by now. Bony as it gets, he eyes his customers for goods that eventually drop in his lap. When he tried to make Rand part with his heron-marked blade, he almost lost his life.

Hal

One of Lord Perrin's servants - he treats him like one of his drinking buddies.

Halfman

See Myrddraal.

Halima Saranov

Slender and lush at the same time; long lustrous black hair, slim yet buxom, and green eyes -that make all men gape. also known as Aran'gar the ressurected Forsaken. Delana's companion deemed secretary to others. Described by Mat as 'the most beautiful woman ever seen in his life.'

Halle, Barim

One of Gareth Bryne's men, once serving him as senior squadman years ago. Hard and wiry, a leather egg for a head and white eyebrows that seem to make up for his loss of hair. His sister live in New Braem. He stuffs his tongue into his cheek when there is something he doesn't want to tell or doesn't think its important enough to; he has never figured out how Gareth knows when he is holding back.

Halvar

Halvar was the First of Mayene three hundred years ago. He raised the price of Mayene's oil and gave the High Lords a gift, the famous 'three answers' twisted redstone *ter'angreal* doorframe, hoping to convince Tear not to build a boat fleet so large it could learn the location of Mayene's fish shoals. Although pleased at the time, the High Lords had him assassinated the following year for being a fool. Since then all the Firsts of Mayene have been trained in a type of martial arts combat. *See also Mayene.*

Hamad

A young Saldaean soldier in Davram Bashere's command. Tall with tilted green eyes and a dark beard with matching mustaches.

Haman son of Dal son of Morel

Elder of *stedding* Shangtai. White haired and half again as tall as Rand al'Thor, broad in proportion with long drooping white mustaches, a narrow beard beneath his chin, eyebrows that hang to his cheeks and white tufted ears. Wife: Voniel daughter of Ella daughter of Soong.

Hamora, Jisao

A the youngest veteran member of Gawyn's Younglings; he has a boy's grin.

Hammar Gaidin

A Warder and blademaker; it is he who teaches the sword in the White Tower. A stocky man with a gravel voice and thick black eyebrows. He was killed by the Younglings during the White Tower civil war after Suan Sanche's deposing and stilling.

Han

Aiel clan chief of the Tomanelle. A prickly man hard to know, difficult to deal with. His white hair and dark wrinkled face show his age. Short and stocky for an Aiel, he's as touchy about his height as Enaila despite him still being above average height for Two Rivers folk.

Hand of the Light

See Questioners, the.

Harad Dakar

Capital city of Hardan; destroyed during the War of the Hundred Years. Known for its lovely orchards.

Haran, Shaidar

In the Old Tongue, "Hand of the Dark." A head and shoulders taller than the normal mold made Myrddraal. He can apparently temporarily remove the True Source as per the effect in a *stedding* at will. He has at least a type of sense of humor unlike other Myrddraal.

Hardan

One of the nations wrung from Artur Hawking's empire, now long forgotten. It lay between Cairhien and Shienar. Capital: Harad Dakar. *See also War of the Hundred Years.*

Haren, Thad

One of Gareth Bryne's men, once Kore Springs brick maker, he has now turned his brickyard over to his son. Over seventy years old, he can still track yesterday's wind across stone by moonlight. Having a wrinkled face like crumpled leather.

Haret, Jurah

Innkeeper of The Star in Tear. A round-faced balding man who bows over with hands close to his stout belly.

Harfor, Reene

The Royal Palace of Andor's First Maid. Slightly plump with a long chin and graying hair.

Harilin

A lanky, red haired Aiel Maiden of the Spear of about the Rand's age.

Harilin's Leap

A square stone building; Jarra's only inn. Sign: a man standing on one foot with his arms thrown in the air. Innkeeper: Master Harod. Stableboys: Nico and Patrim; manservant: Simion. *See also Jarra.*

Harine din Togara Two Winds

Wavemistress of Clan Shoedin, a woman of the Atha'an Miere. Having quite a temper she came looking for Rand in Caemlyn and grew angry when he failed to greet her. She carries a two-tiered parasol to denote her rank.

Harnan

File-leader in the Band of the Red Hand. Lantern-jawed with a crude tattoo of a hawk on his left cheek.

Harnder, Milam

Second Librarian in the Royal Palace of Andor and Demira Eriff's personal eyes-and-ears agent for

more than thirty years. Bald headed with a round face.

Harod, Master

Innkeeper of Harilin's Leap, Jarra's only inn.

Haslin, Henre

One of the Black Tower's teachers, was Master of the Sword for the Queen's Guards in Caemlyn before Rahvin came, he now teaches the sword to new recruits forcing them to learn fighting without the One Power. He has a fringe of white hair and a bulbous nose and tends to drink a lot. Was handed his pension and show the gate.

Hawking, Artur

A legendary king, the High King Artur Paendrag Tanreall. Ruled FY 943-994. United all the lands west of the Spine of the World, as well as some lands beyond the Aiel Waste. He even sent armies across the Aryth Ocean (FY 992), but all contact with these was lost at his death, which set off the War of the Hundred Years. He was tall, hook nosed, with deep set sharp dark eyes and a powerfully deep voice meant to command; known as one of the strongest *ta'veren* to have ever lived. His weapon of choice was the sword 'Justice'; with which according to books, stories and epics he used to kill the hundred best men of an opposing army one by one, both armies just standing to watch as he fought over one hundred duels. His sign was a golden hawk in flight. His best general was Souran Maravaile, who took charge of the siege of Tar Valon just before Hawking's his death. Also known as the Hammer of the Light. Son: Luthair Paendrag Mondwin.

Devisor of the Hawking Calendar, which measured the years From the Founding (FF) of his empire. *See also War of the Hundred Years; Mondwin, Luthair Paendrag; Aldeshar.*

Healer

See Wisdom.

Hearne, High Lord

One of the numerous High Lords who plotted against Rand al'Thor, he was ordered to command Tear's armies in Cairhien under High Lord Meilan. Narrow face and all smiles. Left to oppose the Lord Dragon openly from Haddon Mirk with High Lords Tedosian, Simaan, Darlin and Lady Estanda.

Hearstbane

See Dark One.

Heartfang

See Dark One.

Heart of the Stone

See Callandor; Tear.

hearstone

See cuendillar.

Henren, Lord

An Andoran noble. Blocky, bald and hard eyed.

Heirn

A dark slender Aiel man and chief of the Jindo sept of the Taardad Aiel.

Herid

One of Hadnan Kadere's men, known for having fallen partway into the dreaded twisted redstone *ter'angreal* doorway.

He Who Comes With The Dawn

Another name for the *Car'a'carn*. *See Car'a'carn.*

hide

A unit of area for measuring land, equal to 100 paces by 100 paces.

High Lords of Seanchan

Commanders of Seanchan forces for the Empress and high ranking members of the Blood; descendents of Artur Hawking's son Luthair Paendrag Mondwin. They are distinguished with their heads shaven and the first two inch long fingernails of each hand lackered blue. They prefer to wear long silk robes and slippers, to decorate their surroundings, and cover intrusive windows, with folding screens of birds and flowers, and to travel aboard palanquins. Gongs are used to introduce others into their presence, and none may sit but the High Lord, for almost all furniture including rugs are removed; though they are encouraged to kiss the floor. *See also Seanchan; Blood, the.*

High Lords/Ladies of Tear

Acting as a council, the High Lords are historically the rulers of the nation of Tear, which has neither king nor queen. Their numbers are not fixed, and have varied over the years from as many as twenty to as few as six. Not to be confused with the Lords of the Land, who are lesser Tairen lords. Known High Lords and Ladies include: Meilan, Samon, Darlin, Torean, Carleon, Tedosian, Sunamon, Alteima, Anaiyella, Estanda, Maraconn, Fionda, Weiramon, Gueyam, Simaan, Tolmeran, Sunamon, Aracome and Hearne.

Hightower, Master

The long sharp faced Taren Ferry man who control the ferry across the River Taren. As sly as an Taren Ferry man.

Hills of Absher

Upon leaving Baerlon, the Caemlyn Road curves to avoid this southern obstacle. One of the only highlights in the complete wilderness wasteland extending from Baerlon to Whitebridge.

Hol Cuchone

Ancient nation of circa 400 AB.

Holdwin, Raimun

Innkeeper of the Goose and Crown in a village close to Caemlyn along the Caemlyn Road. Extremely nervous under any circumstances.

Hopper

One of the first wolves to make contact with Perrin Aybara or 'Wild Bull.' Waist high with shaggy white and gray hair and the famous yellow eyes; his scarred body displays the signs of a grizzled fighter with pride. Impassive with the years of knowledge he has acquired he makes up for what he lost with age. His dream since he was a cub was to soar above the ground as the eagle, so he leaped and jumped till he could go higher than any other wolf; hence his name. He was killed by Whitecloaks at Hawking's Statue; his pelt now rests in Jaret Byar's tent. *See Burn; Dapple; Wind.*

Hopwil, Eben

One of the Dragon Reborn's Dedicated. A skinny fellow who claims to be twenty though he's obviously four to five years younger. His nose and ears seem the biggest parts of him.

Horn of Valere (vah-LEER)

The legendary object of the Great Hunt of the Horn, it can call back about one hundred dead heroes from the grave to fight against the Shadow. It can be blown by anyone-even a Darkfriend-but it is unknown if the heroes of legend will fight for any but the Dragon. Prophecy says that the Horn must be blown for duty and not to seek glory. The first to sound it, after the last users death, is thereafter linked with the Horn of Valere till his or her death; the Horn performing like any other horn except for the individual it is linked to such as the present linked one Mat Cauthon. A new Hunt of the Horn has been called, first time in over four hundred years, and sworn Hunters for the Horn can now be found in many nations. The original Hunt of the Horn included such heroes as: Lian, Aleth-Loriel, Buad of Albhain, Anselan & Barashelle, Dunsinin & Rogosh Eagle-Eye, Nerein and Melisinde.

All one hundred heroes the Horn calls back from the grave aren't on earth in the flesh when called and thus are immune to the One Power's effects. Between their calling of the Horn and their rebirth all one hundred heroes of legend reside in *Tel'aran'rhiod* under certain prescripts, referred to as being Bound to the Wheel. *See also Great Hunt of the Horn, the; Tia mi aven Moridin isainde vadin.*

Hornval, Master

A Taraboner refugee now in Emond's Field. He now makes his tile roofing for the Two Rivers - a first.

Hu

Solid stableman of Emond's Field's Winespring Inn.

Huan

Siuana Sanche's uncle. A gambler that couldn't be pinned down and liked fun more than work, he died pulling children out of a burning house - he wouldn't stop going back as long as there was one left inside.

Hundred Companions, the

One hundred male Aes Sedai, among the most powerful of the Age of Legends, who, led by Lews Therin Telamon, launched the final stroke that ended the War of the Shadow by sealing the Dark One back into his prison. The Dark One's counterstroke tainted *saidin*; the Hundred Companions went mad and began the Breaking of the World. *See also Time of Madness; Breaking of the World; True Source; One Power.*

Huan of House Aladon (AL-ah-dohn)

High Lord Turak's personal servant and perhaps one of the Blood. One half of his head is shaven the other half one large yellow braid. Eleven generations of House Aladon. He died inexplicably but most probably at the hands of Padan Fain, for Fain had dreams of killing the man from the moment they met.

Huldin, Kely

One of those who came to Rand al'Thor to learn if they could channel. Having failed the test he left the Black Tower with his wife.

Hurin

(HEW-rihn)

A Shienaran who has the ability to smell where violence has been done, and to follow the scent of those who did it. A thief-taker so experienced he developed this ability. Called a "sniffer," he serves the King's justice in Fal Dara, in Shienar. Although he works for the King and Lord Agelmar, he continues to reside in town with his wife Melia, and avoids the hassle of living in either keep. Old enough to have a lined face and graying long hair that he purposely doesn't wear in warrior topnot style. Lean, and not excessively strong, he normally wields a sword-breaker and short sword.

Hurn, Rowan

Member of the Village Council of Emond's Field.

Hyran

A Ghealdanin man who was to marry Nicola, until he joined on with the Prophet, all full of duty to the Dragon Reborn his head was split by an axe.

Ibrella

Novice taken with those who fled the White Tower for Salidar.

If You Go To Be A Soldier

***"You'll feed on beans and on rotten bay,
and a horse's hoof come your naming day.
You'll sweat and bleed till you grow old,
and your only gold will be dreams of gold,
if you go to be a soldier,
If you go to be a soldier."***

***"Your girl will marry another man.
A muddy grave will be all your land.
Food for the worms and none to mourn.
You'll curse the day you were ever born,
if you go to be a soldier,
If you go to be a soldier."***

Ihvon

Alanna Mosvani's Warder. Slender, tall, dark whip of a man.

Ila

Mahdi Raen's wife. A head taller than her husband of motherness with only smiles to offer strangers. Plump with smooth-cheeks and gray hair. All her grandchildren but Aram were killed during the Trolloc attacks on the Two Rivers; now even her last grandchild is Lost having taken a sword in defiance of the Way of the Leaf.

Illian (IHL-lee-an)

A great port on the Sea of Storms, capital city of the nation of the same name. It is currently ruled by Mattin Stepaneos den Balgar., holder of the Laurel Crown. Its large harbor of long stone docks are surrounded by small white cranes or large blue ones, with gulls being everywhere else. Small fishing boats work close to the city in the surrounding marsh and in the creeks winding through it; men drag their nets on long poles swung out from either side of their boats. Tannerys for drying leather, also known as tanning yards, have been erected on treeless islands among the marsh masses giving use to otherwise poor land. Illian doesn't have a city wall for the marshe that stretches for miles around the city are deemed good enough defense from attack. Inside Illian is all towers and palaces, other buildings are made from a pale white stone except for some that are stone of white, gray, reddish, or faint shades pale green covered with white plaster; roofs of tile of a hundred different hues. The entire lean bright city is crisscrossed by canals, no more than thirty paces across, and bridges to cross them, where men pole laden barges as often as plying whips to move heavy wagons; sedan chairs move through the streets, occasionally lacquered for some wealthy merchant or noble. Ocean breezes of damp air carry the smell of salt throughout the city. The city's most famous local is the Square of Tammuz: many hides of square land surrounded by great columns of white marble (fifteen spans high by two spans thick) holding wreaths of carved olive branches where the Great Hunt of the Horn is called, the King's Palace and the Great Hall of the Council occupying either end of the square. The King's Palace is an Ogier built marvel: a huge white palace with columned walks, airy balconies, slender towers and purple roofs. The Council of Nine allowed to built any palace they wishes so long as it was smaller than the King's Palace chose to have the Ogier build an exact duplicate exactly two feet smaller in every dimension. Illian's Ogier grove is called the King's Park where he hunts his deer and no one is allowed to enter without his permission.

The port district of Illian is called the Perfumed Quarter although there is no sign of perfume anywhere, more the smell of chamber pots and rotting hemp. Neither does the the bridge that connects

the Perfumed Quarter to the rest of Illian, the Bridge of Flowers, have any flowers in sight but the smells of hemp, wood and mud; here near the Illian's docks people are all barefoot -mostly sailors/seamen- and the palaces and towers of inner Illian are replaced by inns and warehouses of undressed unpolished stone. At the very far end of the city, great ships stand in every stage of construction in Illian's shipyards. Since Ogier visit Illian fairly often when compared to the rest of the world, people here are comfortable with their presence and every inn has at least one Ogier sized room. Illianer styles include the upper lip bare beard for men and the wide brimmed hats and attached scarves wound around the neck for the women. The sign of Illian is nine golden bees on a field of dark green. *See also Great Hunt of the Horn; Feast of Sefan; Feast of Tevan; Easing the Badger; Horn of Valere; Assemblage, the; Council of Nine; Companions, the; Stepaneos den Balgar, King Mattin; Doirion Hills.*

Illuminators, Guild of

A society that holds the secret of making fireworks. It guards this secret very closely, even to murder. The Guild gains its name from the grand displays, called Illuminations, that it provides for rulers and sometimes for great lords. Lesser fireworks are sold for use by others, but with dire warnings of the disaster that can result from attempting to learn what is inside them. An Illuminator can only be born into the Guild, and they seldom marry outside of it. The Guild chapter house is in Tanchico, the capital of Tarabon. The Guild established one other chapter house in Cairhien, but it is no longer active.

Ilyena

See Sunhair, Ilyena.

Iman

A city now long gone.

I'm Down At the Bottom of the Well

"I'm down at the bottom of the well.

It's night and the rain is coming down.

The sides are falling in,

and there's no rope to climb.

I'm down at the bottom of the well."

Imre Stand

Taardad land, home to water, goats, sheep, and pasture land near the Chareen's White Mountain and Jarra sept's of the Goshien. Surrounded by tough grass and thorny bushes, and long haired goats. The only two buildings are made of crude stone, one set against the base of a tall butte, the other tucked onto a ledge some twenty paces higher, a deep crevice running up to the ledge and higher from behind, no other way of gaining entrance. Rough stonework blends in perfectly with their surroundings -thorn bushes growing on dirt covered roofs- easily dismissed for nothing at a distance. With arrow slits for windows, no furnishings, and only one door it wasn't built for comfort. The great water, Imre Stand is known and stopped for, is a tiny spring feeding a deep roughly round pool -called a tank- less than two paces across at the back of the crevice.

Indirian

Clan chief of the Codarra Aiel.

Ingтар; Lord Ingтар of House Shinowa

(IHNG-tahr; shih-NOH-wah)

A Shienaran warrior met at Fal Dara whose courage nears madness. Usually seen in his horizontal crescent moon helmet that covers his generic Shienaran topknot. A Darkfriend who redeemed himself to the Light before his death fighting the Seanchan at Falme. His sign is the Gray Owl.

Inlow, Master

Innkeeper of the Queen's Man.

Ionin Spring

Located in Altara.

Ionin Spring Inn

One of Ionin Spring's inns.

Irella

An Accepted who wears a permanent frown, lanky and skinny.

Irenvelle

A city now long gone.

Irinjavar

A place in Saldaea.

Ironhand, King Balwen

The last King of Aridhol before its own hatred consumed it. True name: Balwen Mayel. Not long after Mordeth came to sit at his side, and whisper poison in his ear, did he start to change. He drew in on himself, and hardened. Years later, when Prince Caar came to bring Aridhol back to the Second Covenant, he was but a withered shell with the light of madness in his eyes. He was killed with all his people by their hate's own manifestation, Mashadar. *See also Shadar Logoth.*

Isendre (ih-SEHN-dreh)

A beautiful and greedy mysterious woman found travelling in the Aiel Waste, and a Darkfriend. She angered the wrong woman and for once in her life told the truth when she denied stealing. Her palely beautiful heart-shaped face, full lips, smoky voice, dark eyes and long dark hair didn't save her from Aiel justice. For being caught stealing she wasn't striped naked and left to wander home or sold to Shara -Rand al'Thor's intervention- but adopted as *gai'shain* and allowed to only wear the jewelry she supposedly stole. When in public or during long travel, she is allowed to wear a *gai'shain* robe albeit a black one. Easily enticed to bed a man she learnt to use her power professionally, sleeping with Natael and desperately trying to with Rand for information, with Hadnan for importance among Darkfriends. A woman who thinks that once she sleeps with someone she can get anything from him. Caught trying to enter Rand's bed too often she was shaved of all body hair and beaten by Maidens. She was executed by Hadnan Kadere for her incompetence in dealing with al'Thor, strangled to death with his favorite kerchief twisted tight then cut into small unidentifiable pieces.

Ishamael (ih-SHAH-may-EHL)

In the Old Tongue, "Betrayal of Hope." One of the Forsaken. Name given to the leader of the Aes Sedai who went over to the Dark One in the War of the Shadow. It is said that even he forgot his true name: Elan Morin Tedronai. Only half caught in the Bore he endured three thousand years of isolated life of machinations: he now half believe's himself to be the Greak Lord of the Dark himself. Less than half human, more than half mad. He has thus taken to the name Ba'alzamon around all those but the other Forsaken. Appearing as Ba'alzamon he wears a cloak the color of dried blood over fine cut dark clothes, in the prime of maturity and good looking, if not for the openings to endless caverns of fire that are his eyes and mouth. Sometimes thought to be truly mad by the other Forsaken, but tolerated for he is their leader, and stops the Chosen from killing each other, for a time. A philosopher and theologian during the Age of Legends.

He was slain in the World of Dreams' Heart of the Stone by Rand al'Thor, the Dragon Reborn, wielding *Callandor*. *See also Forsaken, the.*

Ispan Shefar

An Aes Sedai formerly of the --- Ajah. Now known to be of the Black Ajah. A dark haired Taraboner. *See also Ajah, Black.*

Ituralde, Lord Rodel

Domani Lord and one of the last great Generals alive. Most think he is dead; he's mired somewhere in Arad Doman unaware of Lady Basene/Graendal's plans.

Ivon, Child

- (1) An soldier of the Children of the Light under Dain Bornhald.
- (2) A knife maker in Cairhien's Foregate.

Jaem

(1) Vandene Sedai's Warder. Away from battle so long he is no more of a handyman or gardener. Gray haired and bony but not weak; hard as an old root.

- (2) Jaem the Giant-Slayer. A hero from an age before the Age of Legends.

Jak

Bouncer for Four Kings' Dancing Cartman inn. Those who oppose him or his boss Saml Hake don't seem to notice his crooked yellow teeth or his mean grin, just his immense shoulders. His orders are to throw everyone involved in any dispute outside; orders he takes seriously. Works with fellow bouncer Strom.

Jalani

An Aiel woman and Maiden of the Spear. Among the youngest to hold the spear at sixteen traces of baby fat still line her plump cheeks. Short hair almost as red as Enaila's. A Red Shield named Detric shows interest in her, as she does in him.

Jalindin

A Seanchan Seeker of Truth; she wears a black raven in front of a start tower on the breast of her cloak. A severe faced woman with dark eyes.

Jan, Aunt

A seamstress in Baerlon and Min's aunt and guardian.

Janduin

Of the Iron Mountain sept of the Taardad and once their clan chief, and leader of the four clans that crossed the Dragonwall bringing about the Aiel War. Most probably *ta'veren* for he could make other people not even of his clan, follow him. Among his accomplishments is, ending the blood-feud between the Taardad and the Nakai after almost two hundred years, making allegiance with the Reyn (not far from creating a blood-feud with), and almost ending the Shaarad- Goshien blood-feud if not for Laman's Sin. It was he who led the Taardad, Nakai, Shaarad and Reyn to kill Laman seeking blood price for the cutting of *Avendoraldera*. Shaiel, a Maiden under his command and he became lovers during the years of battle. When she became pregnant with who is now known as the Dragon Reborn, Rand al'Thor he disobeyed the law and let her continue to fight. When she died on the slopes of Dragonmount he gave up his place as chief -the first ever to do so. Told that he could not he simply walked away, to do what young men and Maidens with less sense do -hunt Trollocs and Myrddraal in the Great Blight. They claim that the man who killed him, Janduin claimed, looking like Shaiel (most probably her brother Luc also lost but to the Great Blight), so he didn't even raise his spear when he was taken down. *See also Shaiel.*

Jangai Pass

The canyon stretching from the town of Selean through the Spine of the World to the town of Taien, allowing easy access to the Aiel Waste beyond. From the Waste's side once side of the pass a sheer cliff has been smoothed over a hundred pace width and carved -though now wind weathered- a snake entwining a staff a good three hundred spans high, surely dating of the Trolloc Wars or before, the town of Taien lying at the foot of the snake. High on the other side just below the snowline remnants of shattered buildings, shining gray against the darker mountain and a dock of the same material for ships slanting drunkenly down the mountain, evidently from before the Breaking of the World. Between the two towns lies a road fifty paces wide paved with broad white stones.

Janwin

Clan chief of the Shiande Aiel.

Janya

Aes Sedai of the Brown Ajah. Sided with the Little Tower and Sitter for her Ajah in exile. Slender with neat short dark and quite pretty, her ageless face shows long use with the One Power. As most of her Ajah, clothes serve only as a descent covering. No gray hair though she's almost as old as Romanda Sedai. She always wears a little frown as though squinting in thought about something else entirely. An abnormal Brown, she tends to speak too fast.

Jaramide

Ancient nation ruled by a High Queen; existing around 325 AB. *See also Comaelle, High Queen; Motara, Sereine dar Shamelle.*

Jaren

Adan's son. A Jenn Aiel who threw himself off a cliff when he found out he could channel at nineteen. He lived soon after the Breaking of the World. Mother: Siedre, sisters: Rhea, Sorelle, brothers: Elwin and Marind.

Jarid of House Sarand, Lord

A dark faced Andoran noble. Wife: Elenia. Both opposed Morgase during the Succession. Sign of House Sarand: golden boars.

Jaril

One of "Marigan's" children. An orphan in Ghealdan at only six years of age he's become silent with too big eyes.

Jarra

A village below the Mountains of Mist, just north of the Amadician border in Ghealdan. Its gray storehouses with slate roofs are clustered around the few narrow streets; clinging to a hillside above a little stream. A low wooden bridge spans the river of otherwise muddy streets. Most of its land slopes in a similar manner to the arch littered village green; to marry two need only walk through the arches at the same time. So small it has only one inn known as Harilin's Leap. So close to the Amadician border, Whitecloaks almost make permanent residents. After Rand visited here not a woman was left single. *See also Harilin's Leap; Jorath, Widow; Banas; Roon, Mother; Rilith; Jon.*

Javindhra

Aes Sedai and Sitter for the Red Ajah in the Hall of the Tower. Despite smooth cheeks, her severe features and angular face is hard enough to hammer nails. Speaking in a harsh voice, she was placed, at Amyrlin Elaida's command, in charge of bringing back those who fled the White Tower. Supposedly the

leader of those who found Logain one year before he pronounced himself, letting another of her group Barasine give him the choice -death or become another false Dragon.

Jeade'en

Rand's mount since he left the Stone of Tear; a dapple stallion of the best Tairen stock with an arched neck. In the Old Tongue, "True Finder", it's named after Jain Farstrider's horse known for its ability to always find its way home.

Jeaine Caide

An Aes Sedai formerly of the Green Ajah, from Arad Doman. Now known to be of the Black Ajah. Even more infatuated with men and fashion than the usual Green, her coppery skin, thin waist and swan neck label her a Domani woman and as such she wears the thinnest, most clinging dresses she can find. *See also Ajah, Black.*

Jearom Gaidin

One of the greatest swordsmen of all time, he fought over ten thousand times in battle and single combat; he was defeated only once by a farmer with his quarterstaff. Known to have once defeated ten swordsmen at a time.

Jendai Prophecy

The prophecy of the Coramoor or the Chosen One amongst the Atha'an Miere. Sea Folk are the descendants of the people who fled the Breaking of the World by ship not knowing where they were going. When all was still the Jendai Prophecy was first spoken, proclaiming how the Sea Folk 'must wander the waters until the Coramoor returns, and serve him at his coming.' Describing how 'the White Tower shall be broken by his name, and Aes Sedai shall kneel to was his feet and dry them with their hair.' *See also Coramoor; Dragon, Prophecies of the; Sea Folk.*

Jenric

An Aiel man built like a bear who considers himself wit.

Jeordam

Lewin's son and Rhodric's greatfather. The Aiel who taught Morin the first Maiden of the Spear to fight. One of Rand al'Thor's ancestors, he lived sometime after the Breaking of the World.

Jeral, Child

A soldier of the Children of the Light under Geofram Bornhald. A young trusted messenger. One of the many Whitecloaks killed in the battle against the Seanchan at Falme.

Jesse Bilal

Aes Sedai of the Brown Ajah and Head Sitter for her Ajah in the Hall of the Tower.

Jharen, Mistress

A plump Amadician woman with long gray curls, a warm smile, searching dark eyes and the ability to spot a worn hem and empty purse at ten paces. Innkeeper of the Light of Truth.

Jheran

An Aiel man and clan chief of the Shaarad. It was Rand al'Thor and his ubiquitous *ta'veren* ability that ended the Shaarad Aiel's blood feud with Bael's Goshien Aiel after nearly four hundred years. A whip-quick, blade slender blue eyed man whose light brown hair is heavily streaked with gray. He was a Knife Hand before becoming clan chief.

Jidar

A Saldaean soldier in Vilnar Barada's command. He thinks Aes Sedai so beautiful - they can kill a man by smiling.

ji'e'toh

(jih-eh-toh)

In the Old Tongue, "honor and obligation" or "honor and duty." The complex code by which Aiel live, and which would take a shelf of volumes to explain. By way of small example, there are many paths to gain honor in battle. The smallest is to kill, for anyone can kill. The greatest is to touch an armed and living enemy without causing them harm. Somewhere in the middle is to make an enemy *gai'shain*. For another example, shame, which also has many levels of *ji'e'toh*, is considered on many levels to be worse than pain, injury or even death. For a third, there are, again, many degrees of *toh*, or obligation, but even the smallest of these must be met in full. *Toh* outweighs other considerations to the extent that an Aiel will often accept shame, if necessary, to fulfill an obligation that might seem minor to an outlander. Spying can incur much *toh* to another and is never done.

Once a wetlander thinks he understands *ji'e'toh*, he's dumbfounded by what he knows nothing of. Why does a man listen to his second-mother before his own mother, or a woman her second-father? Why does speaking of a man's second-father or a woman's second-mother (father-in-law/mother-in-law) without him or her having mentioned them first considered hostile enough to draw weapons? And if the offended

party touches he who spoke why does he or she gain as much *ji* as when touching someone armed? When can a woman marry without making a bridal wreath? When must a Roofmistress obey a blacksmith? If a silversmith is taken *gai'shain*, why must you let her work one day for herself for each she works for you? Why is this not the same as a weaver? *Ji'e'toh* is more complicated than any wetlander would bother to learn, it is something distinctly Aiel. See *also gai'shain*.

Ever since the battle for Cairhien against the Shaido many Cairhienin have been so impressed with the Aiel that they have taken up their own kind of *ji'e'toh*, or at least what they call *ji'e'toh*. If one strikes another while both are armed, the one struck pleads for a duel, and if it is refused, puts on white. The loser of any duel also puts on white.

Joelin, Child

One of the Children of the Light under Dain Bornhald's command; he died escorting Ordeith.

Johanin, King

Once King of Ghealdan, he was killed in a hunting accident when the Prophet first started attracting followers.

Joinde

An Aiel woman of the Black Rock sept of the Shaarad Aiel. Once a Maiden, she gave up the spear to lay her bridal wreath at Garan's feet.

Joiya

Egwene al'Vere and Rand al'Thor's *ter'angreal* imaginary daughter, seen during Egwene's testing to become Accepted.

Joiya Byir

An Aes Sedai formerly of the White Ajah, now known to be of the Black. Of grandmother's age she displayed severe Aes Sedai agelessness and a welcoming appearance though her hair was dark rather than gray. Acting the grandmother part she appears, her dark gray eyes hide her evil intent. She was captured for questioning by Egwene and company; killed by those she swore serve during the attack on the Stone of Tear. See *also Ajah, Black*.

Jol

One of Kin Tovere's apprentices. A short Cairhienin about a year older than Rand al'Thor.

Jolien

A woman of the Salt Flats sept of the Nakai Aiel. A Maiden of the Spear of blue eyes and Elayne Trakand like red-gold hair. She was killed when Sammael called lightning to destroy the tower Rand al'Thor had erected for him to channel from fell on top of her, breaking her neck.

Joline Maza

Aes Sedai of the Green Ajah. Her and Teslyn make up Elida's embassy to Altara. Always her smile looks forced. Too much bosom, clinging clothes and smiles at men get her into trouble. She was placed in charge of the search for Suian Sanche and the investigation of her escape. Sided with Elaida.

Jom

A bearded man with black shoulder length hair in the then current style, gathered in the back like the Aiel.

Jon

Jarra's village blacksmith. Soon after Rand arriving in his village he married Rilith, the weaver's daughter. Old enough to be his newly wed wife's mother.

Jonai

Adan's greatfather, and the Da'shain Aiel who was entrusted with the command of the wagon trains carrying the dangerous *ter'angreal*, *angreal* and *sa'angreal* for the Aes Sedai. He swore to follow the Aes Sedai's orders, and he did till his death from a heart attack. His greatfather was supposedly as a young man Da'shain to Solinda Sedai, the Aes Sedai who relayed his orders. He lived during the Breaking of the World. Sons: Willim, Esole and Adan, wife: Alnora. One of Rand al'Thor's ancestors.

Jorath, Widow

A woman from Jarra who, sworn never to marry again, dragged old Banas to the Green's arches and marriage.

Jori

Morvrin Sedai's Warder. A squared faced bald man as wide as he's tall but he's short.

Jorin din Jubai White Wing

(joh-RIHN; dihn joo-BUY)

A woman of the Atha'an Miere, the Sea Folk. Windfinder of the raker *Wavedancer*. Sister of Coine

din Jubai Wild Winds. With only six earrings in total and fewer medallions than her sister she is still of high rank among the Sea Folk. A very powerful Cloud Dancer who taught Elayne how to handle immensely thick weaves of Air.

Jornhill

An Andoran village near the Braem Wood.

Jovarin, Master

The Tar Valon stonemason contracted to build a badly needed addition to the White Tower's library. He and two to three hundred other 'stonemasons' tried to take control of the Tower as soon as Suan Sanche's arrest was announced- perhaps a Darkfriend, perhaps more.

Juin son of Lacel son of Laud

An Ogier of Stedding Tsofu.

jumara

See Worms.

Juranai

The Red Shield Aiel man of pale gray-brown hair, spear slender chosen as battle leader of the Red Shields in the attack on the Shaido.

Jurene

A village on the Cairhienin side of the River Erinin, north of Aringill. All thatched roofs and small single story wooden houses, they are lucky to have the single stone dock that allows them access to the river.

Juric

A *gai'shain* Aiel man sworn to serve Wise One Bair. She refused to put off the white robes when her year and a day were up.

Kadere, Hadnan

(kah-DEER, HAHD-nahn)

A supposed Saldaean peddler who regretted ever having entered the Aiel Waste. A man who had knowledge to sell, if he could have found the right price. A man with heaviness that indicated muscle, a hooked beak of a nose, and dark tilted eyes that give him a predatory look not lessened when he puts on a smile. Known to have been a Darkfriend, he gave his oath as a boy. His favorite method of killing a woman anyway is to strangling them from the back with a tightly twisted kerchief. It was in this manner that he killed both his beloved sister Teodora and lover Isendre. Skinned alive by Lanfear -removed whole- for having informed her of Rand's affair with Aviendha. Sister: Teodora. *See also Shaogi, Keille; Herid; Isendre.*

Kadere, Teodora

(kah-DEER)

Hadnan's sister. She was the person who taught her brother Hadnan his first letters and numbers. When she found out her brother had sworn to the Dark One as a Darkfriend and confronted him, he killed her with his favorite kerchief twisted tight.

kaf

(KAAF)

A Seanchan drink, brewed black and drunk steaming hot, sometimes sweetened but often not. A stimulating beverage.

Kairen Stang

An Aes Sedai of the Blue Ajah and member of the Little Tower's embassy to the Dragon Reborn. An Andoran with cool blue eyes.

Kajin

A Shienaran warrior for Fal Dara. Tall, lean and swallow with a black topnot.

Kandel, Tan

Member of Mat's Band of the Red Hand. He was hiding a boil on his bottom.

Kandor

(KAHN-dohr)

One of the Borderlands, capital city Chachin. The only merchant guild ever resides in in Kandor; three silver chains looped on a man's coat indicate a master merchant in the guild. The sign of Kandor is a rearing red horse on a field of pale green. *See also Borderlands, the.*

Karind of House Anshar, Lady

An Andoran noble. She has a flat eyed stare that some say put her three husbands in the ground. Gray streaked dark hair and blocky, she hasn't the brains to match her toughness.

Katerine Alruddin

An Aes Sedai of the Red Ajah. Of her seventeen years as an Aes Sedai, the last twelve have seen her a member of the Black Ajah. She rides a long legged bay gelding.

Karaethon Cycle, the

(ka-REE-ah-thon)

See Dragon, Prophecies of the.

kardon

Sweet bulbous tough green fruit from the leafless plant of the same name.

Kaylin

One of the Little Tower's servants.

Keatlin

Novice taken with those who fled the White Tower for Salidar. Big nose and older than a novice should.

Kigarin, Queen Alliandre Maritha

The current Queen of Ghealdan, after Teresia abdicated the throne. Short in her middle years, quite lovely despite a nose perhaps too long for beauty. She wears a simple net cap to gather her dark hair spilling almost to her waist, gemmed rings on every finger. Since the appearance of the Prophet in Jehannah she is the fourth new ruler of Ghealdan in half a year, her being the only ruler who truly sees the power one such as the Prophet possesses.

Kin

A juggler in Valon Luca's traveling menagerie with his brother Bari.

Kinch, Hyam (KIHNCH, HY-ahm)

A Breen Springs farmer met on the Caemlyn Road. He is seldom seen without his personal pipe sticking from his leatherface. One of the people who gave Mat and Rand a lift on their way to Caemlyn.

King's Lancer, The

One of the two only inns in Sienda. Sign: charging soldier with lance lowered. Was heavily damaged by a mad boar-horse(elephant or *s'redit*) from a menagerie that stopped by. Innkeeper: Sim.

Kintara

A nation that once stood where the Hills fo Kintara now stand.

Kirin

Daughter of the first Maiden of the Spear, Morin. When she was kidnapped her Jenn Aiel mother through away the Way of the Leaf and rescued her.

Kirin Nelway

Amyrlin from 922-950 NE; raised from the Brown Ajah.

Kirukan, Queen

A beautiful soldier Queen during the Trolloc Wars. She had a temper like a boar caught in a briar's nest, at best.

Kiruna Nachiman

Aes Sedai of the Green Ajah from Arafel. Elegant, regal and statuesque it takes little to believe she is the King of Arafel's sister. Large dark eyes beckon men to her tables she has accumulated four Warders on her journeys. Kiruna and Bera Harkin have been best friends since their days together becoming Aes Sedai. She rides a dark gelding warhorse with fierce eyes almost as arrogant as herself. Sided with Suan Sanche.

Kisman

A male channeler in the Black Tower.

Kodam

A male channeler from the Age of Legends.

Kore Springs

An Andoran village just below the Braem Wood in the north of Andor. All red brick thatched roofs, neat and ordinary. House Bryne controls this area. *See also Good Queen's Justice; Haren, Thad; Bryne, Gareth.*

Kuan

An acrobat in Valan Luca's traveling menagerie. Once in Sillia Cerano's show, he and Andaya transferred to Valan's more successful menagerie.

Kwamesa

Aes Sedai of the Gray Ajah. Sitter for the Gray Ajah in the Hall of the Little Tower and youngest of all the Sitters in Salidar. Dark and slender.

Lace of Ages *See Great Pattern, the*

Ladwin

Band of the Red Hand scout. Known scoundrel and thief before swearing to the Dragon's General his talents now serve him as a Band scout. Short, stocky, mild seeming.

Laefar

An male Ogier friend of Loial from Stedding Shangtai. A repair negotiator for Ogier stonemasons.

Lamelle

An Aiel Maiden of the Spear. A Smoke Water Miagoma. The lean and strong jawed with dark red hair, perhaps twenty years older than Rand who died from the Trolloc hordes during the Caemlyn raid. She treated the Dragon Reborn as both Enaila and Somara do, as a lost child of ten.

Lamgwin Dorn (lam-GWIHN DOHRN)

A street tough brawler who is loyal to his queen. Heavy lidden eyes, an oft-broke nose, and many scars on his face. He can move like a cat despite his bullish bulk. Bouncer for the Queen's Blessing in Caemlyn and a personal friend of Basel Gill. Girlfriend: Beane Taborwin.

Lan; al'Lan Mandragoran (AHL-LAN man-DRAG-or-an)

Uncrowned King of Malkier, a land swallowed by the Blight in the year he was born (953 NE), Dai Shan (Battle Lord), and the last surviving Malkieri lord. Last Lord of the Seven Towers, Lord of the Lakes, crownless King of the Malkieri, a Diademed Battle Lord. Father: last crowned King of the Malkieri al'Akir; mother: last crowned Queen of Malkieri el'Leanna Tall with dark features and cool blue eyes, his age is only apparent by his graying temples. He usually ties back his hair with a leather headband exposing his weathered hard and stony lineless face; all planes and angles. Usually tight lipped, he speaks only when it concerns battle or to his bond holder Moiraine. His current sword was made with the power and once belonged to the King of Malkier, his father. At the age of sixteen he began a one-man war against the Blight and the Shadow, which continued until he was bonded as a Warder by Moiraine in 979 NE; giving her the oath of a Diademed Battle Lord of the Malkieri. Also known as Andra. His past is well known even among the Aiel who have named him *Aan'allein*, in the Old Tongue "One Man" or "The Man Who Is an Entire People" or "Man Alone." He is seen as a sort of hero among the Aiel, a man who would give up his war with the Shadow, the enemy that had destroyed his nation.

When Moiraine took Lanfear into the twisted redstone *ter'angreal* in battle, Lan's bond was, as prepared, passed on to Myrelle Sedai till someone else is chosen to hold it. Nynaeve al'Meara will in all probability be the person who ultimately bonds him. His personal sign is a crane in flight over a spear and crown. *See also Warder; Malkier; Moiraine; Dai Shan; Mandarb.*

Lanfear (LAN-feer)

In the Old Tongue, "Daughter of the Night." One of the Forsaken, perhaps the most powerful next to Ishamael. Unlike the other Forsaken, she chose this name herself. Before Ilyena, before her turn to the Shadow, she is said to have been Lews Therin's lover. She is also said to have been in love with Lews Therin Telamon and to have hated his wife, Ilyena. Young or old she strikes envy into all women for she is the perfect woman in face and body; around twenty five and only a hand shorter than Rand with eyes like pools of midnight and long night-dark hair, contrasting with ivory-pale satin skin. She places her sign where all can see it; her hair decorated with silver crescent moons and stars. She clothes herself in snow white apparel and cloak all belted in silver, above silver tooled high boot, with many accessories and silver jewellery. Also known as Moonhunter by wolfkind.

In the Age of Legends before she declared for the Shadow she was known as Mierin Sedai. It was she who said she had found a new source for the One Power, one that both male and female could tap; she and Beidomon Sedai attempting to access for the first time this new source drilled a hole into the Dark One's prison now known as the Bore. It is still unknown whether Mierin Sedai opened the Dark One's prison knowingly or by accident. At that time, her Da'shain Aiel Charn had just been married and thus was allowed to be adopted by Zorelle Sedai instead. *See also Forsaken; Dragon, the; Shaogi, Keille; Silvie; Mierin.*

She claims *Tel'aran'rhiod* for her own, knowing none other can challenge her their safe the Spider Moghedien. Most know she will not kill or even hurt without cause finding it difficult to undo death if she changes her mind. She will never attack openly, and when it comes she still favors the flanks and rear -not nearly as extreme as Moghedien though. Said to have been so obsessed with Lews Therin Telamon, he was able to lead her by the nose. Lanfear found and took a female *angreal* from Moiraine's caravan of trinkets from Rhuidean: an aged dark ivory bracelet carved to resemble an acrobat bending backwards to grip his ankles, his wrists and ankles bound together. Lanfear was last being pushed through the twisted red stone *ter'angreal* doorway by Moiraine Sedai, apparently killing both herself and the Forsaken.

Lanita

A Novice sided with the Little Tower. Taken to Salidar by those who fled the Tower after Sivan Sanche's deposing.

Laras (LAH-rahs)

Mistress of the Kitchens in the White Tower, the center of Aes Sedai power, in Tar Valon. A woman of

surprising knowledge and shocking past. Her layers of chins and bulk rival that of any cook. She holds her long wooden spoon like a scepter and uses it not for cooking but directing those in the Tower's kitchen. A cow with a tough exterior but a good heart.

Larissa Lyndel

Aes Sedai of the Yellow Ajah, sided with the Little Tower. Bony with a plainness that almost overcomes her Aes Sedai agelessness.

Laritha

Once long ago Thom Merrill tried to rescue her from her brutish husband. Each day they met she would wish someone would rescue her from her glowering brute of a husband, young and thinking himself in love Thom offered to do so. She kicked him so hard he limped for a month and hit him with a bench. He had to leave everything to get away from her husband. Later he learnt that it is she who controls all their money and they both beat on each other.

Latelle

Bear performer in Valan Luca's traveling menagerie. A stern faced woman or dark eyes and short black hair, the beginnings of a permanent sneer always on her face.

Laurain

An Amadician noble. Slender and young with dark eyes set slightly too close together. She wears a permanent simper.

Leafblighter

See Dark One.

league

See Length, units of.

Leane Sharif

(lee-AHN-eh shah-REEF)

Once an Aes Sedai of the Blue Ajah, and Keeper of the Chronicles. As tall as a man, willowy and graceful as any Domani woman, beautiful coppery skin and short dark hair. As Keeper of the Chronicles she had eyes-and-ears of her own right in Tar Valon itself, almost all of them men, she now has them report to her outside the White Tower. Now deposed and stilled, seeking to rediscover who she is. Always business like and efficiency as Keeper, now taken up by the art she once abandoned of flirting; she grew her hair long yet still well short of her shoulders. She still speaks in clipped or abbreviated sentences. Her mother was a Domani merchant in furs and timber mainly and taught her with her sisters and cousins the art of flirting. Since her stiling she has a mid-twenties look without the Aes Sedai agelessness she had before. Nynaeve al'Meara Healed her channeling ability but not her channeling strength. Since she is the first person to be remade Aes Sedai she thinks she might choose the Green Ajah this time. Also known as Amaena. *See also Ajah, Chronicles, Keeper of the; Resara; Moonflower; Anjen.*

Ledar son of Shandin son of Koimal

Ogier author of *A Study of Men, Women and the One Power Among Humans*, written about three hundred years ago.

Leich, Mother

Wisdom of Remen.

Leilwin, Lady

A noblewoman refugee accidentally mistaken for a *sul'dam* woman Egeanin sent Floran Gelb to capture. Young and pretty she was shipped back to Cantorin as a Seanchan slave to be sold among the Blood.

Leiran

A Thunder Walker of the Cosaida Chareen. Young and handsome except for the puckered white scar running up and through and under a strip of black cloth covering a missing eye. He wears the red headband of the *siswai'aman*. Enaila showed much interest in him, and he of her as well.

Leitha, Lady

A Lady of the Land in Tear. Horse faced.

Lelaine Akashi

Aes Sedai of the Blue Ajah and Sitter for her Ajah in the Little Tower. Slender with dark eyes; walks with a dignified air, that usually just breaks into a warm smile. Though not looking it, she is almost as old as Romanda. Warder: Burin Shaeren.

Length, units of

10 inches = 1 foot; 3 feet = 1 pace; 2 paces = 1 span; 1000 spans = 1 mile; 4 miles = 1 league.

Lenn

A legendary hero from an Age before the Age of Legends. He supposedly flew to the moon in the belly of an eagle made of fire permitting his daughter Salya to walk amount the stars.

Lerian

An Aiel Maiden of the Spear around Faile's age. Lean with sandy hair.

Lewin

Jeordam's father and Marind's son. The first off the Jenn Aiel to stray from the Way of the Leaf and take up the spear. When he and his friends Charlin, Alijha, Luca and Gearan heard that Colline (Alijha and Charlin's sister) and Maigran (Lewin's sister) were kidnapped he decided to try and rescue them without doing violence - according to the Way of the Leaf. During the rescue attempt when his friend Charlin was killed, he was filled with enough rage to kill - breaking the Way of the Leaf's teachings. For his actions he was rejected by his family, and exiled. Thinking himself in the right and still abiding by the Way he began the differentiation between the Aiel and the Jenn, choosing to wield the spear for 'it can put food in the pots' where a sword can only kill and forbidden. He believed the spear not just a weapon and on that technicality allowed its use but not the sword. His wife died of fever. Son: Jeordam, sister: Maigran, greatfather: Adan. One of Rand al'Thor's ancestor's he lived sometime after the Breaking of the World.

Lewin, Adine

Flann's wife. A plump with a self contented eye, a suspicious woman probably of Taren Ferry descent.

Lewin, Ban

A dark haired Emond's Fielder youth and member of the Companions, who died in a Trolloc ambush.

Lewin, Dannil

Flann's beanpole nephew. Slightly older than his Lord Perrin with a grown mustache, he is commander of half of his Companions.

Lewin, Emry

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai. Buxom.

Lewin, Flan

A gnarled gray headed beanpole of an Emond's Fielder, as the rest of his beanpole kin. Wife: Adine.

Lewin, Kimry

An Emond's Fielder. She had her hair braided for five years but still when Nynaeve and the Woman's Circle found out what she was doing with Bar Dowtry in her father's hayloft they were married one month later but Bar couldn't sit for a week.

Lewin, Laila

Formerly Laila Dearn. Once a slim youth Perrin though of marrying as a teen, now fat and with husband Natley and child.

Lewin, Natley

An Emond's Fielder fatter than his wife Laila.

Lewin, Tell

Flann's nephew. Slightly older than his Lord Perrin, he is a member of his Companions.

Lewin, Win

A lanky boy Emond's Fielder.

Leya

The dark eyed Tuatha'an woman who rode across the Mountains of Mist alone to find Moiraine Damodred. Although her hair is thick with gray her face has few lines for her age. Her piebald horse was named Piesa. Min's prediction that she would die came true despite Perrin Aybara's actions.

Liah

A scarfaced Aiel Maiden of the Spear of clan Chareen and Cosaida Hold. The last time she was seen she was interested in Cassin. She disappeared during Rand al'Thor's visit to Shadar Logoth.

Lian (lee-AHN)

Roofmistress of Cold Rocks Hold, sister-wife to Amys and wife to Rhue. Slender with yellow hair spilling below the waist touched with white at the temples. Appears older than Amys though more than handsome, with only a few fine wrinkles at the corners of her gray eyes.

Liandrin (lee-AHN-drihn)

An Aes Sedai formerly of the Red Ajah, from Tarabon. A young seeming, fair haired woman little taller than Nynaeve with a small petulant mouth, rosebud lips, of dark eye and brow. She has, to all those who do not know her, a pretty almost doll's face enhanced by innocent pale shoulder length honey braids, but to those who do, she is a cold, heartless, self centered bitch of few friends; none outside her Ajah. Her

father sold fruit from a barrow. Now known to be of the Black Ajah, strongest of the thirteen who left the Tower and their leader. She can't Heal more than a bruise. A shield so complex almost none but a Forsaken can unravel was placed on her by Moghedien for trying to harm her. To guarantee she not die by her hand, a Compulsion command to live was also woven. Useless she was given to Darkfriends Evon and Arene in Amador as a scullery girl.

A Darkfriend before she knew she could channel or the White Tower, she sought the Black Ajah from the day she found out. Dreaming of being Black Ajah, she began channeling a full year before going to Tar Valon, but she is in no way like the wilders she despises. Self teaching herself elementary Compulsion it has brought her far since. *See also Ajah, Black.*

Lidan

A serving girl for The Nine Rings inn.

Light of Truth, The

One of the two only inns in Sienda. Sign: a flaring golden sun like that of the Children of the Light. Favored by Whitecloaks and their nemesis the King's men. A slate roofed inn with high beamed ceilings, dark polished paneling and a rear stabling yard. Innkeeper: Mistress Jharen.

Lini (LIHN-nee)

Childhood nurse to the Lady Elayne, and before her to Elayne's mother, Morgase, as well as to Morgase's mother. A woman of vast inner strength, considerable perception, and a great many sayings. White hair drawn back in a bun, a narrow face, skin like parchment, straight back, voice clear and steady and dark eyes as sharp as ever. The only person able to call Morgase 'child'. Morgase visits her every week in her small apartment in the Pensioner's Quarters of the Royal Palace of Andor.

linking

The ability of women who can channel to combine their flows of the One Power. While the combined flow is not as great as the sum total of the individual flows, it is directed by the person who leads the link and that can be used much more precisely and to far greater effect than the individual flows could be. Men cannot link their abilities without the presence of a woman or women in the circle. Up to thirteen women can link without the presence of a man. With the addition of one man, the circle can increase to twenty-six women. Two men can take the circle to include thirty-four women, and so on until the limit of six men and sixty-six women is reached. There are links that include more men and fewer women, but except in the linking of one man and one woman there is usually at least one more woman in the circle than there are men. In most circles, either a man or a woman can control the link, but a man must control in seventy-two as well as in mixed circles of fewer than thirteen. Although men are in general stronger in the Power than women, the strongest circles are those which contain as near as possible to equal numbers of men and women. As with the use of an *a'dam* a link of this type can be used to cause unbearable pain to someone else in the link without actually hurting them physically.

There is a weakness in being able to channel. By opening yourself to the True Source you can be opened to other things. Not done since the Trolloc Wars, requiring thirteen Aes Sedai weaving the flows through thirteen Myrddraal, those who can channel can thus be forced to the Shadow.

See also Aes Sedai.

Lir of House Baryn, Lord

An Andoran noble. A whip of a man. He opposed Morgase during the Succession.

Lir of House Anshar, Lord

High Seat of his Andoran Noble House. Blade slender and bladestrong, too smooth. He opposed Morgase during the Succession. *See also Karind of House Anshar, Lady.*

Little Tower

The name taken by the Aes Sedai rebels to describe the main building in Salidar where their Hall meets. The Hall of the Little Tower has its own Sitters for each Ajah as the White Tower in Tar Valon. The Sitters include, Romanda for the Yellow and Eldest of the Hall, Delana and Kwamesa (youngest of the Hall) for the Gray, Samalin and Malind for the Green, Janya for the Brown, Lelaine for the Blue,...

To date the Little Tower's forces under the command of Gareth Bryne total at around twice those of Mat's Band of the Red Hand, around twelve thousand soldiers. The White Tower counts exactly 294 Aes Sedai, with the Little Tower having almost as many, and the rest to be found wandering abroad.

Logain (997 NE) (loh-GAIN)

A man who once claimed to be the Dragon Reborn. Captured after carrying war across Ghealdan, Altara and Murandy, he was carried to the White Tower and gentled, later escaping in the confusion after Suan Sanche was deposed. A man who yet has greatness ahead of him - or so Min's viewings predict. Tall

with long dark curling hair around broad shoulders, in his middle years yet still handsome despite his recent hardening. Since his gentling his sanity is doubtful. Also known as Dalyn. Nynaeve al'Meara Healed his channeling ability back to full strength, a feat she couldn't reproduce when Healing Sivan and Leane. Fearing him be a candidate for gentling once again Amyrlin Egwene al'Vere secretly aided his escape from her Aes Sedai camp. He has so far held off the madness that comes with touching *saidin* for six years. He has the rare ability that allows him to see *ta'veren*.

Supposedly captured by Reds a full year before he proclaimed himself Dragon Reborn, the Red Ajah having planted the idea in his head - the truth or Sivan's lie? *See also Dragon, false.*

Loial son of Arent son of Halan

(LOY-ahl; AH-rehnt; HAY-lahn)

An Ogier from Stedding Shangtai. Would-be author of a book about the Dragon Reborn. Almost ten feet high; as broad a nose as his face it resembles more a snout. His eyebrows hang down like tails framing pale eyes as big as teacups and ears that poke up to tufted points through his shaggy black mane. His white teeth are as wide as chisels; his fingers like sausages. His speech sounds more like the rumbling or a giant bumblebee. He usually wears wide-toed knee high boots, large coats buttoned from neck to waist, and baggy trousers. Gentle and slow to anger his tranquility goes well with his most prominent interest: reading/writing. As with most Ogier he hates riding, preferring to walk; almost as fast. His ears can describe his temperament at any given time. Just over ninety years of age; in Ogier terms: youngest of all Rand's friends. A young talented Treesinger of remarkable ability. He has justified his adventures with Rand and his two other *ta'veren* friends by writing a book about the events to be possibly the book on the Dragon Reborn. He travels on a horse so big it almost makes him look human height from a distance; a shaggy mount larger than the ever powerful Dhurrans that he has had ever since his original flight from Caemlyn. During his extended visit to Emond's Field in the Two Rivers, Loial had Master Luhhan make him a weapon suitable for an Ogier's size - a monstrous axe, half as tall as Perrin Aybara, its head shaped like a wood-axe but as least as big as Perrin's battle axe; though he lost it on his mission with Gaul to seal the Manetheren Waygate permanently, he received another when he arrived at the Sun Palace. Gaul has only recently introduced him to gambling, his newest most addictive past time. He has been away from Stedding Shangtai for almost five years. Mother: Covril daughter of Ella daughter of Soong, aunt: Voniel; uncle: Elder Haman son of Dal son of Morel. *See also Laefar.*

Londaren Cor

A city destroyed in the Trolloc Wars

Long Man, the

One of Cairhien's many inns.

lopar

A feline creature from Seanchan, perhaps their large breed of brass colored lizard cats.

Lopar, Cavan

Innkeeper of The White Crescent in Tear. Immensely fat or rotund with a fat forehead and many chins.

Lopin

Stout; Nalesean's man. Rides a hammer nosed gelding.

Lord of the Grave

See Dark One.

Lord of the Twilight

An old name for the Dark One used during the Age of Legends. *See also Dark One.*

los caba'drin

In the Old Tongue, "horsemen forward".

Luaine

An Aiel Maiden of the Spear. Young with yellow hair.

Luan, Lord

High Seat of his strong Andoran House. He has many retainers. Graying with a hard face. Supported Morgase during the Succession. Opposed Gaebriel, he was exiled early one spring by Morgase herself with Gaebriel's help.

Luc; Lord Luc of House Chiendelna

See Mandragoran, Isam.

Luc; Lord Luc of House Mantear

(LUKE; MAN-tee-ahr)

Tigraine's brother, who would have been her First Prince of the Sword when she ascended the

throne. His disappearance in the Great Blight is believed to be in some way connected to Tigraine's later disappearance a year after. It was later revealed that it was the then Aes Sedai councillor Gitara Moroso that convinced him to ride into the Blight never to return for the fate of Tarmon Gai'don, the Dragon Reborn or some such. His sign was an acorn. It is said that a man resembling the wetlander Maiden Shaiel, most probably Tigraine, slew Janduin in the Great Blight, circumstances support the theory that it most probably was her brother Lord Luc. Mother: Queen Modrellein.

Luca

One of the first Jenn Aiel to give up the Way of the Leaf and become the Aiel of present. Shoulders half as wide as anyone he knew. *See also Gearan; Charlin; Alijha; Lewin.*

Luca, Valan

A tall dark haired good looking man with a well tuned leg and very much aware of both things. Showman and owner of a managerie, he wears a red silk cape designating him so. Stingy with coin. Oddly obsessed with Nynaeve al'Meara, he asked her to marry him, loving her wild streak and vowing to kill any man who stakes a claim on her she doesn't want. Some of Chin Akima's acts joined him after the Ghealdan Dragonsword-Whitecloak riots and Akima's death. His menagerie includes, giant boar horses of *s'redit* and their trainer Cerandin, Petra the strongman and his wife Clarine the dog trainer, Latelle the bear trainer, Aludra the Illuminator, the Chavana brothers (Taeric, Barit, Brugh) acrobatic show, Bari and Kin the jugglers, Muelin the contortionist, Murasaka sisters as acrobats, and Andaya and Kuan more acrobats. For a while he had Thom Merillin the fire-eater and knife thrower, Birgitte the sharpshooter and Nynaeve al'Meara as her target, Elaine Trakand and Juilin Sandar the tightrope walkers. *See also Sedrin.*

Luci

Ronde Macura's shop helper. A young, thin woman with the Amadician neat array of long curls to her shoulders.

Lucilde

One of the novice's taken to Salidar by those who fled the White Tower after Suan Sanche's deposing. Lanky, always nervous and every sentence a question.

Lugard (LOO-gahrd)

The capital of Murandy, though that country is a quilt of loyalties to towns and individuals lords and ladies, and whoever sits on the throne seldom has any real control over even the city. Lugard is a major trade center, and byword for thievery, licentiousness and general disrepute.

Its tall gray outer walls are in disrepair; tumbled stone to no more than a fence at two places. The stone walls that crisscross the city are in a worst state than the outer bastions, they grew as haphazardly as the city over the centuries to more than one divide the city among feuding nobles. An extremely dirty city populated with extremely 'dirty' people. Many of its streets unpaved though most of Lugard's life is attributed to the merchant wagon trains that flow through the capital from Illian and Ebou Dar to the south, Ghealdan to the west and Andor to the north. Many large patches of land or horses throughout the city are reserved for the heavy-ladden, strapped down canvas covered merchant wagons and those bare, awaiting freight, parked wheel to wheel. Inns line the main streets along with horses' lots and stables nearly outnumbering the gray stone houses and shops. Buildings here are all roofed in colorful tile of blue, red, purple or green. Lugard is alive with dust and noise in the air, clanging from smithies, rumble of wagons, curses of drivers, laughter from the garish signed inns. Lugarders, or whatever they choose to call themselves, are mostly dusty men in high-crowned hats, the women in skirts that show their ankles. There are two types of women in Lugard those that wear colorful aprons, sometimes striped, their heads wrapped in bright scarves and keep their eyes straight ahead, the other kind without aprons, their hair hanging loose to their shoulders and skirts sometimes ending a good foot or more of the ground who shout back ever ruder replies to the wagon drivers'. Inn names here are dirty places with names to match like, The Domani Wench's Kiss (its sign, a Domani woman bare to the waist) and The Dancing Bear, but sometimes tame like The Dancing Bear and The Silver Pig. *See also Murandy; Roedran, King; Nine Horse Hitch, The.*

Lugay, Therin

A man in Mardecin. He owes Ronde Macura a favor for it was she who saved him, his wife and mother-in-law.

Luhhan, Alsbet (LOOH-hahn, AHLS-beht)

A member of the Woman's Circle. Next to her husband the next toughest person in Emond's Field. Known to have a bad temper, hopefully not because of her husband Haral's carelessness in breaking her rule of no blacksmithing in her kitchen. As big as most men with a round face and a thick braid. As bad a rider as her husband.

Luhhan, Haral (LOOH-hahn, HAH-rah!)

As Blacksmith of the Two Rivers, and member of the Village Council of Emond's Field he supports arms as thick as most legs, body roped with muscle. The strongest person in the village, his wife Alsbet comes in as a close second. As bad a rider as his wife. He has recently gone into partnership with a Domani cutler and a whitesmith from Almoth Plain.

Lulaine

One of Aviendha's Maiden friends when she was one of them.

Lurk (LUHRK)

See *Myrddraal*.

Lyndelle, Queen

One of the nine Queens to reign over Andor during the War of the Hundred Years.

Macharan, Lord

Andoran noble of a minor House. Opposed Gaebril.

Machera, Elyas (mah-CHEER-ah, ee-LY-ahs)

A Wolfbrother encountered by Perrin Aybara and Egwene al'Vere on their way to Caemlyn. He was the intermediate for Perrin's first contact with wolves (Dapple's pack). Lean and sun browned, he wear all animal skins, and a flat topped hat, even his boots have fur on them. His cloak is a quilt of rabbit and squirrel skins, his trousers the long haired hide of a brown/white goat. Living among wolves his gray hair grow waist length which he gathers at the back of the neck; similar looking to his thick chest length beard. He defends himself with a bow and a long knife, almost a sword, and all-purpose tool, for which he gets his wolf name: Long Tooth. His name in wolf terms means: an old man/shaggy wolf with one tooth longer than the rest, a steel tool gleaming in the sunlight as the wolf led the pack in a desperate charge through deep snow towards the deer that would mean life instead of slow death by starvation, and the deer thrashing to run in powder to their bellies, the gleaming sun hurting the eyes, and the wind howling down the pass and... Once a Warder, what exactly happened is unknow, but it is thanks to the Red Ajah.

Machin Shin

In the Old Tongue, "Black Wind." An entity that roames the Ways looking perhaps for food perhaps for travellers to harm. Its name is derived from its resemblance to actual wind but no other information is known except its effect on people. Of those who escape its grasp most are solely shells of their former selves; perhaps only their body was able to escape. See *also Ways, the*.

Macura, Ronde (mah-CURE-ah, rohn-deh)

A seamstress in Amadicia who tried to serve too many masters and mistresses without knowing who they all were. A woman of dark eyes with the Amadician neatly arrayed mass of long curls to her shoulders. Not Aes Sedai she is still a great herbalist in hiding within Amadicia. Her shop in Mardecin is really just an easy way to gather information as an eyes-and-ears for the Yellow Ajah. Not Aes Sedai somehow she secretly unknowingly gives information to the Black Ajah as well. See *also Luci; Avi Shendar*.

Mada

A serving girl for The Woman of Tanchico tavern in Tar Valon. Her also brown eyed sister Saal works there too. Looks same as her sister only older.

Madwen, Maglin

Innkeeper of Tremosien's The Nine Rings. Lean with a long nose and graying hair and wrinkles that complement her smile. Her lover Barin died after twenty-three years of living together, and left her with the inn. Originally from Lugard she hopes to one day sell the inn and move back home.

Maecine of Eharon, King

King of Eharon four to five hundred years before the Trolloc Wars. He fought against the Aelgari.

Maerone

Small unwallled town on the Cairhiennin side of the Erinin across from Aringill. More so an overgrown village, its buildings rise a only a single story with its inns a maximum of three stories, amongst hard dirt packed streets of slate, tile, and thatch roofing. A transit point between Cairhienin and Tear there are almost as many inns as houses and long tarred timber docks. Best inn: The River Gate; second best inn: The Golden Stag; other inns: The Wagoner's Whip, The Erinin Inn, The Fox and Goose, The Three Towers. Mafal Dadaranell

A city destroyed during the Trolloc Wars where Fal Dara now stands.

Magla Doronos

Aes Sedai of the Yellow Ajah, sided with the Little Tower. Her huge shoulders look like blacksmith muscles.

Mahdi (MAH-dee)

In the Old Tongue, "Seeker." Title of the leader of a Tuatha'an caravan.

Mahiro Shukosa

Rafela Cindal's Warder. Graying temples and a bold nose, he's handsome in a rugged sort of way. Only a woman in love would call him beautiful with his dark nearly black eyes. Supposedly a lord in Kandor he travels with a small library, win or loses at gambling with an equal smile, recite's poetry, plays the harp and dances like a dream. He sees Min as a little sister to talk, give advice and protect.

Maigan

An Aes Sedai of the Blue Ajah.

Maigran

Lewin's sister, Marind's daughter. Greatfather: Adan. She lived sometime after the Breaking of the World.

Maighande (mye-GHAN-deh)

One of the greatest battles of the Trolloc Wars. The victory of humankind here began the long push that finally drove the Trollocs back to the Great Blight. *See also Trolloc Wars.*

Maighdin of House Trakand

Queen Morgase's mother and Elayne's grandmother. Now deceased.

Maira

An Aiel Maiden of the Serai sept of the Tomanelle. Red haired perhaps as old as Adelin - at least ten years older than Rand.

Malind

Aes Sedai of the Green Ajah. A Sitter for her Ajah in the Hall of the Little Tower. Pretty faced but slightly plump with full lips and dark eyes.

Malindhe

An Aiel Wise One.

Malkier (mahl-KEER)

A nation, once one of the Borderlands. Also known as the Seven Towers. Consumed by the Blight in 953 NE after untold treachery. Al'Akir Mandragoran, the Last crowned King of the Malkieri, was as close to his brother Lain as twins. When his brother Lain, on a dare by Lain's wife Breyan, led his lances to Shayol Ghul itself and died, Breyan accused al'Akir for having not led the other Malkieri to take Shayol Ghul. This dare was for the envy and jealousy that Breyan had for Akir having been raised to the throne instead of Lain. Not only was Akir blamed, but he lost lances he could not afford to lose. Breyan plotted revenge with the help of Cowin Gemallan, also known as 'Cowin Fairheart,' to take the throne for Lain's son: Isam. Together they stripped the Borderforts to bare garrisons to seize the Seven Towers. Cowin being a Darkfriend, and the border weakened, Trollocs poured into the Seven Towers like a flood. The Trolloc invasion, and Lain's death shocked the people into inaction and back into the heartland. Breyan and Isam fled, fate unknown. Cowin was captured by Jain Farstrider and later slain by al'Akir in single combat. Al'Akir's son, Lan, fled to Fal Moran under guard. With no time to gather aid from Arafel or Shienar, al'Akir and Queen el'Leanna led their remaining armies to battle the Shadow one last time. All died in the area known as Herot's Crossing. Later Kandor, Shienar, and Arafel's forces managed to halt the progressing Shadowspawn armies at the Stair of Jehaan. Even though the Trolloc armies were pushed back, much of the Seven Towers was taken by the Blight, and later totally consumed. It's Waygate is now one of the few still intact within the Blight. It was only then that Shienar become one of the true Borderlands. The sign of Malkier was a golden crane in flight. *See also Lan, al'Lan Mandragoran; Fairheart, Cowin.*

Mallen, Mavra

Once Wisdom of Deven Ride, Elwinn Taron took her place.

Mallia, Huan

Sea-Captain of the *Gray Gull*. As a Tairen he naturally hates Illianers, nations rules by a single person, Aes Sedai and Tar Valon. A tall, pale blue eyed, dark haired man whose oiled beard is cut to a point.

Manaches, Willim

Author of *'The Essays of Willim Manaches'*.

Manal

Cairhienin boat owner who ferried Perrin across the Alguenya during the Feast of Lights.

Mandarb (MAHN-dahrb)

In the Old Tongue, "Blade." Lan's mount whenever his Aes Sedai travels. A tall, deep chested black stallion warhorse that swings its head up fiercely in battle.

Mandein

The first Aiel sept chief to begin the tradition of entering Rhuidean to attain his post and learn the history of the Aile -before the Jenn Aiel are no more and cannot keep the faith alive. Wife: Sealdre, greatfather: Comran. One of Rand al'Thor's ancestors who lived his life after the Breaking of the World. See also *Charendin*.

Mandelain

Clan chief of the Daryne Aiel.

Mandragoran, al'Akir (man-DRAG-or-an)

Last crowned King of Malkier. Wife: Queen el'Leanna; son: Lan. After the treachery of his brother's wife Breyan and another Great Lord Cowin Fairheart he died with his wife defending Malkier one last time last time, but not before sending his son Lan to Fal Moran and slaying Cowin in single combat. See *Malkier; Lan; al'Lan Mandragoran*.

Mandragoran, Breyan (man-DRAG-or-an)

Lain Mandragoran's wife. So jealous of al'Akir that she dared her husband, perhaps hoping he would succeed, to attack Shayol Ghul. After Lain's death, she blamed the King for having not backed him up with the rest of Malkier's lances. It was her with the aid of the Darkfriend Cowin Fairheart that Trolloc forces were able to take Malkier, kill the King and Queen and plunge the Seven Towers into the Blight. She was last seen fleeing with her son Isam from Trolloc forces. Fate unknown. See *Malkier*.

Mandragoran, el'Leanna (man-DRAG-or-an)

Last crowned Queen of Malkier. Husband: King al'Akir; son: Lan. After the treachery of her sister-in-law Breyan and another Great Lord Cowin Fairheart she died with her husband defending Malkier one last time, but not before sending her son Lan escorted by twenty of her best lances to Fal Moran. See *Lan; al'Lan Mandragoran*.

Mandragoran, Isam (man-DRAG-or-an)

Son of the Great Lord of Malkier Lain Mandragoran. His mother was the treacherous Breyan who brought about the downfall of the Seven Towers. The last crowned King of Malkier, al'Akir's, nephew; Gaidin Lan Mandragoran's cousin. Known as Slayer to wolfkind and Lord Luc to everyone else. In the World of Dreams he resembles a tall dark haired man with Lan's Borderland features (all hard planes and angles) to the point of being mistaken for Lan's brother, his long hair held back by a braided leather cord and blue eyes both similar to Lan's. In *Tel'aran'rhiod* he has been seen hiding out at the Tower of Ghenjei although it is unknown how he able to change his appearance in the real world to that of Lord Luc of House Chiendelna of Murandy: a supposed Hunter of the Horn, tall broadshouldered in his middle years with a hard angular face, dark reddish hair white winged at the temples, dark blue arrogant eyes -a noble in every stance, speech or clothing. As Lord Luc he jokes about being the heir to a Borderland throne and says he's been in the Blight many times.

Mandragoran, Lain (man-DRAG-or-an)

King al'Akir's brother and second to him the most loved of the Malkieri people. Died on a dare by his own wife to strike with all his lances at the heart of the Great Blight: Shayol Ghul. It was his death that began the treachery that ended with the destruction of the Seven Towers and the death of both the King and the Queen. See *Malkier*.

Mandhuin

A deep voiced Goshien Aiel. A gray haired man with heavy set eyes who is not fat -there are no fat Aiel as far as anyone knows- but whose heaviness was once muscle.

Manetheren (mahn-EHTH-ehr-ehn)

In the Old Tongue, "Mountain Home." One of the Ten Nations that made the Second Covenant; their land took up most of Andor, Ghealdan and more. Also the capital city of that nation. Both city and nation were utterly destroyed in the Trolloc Wars. Here every King was a Warder bonded to the Queen an Aes Sedai. Two thousand years ago, during the Trolloc Wars, Manetheren was a thorn to the Dark One's foot and a bramble to his hand for wherever battles raged, the Red Eagle banner of Manetheren was in the forefront. "Would never bend knee to the Shadow" "The sword that could not be broken." While Manetheren's armies were on the Field of Bekkar or 'Field of Blood', news came that Trolloc armies were moving against Manetheren itself. Day and night they rode, covered in fresh blood, to their home, and with their backs to the Tarendrelle the Trolloc armies swooped down upon them. Ravens blackened the sky and Trolloc cookfires were more numerous than the stars, but the good men of Manetheren held. Word came that if they could hold for just three days reinforcements would arrive. After the tenth day King Aemon al Caar al Thorin knew the bitter taste of betrayal, no help was coming and they could hold the river no longer. King Aemon crossed the Tarendrelle destroying the bridges behind him, all the while sending word

to his people to flee. As Aemon's forces bought the escaped more time, Queen Eldrene ay Ellan ay Carlan organized the flight into the forests and mountains. But the people did not flee they woman and children alike picked up their pitchforks, axes, and bows and ran to defend their land. All knew they would never return alive, and were finally surrounded at the place now know as Emond's Field or Aemon's Field. All were killed by the Trolloc hordes. When Queen Eldrene felt Aemon die, her heart died with him. With her rage and thirst for vengeance she reached out to the True Source and hurled the One Power upon the Trolloc army. Dreadlords died where they stood and without their guidance, the Trollocs fled. But Eldrene had weilded too much of the One Power and as Dreadlords died so did she city of Mantheren burn, solid stone and rock. Thorin al Toren al Ban was the second last King of Manetheren and Aemon's grandfather. Manetheren's descendants are now the people who populate the Two Rivers. The sign of Manetheren was a Red Eagle in flight. *See also Carai an Caldazar!; Carai an Ellisande!; Al Ellisande!; Trolloc Wars; Tetsuan; Buiryn, King; Midean's Ford.*

Manetherendrelle

In the Old ongue, "Waters of the Mountain Home."

Mangin

An Aiel man of the Jindo sept of the Taardad Aiel. Gray eyed, young and taller than Rhuarc - he possesses Mat's sense of humor. When a Cairhienin had dragons tattooed on his arms and declared himself a clan chief mockingly, Mangin killed him. He was hung according to the law Rand al'Thor layed down of not killing Treekillers except in self defence.

Mantelar, Lothair (MAHN-tee-LAHR, LOH-thayr)

Author of, *The Way of the Light*. *See Children of the Light*.

Manyard, Jeorad

Governor of the Province of Andor for the High King Artur Paendrag Tanreall. One of those believed to have translated the '*Prophecies of the Dragon*'.

Mar

Band of the Red Hand scout. Known scoundrel and thief before swearing to the Dragon's General his talents now serve him as a Band scout. Tall, lanky and rough faced.

Maraconn, High Lord

One of the numerous High Lords who plotted against Rand al'Thor, he was ordered to command Tear's armies in Cairhien under High Lord Meilan. He has blue eyes, rare for a Tairen, and compressed lips that almost seem to disappear. He will or has died in battle.

Maracru

A town in Tarabon.

Maradon (MAH-rah-don)

The capital city of Saldaea.

Maragaine, Queen

One of the nine Queens to reign over Andor during the War of the Hundred Years. Four Kings brought armies against her - the town of Four Kings now marks the site.

Marande of House Algoran

An Amadician noblewoman. Pretty with a heart shaped face. Sister of the High Seat of House Algoran.

marath'damane (MAH-rahth'dah-MAHN-ee)

In the Old Tongue, "Those Who Must Be Leached." Term used by the Seanchan for women who can channel, but who have not yet been captured and collared. *See also damane; a'dam; Seanchan.*

MaraTomanes

An Aes Sedai in Illian, Sivan Sanche's friend in her girlhood.

Maravaile, Queen Ishara

The first Queen of Andor. She was given/took the throne from her mother Endara Casalain, the former Governor of Andor for Artur Hawking after his death. Gained Souran's army. Promised to send her eldest daughter to the White Tower to gain their backing and an Aes Sedai advisor: Ballair. None of her sons lived past twenty.

Maravaile, Souran

A commoner made Artur Hawking's greatest general. He commanded the last year of the twenty year siege of Tar Valon, raising it at Hawking's death to bring his army around to defend Andor. His wife Ishara was the first Queen of Andor. He died when confronted by no less than four swordmen assassins, and he slew all four, twenty three years into the War of the Hundred Years.

Maravin, Semaradrid

A very high ranking Cairhiening Lord; his stripes hang well below the waist. A long faced man with white streaks at his temples and dark eyes that could chip stone. Still moves stiffly from the wounds he took during the Cairhienin civil war, limps from fighting in Tear. Lordlings: Meneril.

Marawin

An Amadician noblewoman. Young and slight; no more than a girl.

Marcel

It was she and her twin sister Marel who broke the wilder Theodrin's block.

Mardecin

The first village encountered inside the Amadician border on the road from Tarabon. Being on the border a garrison of the Children of the Light is permanently stationed here. A mile across; most people wonder why its known as a village. It straddles a small bridged stream between two hills, the buildings here having as many slate roofs as thatched, as many brick as stone. There is considerable bustle in the granite slab paved wide streets.

Maredo

A nation that once stood between Tear and Illian, it was soon swallowed by the two larger nations. Location now known as the Plains of Maredo.

Marella

A village in Altara.

Marella Inn

An inn in Marella.

Mar Haddon

City that once stood where Haddon Mirk now stands; abandoned three over hundred years ago.

Mari

One of the maids for Baerlon's Stag and Lion inn.

Maric

An extremely tall Aiel man in his middle years. He has a bull-like chest, wide shoulders and cold gray eyes.

Marigan

Supposedly a Ghealdanin refugee, she is really the Forsaken Moghedien disguised using the One Power. Appearing a few years older than Nynaeve, once plump still blunt faced. She carried around two 'sons' Jaril and Seve, six and seven years old. She told others she had dealt with cures in Ghealdan's Somara, after her husband died of a sickness she could not heal five years ago. Later linked by an *a'dam* Elayne Trakand constructed she lived out many weeks in Salidar growing more and more hateful to her captors, to only be let free by *Aran'gar*/Halima on a summoning to Shayol Ghul.

Marillin Gemalphin

Aes Sedai formerly of the Brown Ajah now known to be of the Black. Fond of cats she goes out of her way to help injured animals. A wide nosed, skinny narrow faced woman with blue eyes. *See also Ajah, Black.*

Marind

Adan's son; Lewin's father. A Jenn Aiel who lived just after the Breaking of the World, she was killed in a typical raid on her people. Daughter: Maigan, wife: Saralin.

Maringil, Lord

A whip-slender Cairhien lord with slashes of rank almost to his knees. Tall for a Cairhienin with white hair almost touching his shoulders and a hawk's eyes. Died during the Feast of Lights under mysterious circumstances involving both poison and Lady Colavaere.

Marith Jaen

Amyrlin from 984-988 NE; raised from the Blue Ajah.

Market Sheran

The next village east of Four Kings on the Caemlyn Road. Populated solely by farmers; it has only one inn run by Rulan Allwine. *See also Allwine, Rulan.*

Marriage Knife, The

An inn whose innkeeper is its only serving maid. Located somewhere in Altara.

Marris

An Aes Sedai.

Mar Ruois

A city that during the War of Power was lost to the Shadow; all those who not swear to the Shadow were thrown, bound and very much alive, into bonfires seen burning at every street crossing.

Marwin, Elise

A Two Rivers girl found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to be Aes Sedai.

Marwin, Hu

An Emond's Fielder in his late teens though not one of Perrin Aybara's Companions. A good tracker.

Marwin, Teven

An Emond's Field member of the Companions. He died in a Trolloc ambush.

Masema (mah-SEE-mah)

One of the Shienaran soldiers who travelled to Toman Head after the Horn of Valere. Cold as the land he comes from with deep set almost black eyes that never seem to blink. Hates most people, especially Aiel. He bears a white triangle scar on his dark cheek from a Trolloc arrow similar to Ragan's but a hair closer to the eye. A sour man who likes nothing and no one, now the self proclaimed Prophet of the Dragon Reborn. Since his proclamation he has shaved his topnot and his eyes have receded even deeper into his head making his face a permanent scowl. As Prophet he despises Aes Sedai, has forsaken all earthly belongings in favor of 'rebirth' and preaches others do the same. Soon after being heralded as a true prophet he decreed, 1-any man who steals from another gets his right hand cut off, 2-any man who kills, interferes in woman's business, or insults a woman's honor is to be hanged, and 3- any woman who steals or murders is to be flogged. In all if any twelve can be found to support the accuser it shall be done. The Prophet proclaims that all should relish sin and the flesh, love, women, drink, ect... for all must be for or with the Lord Dragon. For Masema, naming the Dragon Reborn by his true name Rand al'Thor is blasphemy, no better than naming the Dark One himself. *See also Bartu; Nengar.*

Mashadar

The years of suspicion and hate by Aridhol's people gave it birth. Mashadar kills all who come in contact with its tendrils, Shadowspawn or not. If not for being locked in the bedrock under the two thousand year old Shadar Logoth it would have destroyed the entire world long ago. It resembles a limitless mass of silvery-gray glowing fibers that seep outward from nearby structures to envelop the whole city. It cannot see but can sense and move toward food. Mashadar has infected everything within Shadar Logoth's walls, and thus could escape the city's walls to infect the world were something removed, as with the case of Padan Fain's dagger. Sun could kill it, so it waits peering from the shadows, waiting... for nightfall. *See also Shadar Logoth.*

mashiara (mah-shee-AH-rah)

In the Old Tongue, "beloved," but more a love that is lost beyond redeeming.

Masic

An heavy Ebou Dari man; killed in the street by Baris for reasons unknown.

Masin/Nasin of House Caeren, Lord

High Seat of his Andoran Noble House. More powerful than House Sarand of Arawn. Bony with a scrawny neck and a goat face with thinning white hair; he'll tumble with any woman he can corner. He opposed Morgase during the Succession. Sigil: Star and Sword.

Masuri

An Aes Sedai of the Brown Ajah and member of the Little Tower's embassy to the Dragon Reborn. Slim and merry-eyed, she loves to dance and flirt as she used to in Arafel. To the point and quiet, unlike a Brown.

Masuto

A Shienaran soldier with a wide grin and a long nose.

Materese the Healer

Mother of the Wondrous Ind. during an Age before the Age of Legends.

Mathena

Some woman of a time gone, that only people like Birgitte remember her. She looked down her nose at men so seriously she even had a man executed for coming on her by accident while she swam naked. Never had she been kissed until Zheres stole one from her. Discovering men as if for the first time - and so besotted to Zheres- he had to live in a mountain to escape her.

Mayam

An Aes Sedai in Elaida's embassy to the Dragon Reborn.

Mayene (may-EHN)

City-state on the Sea of Storms, hemmed in and historically oppressed by Tear. It derives its wealth and its independence from knowledge of where to find the oilfish shoals, which rival in economic importance the olive groves of Tear, Illian, and Tarabon. Oilfish and olives provide nearly all lamp oil. The ruler of Mayene is styled "the First"; which was once the First Lord or Lady; Firsts claim to be descendants of Artur Hawking. The title of Second, once held by a single lord or lady, has in the last four hundred years or so been held by as many as nine at once. Special soldiers dedicated to the First are known as the Winged Guards, they are garbed in red painted breastplates and rimmed potlike crimson helmets that come down to the nape of the neck in the back. Winged Guards arm themselves with spears and short swords, denote rank with feathers and wrap red streamers around their equipment, horses and weapons. The sign of Mayene is a golden hawk in flight on a field of blue. *See also Halvar; Berelain sur Paendrag of House Paeron.*

Mazra, Therille

Domani refugee now a seamstress in the Two Rivers.

Meciar

An Aiel man of the Night Spear clan. One of those who chose to wear the red headband declaring them property of the Dragon Reborn.

Medo

A port village along the River Mora, that flows along the Arafel-Shienar border and south into the River Erinin. Has its own small docking area even though it's only the size of Emond's Field.

Medore

High Lord Torean's son, Estean, wanted to marry one of this man's two or three daughters. Might or might not be a Lord of the Land.

Meilan of House Mendiana, High Lord

(MYE-lan; mehn-dee-AH-nah)

One of the most powerful High Lords of Tear. A competent general, but a man of ambitions and hates. A tall man (only a hand shorter than Rand al'Thor), lean and gray haired with dark eyes; as hard as any Defender. The High Lord Rand placed in command of Tear's armies sent to intervene in Cairhien's civil war. He was taught to ride and command as soon as he could walk. Mostly angry about something or other. Died during the Feast of Lights under mysterious circumstances involving a knife in the back and Lady Colavaere. *See also High Lords of Tear; Gueyam, High Lord; Aracome, High Lord; Hearne, High Lord; Maraconn, High Lord; Simaan, High Lord; Weiramon, High Lord.*

Mehar

A village or town in Saldaea.

Melaine (meh-LAYN)

A Wise One of the Jhirad sept of the Goshien Aiel. A dreamwalker. Moderately strong in the One Power. Married to Bael, clan chief of the Goshien. Sister-wife to Dorindha, roommistress of Smoke Springs Hold. Still in her early thirties she is handsome with golden red-hair and green eyes. Since her marriage to Bael she has become truly placid. Dorindha has given Bael three sons so far, so he'll more than love the identical twin daughters Melaine is carrying. After Min's viewing of her having twin daughters, Melaine promised to name one Min and the other Egwene. Apprentice: Egwene al'Veere. *See also dreamwalker; Cowinde.*

Melandril of House Asegora, Lord

A dark eyed Tairen with a sharp nose, his chin lifted making his pointed beard look ready to stab. He died fighting the Shaido for being terribly bad at tactics.

Melindhra (meh-LIHN-dhrah)

A Maiden of the Spear, of the Jumai sept of the Shaido Aiel. Tall even for an Aiel, more than two inches more than Mat Cauthon, with hair like spun gold and eyes the color of the morning sky, perhaps thirty years of age. A woman of divided loyalties. Interested in Mat, he gave her unknowingly according to Aiel society a regard-gift: a necklace of golden spirals each centered on a deep blue sapphire, the largest as big as the joint of a thumb. Once Mat's lover, now dead at his hand; she really did love him but as Darkfriend her oaths and orders from the Forsaken Sammael had her at his side as assassin and informant for the Shadow. She died when her blade luckily for Mat hit a defect in his foxhead medallion saving his life as he through a knife in her heart -reluctantly without thought. *See also Aiel warrior societies.*

Melisinde

Female hero of the Horn of Valere.

Memara

Aes Sedai of the Red Ajah. She was the one sent by Amyrlin Elaida to secretly council (control) Queen Tenobia of Saldaea.

Mendair, Lawdrin

Member of the Band of the Red Hand. He had no fewer than five flasks of brandy hid in his saddlebags. Known alcoholic.

Mendao

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere. He died travelling to Jehannah in a duel with three Hunters for the Horn.

Meneril, Lord

One of Lord Semaradrid Maravin's lordlings; a Cairhienin lord. Young with only half of his Lord's color stripes. His face is a permanent sardonic smile since the Cairhienin civil war; the left side of his face pulled up.

Mer

One of Cerandin's *s'redit*, a bull now performing in Valan Luca's traveling menagerie.

Mera

An Aiel woman who's daughter is a Wise One apprentice.

Merana Ambrey

Aes Sedai of the Gray Ajah and head of the Little Tower's Embassy to the Dragon Reborn. A true Andoran she comes direct from the capital city of Caemlyn. Dark hair and cool hazel eyes and slim fingers. As a negotiator her only real failure was the Fifth Treaty of Falme, thirty eight years ago a treaty between Arad Doman and Tarabon over Almoth Plain that ended not meaning anything. When her Warder Basan died she was so devastated she never bonded another. Strong enough in the One Power, she was a novice for five years and an Accepted only six.

The original embassy was composed of herself, Kairen Stang, Rafela Cindal, Seonid Traighan, Faeldrin Harella, Demira Eriff, Berenicia Morsad, Masuri Sokawa and Valinde Nathenos.

Meresin of House Daganred, Lieutenant Lord

A young Cairhienin member of the Band of the Red Hand. He shaves his head back to be in line with his ears and powders it as Cairhien's soldiers do. Dark of eyes and long of nose, narrow face, slender, Cairhienin height and pale. *Con*: vertical wavy lines of red and white.

Merilille Ceandevin

Aes Sedai of the Gray Ajah. Sided with the Little Tower. A slender, palely elegant Cairhienin with glossy black hair and large liquid eyes. She was sent to convince Tylin Quintara of House Mitsobar, the Queen of Ebou Dar, to support Salidar.

Merinloe

A city in Seanchan.

Merrilin, Thom (MER-rih-lihn, TOM)

A not-so-simple gleeman and traveler; master of *Daes Dae'mar* or the Game of Houses. His full name is Thomdril, called the Gray Fox once by those who knew him when he was Court-bard. His old gnarled face, long white mustaches hanging limp, and white hair contrast with his blue as blue-can-be eyes. His lean body has taken a beating over the years, his shoulders tend to stoop and his right leg limp (Myrddraal inflicted) but can save those who challenge this master at stones. He always wears his trademark cloak of many patches, carries his royal gold and silver chased flute and his harp. People who travel with him swear he snores like a woodrasp working on an oak door. He's an expert *sursa* user, fire eater, knife thrower and illusionist.

Over the years he has protected Morgase many times; being able to play the Game of Houses in his sleep. When he was House-bard to House Trakand he aided her to the throne and helped her strengthen Andor once she had it. Once Court-bard for Queen Morgase he also became her lover when King Taringail disappeared, but had to run from prison, even the headsman, after trying publicly to beat upon the Queen's love of Aes Sedai and illustrate his distate for her Red Ajah advisor. For it had been the Red Ajah that had gentled his nephew Owyn, last of his kin, and left him to die. The writ still stands more than fifteen years later. Most probably had Taringail killed for he meant Morgase to die and to be Andor's first King. Assassinated King Galldrian of Cairhien when he had his apprentice and loved one Dena killed as a pawn in the Great Game, inadvertently beginning the civil war for his throne. Might compose the epic of Rand al'Thor, the Dragon Reborn. *See also Dena; Laritha.*

Mervin

A balding man working at the School of Cairhien. Experimenting with steam power, he's been burnt

six times so far -face and hands.

Mesaana (meh-SAH-nah)

One of the Forsaken. A teacher at heart she was denied a place at Collam Dann long ago and that began her route to the Dark One. Unsited to research they told her, she's now a teacher wanting to teach them all! She has extensive knowledge which stretches beyond use of the One Power such as mechanical engineering - something she is quite proud of like. Over three hundred years old before her sealing with the others in the Bore.

During the War of Power, she set up schools in the territory she controlled. Schools where children and the young were taught the glories of the Dark One, taught to kill their friends who didn't learn well or fast enough.

Since her release from Shayol Ghul she has planted herself well hidden within the White Tower coming out only to talk to her consorts whom she has known from even before her swearing fealty to the Shadow, fellow Chosen Demandred and Semirhage.

miasma

Also known as 'bubbles of evil.' With the seals on the Dark One's prison growing weaker, it is inevitable that these will escape. Bubbles of evil emanating from him travel along the Pattern until they burst causing inexplicable events such as objects gaining a deadly will of their own, two headed calves that talk or reflections that take physicalness. Always these bubbles cause panic and destruction -it is in their nature as 'bubbles of evil.' A *ta'veren* will only attract a miasma.

Midean's Ford

[BEGINNING]

"Soft, the winds, like springtime's fingers.

Soft, the rains, like heaven's tears.

Soft, the years roll by in gladness,

never hinting storms to come,

never hinting whirlwinds' ravage,

rain of steel and battle thunder,

war to tear the heart asunder."

[END]

*"Back across the blood-red water,
marching back with heads held high.*

No surrender, arm or sword,

no surrender, heart or soul.

Honor be theirs, ever after,

honor all the Age shall know."

The story of one of Manetheren's battles before the Trolloc Wars. When villainous Aedomon led the Saferi down on unsuspecting Manetheren, pillaging and burning, driving all before them until King Buiryn gathered all Manetheren's strength, and the men of Manetheren met the Saferi at Midean's Ford, holding, though heavily outnumbered for three days of unrelenting battle. One the third day, hope fading, Buiryn and his men fought their way across the ford in a desperate sortie, driving deep into Aedomon's horde, seeking to turn the enemy back by killing Aedomon himself. But forces too great they were overpowered into and onto themselves. Surrounding the Red Eagle banner they fought on, refusing to surrender even when their doom became clear. Their courage touched even Aedomon's heart and he let the remnant go free, turning back his army to Safer in honor of them. Although by Mat's recollection, King Buiryn was given and accepted the offer - to only be double crossed and attacked while retreating - Aedomon himself killed in the forest battle by an unarmored youth.

Mierin

See Lanfear.

Miesa

Delana Sedai's serving woman.

mile

See Length, units of.

Milo, Soran

Author of the mostly wrong, '*The Killers of the Black Veil*' on the Aiel. He wrote it from accounts he took during his stay at a *stedding* that frequently trades with Aiel.

Min

(MIN)

A young woman with the ability to read things about people in the auras and images she sometimes sees surrounding them. Always able to read Warders and Aes Sedai but others only on

occasion. Her full name is Elmindreda but she is usually just known as Min. First encountered at the Stag and Lion in Baerlon. Originally made friends with Moiraine when she knew her to be Aes Sedai while working as a stableboy for Baerlon's Stag and Lion inn. Not much taller than Moiraine, yet still taller than Nynaeve, she likes her dark hair cut short to complement her man's shirt and trousers. Fools herself into believing she appears to be a boy, for those around her see only her beautiful dark feminine eyes. Even though she is a little older than Rand al'Thor, that did not her upon first sighting from falling in love with him. Of late she has let her hair grow into ringlets almost to her shoulders hoping to attract Rand's eye. Leane managed to teach her a few Domani tricks she hopes will come in handy with her loved one Rand. She hates doing any sort of needlework despite her being brought up by three seamstresses. She treats Perrin Aybara as a brother. Also known as Serenla which means 'stubborn daughter'.

As a child she grew up running the great mines of Andor in the Mountains of Mist. Dressed as a boy for nearly ten years she still to this day is never comfortable without them. When her father died she moved in with her three aunts in Baerlon, Aunt Miren, Aunt Jan and Aunt Rana. At twenty, she worked in a rough place known as The Miner's Rest serving tables until she had an 'incident' which prompted her change to the Stag and Lion. *See also Darvan; Goemal; Wildrose.*

Miner's Rest, The

A rough brothel in Baerlon.

Mist

Egwene's lightly stepping gray mare. Taken from the Darkfriends Adden and Coke.

Miren, Aunt

A seamstress in Baerlon and Min's aunt and guardian.

M'jinn

A great city in the Age of Legends.

Modrellein, Queen

Queen of Andor seven hundred years ago. She illustrated the importance of the Queen being present on the battle field without being in command. At the Battle of Cuallin Dhen just when all hope was lost, Queen Modrellein rode, unarmed and alone, right into the Tairen army, carrying the Lion Banner. In her defence Andor rallied and attacked once more and won the battle. It is that type of courage now expected of the Queen of Andor.

Modrellein of House Mantear, Queen

Queen Modrellein of House Mantear of Andor before Morgase of House Trakand. Named after the Queen Modrellein of years ago. It was the disappearance of her daughter the Daughter-Heir of Andor Tigraine that began the Succession. Son: Tigraine's First Prince of the Sword Lord Luc.

Moghedien (moh-GHEH-dee-ehn)

One of the Forsaken. A woman of dark hair or dark braids spilling to her shoulders, framing a sturdily handsome face with large dark eyes and smooth cheeks. Although she isn't exactly pretty she still likes to wear a streith whose material reveals the wearers emotions. Also called the Spider for she enjoys more than any other to hide and lurk in the shadows till others are in full view; they never see her until its too late. She takes no risks and unlike many others she will run fearing defeat and attacks only when she sees weakness. Fear seems to be a permanent part of her. She is not very brave unless she clearly has the upper hand. Moghedien can do things in *Ter'aran'rhiod* not even Lanfear who claims it for her own cannot, though she has almost no Healing and is not good at controlling the weather. She was two hundred years old at the sealing of the Bore.

Rumored to having been some kind of swindler during the Age of Legends before swearing oath to the Great Lord of the Dark. She is also known as Gyldin the Darkfriend chambermaid.

Moir, Hal

A member of Gawyn's Younglings. Two years older than Jisao Hamora he hasn't the pin the veteran younger boy has.

Moiraine of House Damodred

(mwah-RAIN, DAHM-oh-drehd)

Aes Sedai of the Blue Ajah. Born 956 NE in Cairhien of House Damodred, though not in line of succession to the throne, she was raised in the Royal Palace. Taringail Damodred's youngest half-sister, King Laman's niece. Only as tall as Rand's chest with dark eyes, she appears calm and collective at all times. She sometimes wears a small blue gem, on a gold chain in her hair, as an aid for her eavesdropping ability. Rarely uses her House name, and keeps her association with it as secret as possible. After coming to the White Tower as a novice in 972 NE, her rise was meteoric, being raised Accepted in just three years and Aes Sedai only three years after that, at the end of the Aiel War. From that time she began a search for

the young man who had (according to Gitara Moroso, an Aes Sedai with the Fortelling) been born on the slopes of Dragonmount during the Battle of the Shining Walls and who would be the Dragon Reborn. It was she who took Rand al'Thor, Mat Cauthon, Perrin Aybara and Egwene al'Vere out of the Two Rivers. She has visited Rhuidean's three dull rings *ter'angreal* and gained the Wise One's sense of the future. She vanished into the twisted doorframe *ter'angreal* in Cairhien while battling Lanfear, apparently killing both herself and the Forsaken. Also known as Mistress Alys in Baerlon and Mistress Mari elsewhere. *See also Lan, al'Lan Mandragoran.*

Mondoran, Jaric

Either a madman male channeler or just another Dreadlord soon after the Breaking of the World. He burned Tzora to the ground and all the ten thousand Aiel that sang trying to slow him down - slowly.

Mondwin, Luthair Paendrag

(MON-dwihn, LEW-thair PAY-ehn-DRAG)

Son of Arthur Hawking, he commanded the armies Hawking sent across the Aryth Ocean. His sign was a golden, spread-winged hawk clutching lightning bolts. *See also Hawking, Artur.*

Moonflower

Leane's gray mare that she rides with Domani grace.

Mora

Wise One of Coralda Hold. She trained Wise One Amys. A Dreamwalker who at the age of her death from a bloodsnake bite looked as young as ever. A very strong channeler rumoured to have moved a mountain.

Mordaine

A deep-set green eyed Jenn Aiel who helped Dermon explain how clan chiefs would enter Rhuidean. Both her and her sister Nariisse lived sometimes after the Breaking of the World after the building of Rhuidean had begun.

Mordeth **(MOOR-death)**

Councilor who turned the city of Aridhol to use Darkfriends' ways against the Darkfriends, thus bringing its destruction and earning it a new name. Became second to King Balwen Ironhand, only days after arriving in Aridhol. Shadar Logoth ("Where the Shadow Waits"). Only one thing survives in Shadar Logoth beside the hate that killed it, and that is Mordeth himself, bound in the ruins for two thousand years, waiting for someone to come whose soul he can consume and so take on new flesh. Until Padan Fain's arrival all hope seemed lost. A short, completely bald overfed man whose eyelids droop. *See also Shadar Logoth.*

Morelle

A small town along the southernmost line Cairhien has claimed in recent years, halfway to the River Iralell.

Morgase of House Trakand, Queen

(moor-GAYZ; trah-KAND)

By the Grace of the Light, Queen of Andor, Defender of the Realm, Protector of the People, High Seat of House Trakand. Now in exile and believed dead, murdered by the Dragon Reborn, so many think. She has quite a temper but that is of her nature and not because she holds the Rose Crown of Andor. A woman of Trakand golden hair and blue eyes. Other than the Rose Crown of finely wrought roses, the rest of her formal wear is the long red stole and the Great Serpent ring on the third finger of her left hand. She possesses her daughter's beauty, but matured and ripened. As a queen should, her face, figure and presence fills a room, dominating and dimming everyone else. Sixteen when she contested for the Rose Crown, by her eighteenth nameday she was Queen, ending the Succession. Once a year she enjoys dressing unrecognizably as a commoner to feel the pulse of the people.

She cannot really channel even though she is Tower trained and has the ring to prove it; one chance in fifty to sense the True Source, one chance in twenty to catch even a dribble. She cannot even touch the True Source forty-nine of fifty attempts. Not many know that she is a competent stones player. House Trakand holds many country estates where she allows, probably the only place, her son Gawyn and the Daughter-Heir Elayne to visit outside of the Royal Palace.

She wed Prince Taringail of Cairhien for political reasons, having no love for the man, though he did father her two children Elayne and Gawyn. Taringail and Tigraine's son Galad remains close to his step-mother Morgase. Next in line for the Lion Throne, after Elayne, is Morgase's cousin Lady Dyelin. She visits her childhood nurse Lini every week. Closest friend, Lady Ellorien. Mother: Maighdin Her sign is three golden keys. The sign of House Trakand is a silver keystone. *See also Elayne of House Trakand; Gawyn of House Trakand; Damodred, Lord Galadedrid; Succession, the.*

Morin

The Jenn Aiel who became the first Maiden of the Spear. When her daughter Kirin was kidnapped she took up the spear to rescue her herself - with Jeordam's help. A pretty yellow haired married woman who lived sometime after the Breaking of the World.

Morning Mist

One of the wolves who defended the Dragon Reborn's camp from Trolloc attack. She howled to mourn her dead brothers and sisters. Morning Mist to other wolves means, "a frosty morning with the bite of snows to come already in the air, and the mist curling thick across the valley, swirling with the sharp breeze that carried the promise of good-hunting."

Morr, Fedwin

One of the Dragon Reborn's Dedicated. A husky boy of around the same age as Eben Hopwil.

Morsa, Lady

A Seanchan noblewoman. Young, short and pale with blue eyes and a regal manner. She has her head shaved and fingernails long and laquered like all of the Blood. She wears a silver stag on her green cloak; most probably her symbol.

Morvrin

Aes Sedai of the Brown Ajah. Skeptical of everything. Placid and stout with a permanent vaguely absent look and gray-streaked hair. Member of the group who secretly control Salidar, including Carlinya, Sheriam and Beonin. She doesn't pay much attention to novices or Accepted but when she does notice them - she has them sitting straight and walking small for days. Sided with the Little Tower. Warder: Jori.

Mosara

A city now long gone.

Moshea

A Tuatha'an in Raen's caravan.

Mosk and Merk

Supposedly two giants from the Age before the Age of Legends; depicted as having fought with spears of fire. Mosk's Lance of Fire could supposedly reach around the world.

Mosra

A border village in Altara.

Mosrara, Liale

Taraboner refugee, now a master carpetweaver in Emond's Field, she knows the making of rug looms. Wiry with a narrow face and pale hair.

motai

A grub native to the Aiel Waste. Sweet and crunchy.

Motara, Sereine dar Shamelle

Counsel-Sister to Comaelle High Queen of Jaramide 325 AB, Third Age.

Muadh, Child

An soldier of the Children of the Light, under Geofram Bornhald. A grizzled fighter who having once been captured by Darkfriends, is now given the tasks of both prisoner holder and executioner. His strong mutilated face and hoarse whispered growl take even the strongest back. One of the many Whitecloaks killed in the battle against the Seanchan at Falme.

Muelin

A contortionist in Valan Luca's traveling menagerie. She was immediately hired after her former employer's menagerie was destroyed and mobbed in Ghealdan's Prophet driven Aes Sedai hunters.

Mulaen

The Seanchan woman who was placed in charge of the *damame* quarters at Falme. A drowning nasal voice comes from this sharp old hag of nothing but boring lectures.

Mulan, Leuse

The Tairen fisherman who caught three hearstone bowls and a cup about a year before the Dragon Reborn's taking of *Callandar*. He now owns a trading ship up river. Man responsible for the *cuendillar* rush in the Fingers of the Dragon. Good friend of Mother Ailhuin Guenna.

Mulina

One of the Little Tower's serving women.

Mull, Alpert

A solid, squared faced farmer with square hands. Worn and grooved from hard work and worry. Runs

his farm near Market Sheran. One of those who gave Rand and Mat a lift on their way to Caemlyn.

Muradin

Couladin's first-brother, Suladric's successor to the Shaido; he didn't survive his visit to Rhuidean.

Murandy

Nation situated north of Ebou Dar and Illian, east of Ghealdan and south of Andor, and as such lives off the trade that passes between those other great nations. Capital city: Lugard. It is ruled by a King or Queen but not in the normal sense, changing hands in short intervals, the nations barely holding together, only the fear of Illian and Andor swallowing them keeps most together in some fashion. Most of Murandy's lords swear fealty to the King or Queen then don't pay their taxes or much else, the people doing the same. Residents consider themselves this or that lord's man or Lugarders or whatever, but seldom Murandians.

Most of Murandy's styles come from its merchant population. Men enjoy curling their mustaches and growing goatees. Men wear high-crowned hats, the women in skirts that show their ankles. There are two types of women in Lugard those that wear colorful aprons, sometimes striped, their heads wrapped in bright scarves and keep their eyes straight ahead, the other kind without aprons, their hair hanging loose to their shoulders and skirts sometimes ending a good foot or more of the ground who shout back ever ruder replies to the wagon drivers'. *See also Lugard; Dulain; Roedran, King; Good Night's Ride, The.*

Murasaka

Two sister acrobats in Valan Luca's traveling menagerie. One in Sillia Cerano's show, they went over to his more successful menagerie, they brought over four others including Andaya and Huan.

Musar

A Saldaean man. Under a parley flag him and his friend Hachari drew daggers on Mazrim Taim. All they truly want to do now is serve -they're not happy otherwise- a result of his channeling.

Mutch

A wiry stableman for Baerlon's Stag and Lion inn.

Myrddraal (MUHRD-draal)

Creatures of the Dark One, commanders of the Trollocs. Twisted offspring of Trollocs in which the human stock used to create Trollocs has resurfaced, but tainted by the evil that made the Trollocs. There are no females and though a Myrddraal is not sterile there is no change of breeding. Physically they are like men except that they have no eyes, but can see like eagles in light or dark. Their faces are pasty white like that of a slug under a rock or maggots below long greasy/oily black hair. Bloodless lips, they speak in a hoarse whisper like that of a snake crawling through dead leaves. Moving they appear sinuous and graceful unhindered by their black scale armor. They ride black horses that make no sound as they approach their prey. Their touch has been known to burn, and even take off a face, their blood to etch metal like acid. They have certain powers stemming from the Dark One, including the ability to cause paralyzing fear with a look, the ability to vanish wherever there are shadows and to sense large amounts of the One Power being wielded as an odd itch sensation. Wood curls away from their touch and they do not dream, both testaments to their unnatural lives. They have few known weaknesses, but one of these is they are reluctant to cross running water, for they cannot swim. Mirrors reflect them only mistily. Myrddraal continue their vained attacks even after death, not wanting to admit they're dead. Known to one another by names in the Trolloc's tongue-wrenching language, to almost all not Myrddraal they are of the same mold, one indistinguishable from the next. Unlike a Trolloc they have no sense of humor. In different lands they are known by many names, among them Halfman, the Eyeless (Aiel), Shadowmen (Aiel), Faceless, Neverborn (wolfkind), Lurk (southerners like Illian and Tear), Fetch, and Fade. In the Age of Legends they were referred to as Nightriders. *See also Haran, Shaidar.*

Myrelle

Aes Sedai of the Green Ajah and head of the Green Ajah in the Little Tower. Dark fox eyes almost as big as Beonin's, top off her already darkly beautiful looks and perfect oval face. Myrelle's smile rival's that of any Domani woman as her temper rivals that of any Green. She is a member of the group who secretly control Salidar, including Sheriam, Morvrin and Beonin. She currently has three Warders and has promised to hold Lan's bond temporarily should anything happen to Moiraine. Young for an Aes Sedai (no more than fifteen years), most still remember her as the novice who put a trout in Saroiya Sedai's bath, a joke that taught her to mind her ways for over half a year. She married all three of her Warders (Croi Makin, Avar Hachami, and Nuhel Dromand) in defiance of every law in every land ever heard of.

Naeon of House Arawn, Lady

High Seat of her Andoran Noble House. A pale beauty: slim, big blue eyes and waves of black gleaming hair. Sneer marned, she seeks the Sun Throne for herself. She opposed Morgase during the

Succession. Sign of House Arawn: Triple Keys.

Nae'blis

The one who will stand only a step below the Great Lord of the Dark commanding all others. A title all the Chosen fight to attain.

Negara, Lady

Andoran noble of a minor House. Opposed Gaebril.

Nala

During the Age of Legends, Zorelle Sedai's Da'shain Aiel who she wed Da'shain Aiel Charn making him also devoted to serve Zorelle Sedai. Coumin's father's greatmother. One of Rand al'Thor's ancestors.

Nalesean of House Aldiaya

Tairen leader of half of the Band of the Red Hand's cavalry. Trims his luxuriant black oiled beard point sharp. Blocky, square faced and of mid Tairen height. He rides a tall black stallion. Manservant: Lopin.

Nandera

An Aiel Maiden of the Spear. Green eyes and all sinewy, she's still handsome despite her having more gray than yellow in her hair.

Nangu

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere.

Narenwin Barda

An Aes Sedai of the Yellow Ajah and head of the Yellow Ajah's eyes-and-ears. Ronde Macura's contact in Tar Valon. A little thin woman so quiet and kind no one suspects her importance. One day a week she lets the children of Tar Valon bring their pets to the White Tower for Healing. Any information sent to her is first received by her eyes-and-ears in Tar Valon's The Upriver Run inn.

Narishma, Jahar

A Dedicated in the Black Tower. Born to channel. Young Arafellin with dark eyes as big as a girl's and a pale face filled with confidence. He takes great care in styling his hair into two long braids tied with silver.

Narisse

A deep-set green eyed Jenn Aiel who helped Dermon explain how clan chiefs would enter Rhuidean. Both her and her sister Mordaine lived sometimes after the Breaking of the World after the building of Rhuidean had begun.

Natael, Jasin

(nah-TAYL, JAY-sihn)

A gleeman traveling the Aiel Waste for Rand al'Thor. First brought into the Waste by fellow Forsaken then known simply as Kille Shaogi -Lanfear. A dark haired man in his middle years and dark deep set eyes. Taller than most people and good looking, he has an oddly apprehensive way of holding his head cocked as if trying to look sideways. He carries Rand's Aes Sedai banner since they left Rhuidean. Only Rand al'Thor knows his true name: Asmodean, one of the Forsaken. Forced with the help of Lanfear to teach Rand to channel *saidin*. Fate unknown.

Neain

Perrin Aybara's aunt. She had two children from her long deceased husband Carlin before they and herself were killed by Ordeith's Whitecloaks.

near-sister; near-brother

Aiel kinship terms meaning friend as close as first-sisters or first-brothers. Near-sisters often adopt one another formally as first-sisters. Near-brothers almost never do. *See also Aiel kinship terms.*

Nedeal, Corianin

See Talents.

Nem, Admer

A farmer from Kore Springs. He charged Min, Suian Sanche and Leane Sharif with burning his barn and cows, even though it was an accident caused by Logain. A lank haired fattish man of thinning hair that keeps falling in his face.

Nem, Maigan

A round faced, not soft, woman like a frying pan or river rock. Old enough to be Admer's wife, most probably is.

Nengar

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere. He actually listens to Masema's prophetizing.

Nerein

Female hero of the Horn of Valere.

Neres, Agni

Ebou Dari sea-captain of the *Riverserpent* and smuggler. A bony man whose ears stand out, a down cast to his narrow face, a thin mouth. He dislikes women and doesn't talk to them if he can, for 1-they cause trouble, 2-fight like an alley cat, and 3-cost men money, though he does have a wife and children back in Ebou Dar.

Nerim

Talmanes manservant. Mends his master as often as his clothes. Short even for a Cairhienin, skinny, gray-haired and long faced. Rides a short brown plump mare.

Nerin

One of Cerandin's *s'redit*, a calf now performing in Valan Luca's traveling menagerie, though not Sanit's.

Nesune Bihara

An Aes Sedai of the Brown Ajah and member of Elada's embassy to the Dragon Reborn. Fair minded she listens to all sides before coming to a conclusion. Possessing a photographic memory she can find any flaw -if it exists- in everything, and the slightness in what she hears. Talking to herself unknowingly, the slender bird-like Kandori can become annoying. In charge of cataloguing all species of plant and animal for the White Tower's records.

Nethin, Aril

A Cairhienin met in Taien; Tal's sister. Younger than her brother and handsome once, now haggard with the etching of permanent worry for she also survived the Shaido's attack on her home. Her and her husband Ander Corl, lost all their daughters and sons to the Shaido.

Nethin, Tal

A Cairhienin met in Taien. Once a saddlemaker, he survived the Shaido's attack on the town only to die by tripping on a stone and breaking his neck -the Dragon Reborn's *ta'veren* effect. Sister: Aril.

Niall, Lord Captain Commander Pedron

(NEYE-awl, PAY-drohn)

Lord Captain Commander of the Children of the Light. Dark eyes and a body all bone and sinew, thin as parchment skin drawn tight over it by age; he's as feeble as a hammer. Ten years ago when he was first raised to Lord Captain Commander he had dreams of taking Almoth Plain and making it the Children of the Light's land, but those dreams were shattered with news of the Last Battle's approach. He now tries to unite the nations against Rand al'Thor thinking that it will be the Children of the Light who will stand against the Dark One in the Last Battle not some fabled Dragon Reborn. In Amadicia it is said that, 'When Niall smiles, he's going for the throat.' A general in the field during the Troubles. Secretary: Seban Balwer. *See also Children of the Light; Varadin.*

Niande Moorwyn

Aes Sedai of the Gray Ajah. Once King Galldrian's councillor, she disappeared following his death. Known to have frequented the Lady Arilyn's estates.

Nico

One of two stableboys for Harilin's Leap in Jarra. *See also Patrim.*

Nicola

A Ghealdanin refugee. Around Nynaeve's age and height, slender and black braided, a weaver by trade, with big eyes. She intended to marry Hyran until he joined on with the Prophet, all full of duty to the Dragon Reborn his head was split by an axe. She joined the Little Tower in Salidar as a novice. If not for Elayne, Nynaeve and Egwene, a novice with more potential than any in centuries. She has the rare ability to see *ta'veren* and on occasion the Foretelling.

Nidao

Once prison guard at Fal Dara keep, he was skinned alive with his friend Changu, by Padan Fain. Perhaps a Darkfriend, perhaps not; he was buried by his fellow Shienarans anyway.

Niella

Aviendha's first-sister. Eyes and hair exactly like her Aviendha, though her face is a little plumper and she is six to seven years older. Not a Maiden like her sister but a weaver. She has always wanted Aviendha to give up the spear and wed as she did. She was taken *gai'shain* in a raid on Sulara Hold half a year ago by Chareen Maidens.

Nildra

Gray haired and sticklike most know not that she is the head of the Little Tower's cleaning, cooking and staffing.

Nine Horse Hitch, The

One of the hundreds of inns in Murandy's capital city, Lugard. One might believe it a 'nice' inn if not for its garish sign depiction of a women filled, then-to unheard of, nine horse hitch. Roofed in green tile.

Nine Rings, The

The only inn for the village Tremonsien; named after a Cairhienin adventure story. Innkeeper: Maglin Madwen; Catrine (serving girl); Lidan (serving girl).

Nisao Dachen

Aes Sedai of the Yellow Ajah. Sided with the Little Tower. Super short and diminutive her eyes can still drive nails.

Nisura, Lady (nih-SOO-rah)

A round faced Shienaran noblewoman, and one of the Lady Amalisa's attendants at Fal Dara keep.

Noam

A wolfbrother who left humanity behind. He had the same golden eyes and heavy shoulders as Perrin Aybara but became more wolf than man. From his older brother's compassion was he set free to live among his kind: the wolves.

Noane Mosadim

Amyrlin from 950-9973 NE; raised from the Blue Ajah.

Nol Caimaine

A city or nation during the Age of Legends.

Norowhin, Child

A hard eyed young Whitecloak. Red-faced with a lanky build and a thrusting nose like a pickaxe, he's never been handsome. In command of 'protecting' Queen Morgase during her stay in Amador.

Norry, Halwin

Chief Clerk for the Royal Palace of Andor. His few wisps of gray hair stand up like quill pens were stuck behind them.

novices

Girls who have come to the White Tower to train as Aes Sedai. Of about forty Novices only eight or nine will be raised to Accepted. Referred to as Child by Aes Sedai. They wear dresses of pure white and are responsible for most of the day to day chores in the White Tower. Forbidden to leave the White Tower grounds or channel without supervision.

Nuhel Dromand

One of Myrelle's husband Warders. An Illianer with the proper thick accent. Dark bear of a man, tall and wide with hair to his shoulders, a short Illianer beard leaving his upper lip bare. His flowing Warder movement seems odd on him.

Nurelle, Havien

Lord Lieutenant of the First of Mayene's Winged Guards, totalling at around two hundred men. He bares one slender red plume of rank.

Nym

The species of humanoid that the Green Man belonged to. Most of them died.

Oak and Thorn, The

Once of Amador's inns.

oaths

Borderlands: "By my life and my soul, by my House and my honor, I swear it." The strongest binding oath available, that which even Darkfriends will not break unthoughtfully: "By the Light and my hope of salvation and rebirth, I swear to ..., or may the Creator's face turn from me forever and darkness consume my soul."

Oaths, Three

The oaths taken by an Accepted who is being raised to Aes Sedai. Spoken while holding the Oath Rod, a *ter'angreal* that makes oaths binding. They 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 Shadowspawn, or in the last extreme of defense of her own life, or that of her Warder or another Aes Sedai. These oaths were not always required, but various events before and since the Breaking caused them to be necessary. The second oath was first adopted, in reaction to the War of the Powers. The first oath, while held to the letter, is often circumvented by careful speaking. It is believed that the last two are inviolable.

Ogier (OH-gehr)

(1) A non-human race, characterized by great height (ten feet is average for adult males), broad,

almost snout-like noses, and long, tufted ears. Female Ogier are identical to their male counterparts although of usually lesser height with more delicate features such as not so long eyebrows, and finer ear tufts. They live in areas called *stedding*. Their separation from these *stedding* after the Breaking of the World (a time called the Exile or Long Wandering by Ogier) resulted in what is called the Longing; an Ogier who is too long out of the *stedding*, sickens and dies. With their attunement to *stedding* comes the ability to sense one at about ten miles distance. Widely known as wondrous stone-masons who built the great human cities after the Breaking, they consider stonework simply something learned during the Exile and not as important as tending the trees of the *stedding*, especially the towering Great Trees. Except for some work, they rarely leave their *stedding* and typically have little contact with humankind. Knowledge of them among humans is sparse, and many believe Ogier to be only legends. Although believed to be a pacific people and extremely slow to anger, some old stories say they fought alongside humans in the Trolloc Wars, and call them implacable enemies. By and large, they are extremely fond of knowledge, and their books and stories often contain information lost to humans. A typical Ogier life-span is at least three to four times that of a human. They have excellent night vision and are very strong and can at times run as fast as a horse. Since Waygates were long ago entrusted to Ogierkind each Ogier ever since is able to sense each Waygate perfectly at a close distance. The talent that allows one to see or sense *ta'veren* is not as rare among Ogierkind as it is with humans, and is sometimes seen a common occurrence. Ogier speech resembles that of birds singing. Referred to as 'Builders' along the Blight; Aiel make trade with Ogier on occasion for sungwood. The only people known to never break their oath, so to say 'Ogier-oathbreaker' is like denouncing the Creator as a Darkfriend. Ogier call Maidens of the Spear, little sisters.

In general female Ogier control most of Ogier society for it is considered rude to not do as your wife says, and most if not all are married. Mothers, sometimes with their daughter's help, arrange marriages with other mothers of men past the adult age of one hundred. Ogier men tend to wear long coats from neck to knee with huge pockets whereas women tend to wear embroidered dresses, but both wear the popular turned down knee-high boots. Talking of an Ogier's ears is considered coarse, or raw.

(2) Any individual of that non-human race. *See also Breaking of the World; stedding; Treesinger.*

Old Grim

See Dark One; Great Hunt.

Old Tongue

The language spoken during the Age of Legends. It is generally expected that nobles and the educated will have learned to speak this, but most know only a few words. Translation is often difficult, as it is a language capable of many subtly different meanings. *See also Age of Legends.*

Olver

The ugliest child ever seen; squashed nose above a mouth too wide for his face and huge ears that stick straight out. He's seems to be six but is really nine. Both his parents are deceased, his mother of some sickness, his father by the Shaido Aiel. Mat Cauthon and the Band of the Red Hand has sort-of adopted the boy, giving him a horse and named official messenger-boy. He's now almost permanently at Mat's side taking to him as a son. The only reminder he has of his dad is a Snakes and Foxes game his father made for him. His horse, whom he named Wind is so fast he won the races in Ebou Dar. He continues to hate/distrust all Aiel blaming all for the Shaido's actions.

Omerna, Lord Captain Abdel

Anointed of the Light and the Children of the Light's 'official' spymaster. Dark tall and commanding with a bold fearless face, a strong chin, and waves of white at his temples. Good at remaining calm he's a good soldier and commander so long as he is given specific orders. As spymaster he is a failure and chosen as such, for he is no more than a decoy for the true spymaster, Niall's secretary, Seban Balwer. Bad verging on stupidity he allows 'rumor' to be reported as 'fact' and listens to gossip in the streets and manor houses, he believes anything he hears. As a decoy he is better than anything Pedron Niall ever though imaginable, known throughout Amador and perhaps even Amadicia as the Whitecloak's spymaster. As a minor member of the Council of the Anointed he wears the white and gold tabard.

Oneness, the

Also known as the Void. A mental disipline used to separate one's emotions from one's self during combat. Once used as a training tool for grasping *saidin*, now only known to very few such as Blademasters. The technique involves imagining a flame inside the users head, throwing all emotion into it and waiting till it all burns away leaving only a void. From the void a Myrddraal gaze has no effect, a Draghkar's song is less effective, and pain or hunger are seldom felt though the user is aware of them. A side effect of the technique is being able to control one's sweat glands.

One Power, the

The power drawn from the True Source. The vast majority of people are completely unable to learn to channel the One Power. A very small number can be taught to channel, and an even tinier number have

the ability inborn. For these few there is no need to be taught; they will touch the True Source and channel the One Power whether they want to or not, perhaps without even realizing what they are doing. This inborn ability usually manifests in late adolescence or early adulthood. If control is not taught, or self-learned (extremely difficult, with a success rate of only one in four), death is certain. Since the Time of Madness, no man has been able to channel the Power without eventually going completely, horribly mad, and then, even if he has learned some control, dying from a wasting sickness that causes the sufferer to rot alive, a sickness caused, as it the madness, by the Dark One's taint on *saidin*. For a woman the death that comes without control of the Power is less horrible, but it is death just the same. Aes Sedai search for girls with the inborn ability as much to save their lives as to increase Aes Sedai numbers, and for men with it in order to stop the terrible things they inevitably do with the Power in their madness.

Although a woman can never see the weaves a man makes with *saidin*, and he the same with her and *saidar*, after a time a channeler can learn to sense the other half of the Source as a slight tingle on the skin like a faint chill when it is in use in the immediate area. Trying to sense it at a greater distance is a Talent now long forgotten for obvious reasons. *See also Aes Sedai; channel; Five Powers; Time of Madness; True Source; linking.*

oosquai

An Aiel alcoholic drink made from *zemai*; looking like faintly brown tinged water, it tastes almost like it but in reality is stronger than double-distilled brandy.

Orban

A dark haired youngish, Hunter of the Horn. He and his fellow Hunter Gann believe the Horn of Valere to be in the Great Black Wood or the Forest of Shadows. Horse: Lion.

Ordeith (OHR-deeth)

In the Old Tongue, "Wormwood." Name taken by a man who advises the Lord Captain Commander of the Children of the Light.

Osana

One of Graendal's pets in Arad Doman.

Osan'gar

One of the Forsaken reincarnated. Both him and Aran'gar were newly named after the the right and left hand daggers in a form of duelling popular briefly from the day the Bore was drilled to the beginning of the War of Power, brief for the daggers were coated with a slow acting poison that usually killed both people. His newly found body was captured from the Borderlands: a young face though not so young, one this Chosen hates for being so ordinary but at the same time thankful he's alive. He has a good sense of humor. Most probably Aginor.

Oselle

An Aes Sedai of the Age of Legends. She had long black hair.

Osiellin, Belevaere

A noble woman of few stripes whose only wealth is her estates to the south. Married, and ten years older than Rand she has no business flirting with him.

Owein

Alanna Mosvani's Warder. He was shot full of arrows and died, when in the Two Rivers, Whitecloaks who saw his color-shifting cloak crossing a field.

Owyn

Thom Merrill's nephew and the last remaining of his kin. Since he could channel he was gentled by the Red Ajah. In the despair that usually takes those severed from touching the True Source, he died. Against Tar Valon law he was not taken to the White Tower's Traitor's Court but gentled on the spot and left at the mercy of his neighbors. His young wife followed him after his death.

Paaren Disen

A great city in the Age of Legends, location of the Hall of the Servants the meeting place of all Aes Sedai. Where the Da'shain first began their journey. The Shadow were victorious here during the War of Power. *See also Servants, Hall of the.*

Padry

Murandian manservant to his lords Paers and Culen.

Padwhin, Tuck

Emond's Field's best carpenter.

Paers, Lord

Him and Lord Culen, Murandian Hunters for the Horn, were seen in Maerone beating a nine years

old child for stealing (Olver). Manservant: Padry.

Paetram

A Kandori master merchant met in Tear. A fork-bearded man with a ruby the size of a pigeons egg in his ear. He told Mat of Whitecloaks in the Two Rivers.

'Paitr'

One of the many Darkfriends who pursued Rand and Mat on the Caemlyn Road. A rich and cocky young man who wouldn't give his true name. Has a funny spring in his walk and twirls his feather cap on one finger like a pro. Rand and Mat found him to be a pathetic Darkfriend if there is one. Him and his dark curls were last running from Market Sheran's only inn, for when Rand kicked him away he proclaimed himself a Darkfriend where all the village could hear.

Panarch

The title of the woman equal to the King in Tarabon. She's the one who collects the taxes, customs, and duties while he gets to spend them. She controls the Civil Watch and the courts, except the High Court that's controlled by the King. Tarabon's entire army is controlled by the King except the Panarch's Legion. She resides in the Panarch's Palace in Tanchico holding the Crown -a golden trefoil leaf among rubies and pearls with a moonstone larger than a goose egg-, Staff of the Tree and a broad stole -to her knees embroidered with trees. The Panarch's symbol is a green tree of spreading branches atop the outline of a trefoil leaf.

The Panarch's Legion: armored in pointed helmets, their breastplates embossed with a tree painted gold; they are led by the Lord Captain of the Legion. *See also Amathera, Panarch.*

Patrim

One of the two stableboys for Harilin's Leap in Jarra. *See also Nico.*

Pattern of an Age

The Wheel of Time weaves the threads of human lives into the Pattern of an Age, often called simply the Pattern, which forms the substance of reality for that Age. Also known as the Age Lace. *See also ta'veren.*

pecara

Pale wrinkled nuts from the Aiel Waste.

Pedra

A short wiry Accepted. A little more than twenty five with a briskness always present in her voice.

Pel

A gap-toothed Murandian merchant.

Pelivar of House Coelan, Lord

High Seat of his strong Andoran House. He has many retainers. Supported Morgase during the Succession. Exiled early one spring by Morgase herself with Gaebriel's help.

Petra

The strongman in Valan Luca's traveling menagerie, easily the biggest man anyone's ever seen. Not tall, but wide with arms the size of tree trunks. His wife is fellow performer Clarine.

Pevin

The Cairhienin refugee who now carries Rand's Aes Sedai banner that Jasin Natael once did. An expressionless fellow with a long scar from jaw to his thinning hair taken in the battle against the Shaido. He has been through much hardship. Losing his wife and sister to famine, brother and son to the civil war, second son to Andoran soldiers while fleeing for Andor, and second brother to bandits. Returning to Cairhien cost him the life of his last son to the Shaido with his only daughter being carried off while he was left for dead. He now rarely speaks, wanting revenge on the whole world. He finally died holding Rand's banner high during the Trolloc-Caemlyn battle.

Phaedrine

Aes Sedai of the Brown Ajah. Sided with Sivan Sanche.

Piesa

Leya's piebrowmare.

Pips

Mat's brown gelding chosen from the Stone of Tear's stock; blunt nosed and deep chested with strong withers and good speed/endurance ratio.

Pit of Doom, the

See Bore, the.

Portal Stones

Remnants of an Age before the Age of Legends, these three spans high poles of gray stone a pace thick allow one able to channel to travel to any other Portal Stone. Even before the Breaking of the World Aes Sedai didn't truly understand them. Around each Stone is a circular recess of white stone in the ground, showing how many can travel at a time, whose stairs are painted from red to blue, top to bottom, one color for each of the seven Ajah. Not only can one travel through this world but they can also enter world's 'that could have been' or alternate timelines. Each Portal Stone is covered in hundreds of unrecognizable symbols; each symbol on the bottom half representing a different Stone, and each on the top half, other possibilities in the Pattern for important events. The only symbol currently known the triangle on its point in a circle to represent the true world. Stones are known to currently exist: near Kinslayer's Dagger, near Rhuidean in the Aiel Waste, four in Tear including the one at *Stedding* Tsofu, and on Toman Head.

Prophet, the

See Masema.

Queen's Blessing, the

One of the many inns in New City for those visiting Caemlyn. Located in the Western part of New City. A broad stone three story building with tall windows even up under its red tile roof. Its sign depicts a man kneeling before a woman with red gold hair and a crown, one of her hands resting on his bowed head. Basel Gill the innkeeper has a fairly large collection of books (approx. 400) and a cozy library-like reading room for his patrons. Known staff: Gilda (serving maid), Ramey (stableman), Lamgwin (bouncer), Coline (cook).

Queen's Man, the

The only inn for the next village east of Market Sheran along the Caemlyn Road. Sparkling clean. Innkeeper: Master Inlow. *See also Brune, Mother.*

Questioners, the

The derogatory name for the Hand of the Light, the Hand that digs out the truth, and at times act as if they were entirely separate from the Children and the Council of the Anointed, which commands the Children. An order within the Children of the Light. Their avowed purposes are to discover the truth in disputations and uncover Darkfriends. In the search for truth and the Light, as they see it, they are even more zealous than the Children of the Light as a whole. Their normal method of inquiry is torture; their normal manner that they know the truth already and must only make their victim confess to it. The head of the Questioners is the High Inquisitor, who sits on the Council of the Anointed. Their sign is a blood-red shepherd's crook. *See also Children of the Light.*

Raab

A dicing Sea Folk man with tight curls met by Mat in Tar Valon.

Rael, Alwin

Spoke of by one of Arilyn's maid's when Egwene al'Vere eavesdropped on her Cairhienin manor.

Raen, Mahdi

Leader of the Tuatha'an caravan, of around a hundred wagons, that Perring Aybara and Egwene al'Vere first met on their way to Caemlyn. As with all The Travelling People, he is tough to anger and wears high collared flashy coats and bright baggy trousers. A wiry short man with gray hair. Wife: Ila, grandson: Aram. A longtime friend to Elyas Machera.

Rafela Cindal

An Aes Sedai of the Blue Ajah and member of the Little Tower's embassy to the Dragon Reborn. Most probably a Tairen, she has a round plump face. Warder: Mahiro Shukosa.

Ragan

(rah-GAHN)

A Shienaran warrior. An easy going guy and among the youngest of Shienaran warriors; approaching only thirty years of age. Dark haired top-not and dark skinned, he has the same scar the Prophet Masema has, a round triangular white scar on one of his dimpling cheeks. As hard as any Shienaran.

Rahvin

(RAAV-ihn)

One of the Forsaken. With Rand al'Thor's height and nearly Perrin Aybara's shoulders, he is a deep chested and voiced man, handsome almost as much as Galad Damodred and nearly so young looking, if not for the wingss of gray at his temples. Said to be as handsome as Lanfear is beautiful. He considers no one a threat but is carefull none the less, meticulous choosing his risks with a measure of prudence. Understanding ambition he prefers diplomacy and manipulation to open conflict though not shying away if from it if needed. Always does he look to his own interests waiting for others to do the dirty work. His one true weakness, being a playboy of sorts, and he is aware of it though it does him no good, is a pretty

woman. Aesthetically he loves all things royal, the more gold the better. Perhaps as strong as the Dragon Reborn in the One Power, he was killed when Rand's pace-wide Balefire struck him soon after being burnt by Nynaeve al'Meara Leashed to Moghedien's weaving of Fire. If not for that one distraction and being outnumbered three to one Rahvin would have prevailed and killed the Dragon Reborn, ignorant of the World of Dreams.

Soon after his release from the Bore, he took the name Lord Gaebriel and leader of one of factions supporting Morgase during the riots when Morgase was in Tar Valon. When she returned he had it all suppressed, replaced Elaida a'Roihan as her councillor and Gareth Bryne as her lover. Morgase controlled via Compulsion, he replaced half the guards with men, and later all, with those of his own choosing and created the White Lions a group that answer only to Gaebriel not part of the Guards at all. Before his death, Lord Gaebriel ended up being (supposedly Morgase did it - something about needing a man's touch) the named the first King of Andor and the future King of Cairhien. *See also Comar, Elber.*

Rajar

A member of Gawyn's Younglings.

Ramedar, King Joal

The last King of Aldeshar before it fell to Hawking's army.

Ramey

A horse faced stableman for The Queen's Blessing inn in Caemlyn. *See Queen's Blessing, the.*

Rana, Aunt

A seamstress in Baerlon and Min's aunt and guardian.

Rashan

(1) One of Erian Sedai's Warders.

(2) One of Graendal's pets. He was cut in two by Sammael's Gateway.

Rashima Kerenmosa (keh-rehn-MOH-sah, rah-SHE-mah)

Called the Soldier Amyrlin. Born circa 1150 AB. Raised Amyrlin from the Green Ajah in 1251 AB. Personally leading the Tower armies, she won innumerable victories, most notably Kaisin Pass, the Sorelle Step, Larapelle, Tel Norwin and Maighande, where she died in 1301 AB. Her body was discovered after the battle surrounded by her five Warders and a vast wall of Trollocs and Myrddraal which contained the corpses of no fewer than nine Dreadlords. *See also Aes Sedai; Ajah; Amyrlin Seat; Dreadlords; Warders.*

Reader

See Wisdom.

Red

Rand's new bay horse replacing his lost racing horse Cloud. Found in the Queen's Blessing stables Rand has had the tall red haired and deep of chest bay ever since.

Reimon

A young gambling Tairen Lord and commander of the Band of the Red Hand's Fifth Squadron, Reimon's Eagles. Broad shouldered with beard cut to the popular Tairen style. He chases fashions as assiduously as he chases women.

Remen

A town just barely in Altara, where the Lugard Road crosses the River Manetherendrelle east of Fyall. Here two ferry like barges cross the River Mantherendrelle narrowest point of no more than half a mile; propelled by long oars from three large stone docks holding nearly a dozen traders' vessels. A few bulky gray warehouses separate the docks from the town, which is mostly stone houses roofed in tile of every color (yellow, red, and purple mainly) placed half hazardly around streets that run every which way from a central square. *See also Wayman's Forge; Leich, Mother.*

Rendra (REHN-drah)

A woman of Tarabon. Innkeeper of the Three Plums Court, in Tanchico. Pretty and not much older than Nynaeve al'Meara with brown eyes and pale honey braids, a lump rosebud of a mouth hidden behind her veil. She knows Bayle Domon well. Thinks of nothing but hair and clothes all day others wonder how she manages to run her inn.

Renna (REEN-nah)

A Seanchan woman; a *sul'dam*. Pretty in her mid thirties with long dark hair, and big brown eyes. Was Egwene al'Vere's *sul'dam* when she was made one of their *damane*. After many incidences of disobedience, Egwene was finally given the new name Tuli after a kitten Renna once had.

Resara

Leane's Aunt Resara, she says men are a better sport than hawks.

Rhea

(1) Prince Caar One-Hand's wife. She killed her husband and later herself before his tomb under as yet unknown circumstances. Father-in-law: Thorin al Toren al Ban, son: (assumably) Aemon al Caar al Thorin. *See also Caar al Thorin al Toren.*

(2) Adan's daughter. A Jenn Aiel who lived soon after the Breaking of the World, she was captured as an animal yet still refused to do violence to escape. Mother: Siedre, sister: Sorelle, brothers: Jaren, Marind, and Elwin.

Rhian

An Aiel Maiden of the Spear met at Stedding Tsofu.

Rhodric

Comran's greatfather; an Aiel who helped defend the Jenn on their trek across the Dragonwall after the Breaking of the World. One of Rand al'Thor's ancestors. Greatfather: Jeordam.

Rhuarc (RHOURK)

An Aiel of the Nine Valleys sept and clan chief of the Taardad Aiel. Although he is a little old he is handsome with his graying dark red hair, his strong square face, his blue eyes and his strong smile. As tall as Rand al'Thor and broad shouldered besides. Once a Red Shield. Sister-wives: Wise One Amys and roommistress Lian, he resides at Cold Rocks Hold.

Rhyagelle (rheye-ah-GEHL)

In the Old Tongue, "Those Who Come Home," or "Homecomers."

Rhuidean (RUY-dee-ahn)

A great city, the only one in the Aiel Waste and totally unknown to the outside world. Abandoned for nearly three thousand years. Once men among the Aiel were allowed to enter Rhuidean only once, in order to be tested, inside a great *ter'angreal* for fitness to become clan chief (only one in three survived), and women only twice, for testing in that same *ter'angreal* and again to become Wise Ones, though with considerably higher survival rate than the men. Its location was a secret closely guarded by the Aiel. The prescribed penalty for a non-Aiel entering the valley of Rhuidean was death, though some who are favored (such as peddlers or gleemen) might simply be stripped naked, given waterskins, and allowed to attempt to walk out of the Waste. Now the city is inhabited again, by Aiel, and a great lake occupies one end of the valley of Rhuidean, fed by an underground ocean of fresh water and in turn feeding the only river in the Waste. Once a sort of pact held here perhaps it still does the Peace of Rhuidean: to do no violence even in the lands surrounding the great city, also known as the Agreement of Rhuidean it's more specific under that name: not to speak of the experience of entering the city to those who haven't, to bring no weapons inside and to only be of Aiel blood to ask entrance.

Not as big as Tear or Caemlyn it was once surrounded by a great dome of mist. Here wide strips of dirt meant to plant trees runs down the centers of Rhuidean's wide roads with great fountains or statues at regular intervals. Huge buildings flank the streets odd flat-sided palaces of marble and crystal and cut glass, ascending hundreds of feet in steps or sheer walls. There is not a small building to be seen that might have been a simple tavern or an inn or a stable. Only the immense palaces with gleaming columns fifty feet thick climbing a hundred paces in red or white or blue and grand towers fluted and spiraled. Having never been finished many of its structures end in the sawteeth of abandoned construction, ending after eight or ten stories with no roof but the jagged masonry of another half built floor, the towers soared higher yet but stopped in jagged abruptness as often as not.. Some colored glass made images in some huge windows like majestic men and women thirty feet tall or more and sunrises and starry night skies other gaped empty.

For hundreds of hundreds of years nothing was broken only incomplete now ... In the very center of the city where all roads end up leading lies the plaza - the Great Tree called the Tree of Life, fabled *Avendesora* itself lies blackened in its center from the battle between the Forsaken Asmodean and the Dragon Reborn Rand al'Thor. Here lied the largest cache, hundreds perhaps thousands, of *ter'angreal*, *angreal* and *sa'angreal* other than the Aes Sedai's White Tower, all of it was preped for shipping and sent to Tar Valon after the battle. The small forest of glass columns, *ter'angreal*, nearly as tall as the tree and so slender it seemed the first storm wind would make them fall survived standing. Half of the giant palaces and towers are now only heaps of rubble some spilling into the square, huge topped columns marred others and fallen walls and empty gaps where huge windows of colored glass had been. A rift now runs the whole way across the city fifty feet wide while the the dome of fog has been dissipated. The great mount known as Chaendaer lowered and the valley floor tilted sharply to the south allowed water spilling from an underground ocean to make the present three mile long lake. Rand al'Thor having declared Rhuidean now the first Aiel city used *saidin* to start the remaining fountains anew. *See also Aiel; Chaendaer.*

Rianna Andomeran

Aes Sedai formerly of the White Ajah, from Kandor. Now known to be of the Black Ajah. With her

lesser Healing Talent than Chesmal used to kill with the Power, she has developed a bad habit of killing too quickly. Easily picked out even in a crowded city for her long black hair has a white streak above her left ear. A coldly arrogant killer. *See also Ajah, Black.*

Rilith

The weaver's daughter. When Rand visited her village called Jarra, she started the village whirlwind of marriages by asking Jon, the village blacksmith old enough to be her father, to marry her.

Rissen

A Saldaean soldier in Vilnar Barada's command. He thinks Aes Sedai are at least a foot taller than any man.

River Gate, The

The best inn Maerone has to offer.

Riverman

One of Aringill's many inns. Sign: a barefoot shirtless fellow doing a jig.

River Queen

The boat that took the Amyrlin Seat from Shienar to Tar Valon along the River Erinin.

River serpent

A fat two masted vessel, whose only cabin is the captain's at the stern and even that is smaller than a wagon's interior. Captain Agni Neres. The vessel that took Nynaeve al'Meara, Elayne Trakand and company and many refugees out of the troubled Ghealdan and to troubled Salidar.

Rochaid

A male channeler in the Black Tower.

Rodera

One of the Shaido caught and asked to be made *gai'shain* during the Cairhien-Shaido battle. She now stays with the Wise Ones.

Roedran, King

Present king of the unstable nation known tentively as Murandy, and as such lacking most of the power a king normally possesses.

Roidan

The Thunder Walker Aiel man of the Salt Flat Nakai, chosen as battle leader of the Thunder Walkers in the attack on the Shaido and their leader west of the Dragonwall. He has considerably more shoulder length gray than yellow in his hair. Heavy shouldered with a scar across his cheeks and nose; face like an anvil with icy blue eyes even harder.

Rogad, Gorin

A false Dragon. Burned at the stake in Illian about 996 NE.

Rogosh Eagle-eye

A legendary hero mentioned in a number of old stories. He was fatherly looking with white hair with eyes so sharp to make his name but a hint. Also known as Rogosh of Talmour, famed at the high Court of the High King, Hunter for the Horn and feared on the slopes of Shayol Ghul. His love was Dunsinn also a hero of the Horn of Valere.

Romanda

Aes Sedai of the Yellow Ajah. Sided with the Little Tower. Her gray streaked hair is kept in a bun at the nape of her neck. Solidly handsome: heavy Aes Sedai agelessness, soprano voice, and dark eyed. Sitter for the Yellow Ajah and Eldest Sitter in the Hall of the Little Tower, she doesn't move like an old woman.

Romavni, Eurian

Kandori author of, "A Journey to Tarabon". Written fifty-three years ago.

Ronan

Shamboyan of Fal Dara Keep, and Lord Agelmar's personal secretary. He still wears his white hair topnot style above his withered face. He was killed when Trollocs raided Fal Dara Keep.

Ronelle

One of the Accepted taken with those who fled the White Tower for Salidar.

Roon, Mother

Wisdom of Jarra.

Rosel of Essam

Author of a book on the Age of Legends and things to come (circa 200AB).

Royal Palace of Andor

Where the Queen of Andor rules in the very heart of Caemlyn. Built by Ogier stonemasons and has extensive gardens for grounds and its own wall and Royal Guardsmen for protection. A huge oval plaza is just before the Royal Palace's tall and gilded gates, the pure white slender towers and golden domes, high balconies and intricate Ogier stonework visible from anywhere in Caemlyn. Servant livery is all made of red and white. Site of the world's fourth most extensive library, the Royal Library. The main gates of the Palace open onto the Queen's Plaza.

The Grand Hall is where the Lion Throne sits. A window on the west wall to a fountain courtyard below, rows of white columns twenty paces high marching down the side of the throne room, light from the tall windows mingling with the colored light from the great windows set in the arched ceiling converge on the Lion Throne. Each piece of colored glass alternatingly decorated with the Lion Throne and early queens and scenes of great Andoran victories. The courtyard below is adorned with a white marble fountain, its basin full of lily pads and live fish.

The Pensioner's Quarters is a section of the Palace of small apartments. It is kept up for retired servants with no family. They have their own private courtyard and shaded garden.

The Lion Throne itself is of a master's work. Carved and gilded, huge lion paws at the ends of its legs, massive atop four white marble stairs. A red carpet leads up to it, the Lion of Andor easily picked out from among rubies and moonstones over the sitter's head. Sized for a woman ruler it is usually not big enough for tall men. First Maid: Reene Harfor; Chief Clerk: Halwin Norry.

Ryma

An Aes Sedai formerly of the Yellow Ajah, now caught, leashed and made *damane*. Known as Pura by her *sul'dam* Taisa. Old enough to be gray haired.

Saal

A serving girl for The Woman of Tanchico tavern in Tar Valon. Her also brown eyed sister Mada works there too.

sa'angreal

(SAH-ahn-GREE-ahl)

Any one of a number of objects that allow an individual to channel much more of the One Power than would otherwise be possible or safe. A *sa'angreal* is like unto, but much more powerful than, an *angreal*. The amount of the Power that can be wielded with a *sa'angreal* compares to the amount of the Power that can be handled with an *angreal* as the power wielded with the aid of an *angreal* does to the amount of the Power that can be handled unaided. Remnants of the Age of Legends, their making is no longer known. As with *angreal*, there are male and female *sa'angreal*. Only a handful remain, far fewer even than *angreal*.

Two of the most powerful *sa'angreal* ever made were two statues, one of a man for a man the other of a woman for a woman, as large as. The male *sa'angreal* is in the ground near the town of Tremonsien in Cairhien, the female *sa'angreal* on the shores of Tremalking. Being so large, *ter'angreal* were made that allow remote access to them in the field; figurine and statue identical. The male *ter'angreal*: a carved white stone figurine perhaps a foot long of a bearded man holding a crystal sphere in one upraised hand. The female version of the *ter'angreal*: the same height and material but of a robed serene faced woman holding a clear sphere in one upraised hand. See *an'greal*; *ter'angreal*.

Saeric

A Red Water Goshien Aiel. Gray-haired and missing his right hand he's still the best Aiel hand to hand teacher the Black Tower has.

Safer

A nation that existed sometime before the Trolloc Wars. Known to have been at war with Manetheren. See also *Aedomon, King*; *Midean's Ford*.

saidar

(sah-ih-DAHR)

See *True Source*.

saidin

(sah-ih-DEEN)

See *True Source*.

Sakaru

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere. He died gruesomely during the group travels to Jehannah in Ghealdan.

Salidar

A village abandoned since the Whitecloak War on the east shore of the River Eldar in Altara. Chosen by rebel Aes Sedai for the location of the Little Tower for it is the birthplace of the legendary Blue sister Deane Aryman. Code named: Sallie Daera. It is now a large village, tree running to within a mere fifty

paces of the thatch roofed houses of rounded river stones. Clinging to the low hills, a narrow thicket among the newly constructed houses the newly turned streets curve at odd places. Here and there a stump indicates it was forest not long ago. In its center are three hard stone cubes or inns, one being designated the Little Tower. *See also Little Tower.*

Saldaea (sahl-DAY-ee-ah)

One of the Borderlands. The current Queen of Saldaea is Tenobia. Partly run by the Council of Lords. Marshal-General of Saldaea: Davram Bashere. Women contrary to other Borderland nations do not learn the sword or the art of war openly. Nobles are trained in the Language of the Fans where the placement of the fan commands a man to go, stay, or whatever she wishes. Half the fields of here are irrigated. Saldaea trains the best in light cavalry in the world; soldiers learn to jump, handstand, leap and tumble from their horses, even rolling beneath them while riding. Saldaean soldiers traditionally take their wives on campaigns and into battle, though not into the Great Blight. The leader's wife commands the women, ready to take up their fallen husbands swords and lead the remaining me back into battle. Marriage by Saldaean custom must be approved by the girl's mother, who judges whether she is old enough. Mothers expect the man to prove he is stronger than his wife to be or she will eventually come to despise him. Horses here have their ears notched to designate ownership. Saldaean fashion among men is a glossy black beard and long mustaches or clean shaven, nothing in between. The sign of Saldaea is three silver fish on a field of dark blue. *See also Denhuir; Borderlands, the; Mehar; Irinjavar; Muad, Cheade.*

Salita Toranes

Aes Sedai of the Yellow Ajah, sided with the Little Tower. Almost as dark as a Sea Folk.

Sallie Daera

The Blue Ajah code word for Salidar, birthplace of legendary Blue sister Deane Aryman.

Salya

Legendary hero who walked among the stars. If it weren't for her father, Lenn's, trip to the moon her adventures would never have been possible.

Samaha

In Ghealdan, east of the River Eldar verging on the Lugard Road, east of Willar.

Samalin

Sharp faced Aes Sedai of the Green Ajah. A Sitter for the Green Ajah in the Hall of the Little Tower.

Sammael (SAHM-may-EHL)

In the Old Tongue, "Destroyer of Hope." One of the Forsaken, once known as Tel Janin Aellinsar, now known as Lord Brend, recently the most powerful of Illian's Council of Nine. A compact man, of middling height and solid and larger seeming than he truly is with blue eyes, golden hair and a square trimmed golden beard. He would have above ordinary looks if not for the slanting scar -as if a red hot poker had been dragged across his face from hairline to jaw-, but he elected not to remove it long ago to remind him to hate he who did it -The Dragon, Lews Therin Telamon. Always wanting to be taller he resents that the Power cannot make it so. A person who's quick and active and abrupt manner make him erroneously seem forthright and honest. Personally he enjoys letting others think they can take him by surprise for in reality he has a totally tactical mind; his way has always been the way of armies and conquest but only when sure of victory.

During the War of Power, Sammael trained as a blademaker and lead armies in the fight against the Dark One -before he forsook the Light and joined them. He betrayed the Gates of Hevan and carried the Shadow down into Rorn M'doi and the heart of Satelle; it is said, hope died that day and Culan Cuhan wept. *See also Serendahar; Andris.*

Samon, High Lord

The name taken by Be'lal when he assumed the title of High Lord. His sign was a silver gauntleted fist clutching jagged lightning bolts. *See also Be'lal; Forsaken, the.*

Sandar, Juilin (sahn-DAHR, JUY-lihn)

A thief-catcher from Tear, supposedly the best. Lean quick man in his middle years and looking as if he was carved from aged wood he is not a soft man. He uses a sword-breaker and a walking stick (thunb thick of bamboo as tall as himself) instead of more traditional weapons for they aren't permitted in Tear - for residents anyway. His hair is short-cut black and lays flat on his head as dark as his eyes that note and record every detail. Working for the High Lords of Tear he is still available privately on the side. A true Tairen he was born in the Maule. Most people agree he is an honest woman chaser. On his visit to Tanchico he took to a brimless dark red cylindrical conical felt flat-topped cap to replace his Maule styled flat conical straw hat, to which he has worn ever since perched on the back of his head. Taught by Master Merrill to tightrope walk one has to wonder why he is so uneasy on a horse. *See also Skulker.*

Sandair, Asan

A balding officer to the ledger tender at Cairhien's main gate.

Sanduin

A strapping True Blood Aiel man. The scar on his face only makes him more handsome.

Sanit

One of Cerandin's *s'redit*, a cow now performing in Valan Luca's traveling menagerie.

Sanor

One of the many sailors aboard Huan Mallia's *Gray Gull*.

Santhra

Author of a book on the Forsaken.

Sar

One of the Shienaran warriors who travelled to Toman Head after the Horn of Valere. He died travelling to Jehannah when he accidentally fell over a cliff in the Mountains of Mist.

Sara

The always plump cook for Baerlon's Stag and Lion inn.

Saralin

Marind's wife and Lewin's mother. As most Jenn Aiel she took care of her children when her husband died.

Sarena, Lady

Altaran nobility. Stocky hard eyed with a slin scar across her cheek.

Saren, Inquisitor Einor

One of the Questioners, second to Lord Inquisitor Jaichim Carridin who commanded the Questioners in Tarabon. Holds the equivalent rank of a Lord Captain among the Children of the Light. A tall hooked nosed man with a permanent gleam of certainty in his eyes.

Sarene Nemdahl

An Aes Sedai of the White Ajah and member of Elaida's embassy to the Dragon Reborn. Having a temper and the quality to admit when she is wrong make her unusual, as a secret writer of poetry she is unnatural. She is genuinely surprised when someone acts from the heart. Friend of Moiraine as Accepted though a year ahead of her, one wonders why she sided with Elaida. Teaches the nature of reality in the White Tower. Warder: Vitalien.

Sarien

Gaul's Aiel companion. He was surprised and killed by Orban and Gann, two Hunters of the Horn.

sa'sara (sah-SAHR-rah)

An indecent Saldaean dance, outlawed by a number of Saldaean queens, but to no avail. Saldaean history records three wars, two rebellions, and countless unions and/or feuds between noble houses, as well as innumerable duels, sparked by women dancing the sa'sara. One rebellion was supposedly quelled when a defeated queen danced it for the victorious general; he married her and restored her throne. This tale is not found in any official history and has been denied by every queen of Saldaea.

Satare

A delicate wine from the Age of Legends. *See also Comolad.*

Satina

A plump woman allied with the Little Tower.

Sea Folk

More properly, the Atha'an Miere, the People of the Sea. A secretive people. Inhabitants of islands in the Aryth Ocean and the Sea of Storms, they spend little time ashore, living most of their lives on their ships. They do not cross the Aryth Ocean for it is said the Islands of the Dead are beyond it. Most seaborne trade is carried by the Sea Folk's ships. Descendants of those who fled the Breaking of the World by ship. They search for the Coramoor, the Chosen One, who in all probability is Rand al'Thor. Sea Folk ships have as many seamen as seamen. They don't charge for passage and turn no one way, it is a gift to be exchanged for a gift of equal value - although Aes Sedai are almost never allowed passage to guard against the Windfinder's secret ability to channel. Their name for the Dark One is the Father of Storms, and those not Aiel or Sea Folk as Sorefolk, Shorepeople or Landsmen. Many Sea Folk never set foot on land except to await another ship, and strong men weep when they must serve ashore. The Sea Folk way summarized is, "we must be born on the water, as we must die on it, and be given to it in death"; with this in mind all Atha'an Miere must give birth on water even if it is only a docked row boat. Makers of the best looking glasses for ships, and burning lenses and the like somewhere on their islands, including the

extremely rare glasses. Among royalty they are revered for their unnaturally thin Sea Folk porcelain. They as the Cairhienin once did and the Aiel still do make trade with the source of all silk in the world - Shara.

Sea Folk are normally dark, and bare-chested wearing baggy breeches of some dark oiled cloth, held by colorful narrow sashes and hanging open at the ankle. When Sea Folk women are in view of the mainland they don colorful loose blouses to better fit in with Shorefolk and yet are still known as the epitome of alluring beauty and temptation and pursued by all men despite their Atha'an Miere nose rings. Most have straight black hair, tattooed hands (stars, seabirds surrounded by curls and whirls of stylized waves), gold or silver chains around the neck supporting a perfume box of musk, and two or three rings or polished stones in each ear; the men cleanly shaven. Close family members or lovers or honored ones say goodbye in the Atha'an Miere's way - kissing your fingers and pressing them to a person's lips saying 'the Light willing we shall meet again.' All ships are referred to as He contrary to any other people who have named their ships She, for it is the Sailmistress who commands the Sea Folk ship.

The *Atha'an Miere* divided into clans each one having a Wavemistress as leader with a Swordmaster as her defender. Only the Mistress of the Ships who runs all the clans and her defender the Master of the Blades outranks them in Sea Folk society. High ranking clan leaders identify their rank with parasols, as the Wavemistress of Clan Shoedin uses a two-tiered parasol to mark her. On a Sea Folk vessel the Sailmistress is in charge although not in the precise action of steering, the Cargomaster is in charge of the ship's trade and the Windfinder councils in things of the weather with the best ones being able to channel. Rank among the Sea Folk is denoted through the among of earrings one possesses: four in each ear are for Sailmistress or Cargomaster, three for Windfinder, and only one for a servant. Normally wealth among women is displayed in the number of medallions on the chain - only high ranking women - wear that runs from their nose ring to their earrings. Sea Folk realms include - Aile Somera, Cantorin, Aile Jafar, Dantora. *See also the Jendai Prophecy; Aryth Ocean.*

Seaghan

The man who runs one of the Foregate's many halls; where Rand encountered the long thought dead Thom Merrilin.

Sealdre

Mandain's Aiel wife: a long golden haired Wise One. She lived soon after the Breaking of the World.

Seana (see-AHN-ah)

A Wise One of the Black Cliffs sept of the Nakai Aiel. A dreamwalker who cannot channel. Her gray streaked hair marks her almost as old as Bair with bluish gray eyes. She was killed when a Draghkar caught and kissed her in the attack on Cold Rocks Hold.

Seanchan (SHAWN-CHAN)

(1) Descendants of the armies Artur Hawking sent across the Aryth Ocean, who conquered the lands there. They believe that any woman who can channel must be controlled for the safety of everyone else, and any man who can channel must be killed for the same reason. They travel the ocean in tall boxy ships with ribbed sails, towers at bow and stern, and longboats for armed boardings of enemy craft. They abhor nudity and talk in slurred speech difficult to understand. Their Ever Victorious Army wear helmets that resemble huge insects: red feelers on the head and the wearer looking through its mandibles. They tend to use curved two-handed swords and wear red and black painted armor gilded in gold. Seanchan officers wear colorful gonfanons in battle. Within Seanchan itself their soldiers use green and gold tasseled spears and shields of the same color, the two handed swords used mainly by the officers. On this side of the Aryth Ocean they force people into swearing an oath, the one of Artur Hawking that was supposedly broken long ago, 'to obey, to wait, and to serve.' They use many beasts in combat including the *grolm*, who are controlled by trainers bearing three eyed crests on their armor, large copper lizard cats (perhaps *lopar*), armored horses, and aerial reptiles (leathery shapes bigger than a horse with slow beating wings, a horny snout, clawed feet and a thin lizard tail trailing behind; they can carry two riders comfortably). Elephants or *s'redit* are used as both war and work animals. Many Seanchan learn a type of martial arts. Here the Dark One's armies are known as the Armies of the Night, the armies of the Empress as the Ever Victorious Army. The symbol of Imperial Justice is the Tower of Ravens, and the symbol of the Imperial Family, the raven. *See also Seekers for Truth; High Lords of Seanchan; Blood, the; Empress, the; kaf; Corenne; Hailene; Rhyagelle; Seandar; Shea dancers; asa.*

(2) The land from which the Seanchan come. Presently ruled by the Empress; the closest living descendent of Luthair Paendrag Mondwin. Furniture originating from Seanchan is made from a strange wood that is all curves thus no straight pieces. Cities here include Serengada Dai, Tuel and Merinloe.

Seandar (shawn-DAHR)

Capital city of Seanchan, where the Empress sits on the Crystal Throne in the Court of the Nine Moons.

Second Covenant

See Covenant of the Ten Nations.

Sedrin

Once a tightrope walker in Valan Luca's show with feats over ten paces above the ground. She died trying to perform drunk just before Elayne Trakand and Nynaeve al'Meara's gang joined Valan's menagerie.

seed singing

In the Age of Legends, treesinging only cooperative and much more powerful. It involves a Nym weaves the singing of ten Da'shain Aiel and an Ogier. Seeds sung grow taller than any a man could ever grow and in seconds; neither the Blight nor any insect can touch plant grown in such a way.

Seeker

See Wisdom.

Seekers for Truth

A police/spy organization of the Seanchan Imperial Throne. Although most are properly of the Imperial family, they have wide powers. Even one of the Blood (a Seanchan noble) can be arrested for failure to answer any question put by a Seeker, or for failure to cooperate fully with a Seeker, this last defined by Seekers themselves, subject only to review by the Empress. Flight from a Seeker is a crime, refusal to cooperate with a Seeker is a crime. They bear small ivory plaques bordered in gold engraved with the raven and the Tower of Ravens -the ravens eyes black sapphires- both their shoulders are tattooed with the same insignia of Seanchan Imperial Justice and the Imperial Family, though they do not flaunt their tattoos. As property of the Imperial Family, the tattoo they wear is forever and holds to the person's children. Also known as Listeners, they are rumored to be able to pick locks. *See also Seanchan; Empress, the.*

Sefela

An Aiel Maiden of the Spear.

segade

A flat leafless leathery plant bridled with spines and beautiful white blossoms from the Aiel Waste.

Sela

Gareth Bryne's old bed chamber maid.

Selande

A big eyed Cairhienin woman whose hair once added half a foot to her height, now loose and cut off at the shoulders. A firm bosomed woman with dark eyes. Having only six slashes of color, she was once sent by Lady Colavaere to seduce Rand al'Thor. She now trains desiring to become a Maiden of the Sword.

Selean

A town on the Cairhienin side of Jangai Pass. Once very prosperous being the quickness way along the Silk Path to Shara it is now only kept up by a bare minimum of habitants. Its tall gray walls cling to the hills at the right of the pass. Much larger than its neighbor city Taien but still only a shadow of its one-time glory. Farms on the hills nearby were kept to feed the town where all the others were abandoned after the Aiel War.

Selene

(seh-LEEN)

A name used by the Forsaken Lanfear.

Selindrin

Proprietress of the Garden of Silver Breezes wineshop in Tanchico. A sleek woman of indeterminate age with dark hair in Taraboner braids.

Semirhage

(SEH-mih-RHAG)

One of the Forsaken. Taller than most men so though perfectly proportioned none realise her height till she stands over them, looking down. Intimidating, though always calm and graceful without the awkwardness that comes with those overly tall, she wears black so much because Lanfear wears white. She takes delight like no other in cruelty, pleasure in anguish and challenge in breaking the spirit - all this is reflected in her unblinking dark eyed stare. She is the only one of the Chosen who can still Heal since it was her area of expertise before turning to the Shadow. Healing being so closely linked with killing, she can do either with equal ease. Personally she likes things that are sterile, devout of the danger of disease. Her hobbies include something so ordinary others find her unsettling when she does it -needlework. One of the first to go to Shayol Ghul; she sees those who deserved to suffer and thought she had earned the right to do as she pleased -what matter if she enjoyed it? In time she can break anyone with a permenality that Compulsion can't. She is almost as bad at Cloud Dancing as Asmodean.

During the War of Power, she once tortured an entire city, making thousands assist in breaking each other slowly, breaking their own loved ones, for the only reason to prove that she could and the sheer pleasure of it. She once made a man scream his every waking hour for five years -even keeping him sane,-

but in the end not even she could keep his heart beating. Since before swearing oath to the Shadow she has kept with both Demandred and Mesaana as Lanfear and Rahvin or Graendal and Sammael do.

Seonid Traighan

An Aes Sedai of the Green Ajah and member of the Little Tower's embassy to the Dragon Reborn. A Cairhienin who mulls over every rumor. Seen as methodical and practical with her Warders Teryl and Furen. She rides a lanky bay mare.

Serafell

Aes Sedai of the Brown Ajah. Verin's friend who likes more what's already written down.

Seranda Palace, the

The ruling place of the King of Amadicia. Presently King Ailron. About two miles from Amador. It's gardens are among the most beautiful in the world with bushes carved like horses, women, beasts, tumblers and more with columns of stone like those supporting the Palace itself but supporting nothing. Servants here wear the gold and red livery.

Serden son of Kolom son of Radlin

Six hundred years ago, this Ogier wrote a book on his theories of the Ways.

Serendahar

A city during the Age of Legends. It was here that the Forsaken Sammael tried to bait Lews Therin Telamon into attacking, by attacking it in the War of Power.

Serengada Dai

A city in Seanchan.

Serenia Latar

The only Amyrlin ever hanged by the Children of the Light 673 years ago, she was dead already or course.

Sergase, Lady

Andoran noble of a minor House. Opposed Gaebril.

Seri

A Seanchan *damane*. Her *sul'dam* is motherly.

Servants, Hall of the

In the Age of Legends, the great meeting hall of the Aes Sedai in Paaren Disen.

Seta (SEE-tah)

A Seanchan woman; a *sul'dam*. In Egwene al'Vere's rescue she was the *sul'dam* forced to be a *damane*. Blue eyed and dark with yelow hair.

Sevanna (seh-VAHN-nah)

A woman of the Domai sept of the Shaido Aiel. Widow to Suladric, who was clan chief of the Shaido, and thus roofo mistress of Comarda Hold until a new clan chief is chosen. Never having been *Far Dareis Mai*, she is still clan chief of the Shaido till a new clan chief is chosen. Golden haired she is a pretty woman, willowy and untrustworthy, well short of her middle years with a greedy mouth, and hard pale green calculating eyes; she oddly wears her white blouses undone showing considerable tanned cleavage. A woman with more jewelry than almost any other, including Wise Ones. The only reason she didn't wed Couladin is that she wanted to marry a clan chief.

She was chosen to become a Wise One by the remaining Shaido though through no apprenticeship or trip to Rhuidean. During her travels beyond the Dragonwall she was given by an unknown wetlander a small cube of some hard stone, intricately carved with strange patterns and told how to use it with the aid of Wise Ones channeling once al'Thor is in her hands. She actually believes to marry the *Car'a'carn*.

Seve

One of "Marigan's" children. An orphan in Ghealdan at only six years of age he's become silent with too big eyes.

Shadar Logoth (SHAH-dahr LOH-goth)

In the Old Tongue, "the Place Where the Shadow Waits" or "Shadow's Waiting." A city off the Caemlyn Road north of the Hills of Absher, now desolate, over fifty times as big as Baerlon now in ruin. Towers and spires adorned now with trees and creepers, broken guard towers along its chipped outer wall. At every road intersection stands a bronze fountain, or an alabaster spire or a monument, or a statue on a pedestal. Great domes large enough to hold all of Emond's Field are everywhere. Broken marble palaces beneath jagged ending towers as tall as anything Cairhien had ever dreamed of. Shattered fountains and broken monuments decorate every intersection. Stunted trees, dying in the drought, dot great hills of rubble. Dead weeds line the cracks in the streets and buildings. All those who enter can immediately feel

the unseen watchers that wait for nightfall. Shadar Logoth's Waygate is in the center of one of its streets: a slab of stone protected by a Powerwrought unrusted fence as if it were some monument. Rand has Warded this Waygate so that any Shadowspawn may walk through it but will die later without warning. In this way an entire army will perish before any know of the cause, undetectable to even a male channeler.

Once known as Aridhol one of the Ten Nations of the Second Covenant. Abandoned and shunned since during the Trolloc Wars. When Torin al Torean al Ban was King of Manetheren, the King of Aridhol was Balwen Mayel, Balwen Ironhand. At that time all thought the Father of Lies was to win, the man called Mordeth came to his court. Soon, not long after arriving in Aridhol, he was second to the King. He whispered poison in the King's ear and Balwen Mayel began to change. Soon some men said they would rather see Trollocs than the men of Aridhol. The new battlecry Mordeth gave them "The victory of the Light is all," and that they shouted as their deeds abandoned the Light. Later Thorin's son, Caar al Thorin al Torean, came to win back Aridhol to the Second Covenant while the King, a withered shell with the light of madness in his eyes, laughed and Mordeth smiled as he ordered Caar and his embassy killed as Friends of the Dark. Prince Caar escaped to later be called Caar One Hand, fleeing to the Borderlands with Mordeth's unnatural assassins at his heels. When the armies of Manetheren came to avenge Prince Caar they found the gates torn, no living thing inside its walls, but something worse than death. Aridhol had destroyed Aridhol.

Known as Mashadar this evil hungers still, two thousand years later, side by side Mordeth who, until the arrival of Padan Fain, had been sealed within its walls. Even Shadowspawn have avoided it since late in the Trolloc Wars, when a great army of Dark One troops were lost, pleas for help scrawled in blood on Aridhol's walls. It is tainted ground, and not a pebble of it is safe.

Shadoweyes *See Dark One's Eyes.*

Shadowman *See Myrddraal.*

Shadowsouled *See Forsaken.*

Shadowspawn

Any living thing created by those who serve the Dark One to serve him as well. Shadowspawn include, Trollocs, Myrddraal, Draghkar, Darkhounds, Worms, and Gholams. Most are Aginor's creations. In the Age of Legends they were known as Shadowwrought.

Shaemal

A city within the borders of Coremanda, now long gone. Known for the Court of Shaemal.

Shagrin, Joni

One of Gareth Bryne's men. Once Senior Bannerman of the Guards in Caemlyn. A thick man with only a few white hairs left on his head, as hard as an old oak stump and just as wide. Has many daughters and grandchildren.

Shaiel

In the Old Tongue, "Woman Who Is Dedicated." The golden haired wetlander in silks when Amys found her as a Maiden alone with only a dagger and a packhorse. Collapsing from exhaustion she was then nursed back to health and asked her story. She said her name was Shaiel and that she had come searching for a Maiden of the Spear for Gitara Moroso, the then Keeper of Chronicles told her that she had foretold through the One Power that if she did not dwell as a Maiden till Aiel went to Tar Valon a disaster would befall her land, her people, perhaps even the world. She was told to tell no one, and followed her instructions precisely. Many were against her desire to become a Maiden but after four years of training she succeeded adopted

by the Chumai sept of the Taardad Aiel. She died on the slopes of Dragonmount during the Aiel War, bearing her newly born son, now known to be Rand al'Thor. A son fathered by her then lover, clan chief of the Taardad and leader of the four clans that crossed the Dragonwall in search of King Laman, Janduin. It is said she had left a son and a husband she didn't love back in the wetlands. Presumably Daughter-Heir of Andor Tigraine, married to Taringail Damodred. Sons: Galad Damodred and Rand al'Thor. *See also Janduin.*

Shai'tan (SHAY-ih-TAN)

See Dark One.

Shambayan

A title given to the male counterpart of the shatayan in Shienar, and perhaps all the Borderlands. Usually only needed for ceremonies most also act as a Lord's secretary. *See also shatayan.*

Shana

Aes Sedai of the White Ajah. Sided with the Little Tower. Pop eyed she reminds most people of a fish.

Shanelle

Aes Sedai of the Yellow Ajah. Sided with the Little Tower. Pale blue eyes and a dark pretty face.

Shaofan

Was to marry Sh'boan Chiape and become Sh'botay; they're now only together as fellow pets for Greandal in Arad Doman.

Shaogi, Keille (shah-OH-ghe, KEYEL-lee)

A peddler traveling the Aiel Waste. Her loveliset voice doesn't match her massive looks; a foot shorter than her fellow peddler Hadnan Kadere with as much weight or more in rolls of fat that nearly hide her dark eyes, disgusting tilted of not, her nose a hatchet below long coarse black hair. For all her weight she moves with incongruous lightness. The leader of the peddler wagon caravan that brought her, Hadnan Kadere, Jasin Natael and Isendre into the Waste. A woman with plans even larger than she is. Also known as Lanfear.

Shara

The land beyond the Aiel Waste. Also known as Shamara, Co'dansin, Tomaka, Kigali... All ivory and silk come from here. Accessible by the old Cairhienin Silk Path across the Waste or the Atha'an Miere's trading vessels. None has ever seen more than a few miles around the handful of harbors where they are permitted to land for those places are walled high and guarded so no one can climb up to see the other side; if any ship not Sea Folk or Sea Folk not at designated docking place the ship and crew are never seen again. Cairhienin saw before the Aiel War only one walled town and to wander away from it means to disappear. There has not been fighting in Shara since the Trolloc Wars until news of the Dragon's Rebirth came to their land.

Shara is fabled in urban legend as having beings twice the size of Ogier, beings with no heads, bird large enough to carry off a full grown bull, snakes that can swallow a person whole and cities made entirely of gold. The people here lie without thought, and are sly con artist.

In reality Shara is a only a secretive place where Ayyad (female channelers and their families) live in their own separate communities segregated from every one else. Ruled by the Sh'boan (type of empress) and the Sh'botay (type of emperor) for seven years before the whoever married the other dies; known as the Will of the Pattern. The widow left to marry again until his or her time comes to die as well. In this way no Sh'boan/Sh'botay may rule for more than fourteen years. Channeling is forbidden without the Sh'boan or Sh'botay's permission. *See also Sh'boan; Sh'botay; Ayyad.*

Sharbon

Jaichim Carridin's plump body servant.

Sharom

An unknown object of the Age of Legends. A thousand feet in diameter white sphere that floats high in the sky. It has been linked to Colam Dann, a university research center of the Age of Legends.

Shatayan

A title given to the head of the servants and housekeepers of a keep in Shienar, and perhaps all the Borderlands. *See also shambayan.*

Shayol Ghul (SHAY-oi GHOOl)

A mountain in the Blasted Lands, beyond the Great Blight. Site of the Dark One's prison. Above its black slopes, rolling gray clouds hide the sky above, ashen waves crash around the mountain's hidden peak and below odd lights flash across the barren valley known as Thakan'dar in washed out blues and reds. Lightning here streaks up at the clouds and slow thunder rolls across steaming slopes, smoke rises from scattered vents, holes small as a hand large as ten men. During the Age of Legends, Shayol Ghul was an idyllic island in a cool sea, favorite of those who enjoy the rustic bitter cold. Only a few hundred leagues north the world is pure ice but in Thakan'dar its always dry as desert, always cold as winter. There is water of a sort: inky rivulets oozing down the rocky slope beside gray roofed forges. Here great unnatural smiths are at work to arm the Great Lord of the Dark's massive armies with Thakan'dar forged weapons. Here in eternal twilight the white light from the forges and the hammers ringing inside are the only indications of true life. *See also Thakan'dar; Bore, the..*

Sh'boan

A type of empress in the lands of Shara, her husband known as Sh'botay. Ruling fourteen years at most, a Sh'boan is chosen by the Sh'botay to become his wife and rule with him. Seven years later, the Sh'botay having ruled a total of fourteen years, dies through the Will of the Pattern, requiring his wife the Sh'boan to choose a husband to become the next Sh'botay. This neverending cycle ensures that no one person may rule alone nor for more than fourteen years. The Ayyad are supposedly not allowed to channel without the Sh'boan or Sh'botay's permission.

Sh'botay

A type of emperor in the lands of Shara, his wife known as Sh'boan. Ruling fourteen years at most, a Sh'botay is chosen by the Sh'boan to become her husband and rule with her. Seven years later, the Sh'boan having ruled a total of fourteen years, dies through the Will of the Pattern, requiring her husband the Sh'botay to choose a wife to become the next Sh'boan. This neverending cycle ensures that no one person may rule alone nor for more than fourteen years. The Ayyad are supposedly not allowed to channel without the Sh'boan or Sh'botay's permission.

Shea dancers

Seanchan dancers who wear veils almost identical to those worn by Taraboners and a little more.

Shepherd of the Night *See Dark One.*

Shemerin

An Aes Sedai of the Yellow Ajah. Slightly plump, she never quite managed the outward calm of an Aes Sedai, often a strain of anxiety around her eyes. By Amyrlin Elaida's writ she is to be arrested and demoted to Accepted, something that has never before been attempted.

Shendar, Avi

Ronde Macura's pigeonkeeper on the edge of Mardecin in Amadicia. Since Ronde cured his wife he now helps her not knowing who gets what she sends to Tar Valon on his pigeons. He secretly informs an unknown party of whatever she sends.

Shereed, Mabriam en

The woman and known *ta'veren* who founded the Compact of the Ten Nations after the Breaking of the World.

Sheriam Bayanar **(SHEER-ee-ahm)**

An Aes Sedai of the Blue Ajah. Once the Mistress of Novices in the White Tower, she chose to side with Siuan Sanche. A little plump with flame-red hair and the tilted green eyes and the high cheekbones common in Saldaea. A warm smile and strikingly smooth Aes Sedai features amidst an otherwise fierce scolder. Member of the elite group who secretly control all of Salidar, including Siuan, Myrelle and Carlinya. She was named Keeper of the Chronicles by and for the Amyrlin Egwene al'Vere. Warder: Arinvar.

Shienar **(shy-NAHR)**

Became one of the true Borderlands when Malkieri fell to the Blight in 953 NE. The current king of Shienar is King Easar of House Togita, who rules Fal Moran and all of Shienar. In the field everyone, even nobles and the king, take turns cooking. Burial is simple enough: no clothes, no coffin, only the body, for Shienarans believe that since we all came from the earth we must return to it-the last embrace of the mother. "The Light shine on you, and the Creator shelter you. The last embrace of the mother welcome you home." In Shienar, as elsewhere in the world, warriors take the day they receive their sword as their new nameday. Shienaran fortresses include: Ankor Dail(holds the Eastern Marches and Guards Spine from Aiel), Mos Shirare, Fal Sion, and Camon Caan. The only fashion here is the warrior's topnot, everyone else wears the simplest of clothing and hair like a bowl cut, the danger of attack from the Blight consuming their every thought. The sign of Shienar is a stooping black hawk and by custom King Easar's white hart. See *also Easar; King Easar of House Togita; Borderlands, the.*

Shimoku

A freshly Accepted pretty dark haired Kandori. Taken to Salidar by those who fled the Tower after Siuan Sanche's deposing.

Shinning Tower, the

A tower over two hundred feet tall and as fat as a house, bearing no rust or opening or mark on it. Its use is covered in mystery, but not its location: near River Arinelle ten days north from Whitebridge.

Shorelle

A city and sea port in the Age of Legends. Its remnants area in the Spine of the World above Taien .

shoufa **(SHOO-fah)**

A garment of the Aiel, a cloth, usually the color of sand or rock, that wraps around the head and neck, leaving only the face bare.

Sidon

On bank of Eldar in Ghealdan, near a stone bridge arching from one fifty foot cliff to another. Left in ashes by Rand's *ta'veren* effect.

Sidoro, Nieda

Innkeeper of Illian's Perfumed Quarter inn Easing the Badger. A woman of large bulk; stout with her hair rolled at the back of her neck. Her nephew Bili is so huge she keeps him in the inn as bouncer. One of Moiraine Damodred's eyes-and-ears. As with many southerners she doesn't believe in snow.

Siedre

Adan's wife. She was killed soon after the Breaking of the World in the constant raiding that her people the Jenn Aiel suffered. Sons: Lewin, Marind and Jaren, daughters: Rhea and Sorelle.

Sienda

A sizable village in Amadicia. Buildings here are mostly of stone and thatch as are the village's only two inns, The King's Lancer and The Light of Truth. A garrison nearby, Whitecloaks are permanent residents among its streets.

Sierin

An young Aiel man of about twenty of the Shorara sept of the Tomanelle.

Sierin Vayu/Yagu

An Aes Sedai formerly of the Gray Ajah, raised to Amyrlin Seat shortly after Sivan Sanche and Moiraine Damodred were raised to the shawl. Amyrlin from 979-984 NE. A Gray with more than a touch of Red in her.

Sightblinder

See Dark One.

Silviana

Aes Sedai and the new Mistress of Novices in the White Tower under Amyrlin Elaida.

Silvie

An old woman Egwene al'Vere encountered on her first trip to *Ter'aran'rhiod's* reflection of the Heart of the Stone. Bent and hobbled with walking stick, bony with a pointed chin and an even bonier sharper nose and more warts growing hairs on her face than face; as ugly as someone can be without being names a different species. Most probably Lanfear in disguise.

Silvin, Betse

A serving maid in Maerone's The Golden Stag. A short dark of hair and eye Cairhienin whose black curls rest comfortably on her shoulders. Mat had his eyes on her and danced her through the ages.

Silvin, Jar

One of Gareth Bryne's old men, gray and old but young for one of his men.

Sim

Amadician innkeeper of the King's Lancer.

Simaan, High Lord

One of the numerous High Lords who plotted against Rand al'Thor, he was ordered to command Tear's armies in Cairhien under High Lord Meilan. Sharp nosed. He left to openly oppose the Lord Dragon in Haddon Mirk with High Lords Tedosian, Darlin, Hearne and Lady Estanda.

Simion

A wide mouthed man who acts as a type of manservant for Jarra's only inn: Harilin's Leap. With no chin to speak of he looks like a frog. His brother Noam thought to be sick was truly a wolfbrother who left humanity behind. *See also Noam.*

Sister-wife

Aiel kinship term. Aiel women who are near-sisters or first-sisters who discover they love the same man, or who simply do not want a man to come between them, will both marry him, thus becoming sister-wives. Women who love the same will sometimes try to find out whether they can become near-sisters and adopted first-sisters, a first step to becoming sister-wives. *See also Aiel kinship terms.*

siswai'aman

In the Old Tongue, "the spear of the Dragon" or "The Spears Owned by the Dragon." Soon after the battle against the Shaido many Aiel, though not a Maiden so far, took up naming themselves *siswai'aman* and to wearing a narrow scarlet headband with the Ancient Aes Sedai symbol on it.

Sivan Sanche (SAHN-chay, SWAHN)

The daughter of a Tairen fisherman, she was, according to Tairen law, put on a ship to Tar Valon before the second sunset after it was discovered that she had the potential to channel. Of medium height with dark hair, blue eyes, a deep voice and a strong face, she is more handsome than beautiful. As a girl she worked her father fishing boat out in the Fingers of the Dragon and as such goes more with functionality than flamboyant luxury. Uncle: Huan. Since anyone can remember she has been the youngest Aes Sedai ever chosen and the fifth Blue in a row to be the Amyrlin Seat. Longtime friend of fellow Blue Moiraine, she enjoyed speaking as if they were still Novices; if not for Leane's strict views, she would. One of her more rare Talents was her ability to see *ta'veren*; as rare to have as to use. Before being raised to the Amyrlin Seat she controlled the Blue's eyes-and-ears, to be unknowingly replaced by Aeldene Sedai. As all Tairens, she loves the sea and uses many of its related expressions and is an adequate Great Game

player. Once Aes Sedai of the Blue Ajah, later raised to the Amyrlin Seat (988 NE), she was deposed and stilled (circa 998NE). Now seeking to avoid the fate she fears. Since her stilling she has a mid-twenties look without the Aes Sedai agelessness of before. Warder: Alric. Sometimes takes the name of an Illian Aes Sedai friend named Mara Tomanes. She was allowed to run the Blue Ajah's eyes-and-ears for the Little Tower as she did years ago. Min had a viewing warning her that if she ever got far away from her oath holder Gareth Bryne they would both die. Nynaeve Healed her of stilling though not completely, she is now weaker than most and accepts never retaking her place as Amyrlin.

A troublemaker as a novice and Accepted: washing a disliked Accepted's shifts in itchweed, sneaking out of the Tower to go fishing, and setting up a chilled bucket water with Leane to douse an Aes Sedai who had them switched.

Skulker

Juilin Sandar's lanky brown gelding picked up during his visit to Tanchico.

Slayer

See Mandragoran, Isam.

'sniffer'

One who is so experienced at finding those who do violence, such as thief-takers, he or she learns to track the smell they have. Each individual smell is different and so specific no errors of identity are possible. A arm broken in a bar fight smell will dissipate within hours, whereas battle grounds can smell up to ten years and the Blight's Trollocs' smell never fades.

Snakes and Foxes

A children's game. So long as the rules are followed there is no way to win, so most give up playing once they're old enough to figure it out. Built on the remembrance of old dealings with the Aelfinn and the Eelfinn, the words "Courage to strengthen, fire to bind, music to daze, iron to bind." are still chanted, while drawing a triangle and a wavy line through it, to signal the opening of a game. A two player game one person plays the snakes and foxes and tries to win over the other. Each player rolls six dice (with snakes and foxes markings) to see how far they may move their men, ten snakes and ten foxes against the opponent. The board is made up of walls of lines showing where the player may move though he/she may choose which way. A circle in the middle indicates the starting position with most not even making it to the outer edge. Each round the snakes and foxes move in a direct line toward the opponents pieces, if any land on him/she he loses the game.

Snow Goose

The two masted vessel that took Perrin Aybara, Faile, Moiraine Damodred, Lan, and Loial from Remen to Illian. Captain: Jaim Adarra.

So Eban

A border village in Altara.

Sohadra

A city or nation during the Age of Legends.

so'jhin

The hereditary upper servants of the Blood. From their ranks a Voice of the Blood is chosen to speak in their Lord's place when he or she cannot. They are sworn to die when their member of the Blood dies by committing ritual suicide with little daggers they carry at all times, "From birth to death, I serve the Blood." During any conflict they are instructed to kneel, place their hands on their heads and not take part in any way. *See also Voice of the Blood; Blood, the.*

soldier

(1) Generic name for a fighter with purpose.

(2) One who has just found out he can channel or learn to and has joined the Black Tower to become Asha'man.

Solinda

The Aes Sedai of the Age of Legends who entrusted Jonai with the task of moving around all the *ter'angreal*, *angreal*, and *sa'angreal* that could be used mostly by men, but also some women to protect the world from their power. One of her Da'shain Aiel was Jonai's grandfather when he was young.

Soman, Espara

A once-stout refugee of Toman Head now a dealer of herbs and cures in Emond's Field.

Somara

(1) A town just north of the Amadician border across the River Eldar in Ghealdan. The river is spanned by a single lofty stone bridge built between two metal pillars that glisten without a speck of rust; a remnant of an earlier time, certainly perhaps even an earlier Age. The reed-lined riverbanks covered with rowboats, small fishing boats, squat barges, and narrow little things propelled by a kneeling man with

paddles. A high town wall built as defence, defends the mostly stone buildings of as much as three stories, more of slate and tile than thatch. Squat towers at the town's gates begin a visitor's tour of the town's very narrow streets and alleys. Beyond a few stone warehouses under slate roofs rest the town's three stone docks. *See also Dancing Goose, The; Blue Bull, The.*

(2)An Aiel Maiden of the Spear. Almost as tall as Rand, she sees the Dragon Reborn in the same way as Enaila, a lost child of ten.

Someshta *See Green Man.*

sorda

A kind of rat, especially sly according to the Aiel. Good for nothing its flesh so rank even cats don't always eat those they kill. Used in many Aiel insults.

Sorelle

Adan's daughter. A Jenn Aiel who lives soon after the Breaking of the World; she died of fever at twenty. Mother: Siedre, sister: Rhea, brothers: Jaren, Elwin and Marind.

Sorilea **(soh-rih-LEE-ah)**

A Wise One of Shende Hold, a Jarra Chareen. Barely able to channel (less than most novices in the White Tower), she is the oldest living Wise One, though not by as much as many think. She has thin white hair and a face like leather drawn tight over her skull and clear green eyes that can knock a horse down at ten paces. A good head taller than Egwene. Less strength in the One Power than most Aes Sedai novices. Her favorite hobby is playing match maker. Wise One apprentice: Surandha. *See also Ferin; Amarys; Taric.*

So Tehar

A scruffy village of white plastered bricks and flies in Altara. *See also Southern Hoop, the.*

Soulless *See Gray Man.*

Soulsbane *See Dark One.*

Southern Hoop, The

An inn. A scruffy two story building of white plastered bricks like much of So Tehar.

span *See Length, units of.*

Spine of the World, the

A towering mountain range, with only a few passes, which separates the Aiel Waste from the lands to the west. Also called the Dragonwall by the Aiel.

Spray

Bayle Domon's ship. An eighty foot long shallow water craft that Domon used when he once travelled upriver to Saldaea. *See Domon, Bayle.*

s'redit

Commonly known as giant boar horses (elephants), they are native to Seanchan. Fabled to come from Shara, they are huge (as big as a coach) and wrinkled gray with great curving tusks and large ears.

staera

A specialized Aiel tool. A curved piece of bronze or bone used to scrape off sweat and dirt in an Aiel sweat tent.

Stag and Lion, the

A four stories high inn in Baerlon. Master Fitch the innkeeper, is very proud of his large bath room and private dining rooms, his excellent staff and the wonderful city he's situated in. Known personnel: Ara (bath attendant), Mutch (stableman), Cirri (cook's cat), Sara (cook), Ciel (serving maid), Mari (maid), Cinda (maid). It was burned badly by Darkfriends looking for the Dragon Reborn, to be rebuilt by Master Fitch and Moiraine's gold.

Star, The

One of the many inns inside Tear's walls. Four stories with windows built even in its roof, the stable behind. Innkeeper: Jurah Haret.

stasis box

A object of the Age of Legends. Many people during the chaos of the Breaking of the World used stasis boxes to protect their valuables from harm.

Stayer

Perrin's other bay horse taken from the Sun Palace's stables. A well-shod with white forefeet.

stedding **(STEHD-ding)**

An Ogier (OH-geer) homeland. The *stedding* that make up Ogier homes still have some Great Trees more than a hundred spans high. Some of these trees are more than three thousand years old. Many

stedding have been abandoned since the Breaking of the World. They are portrayed in story and legend as havens, and with reason. They are shielded in some way, no longer understood, so that within them no Aes Sedai can channel the One Power, nor even sense that the True Source exists. Attempts to wield the One Power from outside a *stedding* have no effect inside a *stedding* boundary. No Trolloc will enter a *stedding* unless driven, and even a Myrddraal will do so only at the greatest need and then with the greatest reluctance and distaste. Even Darkfriends, if truly dedicated, feel uncomfortable within a *stedding*. The oldest of the Ogiers within a *stedding* are its caretakers and known as the Elders; three of the oldest men, three of the oldest women, led by the oldest person of the whole group, or the Eldest. All those who enter a Ogier controlled *stedding* must swear the Pact of non-violence that extends to all within the *stedding*. Newborn *stedding* are in actuality still six hundred to a thousand years old. Each *stedding* has a waygate just Outside.

Known *stedding*:

-[13 in the Dragonwall, including 1 in Kinslayer's Dagger]: Stedding Shangtai (east of Tear), Stedding Taijing (east of Stedding Cantoine), Stedding Qichen and Sanshen (one mile apart in the north)

-[4 in strip of land going from Shienar's southern border to the Sea of Storms, all newborn] Stedding Cantoine (just above the River Iralell, not far from Haddon Mirk), Stedding Tsofu (2 days ride south of Cairhien, youngest of four)

-[7 scattered throughout the Borderlands]

-[6 in Mountains of Mist including the Black Hills, the forest above the River Ivo, and the mountains above the River Dhagon just north of Arad Doman]

[Shadow Coast]

Abandoned *stedding*:

Many in Spine of the World, Mountains of Mist, and Shadow Coast. One deep in the Almoth Plain near the great forest Paerish Swar, in the low mountains to the north of Toman Head facing the Aryth Ocean, and another where Artur Hawking's city was to be, just north of the Caemlyn Road. Saddest is the one on the very edge of the Blight in Arafel. Stedding Sherandu and Stedding Chandar were both swallowed by the Blight.

Stedding Cantoine

Just above the River Iralell not far from Haddon Mirk.

Stedding Chandar

Swallowed by the Blight 968 years ago.

Stedding Qichen

One mile away from Stedding Sanshen in the northern half of the Spine of the World.

Stedding Sanshen

One mile away from Stedding Qichen in the northern half of the Spine of the World.

Stedding Shangtai

East of Tear in the Spine of the World. Elder: Haman. Loial and Covril's home.

Stedding Sherandu

Swallowed by the Blight 1843 years ago.

Stedding Taijing

East of Stedding Cantoine in the Spine of the World.

Stedding Tsofu

Two days ride south of Cairhien. Considered by Ogier as a newborn *stedding* it has still been inhabited for almost six hundred years.. Here one of the Great Trees still exists, three thousand years old, one hundred paces high and twenty wide. The Great Tree acts as the center of all activity in the *stedding* after the Stump of a dead Great Tree that acts as a stage. Ogier houses here are built between the Great Tree roots and generally look like flower covered mounts. Accessible via tunnels, everything here has a nature beaten look, like rocks moulded by the wind or wood twisted by a river. One of the rare Portal Stones and Waygates are just outside the *stedding* boundary though almost forgotten. Alar is Eldest of Stedding Tsofu. This *steddin* is gifted in that it has two Treesingers within its population. *See also Juin son of Lacel son of Laud; Alar; Trayal; Erith daughter of Iva daughter of Alar.*

Stepaneos den Balgar, King Mattin

The current king of Illian; holder of the Laurel Crown. Coming out on top in the Whitecloak War (Troubles) he forced a treaty to keep the borders as they were, pushing the Whitecloaks back. He has a secret Aes Sedai councillor. His banner is three silver leopards on black.

Stepper

Perrin Aybara's horse; a dun stallion named for his quick frisky steps. Taken from the Stone of Tear, one of the best horses in Tear.

Stevan

Demira Eriff's Warder. A slender gray streaked Cairhienin, a head shorter than she and twenty years younger.

stiling

The act, performed by Aes Sedai, of shutting off a woman who can channel from the One Power. A woman who has been stilled can sense the True Source, but she cannot touch it. So seldom has it been done that novices are required to learn the names and crimes of all women who have suffered it. Officially, stiling is the result of trial and sentence for a crime. When it happens accidentally, it is called being burned out. In practice, the term stiling is often used for both. Women who have been stilled, however it occurred, seldom survive long; they seem to simply give up and die unless they find something to replace the emptiness left by the One Power. Since stiling has yet to be studied openly, not a desirable topic, almost none know of any other side effects stiling causes. Recently two were discovered: a woman stilled loses her agelessness and truly looks younger than ever perhaps even half their age, and the Three Oaths so sacred are removed. Only three Amyrlin's have ever been stilled, Tetsuan, Bonwhin, and Sivan Sanche; both Tetsuan and Bonwhin were of the Red Ajah and replaced by the Blue, whereas Sivan was the opposite: of the Blue Ajah and replaced by the Red. Known as severing during the Age of Legends to describe both a man and woman being cut off from the Source. *See also gentling.*

Stonebow, Yurian (circa 1300-1308 NE)

False Dragon. When only six Aes Sedai tried to capture him, he stilled three and captured the others. *See also Dragon, false; Trolloc Wars.*

Stone of Tear

A great fortress in the city of Tear, said to have been made soon after the Breaking of the World, and to have been made using the One Power (Earth to draw material from the ground, Air to fly it to Tear, and Fire to melt it into one piece). Attacked and besieged unsuccessfully countless times, it fell in a single night to the Dragon Reborn and a few hundred Aiel (mentioned in the Prophecies as the People of the Dragon), thus fulfilling the first part of the Prophecies of the Dragon. The Stone did not fall till after *Callandor* was in the Dragon's possession thus fulfilling both parts of the Prophecies of the Dragon concerning the Stone. Some believe that the Prophecies account for the antipathy of the High Lords to the One Power, and for the Tairen law that forbids channeling. Despite this antipathy, the Stone contains a collection of *angreal* and *ter'angreal* in its Great Holding rivaling that of the White Tower, a collection which gathered, some say, in an attempt to diminish the glare of possessing *Callandor*. It is one hundred paces high of straight wall till the battlements and towers that adorn it; resembling a huge, gray stone hill or barren mountain with a single flag at its peak, three hundred paces above the River Erinin. Stretching from the Erinin, through the city wall and into Tear's heart; it is said, he who holds the Stone holds Tear. When not defended by its size, soldiers known as the Defenders of the Stone help -breastplates hang over their red coats with wide sleeves ending in narrow white cuffs, rimmed round helmets with a ridge over the top, tight breeches tucked into knee high boots, they denote rank with plumes or feathers. "The Stone still stands!" is the Defenders traditional battle cry. Lords might wear the same gear as a Defender when in combat but with ornately gilded cuirass', many feathers, striped on their sleeves of satin and their dark beards trimmed to nearpoints (fashion of Tairen nobility). It is from here that the High Lords of Tear rule the land, allowing only a few within its walls, and none into the Heart of the Stone that contained *Callandor*. The commander of the Stone's many servants and its day-to-day workings is known as the *majhere*: currently a broad woman of deep set eyes like black flint, many chins, gray hair and a firm voice. The Stones servants wear black and gold livery. *See also Tear; High Lords of Tear; Callandor.*

streith

A fabric not seen since the Age of Legends constructed with the One Power. It's colors and transparency change with the mood of the wearer, sometimes silvery and opaque, sometimes misty gray, from black to blue and beyond, and so thin as to show off ones limbs and body clearly.

Strom

Bouncer for Four Kings' Dancing Cartman inn. Huge of stature, there aren't many who can challenge him or his fellow bouncer Jak. His orders are to throw out all patrons involved in any dispute immediately.

Succession, the

A series of disputes verging on civil war in Andor erupting from the death of their Queen Modrellein, and the disappearance/presumed death of the Daughter-heir Tigraine and her brother and First Prince of the Sword Luc. It also brought about the events in Cairhien which began the Aiel War. Lasting two years, it

ended with the raising of the new Queen, Morgase of House Trakand. Every noble took a side, opposing her, supporting her or someone else. Morgase was sixteen when she contested for the Rose Crown and by her eighteenth nameday was Queen.

Suladric (soo-LAH-dric)

The last true Shaido clan chief, his successor was supposedly Muradin, if he had lived. Wife: Sevanna, roofmistress of Comarda Hold.

sul'dam (SOOL-dam)

Literally, "leash holder." Seanchan term for a woman with the ability to control, by means of an *a'dam*, a woman who can channel. Young women in Seanchan are tested for this ability at the same time as the testing for *damane* and to the same age. A fairly honored position among the Seanchan. Many more *sul'dam* are found than *damane*. What is known to only a few is that *sul'dam* are in fact those women who could be taught to channel. Their sign, a forked silver lightning bolt on red, is proudly displayed on all their clothing to denote their position. The *sul'dam* battle garb is usually a dark blue dress with the panelled lightning on the breast and sides of the skirt. Most of them treat *damane* as little more than pets, literally. See also *a'dam*; *Seanchan*; *damane*.

Sulin

A wiry white haired, pale blue eyed Maiden of the Spear. Chosen roofmistress of the Roof of the Maidens in Rhuidean. Leader of the Maidens west of the Dragonwall. She styles her hair as most Maidens do, short with a small piece hanging between the shoulders. She spoke to *gai'shain* in handtalk as if they were still Maidens and incurred great *toh* for having reminded them of theirs. To satisfy her *toh* she chose to work and dress as a wetlander servant in the Royal Palace of Andor, with the dress and livery used to equal the shame she instilled on them.

Sulwin

A Jenn Aiel who lived just after the Breaking of the World. Having endured so many raids and having lost much family, he decided to ditch the wagons the Aes Sedai had entrusted to him (*male angreal*, *sa'angreal* and *ter'angreal*) and end the unending wandering they were doing till that day. He was in favor of finding a safe place for only them and to remember the wonderful things the Aiel were once suppose have had so long ago -like their wonderful songs- yet still be able to follow the Way of the Leaf. In doing so he became the first Seeker of a Tuatha'an caravan, and the originator of the tinkers everpresent need to find the Great Song. See also *Tuatha'an*.

Sunamon, High Lord

A High Lord of Tear. An overly plump man who dry-washed his fat hands whenever he becomes agitated. Lord of the Land under him, Lord Estevan.

Sunday

A feastday and festival in midsummer, widely celebrated in many parts of the World.

sung wood

See *Treesinger*.

Sunhair, Ilyena

Lew Therin Telamon's wife. Killed when in her Aes Sedai husband's madness he killed all those who loved him. Peticularly hated by Lanfear, for it was Ilyena who received Lews' love when Lanfear, Lews present love, declared for the Shadow. She had straw colored hair similar to Elayne's, blue eyes and skin like cream, pretty faced. Also know as Ilyena Therin Moerelle. See *Dragon, the*.

Sun Palace

The Royal Palace of Cairhien. Occupying the highest hill directly in the center of Cairhien. A dark, square, massive, stone terraced construct -its hard to say there is a hill there at all. Lofty colonnaded walks, stone balconies, tall narrow windows high above the ground, gray stepped towers placed in concentric squares of increasing height distinguish this palace. The street leading to the Palace becomes a long, broad ramp leading to its tall bronze gates and the huge square courtyard beyond.

The most famous of the rooms within the Sun Palace is the Grand Hall of the Sun containing the Sun Throne itself. Gilded double doors worked with the Rising Sun of Cairhien allow entry to the hall. Inside below a fifty paces high angle vaulted ceiling stand massive columns of thick marble streaked with blue so deep as to be almost black. The Sun Throne itself is just as impressive, atop a wide dais of the same deep blue marble. A great heavy-armed chair glittering with gild and golden silk, but still all plain vertical lines, the wavy-rayed Rising Run of Cairhien set just so its sits above the head of whoever may sit.

Surandha

Sorilea's Wise One apprentice. An Aiel woman full of fun and exitedment; the exact opposite of her teacher. Five years older than Egwene al'Vere and as strong as any Aes Sedai channeler it puzzling why she is still a Wise One without Hold. Handsome: young, large blue eyes and dark golden hair.

Surine

One of the *sul'dam* Egeanin knows from Seanchan.

Suroth, High Lady (SUE-roth)

A Seanchan noblewoman of high degree and a Darkfriend. The sides of her scalp are shaven so that only a wide crest of black hair remains to fall down her back. Army general: Elbar.

sursa (SUHR-sah)

Thin, paried sticks used as eating implements in Arad Doman in place of forks. Some say the difficulty of eating with *sursa* is the source of Domani merchants' fabled perseverance; others claim it is the source of the equally fabled Domani temper.

Susa

Famed as the woman who tamed Jain Farstrider.

Suzi

An almost permanent performer in Duranda Tharne's inn, The Good Night's Ride. Her specialty is being fondled while dancing on tables singing dirty songs.

Swallow

Faile's horse. A glossy, black mare she bought in Tear of Tairen stock with slender ankles and an arched neck. A speed and endurance prancer.

Swift

The ship that took Mat Cauthon and Thom Merrilin to Tear from Aringill. Captain: Derne.

Tabitha

Novice taken with those who fled the White Tower for Salidar.

Tabiya

A green eyed and freckled novice of about sixteen or so; taken with those who fled the White Tower for Salidar.

Taborwin, Breane (tah-BOR-wihn, bree-AN)

Formerly a high-ranking lady of Cairhien bearing many stipes, now a penniless refugee who has found happiness with Lamgwin, the sort of man she once had servants flog out of her sight. Less than ten years older than Rand, and pretty with sharp eyes yet no husband. Short and pretty in her middle years. *See also Dobraine of House Taborwin.*

Tad

Solid stableman of Emond's Field's Winespring Inn.

Taeric

One of the supposedly related Chavana brothers acrobats in Valan Luca's traveling menagerie. Green eyed with high cheekbones and a hooked nose most consider him at least partly Saldaean - nothing like any of the other Chavanas.

Taim, Mazrim (998 NE) (tah-EEM, MAHZ-rihm)

A Saldaean False Dragon. A slightly above average height man of perhaps thirty five with the dark face, tilted eyes, hooked nose, and high cheekbones of a typical Saldaean. Clean-shaven and wearing the black coat of an Asha'man. He has supposedly fought off the madness for ten to fifteen years. He had Davram Bashere beat at Irinjavar until the visions of Rand al'Thor appeared. He was only captured by the Red Ajah because he was knocked unconscious.

Leader of the Black Tower in Rand al'Thor's absence. He wears neither pin Asha'man's normally wear but blue and gold Dragons twined around the sleeves of his black coat. He knows nothing of swords. A false Dragon who raised havoc in Saldaea until he was defeated and captured. Not only able to channel, but of great strength. *See Dragon, false; Denhuir.*

Taien

A high walled moderate sized town on the Aiel Waste side of Jangai Pass, remnant of the Cairhienin caravans across the Waste. Once very prosperous being the quickest way along the Silk Path to Shara, it is now only kept up by a bare minimum of habitants. All their children were taken as mockery *gai'shain*, naked, as cattle, during the Shaido's raid that killed most that dwelled here on their way to conquer the lands east of the Dragonwall.

Taisa

A Seanchan woman; a *sul'dam*. Last seen leashed to the *damane* Pura also known as Ryma.

Tai'shar (TIE-SHAHR)

In the Old Tongue, "True blood of."

Takima

An Aes Sedai of the Brown Ajah. The White Tower's history teacher.

Talents

Abilities in the use of the One Power in specific areas. Aptitude in various Talents varies widely from individual to individual and is seldom related to the strength of the individual's ability to channel. There are major Talents, the best known and most widespread of which is Healing. Other examples are Cloud Dancing, the control of weather, and Earth Singing, which involves controlling movements of the earth -for example, preventing, or causing, earthquakes or avalanches. There are also some minor Talents, seldom given a name, such as the ability to see *ta'veren* or to duplicated the chance-twisting effect of *ta'veren*, though in a very small and localized area rarely covering more than a few square feet. Many Talents are now known only by their names and sometimes vague descriptions, like Spinning Earthfire and Milking Tears. Some, such as Traveling, (the ability to shift oneself from one place to another without crossing the intervening space) are only now being rediscovered. Others such as Foretelling (the ability to foretell future events, but in a general way) and Delving (the location of ores and possibly their removal from the ground), are now found only rarely if at all. Another Talent long thought lost is Dreaming, which involves, among other things, interpreting the Dreamer's dreams to foretell future events in more specific fashion than Foretelling does. Some Dreamers had the ability to enter *Tel'aran'rhiod*, the World of Dreams, and (it is said) even other people's dreams. The last known acknowledged Dreamer was Corianin Nedeal, who died in 526 NE, but there is now another, known to but a few.

Specifics on channeling are guarded as fiercely as any life could. Healing, the Yellow Ajah's opinion of the purpose of Aes Sedai, is one of the most difficult Talents (Spirit/Air/Water with touches of Fire and Earth) . When an Aes Sedai probes a person's vital signs she is said to be 'delving' and usually a bit all of the Five Powers. Most know that only part of the energy needed to Heal a person comes from the True Source, the rest coming from the patient's strength, only a few realise that if an Aes Sedai Heals another Aes Sedai the patient does not grow a tenth as tired. Aes Sedai prepare themselves to be Healed by grasping and holding the One Power within them ready to supply the large amounts of energy required, thus sparing their bodies most of the drain.

Though since the Breaking of the World Balefire has been forbidden to be learnt or taught in the White Tower. So deadly is it that any object that comes in contact with it ceases to exist BEFORE the moment of destruction -the more powerful the Balefire the farther back in time it's weave is burnt from the Pattern and the more of his or her actions never happened, only the memories remain for those who experienced it. Appearing as a thick shaft of white light, a bar of molten steel, liquid fire - as it hits the colors of the target reverse like a negative, leaving a purple after image for a time.

KNOWN INFORMATION ON SPECIFIC TALENTS

Traveling is the ability to open a gateway between two distance places. It requires the channeler to know his starting point in detail and is made almost completely of Spirit. Whereas Skimming needs the channeler to know the destination in detail. Skimming also takes more time and is more dangerous for others following after the channeler.

Tying a weave is a basic Talent most can learn though has been lost. It allows the channeler to keep the weave together without the need to continually channel. Weak ties dissipate in hours or days whereas others must be untied to cease functioning. Warding is a more precise form of Tying a weave and is an even more rare Talent. It is known that an area may be Warded against humans or Shadowspawn, but not both.

Shielding is a weave of Spirit placed between the target and the True Source. Stilling is similar to shielding but the weave is knife-sharp and cuts through the targets grasp on the True Source. Cutting a weave is possible by wiewing a sharp weave of Spirit/Fire/Earth through others' weavings, looks a bit like shielding. A complex weave of Spirit can also be used to mask a woman's ability to channel from others.

Illusion isn't usually able to affect tactile senses. Air and Fire flows so minute to appear as mesh that make cobwebs seem like cables. A simpler weave of Illusion once known as Mirror of Mists can only makes reality appear altered in some way. A more complex weave of Illusion is Invisibility which is possible by only the strongest of channelers.

Aligning the Matrix, a Talent now lost, makes metals stronger.

Compulsion is the ability to bend a person's will and implant instructions into his or her mind in a way that even the recipient would not be aware of them. Compulsion's (complex Spirit weave streaked by Water and Air) little known defense is to hold on to the True Source, where it can almost never affect you unknowingly. Bonding such as the form used on Warders relies on much of the same principles as Compulsion but as a whole is completely different and leaves no visible weave to identify. See *also Tel'aran'rhiod*.

Talidar, Field of

The sight of Artur Hawking's greatest single victory against the Shadow. Now known as the Field of Talidar, it is located just north of Kinslayer's Dagger, west of the Erinin. When Myrddraal led Trollocs out of the Great Blight, Hawking personally led his armies to battle for fought for six days and nights. When it ended the remaining Trollocs fled back into the Great Blight and never dared challenge him again. Later he, Hawking, had a special monument built to commemorate the battle: a spire a hundred spans high topped by golden sun to symbolize that the Light had triumphed over the Shadow. Engraved with not his name but the names of his men who fell in the battle. It was torn down during the War of the Hundred Years.

Tallanvor, Martyn (TAHL-ahn-vohr, mahr-TEEN)

Guardsman-Lieutenant of the Queen's Guards in Caemlyn who loves his queen more than life or honor. Tall and young he has already one golden knot of rank. A few years older than Galad.

Tallan

In Ghealdan, east of the River Eldar verging on the Lugard Road, east of Samaha.

Talmanes of House Delovinde, Lord

Young Cairhienin lord; commander of half of the Band of the Red Hand's cavalry. The First Banner of Horse is named in his honor, Talmanes Thunderbolts. Three years older than Mat at most but a head shorter. He seldom smiles and behaves like a compressed spring or a coiled whip. Although a lord he still shaves and powders the front of his head as Cairhienin soldiers do. Entitled to many slashes he doesn't wear any. Manservant: Nerim. *Con*: three yellow stars on blue. Banner: a black fox.

ta'maral'ailen (tah-MAHR-ahl-EYE-lehn)

In the Old Tongue, "Web of Destiny." A great change in the Pattern of an age, centered around one or more people who are *ta'veren*. See also *ta'veren*; *Pattern of an Age*.

Tammuz

A Taraboner Illuminator from the Cairhienin chapter house.

Tamra Ospenya

Amyrlin from 973-979 NE; raised from the Blue Ajah.

Tamrin

An unknown Whitecloak, perhaps their leader in Tanchico.

Tanchico (tan-CHEE-coh)

Capital city of Tarabon. Built over steep hills, its cramped streets run in every direction twisting around them, bends of white blasted buildings cut off the view to less than a hundred paces at best. Mostly white buildings upon white buildings with hundreds of thin towers and almost as many pointed domes, some gilded. Most of the white buildings are plastered, some of it chipped or cracked showing weathered wood or pale brown brick beneath, the larger buildings being truly white stone. Flat roofed simple houses are the most numerous. Long wharves stretch far into the water so as to hold the most ships possible. Domed and spiraled buildings on hills shine white from afar with polished weather vanes glittering, sedan chairs going every which way. It's primary defence is the Ring Forts that surround itself.

It is the residence of the King's Palace, the Panarch's Palace and the Grand Hall of the Assembly. The Panarch's Palace: It has two squares or courtyards, one at the back and the front, constructed of piles of white marble, slender towers banded with stonework, snowy domes capped with gold and topped by golden spires or weather vanes, streets around it are wider and straighter than those normally found in Tanchico. The Panarch's Circle: a tall round wall of white stone half a mile from the Panarch's Palace, built atop one of the loftiest hills. Executions by law take place on the Traitor's Steps on the Maseta. The Panarch's Civil Watch upholds the law patrolling the rolling streets. See also *Tarabon*; *Garden of Silver Breezes*; *Three Plums Court*.

Tanreall, Artur Paendrag (tahn-REE-ahl, AHR-tuhr PAY-ehn-DRAG)

See *Hawking*, *Artur*.

Tarabon (TAH-rah-BON)

Nation on the Aryth Ocean. Capital city: Tanchico. Ruled by a King, a Panarch and the Assembly of Lords. Once a great trading nation, a source of rugs, dyes, and fireworks produced by the Guild of Illuminators, among other things. Little news has come out of Tarabon since the land became wracked by anarchy and civil war compounded by simultaneous wars against Arad Doman and the Dragonsworn, people who have sworn to follow the Dragon Reborn. Taraboners call themselves the Tree of Man and claim to be descendants of rulers and nobles of the Age of Legends.

Taraboner styles include: soft folds of material, a multitude of narrow braids, baggy white trousers, dark cylindrical or conical velvet caps and transparent veils across the face -for both men and women.

Taraboner nobles wear velvet masks that cover the upper half of the face completely designed to look like hawks or lions or leopard or whatever that go with one's outfit usually clinging silk dresses and baggy silk breeches. A heavy brass key around the neck indicates the rank of an officer of customs. *See also Panarch; Tanchico; Assembly of Lords; Andric, King; Amathera, Panarch; Maracru.*

Taralan

Ancient nation that lived during the Fourth Age.

Tarasin Palace, the

The largest palace in Ebou Dar where the Queen of Altara resides. It fills the entire side of Mol Hara Square. A heap of gleaming marble and white plastered stone, all domes and spires and colonnades three to four stories above the ground with intricate wrought iron balconies. The other three sides of the city square a mix of great houses and inns and shops, each as white as the next. A woman statue bigger than an Ogier in flowing robes stands on an even taller pedestal in the middle of Mol Hara Square, an arm upraised pointing toward the sea.

The insides of the palace are fashionably decorated: ceilings painted to resemble skys of clouds, color wherever one looks, diamond shaped tiles of every shade, and Sea Folk porcelain vases standing in alcoves at every turn. The Queen and others of the royal family call on the servants of the palace with a silver gong.

Taren Ferry

The northern most village in the Two Rivers district of Andor. Houses here are mostly made of stone, built on high enough foundations to survive against the floods that come every spring. People here seldom venture to the 'lower villages' like Emond's Field or Watch Hill. Known for their slyness and trickery; people say you count your fingers after shaking hands with a Taren Ferry man. Thier names always sound like to Hilltop or Stoneboat. Master Hightower controls passage across the River Taren from a stout wooden dock - the only dock. It was successfully burned to the ground when Trollocs invaded the Two Rivers. Wisdom: Mila al'Azar.

Taric

Aiel man. Amarys' youngest greatson.

Tarmon Gai'don (TAHR-mohn GAY-dohn)

The Last Battle. *See also Dragon, Prophecies of the; Horn of Valere.*

Tarna Feir

Aes Sedai of the Red Ajah. Pale yellow hair and blue eyes that could freeze the sun. A wilder; Galina Casban beat her the block out of her and she learnt to channel with her eyes open. Elaida's emissary to Salidar and the Little Tower.

Taron, Elwinn

Wisdom of Deven Ride, she replaced Mavra Mallen. A short plump woman with a pleasant motherly smile.

Tarsin, Idrien

Headmaster of Rand's school, the School of Cairhien. A stocky woman with more gray than black in her hair, only as tall as Rand's chest. Blunt faced though a sweet youthful voice. She keeps a tight reign on the school and likes only practical, real and solid ideas. Builder of a huge crossbow during the siege of Cairhien that hurled a small spear over a full mile to drive through a man.

Tarva

A Shaido Wise One. More than double Sevanna's age she has gray hair and a leathery face.

Tar Valon (TAHR VAH-lon)

A city on an island in the River Erinin; the island created as much by the Dragon's death as Dragonmount was during the Breaking of the World. The center of Aes Sedai power, and location of the White Tower; home of the Amyrlin Seat. Also known as the Shining Walls for its shine is the first thing one sees when traveling to it. Built by Ogier stonemasons shortly after the Breaking of the World, each palace like house complements its neighbors. The six bridges that allow access to Tar Valon from land, are similar in construction to the one that gives Whitebridge its name, only much bigger and made of the same indestructible white lace-like material. Similar smaller bridges also run from towers that are sprinkled evenly throughout the entire city, among structures that resemble gigantic waves breaking, shells of all kinds, and wind sculpted cliffs. The entire city seems more wind or water moulded than constructed. Each city intersection is decorated with either fountains, monuments or statues atop great columns. No matter how the city dominates the surrounding area, the White Tower itself dominates all. As white as the Shining Walls but taller, the Tower is reknown as a wonder of craftsmanship: main gates-bronze clad, wide enough to admit twenty men abreast-open onto the main entrance, staircase broad as a dozen men, gardens, the

most extensive library in the world, training grounds, and more. Although most Tar Valon residents respect Aes Sedai, there is a difference between respecting the snake and wading in its nest; fifty paces of road are permanently empty around the base of the Tower, despite the walls of crowding visible elsewhere. The Amyrlin Seat is ruler of the Tower and Tar Valon itself, including its remarkable military forces: the Flame of Tar Valon on their breasts, below steel barred flat rimmed helmets. Supposedly the wealthiest city in the world, for Tar Valon is the center of trade between the Borderlands and the south. *See also Tremalking Splice, The; Woman of Tanchico, The; Upriver Run, The.*

ta'veren (tah-VEER-ehn)

A person around whom the Wheel of Time weaves all surrounding life-threads, perhaps ALL life threads, to form a Web of Destiny. *See also Pattern of an Age; ta'maral'ailen.*

Tavolin, Elricain

One of Aldrin Caldevwin's under officers. His personal sign: two white bars on blue.

Tayal

An Ogier of Stedding Tsofu. Once a great Treesinger. One of the last Ogier to travel the Ways; only his body was able to escape *Machin Shin's* grasp. His body now appears hollow: in his middle years, eyes vacant, dark beard, walking as if for the first time, face sagging and mouth drooling.

Tear (TEER)

A nation on the Sea of Storms. Also the capital of that nation, a great seaport eight hundred miles south of Caemlyn. Built on the flat land just before the great delta known as the Fingers of the Dragon, it is mostly just one large glorified seaport. Inns and shops shoulder against towering palaces along the River Erinin's expensive expanse. Much in the inner city is large but nothing in Tear is even half as tall as the massive bulk, almost a mountain, that stretches from the city's heart, through the city wall to the water's edge known as the Stone of Tear. It's port district is known as the Maule; muddy streets carry the odor of fish among poorly repaired or neglected mostly wooden buildings -warehouses, seedy taverns, houses and many inns- before long docks that reach out as wide stone fingers to support ships of all sizes and shapes. Tairen buildings are known for having oddly shaped corners and roofs that sometimes rise to a point of slate of tile. Behind the Maule (protected only by a puny exterior wall), is the city's wall of dark gray stone (three feet by fifty feet high), ready to protect the older insides of Tear - towers with balconies high around them, their tops pointed as some of the roofs are, and square shaped white-dome palaces. Paving and stoneroads replace the Maule's dirt/mud ones, palaces and great buildings stand next to more ordinary inns and houses, sedan chairs and carriages Other districts include the Chalm or warehouse district, and the Tavar where farmers sell their crops. The soldiers known as the Defenders of the Stone help defend not only the Stone but the whole city.

The High Lords of Tear govern both the city and nation while the Lords of the Land are lesser Tairen lords. Here Aes Sedai are tolerated so long as they do not break Tairen law of no channeling within its borders, and to speaking of the *Karaethon Cycle* warrants prison. According to Tairen law, a girl with the potential to channel must be sent to Tar Valon before the second sunset after the fact is discovered. Other laws include: swords are tolerated on foreigners but none may openly carry killing weapons of any kind or risk incarceration, and non ship may pass the Fingers of the Dragon without a Tairen pilot aboard.

Tairen soldiers have their own fashion and battle tactics mostly seen as foolish anywhere else. They are as with all Tairens lovers of cavalry , thinking that with one good charge almost any battle can be won because of their good Tairen horsetock. They like to oil and cut their beards to a near point. They wear wide puffy sleeved shirts and long thick coats under their breastplates and matching round rimmed ridged helmets. They tuck their tight breeches into knee high boots. Rank is denoted with plumes or feathers stuck in their helmets. For soldiers from one of the hottest locales north of Illian they dress surprisingly warm their faces laced with sweat they pretend not to notice.

Tairen fashion is as distinctive as its accent. Nobles wear high neck silk dresses-to-the-chin with hems that stop at the ankle, fans to fight the heat, bright dresses that cling to the shoulders above the bosom with bright lace ruffs, peaked velvet hats and close fitting caps of pearls or gems for the noblewomen, silk coats with puffy satin striped sleeves, both men and women carry smelling salts as perfume/deodorant and sniff scented handkerchiefs and pomanders. In the Maule color is not so important: baggy breeches tied at the ankle, long coats tight at the arms and chest but loose below, loose shirts tight only at the waist and wrists, cloth caps that sag down one side of face(all Tairens), dark colored clothes, barefoot in mud or boots or shoes, shirtless if men, layered aprons for women, wide conical straw hats [dyed ones for women to match aprons], 'clogs' -wooden platforms tied to shoes to walk above the muddy streets-, short dresses(Maule). Thief-takers elsewhere are known as thief-catchers here. The sign of Tear or is three white crescent moons slanting across a field half red, half gold, known as the Crescent Banner of Tear - Three White Crescents of Tear. *See also Stone of Tear; High Lords of Tear; White Crescent, The;*

Golden Cup, The; Star, The.

Tedorian, High Lord

A High Lord of Tear. Not long after finding out, through Thom Merrilin's mastery at the Great Game, that High Lord Carleon was having an affair with his wife, the Lady Alteima, Carleon was killed in a 'hunting accident'; mistaken for a 'deer?' or perhaps a 'boar?' Soon after Carleon's accident, Tedorian grew ill and died; perhaps 'food poisoning' in the wine his wife gave him? He led one of the factions that planned to kill Rand al'Thor. Now gone to Haddon Mirk with High Lords Darlin, Simaan, Hearne and Lady Estanda to oppose the Lord Dragon. Opposing Rand openly from the start, fleeing Tear as soon as the Stone fell, rousing resistance among the nobles.

Telaisien, Queen

Queen of Andor about forty years before the end of the War of the Hundred Years. The Queen that halted Esmara Getares attempted seizure of Hawking's Empire.

Telamon, Lews Therin (TEHL-ah-mon, LOOZ THEH-rihn)

See Dragon, the.

Tel'aran'rhiod (tel-AYE-rahnr-hee-ODD)

In the Old Tongue, "the Unseen World," or "the World of Dreams." A world glimpsed in dreams which 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, but few have ever had the ability to enter it at will (all animals have this ability), though some *ter'angreal* have recently been discovered to confer that ability. Unlike other dreams, what happens to living things in the World of Dreams is real; a wound taken there will be there on awakening, and one who dies there does not wake at all. The World of Dreams does not see within a *stедding*. Entering *Tel'aran'rhiod* in the flesh reduces one's influence over the World of Dreams but having no effect on one's channeling strength, whereas entering in the dream means to have better control over the World of Dreams but reduces one's channeling strength.

Tema

A stableman/groom for Fal Dara keep. Usually seen in the Lord's Stable; he has a leathery face and an inverted gray bowl of hair which together denote his age.

Temaile Kinderode

Aes Sedai formerly of the Gray Ajah, from Cairhien. Now known to be of the Black Ajah. As a successful mediator she made point to spread the pain evenly. No one would even suspect from her outward childlike big blue eyes, short, slight, fragile looking framed foxlike shape, and dark hair loose to her shoulders that she could enjoy hurting others for pleasure, nor her love of singing filthy songs and dances. A child-faced raucous woman who laughs whether she's singing or dancing. *See also Ajah, Black.*

Tenobia, Queen

Queen of Saldaea.

Teran, Widow

An Amadician woman living in Mardecin. Gave Noy Torvald some work when he was laking.

ter'angreal (TEER-ahn-GREE-ahl)

Any of a number of remnants of the Age of Legends that use the One Power. Unlike *angreal* and *sa'sangreal*, each *ter'angreal* was made to do a particular thing. Some *ter'angreal* are used by Aes Sedai, but the original purposes of many are unknown. For example, one makes oaths taken with it binding. Some require channeling, while others may be used by anyone. Some will kill or destroy the ability to channel of any woman who uses them. Like *angreal* and *sa'angreal*, the making of them has been lost since the Breaking of the World, until just recently. Sometimes if *ter'angreal* of similar purposes attempt to function within close proximity the two *ter'angreal* can reverberate with disastrous results at worst. *See also angreal, sa'sangreal.*

ter'angreal, shallow thick cloud carved crystal bowl

(TEER-ahn-GREE-ahl)

More than two feet across carved deeply with clouds on the inside that come alive when in use, freezing again when not. Very difficult to use, most probably enhances one's weather controlling ability.

ter'angreal, miniature wooden hedgehog

(TEER-ahn-GREE-ahl)

One of the *ter'angreal* last studied by Corianin Nedeal and stole by the Black Ajah. It grants access to the World of Dreams but as a weapon, pulling all of a person within and holding them in a dream, till their body grows weak and dies. Once activated any, even non channelers, coming in contact with it are violently pulled in. Once the trap is sprung the weave of pure Spirit remains ready to trap anyone else who comes to within a few feet. It is rumored that one dying in such a way could live on in *Tel'aran'rhiod*, but

not much is known now.

ter'angreal, oath binding rod

(TEER-ahn-GREE-ahl)

A *ter'angreal* used in the swearing of the Three Oaths at the raising of an Accepted to full Aes Sedai. Any oath sworn while holding the rod is forever woven into the subjects mind and as such cannot be broken. There are of course ways of removing the binding effect of the oaths binding *ter'angreal*. The most effective is in the swearing of new oaths to the Dark One, but with the loss of access to the True Source also comes the freedom of being beyond the rod's power. It has been hinted that the Oath Rod was used in punishing criminals during the Age of Legends. See also *Three Oaths, the*.

ter'angreal, silver foxhead medallion

(TEER-ahn-GREE-ahl)

A *ter'angreal* given to Mat Cauthon by those who reside in the twisted doorframe *ter'angreal* to protect him from the One Power. Though it has yet to protect him from *saidin*, as long as it touches his skin, it works wonders against the direct effects of *saidar*. Aes Sedai describe its effect as if any weave that tries to touch him just disappears. Silver forged into the shape of a fox's head, it's tiny pupils carved to resemble tiny Aes Sedai symbols. It never leaves Mat's neck and warns him of attempts at breaching its protection by turning cold against his skin whenever the One Power is used directly against him.

ter'angreal, Tel'aran'rhiod accessing

(TEER-ahn-GREE-ahl)

Many *ter'angreal* have been known to have this ability but never as good as the twisted single edged speckled ring. Many of the last ones studied by Corianin Nedeal were stolen by the Black Ajah before their flight from the White Tower. Others have been newly created or just copied by Elayne Trakand. All other than the original ring require the channeling of Spirit to function, the only one of the Five Powers usable during sleep, but also preventing any channeling in the World of Dreams whatsoever. All of them make the user appear misty but only to others as they do not pull someone as far as into the World of Dreams as a dreamwalker or the twisted ring can. Included are, a small iron disk worked on both sides with a tight spiral, a narrow plaque five inches long, seemingly amber but strong as steel with woman sleeping carved on it.

ter'angreal, three dull metal rings

(TEER-ahn-GREE-ahl)

A *ter'angreal* found in Rhuidean's great plaza around *Avendesora*. Three dull metal rings, each more than two paces across standing on edge and joined at the middle. Wise Ones upon their first visit to Rhuidean use it once, for death is possible, choosing one ring for they all do the same, takes a person through their life over and over again. All possible futures based on every possible decision she will make for the rest of her life. Not all can be remembered of course, and memories are jumbled together and faded but the person gains a sense of what will happen, of what must and of what might.

ter'angreal, three silver arches

(TEER-ahn-GREE-ahl)

The *ter'angreal* used in the raising of novices to Accepted in the White Tower; three silver arches joined in a circle on a dish. An Aes Sedai sitter must sit at each of its joints for it to operate. Each arch is for a time of fears: what was, what is, and what will be. Novices must enter and exit each arch knowing she is to see her greatest fears come true and that returning from the worlds within the arches is not guaranteed. Once a novice has entered the first arch she must continue through all three or be denied acceptance forever and banished from the White Tower.

ter'angreal, twisted doorframe

(TEER-ahn-GREE-ahl)

(1)A *ter'angreal* found in the Great Holding of the Stone of Tear. A redstone doorframe whose corners don't meet properly, the eye not wanting to follow the straight pieces. Always upright and turning freely but refusing to tip however manhandled. Given to the High Lords of Tear by Halvar, First of Mayene. The people who dwell beyond the doorframe have agreed to answer any three questions asked by any one person, though only once in his or her lifetime. It is said that frivolous questions or those to do with the Shadow can have dire consequences. Part of the agreement was that the seeker not bring any iron, instruments of music, or any devices for making light. It is believed that those who answer the questions gain sensations, experiences, and emotions in return for their services. Some even think they can feel it being done as a crawly sensation on their skin.

(2)A *ter'angreal* found in Rhuidean's great plaza around *Avendesora*. A redstone doorframe whose corners don't meet properly, the eye not wanting to follow the straight pieces. When Moiraine and Lanfear

entered it simultaneously channeling it was burnt to nothing in fires of the Power and billowing black smoke. Only one contemporary person other than those of the Shadow knows of its contents, Mat Cauthon.

ter'angreal, twisted single edged speckled ring
(TEER-ahn-GREE-ahl)

A *ter'angreal* once studied by Corianin Nedeal. Not in the official White Tower records it was hoarded by Verin Sedai for her personal research on *Ter'aran'rhiod*. Given to Egwene al'Vere for she was thought to be a Dreamer and on the trails of the Black Ajah, it gives anyone who wears it next to bare skin access to the World of Dreams while they sleep. Twisted, single edged and speckled red, blue and brown Elayne Sedai has never been able to reproduce it perfectly, most of the time requiring the channeling of Spirit where the original can be used by even non-channeling men.

Teresia, Queen

Queen of Ghealdan after Ellizelle. She only lasted ten days after her coronation; sending her two thousand Ghealdanin soldiers against ten thousand folk gathered to hear the Prophet speak, after their defeat she abdicated the throne to marry a rich merchant, Beron Goraed.

Teryanes

Vilnar Barada's girl. Her father was a merchant.

Teryl

Seonid Traighan's Warder.

Tesen, Mil

The peddler who told Gawyn Trakand and his Younglings that Rand had taken Caemlyn and perhaps even killed Queen Morgase and Elayne.

Teslyn

Aes Sedai of the Red Ajah. Not thought of as beautiful but a severe woman with a strong Illianer accent and bony fingers. Her and Joline make up Elida's embassy to Altara.

Tetsuan

An Aes Sedai of the Red Ajah who was an Amyrlin Seat during the Trolloc Wars. She was stilled for her betrayal of Manetheren over her jealousy of Elisande's power. She was kept in the Tower as a servant. *See also Manetheren.*

Thakan'dar **(thah-kahn-DAHR)**

An eternally fog-shrouded valley below the slopes of Shayol Ghul. It is here that the unnatural smiths forge the deadly weapons that are thus known as Thakan'dar forged. Since Thakan'dar forged weapons do fail after a time and need to be replaced, the forgers here never stop unless lacking the components they require. Whatever life metal could have is ended with the touch of the black water rivulets -as the finished blade is heated and turns white for the last time it is dipped and instantly goes night black, but the forging is still not complete. A human sacrifice is required to give the blade is tainted touch. The sacrifice is 'taken away' screaming till 'death', and the weapons is declared finished.

Although the Thakan'dar forgers -thick moving man shapes seemingly hacked out of the mountain- appear alive they aren't really. If carried away alive from Shayol Ghul they will turn to rock or dust. Their sole purpose is to make the weapons the Great Lord of the Dark's armies require. *See also Shayol Ghul.*

Thane, Berin

Lantern-jawed Emond's Fielder and Jon Thane's brother, he has quite a bald spot.

Thane, Jaim

An Emond's Fielder.

Thane, Jon

Emond's Field's lantern jawed miller and member of the Village Council. Known for his attitude of 'doing it right and right away.' Oldest son: Lem, brother Berin.

Thane, Kari

An Emond's Fielder.

Thane, Lem

Eldest son of Emond's Field's miller, Jon Thane. Of the same age as Perrin, Mat and Rand, only eight months younger.

Thane, Nela

Around Nynaeve's age and her childhood friend.

Tharne, Duranda

Innkeeper of Murandy's The Good Night's Ride and longtime member of the Blue's eyes-and-ears. She has dark eyes, a thrusting chin, hard mouth and tall elaborate dyed curls (nature doesn't produce this

shade of red). Form wise Duranda has thick arms, ample hips and massive bosom. Usually seen laughing or and slapping a patron's back in joy. As an agent for the Blue Ajah she is reliable and timely in her delivery. **Theodrin Dabei**

An older than usual Wilder and apple-cheeked Accepted. Her willowy neck, copper skin, and graceful way of moving indicate her nation of origin: Arad Doman. Described as, even tempered, good humored, and patient she makes friends easily. She was assigned the task of breaking Nynaeve's block, for being a wilder herself she understands how they can be brought down. Her own block took almost two months to demolish. Realising she was channeling way before going to Tar Valon her block was the presence of men she either loved or hated, without one or the other she could not channel. Her block was broken when Charel, a Tower groom Theodrin was attracted to, was switched with his twin sister Marel - fainting with realization she could channel from then on. She has a limited Healing ability.

Taken with the rebel Aes Sedai to Salidar. Amyrlin Egwene al'Vere proclaimed her Aes Sedai without having taken the Three Oaths.

Therava

Shaido Wise One.

Thervail Dura

Beonin Sedai's Warder. Dark haired with a bold nose and a deep white scar along his lean jaw.

Therva Maresis

An Aes Sedai of the Yellow Ajah. Slender with a long nose. Sided with Little Tower.

Thorin al Toren al Ban, King

Aemon al Caar al Thorin's grandfather and King of Manetheren before him. King at the same time as Balwen Ironhand, King of Aridhol. Son: Prince Caar al Thorin al Toren, daughter-in-law Rhea. *See also Manetheren; Aemon al Caar al Thorin, King.*

Three-fold Land, the *See Aiel Waste.*

Three Oaths, the

For an Accepted to be raised to full Aes Sedai she must swear the Three Oaths while holding the Oaths binding *ter'angreal*. The oaths binding *ter'angreal* makes the Three Oaths impossible to break. The Three Oaths are:

1) To speak no word that isn't true.

2) To make no weapon for one man to kill another.

3) Never to used the One Power as a weapon except against Darfriends or Shadowspawn, or in the last extreme of defending your own life, that of your Warder, or that of another sister.

Aes Sedai began swearing the Three Oaths between the Trolloc Wars and the War of the Hundred Years as a way of guaranteeing that the One Power would only be used against the Dark One or in defense.

Three Plum Blossoms, the

The Falme inn hastily renamed after the Seanchan invasion from 'Watcher'.

Three Plums Court, the

A white plastered inn below the Great Circle in Tanchico. Just before its three square stories is a high walled flagstone courtyard. None of its windows are at ground level and even those above are grilled with fanciful ironwork. It's private dining room is called the Chamber of Falling Blossoms: a small windowless room down the hall from the comon room with a low table, carved chain red seat cushions, plum tree paintings and plastered brick walls. Innkeeper: Rendra.

Three Towers, The

One of Maerone's many taverns.

tia avende alantin (TEE-ah ah-VEN-day ah-LANH-tin)

"Brother to the Trees."

Tialin

A lean Aiel woman and Wise One. Red haired with a sharp nose.

Tiam of Gazar

Devisor of the Gazaran Calendar. It measured the years starting twenty years after the Trolloc Wars end in FY or Free Years.

Tia mi aven Moridin isainde vadin

In the Old Tongue, "The grave is no bar to my call." Inscription on the Horn of Valere. *See also Horn of Valere.*

Tiana Noselle

Aes Sedai of the Gray Ajah. Sided with the Little Tower she was chosen as their Mistress of Novices.

She shows a type of kindness to novices but none to Accepted who should know better.

Tiedra, Mistress

Innkeeper of Cairhien's The Great Tree inn. Has the same unctous look of most Cairhienin playing the Great Game, with an innkeeper's plumpness and sharp eyes and an air of listening behind your words. Knows Verin Sedai.

Tifan's Well

A farming community on the grassy plains of Arafel.

Tigraine of House Mantear (tee-GRain, MAN-tee-ahr)

As Daughter-Heir of Andor, she married Taringail Damodred and bore his son Galadedrid. Her disappearance in 972 NE, shortly after her brother Luc vanished in the Blight, led to the struggle in Andor called the Succession, and caused the events in Cairhien that eventually brought on the Aiel War. It was her mother's Aes Sedai advisor Gitara Moroso that secretly told that the fate of the world rests on her becoming a Maiden of the Spear. This led to the Cairhien scheming that resulted in Laman's Prid. Her sign was a woman's hand gripping a thorny rose-stem with a white blossom. Her mother was Queen Mordrellein of House Mantear, now deceased.

It is assumed she is the wetlander Maiden of the Spear Shaiel, and if so, mother to Rand al'Thor, the Dragon Reborn. *See also Shaiel; Janduin.*

Time of Madness

The years after the Dark One's counterstroke tainted the male half of the True Source, when male Aes Sedai went mad and Broke the world. The exact duration of this period is unknown, but it is believed to have lasted nearly one hundred years. It ended completely only with the death of the last male Aes Sedai. *See also Hundred Companions; True Source; One Power.*

Timolan

Clan chief of the Miagoma Aiel. Unpredictable.

Timora

One of Lady Amalisa's attendants at Fal Dara keep.

Tinker in the Kitchen

*"Tinker in the kitchen, with a job of work to do.
Mistress up above, slipping on a robe of blue.
She dances down the staircase, her fancy all so free,
crying, Tinker, oh, dear Tinker, won't you mend a pot for me?"*

Tinkers

See Tuatha'an.

t'mat

Pulpy red fruit from the Aiel Waste.

Tol, Ceran

Age of Legends artist. He painted, 'Temple of Infinity', a painting now hanging in Sammael's chambers.

Tolmeran, High Lord

Tairen High Lord. A man whose iron-gray beard seems a spearpoint on the shaft of his leanness.

Tolvar

A male channeler in the Black Tower. Full of himself. A Taraboner just short of his middle years with a sharp nose and a sneering mouth.

Toma

Just after the resealing of the Dark One's prison, it was Toma and a few others who hanged Da'shain Aiel Charn, an old man at the time, for having worked for Mierin Sedai - Lanfear.

Tomada

An Ogier who lived during the Age of Legends.

Tomas

Verin Mathwin's Warder. A graying short and stocky man with dark unwavering eyes. His gray ferocious-eyed tall and sleek battle trained horse allow man and mount to fight as one.

Toram

Cargomaster of the Sea Folk raker *Wavedancer* and the Sailmistress' husband. A heavy shouldered man of four gold earrings in each ear, three gold chains with perfume box, and a long puckered scar on his cheek aquired by battling the Seanchan on *Wavedancer's* decks. Wife: Coine din Jubai Wild Winds.

Toram of House Riatin

Bitter rival with those to hold the Sun Throne before Riatin, ie Damodred, he has still sealed a truce

with Caroline Damodred as they both oppose the Lord Dragon. Fled to the foothills of the Spine of the World with Andoran soldiers.

Torean, High Lord (toh-ree-AHN)

A High Lord of Tear. A man who desires what neither his vast fortune nor his face will gain him. He wears his dark white streaked beard cut to a fine point beneath thin eyebrowed face. His knobby nose is not large when compared to his ears; despite his plain looking lumpy face and odd features he still manages to move as languidly as if he were at a ball. He looks more like a farmer, than most farmers. The wealthiest Tairen noble it was he who was ordered by Rand to finance Tear's armies headed to Cairhien and oversee how the money was spent. Son: Estean.

Torfinn, Jaim

An Emond's Fielder in his late teens though not one of Perrin Aybara's Companions. His family farm is a mile closer to Watch Hill than the al'Seen farm. Good shot with a bow.

Torfinn, Jancy

A high voiced Two Rivers girl. At fourteen she is the youngest of those found to have the ability to channel by Verin and Alanna Sedai, now off to the White Tower to become Aes Sedai. An inborn channeler.

Torfinn, Leaf

The deep set eyed Two River's man who carried Lord Perrin Goldeneyes' wolfbanner. His family farm is a mile closer to Watch Hill than the al'Seen farm.

Torfinn, Thad

Skinny Emond's Fielder.

Torvald, Noy

An Amadician living in Mardecin. He sold his coach to Thom Merrill on one of Thom's many adventures. He works for Widow Teran and does other odd jobs since the trade in Amadicia with Tarabon died off.

Torvere, Kin

A teacher at the School of Cairhien. A stocky Cairhienin lensmaker who keeps wiping his bald head with a hankie. Designer of a telescope to look at the stars as per Rand's request. Apprentices: Jol and Cail.

Torvriil

Asha'man in the Black Tower.

Tower of Ghenjei

A two hundred foot tall, forty foot thick solid steel looking tower halfway between Baerlon and Whitebridge along the river. Said to be hard to leave in the real world but impossible in *Tel'aran'rhiod*. A doorway to the realms of the Aelfinn and the Eefinn - not evil like the Shadow but so different from humankind they might as well be.

Tower of Ravens

A tower in Seanchan that is used in executing one of the Blood in the only way possible through the law - put in bag and tied over the tower's side, left until the bag and its contents rot away. Perhaps the same place called the Tower of Midnight, perhaps not.

Traveler

Gareth Bryne's horse. A big nosed bay gelding that is not flashy but has endurance and courage.

Traveling People

See Tuatha'an.

Travels of Jain Farstrider, The
(JAY-ihn)

A very well-known book of travel stories and observations by a noted Malkieri writer and traveler. The book was first printed in 968 NE and has been reprinted continuously ever since. Jain Farstrider disappeared shortly after the Aiel War and is generally believed to be dead.

Trekillers

An Aiel name for the Cairhienin, always said in tones of horror and disgust.

Treesinger

An Ogier who has the ability to sing to trees (called "treesong") either healing them, or helping them to grow and flower, or making things from the wood without damaging the tree. Objects made in this manner are called "sung wood" and are highly prized. Few Ogier remain who are Treesingers; the ability seems to be dying out.

treesong

See Treesinger.

Tremalking

One of the many Atha'an Miere's isles, perhaps the largest. Situated off the Shadow Coast. Rumor has it a stone hand more than fifty feet high pokes out of a hill here clutching a crystal sphere as big as a boat. Similar to the one in Cairhien, and if so, its female sa'sangreal counterpart.

Tremalking Splice, The

An inn but mostly alcoholics lounge in Tar Valon, little gambling at all.

Tremonsien

A small village just inside Cairhien's border, near the left corner of Kinslayer's Dagger. Buildings here are build on squares of land and are square themselves, and roads cross at right angles. Tremonsien's only inn The Nine Rings gets its name from some Cairhien adventure story. Not far north of the village lies a large bearded statue holding a crystal ball almost twenty paces across. At King Galldrian's order it is currently being removed from the ground for transport and display in Cairhien. Wisdom: Mother Caredwain.

Trollocs (TRAHL-lohks)

Creatures of the Dark One, created during the War of the Shadow. Huge of stature, they are a twisted blend of animal and human stock; rams horns, boar's snout and tusks, eagle's hooked beak, wolf's muzzle, or a goat's teeth and horns. Largely of human origin, they are able to interbreed with humankind, but the offspring are usually stillborn, and those which are not often fail to survive. Female Trollocs do exist though nothing more is known than female Myrddraal do not. They are omnivorous and will eat any kind of meat, including human flesh and the flesh of other Trollocs. Vicious by nature, they kill for the pure pleasure of killing. Sly, deceitful, and treacherous in the extreme, they cannot be trusted unless coerced by fear. Trollocs can see better than a human in darkness, but bright light can blind them momentarily. Some track by scent others by sound. They can at times run faster than a horse for 100 paces or more, but for all their abilities they are extremely lazy. As the Myrddraal they cannot swim, thereby avoiding expanses of water whenever possible. One of their few human traits is that they unlike Myrddraal can dream. Their blood can etch weapons and other kinds of metal like acid, if not washed away soon after contact. Wolves will kill a Trolloc on sight so Trollocs have developed a deep fear of them. Capable of speech (all be in harsh voices Trolloc tongue or not) and even their own form of writing: Trolloc script. They are divided into tribe-like bands, chief among them being the Ahf'frait (sign: whirlwind), Al'ghol, Bhan'sheen, Dha'vol (DAH-vohl, sign: horned skull), Dhai'mon (DEYE-mon, sign: closed fist), Dhjin'nen, Ghar'ghael, Ghob'hlin, Gho'hlem, Ghraem'lan, Ko'bal (KOH-bahl, sign: trident), and the Kno'mon. Trollocs are accounted for in battle as fists (about 100 Trollocs). Their Thakan'dar weapons of choice are forged scythe-like blades, hooked spears, spiked axes or hammers, long curved bows with spear length black-fletched shaft arrows, and barbed tridents. Also known as Shadowtwisted to the Aiel. *See also fist.*

Trolloc Wars

A series of wars, beginning about 1000 AB and lasting more than three hundred years, during which Trolloc armies ravaged the world. Eventually the Trollocs were slain or driven back into the Great Blight, but some nations ceased to exist, and others that survived were almost depopulated. All records of the time are fragmentary. Yurian Stonebow rose from the ashes of this war to challenge the world as a false dragon. *See also Covenant of the Ten Nations; Maighande; Kirukan, Queen.*

Trom

Galad's Whitecloak friend. Square-faced and black haired with two nots of rank. Older than Galad.

Troubles

Known to the rest of the world as the Whitecloak War. *See Whitecloak War.*

True Source

The driving force of the universe, which turns the Wheel of Time. It is divided into a male half (*saidin*) and the female half (*saidar*), which work at the same time with and against each other. Only a man can draw on *saidin*, only a woman on *saidar*. Since the beginning of the Time of Madness, *saidin* has been tainted by the Dark One's touch. Holding either half of the True Source allows the individual to sense minute details in the world around him/her that he or she would normally ignore. Such as the distinctive smell of another's sweat and the presence of each hair on his or her body. Holding more of the One Power allows a channeler to channel quicker than usual and is more difficult to shield from the Source, although holding too much of the One Power will eventually be unleashed resulting in stilling/gentling and even death.

Although both are similar their differences are made apparent in the way control of each is prescribed: for *saidar* women are told that they must "surrender to it first so that it can be guided from within", whereas men say *saidin* is more a "torrent river that must be fought every second or else it will consume you." Similar results, immensely different methods. Any woman channeler can sense the presence

of any other woman channeler and their approximate strength, holding *saidar* also makes a woman appear to glow to others. Among male channelers this is not the case. Men must go through a complex concentration exercise (*see below*) to determine whether another man can access the True Source or be taught to. Holding *saidin* doesn't make one glow to others but only feels the increase in another's strength.

Determining whether another man can access the True Source or be taught to. Have the tester channel a small continuous visible effect (ie touch of light) and have the subject to be tested concentrate on that effect. For the test to be successful a resonance should be detectible where the Power being used reflects of the subject. Too big an echo could do unpleasant things to both minds so care must be taken during the test. Until the person actually begins to channel it is -to date- impossible to tell how strong he is or will become. *See also One Power.*

tsag

A popular curse word during the Age of Legends.

Tuatha'an (too-AH-thah-AHN)

A wandering folk, also known as the Tinkers and as the Travelling People, who live in brightly painted wagons and follow a totally pacifist philosophy called the Way of the Leaf - that also involves accepting what comes, 'the leaf falls in its proper time, uncomplaining.' They normally have very loud dogs that although look mean won't harm anyone. Those Tinkers who give up the Way of the Leaf are referred to as Lost and exile from their caravan home. Things mended by Tinkers are often better than new, but the Tuatha'an are shunned by many villages because of stories that they steal children and try to convert young people to their beliefs. Each of their caravans are led by a Mahdi or 'Seeker', who leads their search for the Great Song that is said to return them to the paradise of the Age of Legends. The Great Song has been lost since the Breaking and now is forgotten. Tuatha'an believe they will know the song when they find it. They are among the few who can cross the Aiel Waste unmolested, for the Aiel strictly avoid all contact with them. Very few people even suspect that the Tuatha'an are descended from Aiel who broke away during the Breaking of the World in an attempt to find a way back to the time of peace. *See also Aiel; Way of the Leaf, the; Sulwin.*

Tuel

A city in Seanchan.

Turak; High Lord Turak of House Aladon (TOO-rak; AL-ah-dohn)

A Seanchan of high degree, commander of the *Hailene*. Collector of *cuendillar* whose collection rivals only that of the Empress herself. Twelfth in line for the Crystal Throne and thus a High Lord. His sign was the same as Luthair Paendrag Mondwin's was: a golden, spread-winged hawk clutching lightning bolts. Despite his inch long nails and soft almost singing voice he was an adept blademaster and secretly roped with muscle. He was killed in single combat by Rand al'Thor when Rand and his companions took back the Horn of Valere at Falme. His personal servant was Huan. *See also Seanchan; Hailene; Huan of House Aladon.*

Turol

An Aiel Stone Dog.

Two Moons

One of the many wolves to aid in the rescue of the Dragon Reborn, Rand al'Thor. His name means: a night-shrouded pool, smooth as ice in the instant before the breeze stirred, with a tang of autumn in the air, and one moon hanging full in the sky and another reflected so perfectly on the water that it was difficult to tell which was real. Known wolf allies, Wildfire, Old Deer, Half-Tail Rabbit Nose, and Morning Clouds.

two-step

A brown poisonous snake native to the Aiel Waste. Most die within two steps - hence the name.

Two Rivers, the

An area known throughout the world for it's tabac and that alone -not even its location. Women are only considered women (able to marry) when the Woman's Circle decides such and it varies much per individual; only woman may braid their hair and girls anxiously await the moment they may braid their hair. Marriages here also require a year of betrothment before the marriage can actually take place; newly weds wear red ribbons for seven days after to show others they are.

After more than seven generations the Two Rivers has a Lord again. Lord Perrin Goldeneyes, Lord of the Two Rivers. Him and his wife live in the Aybara Manor a hundred paces south of Emond's Field. More like an overgrown farmhouse, its a thatched roof three story building with a roofed colomned porch at the front. It's greatroom is over fifteen paces long with a fireplace at each end. Two high backed chairs one for

Perrin the other for Faile are each carved to illustrate the falcon and wolf of their personalities. Perrin's chair carved with wolves a large wolf head at its peak, Faile's carved with falcons a large falcon at its peak. Servants: Calle Coplin, Gwil and Hal. *See also t'Aybara, Faile ni Bashere; Aybara, Perrin t'Bashere.*

The war torn west has dumped many refugees into the Two Rivers and their special abilities with them. Some new tile roofing, talk of building a village wall and some brick houses.

Tylin Quintara of House Mitsobar, Queen

(quin-TAHR-ah; MIHT-soh-bahr, TIE-lihn)

Queen of Altara, in name only for the Throne of the Winds has no real power. Aes Sedai advisor, Cavandra. She rules, in truth, only about one hundred miles around Ebou Dar itself. A widow with no plans on remarrying. No taller than Nynaeve, she manages to stand with a regal bearing that even Elayne would be hard pressed to match. Her large black eyes and waves of glossy black hair graying at the temples and hanging just past her shoulders, she is handsome though not unlined. Two scars mar her cheeks, though so old they have almost vanished. She prefers honesty and openness to subtlety, and forgoes most of the formalities of being Queen. Of her four sons and daughter, only Beslan still lives, the others having died honourably in duels to the death. Her father was the one to secure the throne for her, now she hopes to do the same for her son. Mitsobar House sigil: Anchor and Sword in green.

Tzora

A city during the Age of Legends, deemed the second greatest in the world. It was burnt to a sheet of glass by Jaric Mondoran during the Breaking of the World.

Uno

A Shienaran warrior. Known for his rough mouth and constant cursing and hidden dislike for anyone not a grizzled fighter like him. He bears a rough scar down his face through where his left eye used to be, the gaping hole left covered by a designer eye patch; a blood red eye drawn on it. Bearing a hard, stony Shienaran face and dark eye. His sword hilt usually rises above his right shoulder and over his gray streaked Shienaran top-not, always ready to be drawn. Other Shienarans in the group he partook in that travelled to Toman Head after the Horn of Valere are, Bartu, Chaena, Masema, Mendao, Nangu, Nengar, Sakaru, Sar, and Ragan. Having attained Salidar he was encouraged to join the Little Tower's army as an officer under Gareth Bryne; he now trains Bryne's heavy cavalry and wears a band of golden braid on the cuffs of his coat.

Upriver Run, The

One of Tar Valon's many inns; where Narenwhin Barda's eyes-and-ears receive any information to be forwarded to her in the White Tower, for the Yellow Ajah.

Urien

A man of the Two Spires sept of the Reyn Aiel. A Red Shield. Tall, with short red hair, except for a tail at the back of the neck to his shoulders, blue eyes and dark skin. He carries a short horn bow, a long knife, a round hide buckler and three spears. The Aiel met on the journey to recover the Horn of Valere, looking for He Who Comes With The Dawn, the *Car'a'carn*.

Urien din Jubai Soaring Gull,

Scholar of the Sea Folk. Devisor of the Farede Calendar promulgated by the Panarch Farede of Tarabon. It measures the years from the arbitrarily decided end of the War of the Hundred Years as New Era (NE). This calendar is the one currently in use.

Valda, Lord Captain Eamon

Anointed of the Light. The Lord Captain of the Children of the Light formerly in charge of the Legion of troops outside Tar Valon. He secretly plans his ascension to Lord Captain Commander. His idea of a strategy: the charge.

Valinde Nathenos

An Aes Sedai of the White Ajah and member of the Little Tower's embassy to the Dragon Reborn. Most probably an Illianer, she approves, almost loves Rand al'Thor's doings.

Vandene Namelle

Aes Sedai of the Green Ajah. Sided with the Little Tower. Her and her sister Adeleas took a voluntary retreat so long ago, the Tower has practically forgotten them. A woman who knows so much of her sister's knowledge she is sometimes seen as a Brown. Almost white hair gathered at the neck of her ageless face and slender; she moves as graceful as ever. Both sisters are known as highly respected healers not far from their retreat in Tifan's Well. She rides slab sided a light stepping black gelding. Warder: Jaem.

Vandes, Eban

Author of, "The Stone of Tear".

Vanin, Chel

Band of the Red Hand scout. Known as a master among thieves. A scoundrel and thief before swearing to the Dragon's General his talents now serve him as a Band scout. Fat, round faced, gap-toothed and balding. An Andoran by birth he's still a good rider. Former stableman or farmer.

Varadin

One of Pedron Niall's personal agents. A rug seller who did Niall good service during the Troubles (Whitecloak War) peddling his wares through Altara, Murandy and Illian. What he earned set him up as a wealthy merchant in Tanchico, supplying fine carpets and wines to the palaces of the King and Panarch, as well as most of the nobles and their courts. Always leaves his eyes and ears open and reports directly to Niall. Currently lost in Tanchico's civil war.

Varg

Not only the first Trolloc but the first of many Shadowspawn killed by Rand's luck: the clumsy beast fell on Tam's heron-marked sword. Also the first Trolloc to speak and/or give his name.

Varilin

Aes Sedai of the Gray Ajah, allied with the Little Tower. Almost as tall as Logain though slender with red hair. She almost died trying to make a *ter'angreal*.

Vasa

One of the many sailors aboard Huan Mallia's *Gray Gull*.

Verdin

One of the Band of the Red Hand's squadmen. He has the honor of carrying Rand's Aes Sedai banner.

Verine

The pale young Accepted who chose not to raise the alarm when the storeroom was violated on her watch and died for her mistake - cut by Fain's Shadar Logoth dagger.

Verin Mathwin (VEHR-ihn MAH-thwihn)

Aes Sedai of the Brown Ajah. A sharp dark eyed, short, plump, square faced woman with only a touch of gray in her hair and smooth-cheek Aes Sedai agelessness to show for her years of channeling. Older than both Siuan and Moiraine; an old Aes Sedai even when they were Novices. Powerful enough, she spent five years as a novice, and even less as Accepted. Seems as lost in search of knowledge as any Brown, the cuffs of her dark clothes are permanently inkstained. In the White Tower she makes her home above a Brown's heaven: the Tower's Library; her pet owl, to 'keep down mice, they chew paper." Warder: Tomas. Sometimes seen with her longtime Brown companion Serafell. She is competent enough with the Talent known as Cloud Dancing, but cannot Heal more than a bruise. Rides an undescript brown gelding.

Village Council

In most villages a group of men, elected by the townsmen and headed by a Mayor, who are responsible for making decisions which affect the village as a whole and for negotiating with the Councils of other villages over matters which affect the villages jointly. They are also at odds with the Woman's Circle in so many villages that this conflict is seen as almost traditional. *See also Women's Circle*.

Vitalien

Sarene Nemdahl's Warder.

Voice of the Blood

A person chosen from a Blood's *so'jhin* who can speak in hsi or her Lord's place. Perhaps the highest title one can receive that is not of the Blood. They style their hair as the less important members of the Blood do: the left side shaven, the right side a shoulder length braid. *See akso so'jhin; Blood, the*.

void, the *See Oneness, the.*

Voniel daughter of Ella daughter of Soong

Elder Haman's wife, Covril's sister and Loial's aunt of Stedding Shangtai.

Wagoner's Whip, The

One of Maerone's stone inns.

Wagon Seat, The

One of Lugard's many inns. Red-roofed with a sign giving it's name an explicit interpretation.

Wandering Woman, The

An inn directly across Mol Hara Square from the Tarasin Palace in Ebou Dar. A wide building with arched windows and wooden shutters carved into arabesques though with more holes than wood. Innkeeper: Setalle Anan.

Warder

A warrior bonded to an Aes Sedai. The bonding is a thing of the One Power, and by it he gains such

gifts as quick healing, the ability to go long periods without food, water, or rest, and the ability to sense the taint of the Dark One at a distance (approximately 1/4 mile). One of the lesser benefits a Warder receives is the warding of his dreams in the same fashion as those of Aes Sedai. So long as a Warder lives, the Aes Sedai to whom he is bonded knows he is alive however far away he is, and when he dies she will know the moment and manner of his death. The bonding also allows both Aes Sedai and Warder to sense where the other is, although with distance its accuracy drops dramatically. While most Ajahs believe an Aes Sedai may have one Warder bonded at a time, the Red Ajah refuse to bond any Warders at all, while the Green Ajah believe an Aes Sedai may bond as many Warders as she wishes. Aes Sedai of the Green Ajah have even been known, extremely rarely, to marry their Warders. Ethically the Warder must accede to the bonding voluntarily, but it has been known to be done against the Warder's will. What the Aes Sedai gain from the bonding is a closely held secret; Aes Sedai have indicated they can 'compel' the Warder, to what extent this mind control works has yet to be seen. The passing of the bond to another, such as what Moiraine did with Lan, has not been done in over 400 years. The loss of an Aes Sedai's Warder pains her so much, for the bond runs so deep, some like Leane Sharif cry on and off for almost an entire year. The title given Warders by Aes Sedai is 'Gaidin'. The bonding process is something new, unheard of even in the Age of Legends. *See also Aes Sedai; Jearom Gaidin.*

Known Warders include,

al'Lan Mandragoran	Burin Shaeren	Nuhel Dromand
Alric	Carilo	Owein
Anjen	Coulin	Rand al'Thor
Anselan	Croi Makin	Rasha
Arinvar	Furen	Stevan
Avar Hachami	Hammar	Teryl
Balinor	Ihvon	Thervail Dura
Bartol	Jaem	Tomas
Basan	Jori	Vitalien
Birgitte	Mahiro Shukosa	

War of Power

See War of the Shadow.

War of the Hundred Years (FY 994-FY 1117)

A series of overlapping wars was among constantly shifting alliances, precipitated by the death of Artur Hawking and the resulting struggle for his empire. It lasted from FY 994 to FY 1117. The War of the Hundred Years depopulated large parts of the lands between the Aryth Ocean and the Aiel Waste, from the Sea of Storms to the Great Blight. So great was the destruction that only fragmentary records of the time remain. The empire of Artur Hawking was pulled apart in the wars, and the nations of the present day were formed. *See also Hawking, Artur; Carallain; Goaban; Hardan; Getares, Esmara; Bhuran, Narasim.*

War of the Second Dragon (FY 939-43)

The war fought against the false Dragon Guaire Amalasan more than a thousand years ago. During this war a young king named Artur Paendrag Tanreall, later known as Artur Hawking, rose to overwhelming prominence.

War of the Shadow

Also known as the War of Power, this war ended the Age of Legends. It began shortly after the attempt to free the Dark One, and soon involved the whole world. In a world where war had been forgotten, even the memory of it, every facet of war was rediscovered, often twisted by the Dark One's touch on the world, and the One Power was used as a weapon. The war was ended by the resealing of the Dark One into his prison in a strike led by Lews Therin and the Hundred Companions. The Dark One's counterstroke tainted *saidin* and drove Lews Therin and the Hundred Companions insane, thus beginning the Time of Madness and the Breaking of the World. *See also Hundred Companions, the; Dragon, the; One Power; Time of Madness; Mar Ruois.*

Wash the Spears

(Taardad Battle Song)

*"Wash the spears---while the sun climbs high.
Wash the spears---while the sun falls low.
Wash the spears---Who fears to die?
Wash the spears---No one I know!"*

*"Wash the spears---while life holds true.
Wash the spears---until life ends.
Wash the spears..."*

*"Wash the spears---Life is a dream.
Wash the spears---All dreams must end."*

*"Wash the spears---till shade is gone.
Wash the spears---till water turns dry.
Wash the spears---How long from home?
Wash the spears---Until I die!"*

*"Wash the spears---till the sun grows cold.
Wash the spears---till water runs free.
Wash the spears..."*

*"Wash the spears---while I breathe.
Wash the spears---my steel is bright.
Wash the spears..."*

Watchers Over the Waves

A group who believe that the armies Artur Hawking sent across the Aryth Ocean will one day return, and keep watch from the town of Falme on Toman Head.

Watch Hill

The neighboring village to the north of Emond's Field, in the Two Rivers district of Andor. Built on a hill, covered top to bottom in thatched roofs. Home of The White Boar Inn. Mayor: Jerinvar Barstere. Wisdom once Malena Aylar, now Edelle Gaelin.

Wavedancer

A one hundred paces long Sea Folk raker; among the fastest ships available not only for their physical characteristics but for the aid of the Windfinder's channeling. As all rakers it has three towering masts mid-ship and a shorter one on the raised deck at the stern, is narrow and long and has no tiller but a spoked wheel for steering. *Wavedancer's* Sailmistress is Coine din Jubai Wild Winds, her sister Jorin din Jubai White Wing is Wndfinder, Toram, Coine's husband, is Cargomaster, and Dorele is one of the servants.

Wayfarer's Rest, The

One of the inns that surround the White Bridge that gives Whitebridge its name. Its sign depicts on one side, a striding man with a bundle on his back, and on the other, the same man's head on a pillow. The common room is divided by a shoulder high wall, to separate warring factions that seem to gather there. Although it is no way clean it is also not a barn; the inns activity just seems to avoid cleanliness. Innkeeper: Bartim.

Wayman's Forge

An inn in Remen. Sign: a leather aproned man with hammer; otherwise nothing else about the inn is smithy. A large purple roofed three story building of square polished gary stone with large windows and scroll carved doors. Close to the river and docking area it's usually populated with river captains and officers. Innkeeper: Gainor Furlan.

Way of the Leaf, the

The strict code by which all Tuatha'an must abide by. In practical terms the code dictates that 'no man should harm any other for any reason whatsoever.' A consequence of this way of life is that all Tuatha'an are vegetarians. Any Tinkers who can't follow the Way of the Leaf are exiled and renamed the 'Lost.'

Ways, the

Constructed or grown during the Time of Madness by male Aes Sedai who had taken shelter in the *stedding*. It was their gift to Ogierkind in gratitude for the sanctuary from *saidin* and the Breaking. The Ways were a way to travel from one *stedding* to another without having to cross the true world currently ravaged by mad male Aes Sedai. Access is gained through a Waygate; one placed outside every *stedding* in the world and inside every city that had a Ogier tree grove. A talisman know as the Talisman of Growing was left by the last male Aes Sedai, so the Elders could grow more Waygates when needed. Years later when Ogier stonemasons constructed cities like Tar Valon, and groves to hold off the Longing, Ways were grown to each of them. Not only are the Ways safe but also time efficient; travelling from one Waygate to another takes only up to two days, for time and distance are strange in the Ways. Waygates resemble a wall of intricately carved stone leaves and vines. A trefoil leaf on either side opens the Waygate by moving it from mid-high to mid-low and back again to close. The Ways are made up of Islands which are connected to one another by immense unnatural bridges of an unknown material. It is these Islands hold the

Guidings: flat stones inlaid with silver maps of the Ways in Ogier script. A white line runs from each Waygate to the first Guiding and so on along every possible route. Straying from the white lines or falling from Islands or bridges is discouraged. Shadowspawn are specifically at risk for it is said that traps were laid against them as a built-in defense.

Considered a living thing in some fashion, they began to change during the War of the Hundred Years. They slowly grew dark and dim, but so slowly no one noticed the change. Travelers who were not lost spoke of being watched from the dark, a newfound darkness that fell along the once bright sky blue Ways. The Islands that once grew grass to sleep on and fruit to eat withered away, revealing stone. Some who came out were mad and spoke of *Machin Shin*, the Black Wind. Even with Aes Sedai help they were never the same; they never laughed again and they feared the sound of the wind. Any use of the One Power by male or female is corrupted, even the Ways constructs themselves seem to be rotting: stones, bridges, etc... It was then the Elders decreed the Ways unsafe for neither human nor Ogier and their use prohibited. The Ways were last used by an Ogier about one hundred years ago, until now.

All Waygates must still exist for they are all but impossible to destroy. The only documented case where a Waygate was successfully destroyed was less than five hundred years after the Breaking of the World. According to Damelle daughter of Ala daughter of Soferra it was done because the Gate was near a *stedding* that had fallen to the Blight. (at present there are two to three Waygates lost to the Blight) So difficult it was that it took thirteen Aes Sedai and a *sa'angreal*. One attempt with only nine Aes Sedai during the Trolloc Wars damaged the Gate in such a way that it pulled all the Aes Sedai into...somewhere. Although destroying one is almost impossible, a Waygate can be sealed temporarily by removing both *Avendesora* leaves and letting them die; to use the Gate again without resorting to cutting a way with the Power, the Elders would have to use the Talisman of Growing to grow two new *Avendesora* leaves. See also *Machin Shin*; *Serden son of Kolom son of Radlin*.

Web of Destiny See *ta'maral'aillen*.

Weight, units of

10 ounces = 1 pound; 10 pounds = 1 stone; 10 stones = 1 hundredweight; 10 hundredweight = 1 ton.

Weiramon of House Saniago, High Lord

Tairen High Lord. Commander of Tairen troops in Cairhien under High Lord Meilan, he was sent back to Tear to deal with the Illian-Sammael threat.. Lover of cavalry not infantry. He has an oiled beard, a long nose and streaked gray hair - he vainly tries to hide its thickness-. Tall for a Tairen though still a head shorter than Rand. Sigil: silver Crescent-and-Stars, lacking only a few stars that would mean Lanfear.

What He Said to Me

*"I'll dance with a girl with eyes of brown,
or a girl with eyes of green,
I'll dance with a girl with any color eyes,
but yours are the prettiest I've seen.
I'll kiss a girl with hair of black,
or a girl with hair of gold,
I'll kiss a girl with any color hair,
but it's you I want to hold."*

Wheel of Time, the

Time is a wheel with seven spokes, each spoke an Age. As the Wheel turns, the Ages come and go, each leaving memories that fade to legend, then to myth, and are forgotten by the time that Age comes again. The Pattern of an Age is slightly different each time an Age comes, and each time it is subject to greater change, but each time it is the same Age.

There have been many ages yet each one has a different theme, one is when people ruled the stars, another when men roamed as brother to the animals, the Age of Legends when channeling was at its peak and war was nothing but a memory, and the current Age one of destruction, rebuilding, many wars and much suffering when again the world must come together to fight the Dark One.

Herid Fel theorized that drilling a hole into the Dark One's prison and making it whole again, happen each rotation of the Wheel of Time. When the Wheel comes full circle the Bore must be made whole again, then an entire Age must go by so everyone forgots about the Dark One, for someone to drill it open again, each time culminating in the 'Last Battle'. Unless the Dark One should break free to break the Wheel and remake Time and the world to his own image this should continue indefinitely.

White Boar Inn, the

An popular inn at Watch Hill, north of Emond's Field. The only tile roof in the village, at the hill's crest.

Whitebridge

The only city situated between Caemlyn and Baerlon. Named after its White Bridge that extends from the road to Baerlon to the center of the city, allowing travel over the River Arinelle. Gleaming milky white, the spidery bridge material doesn't even look capable of supporting itself. Built supposedly during the Age of Legends, it is deceptively strong despite its lace-like construction. The town itself is composed of houses of stone and brick as tall as any in the area. Around the town square, where the White Bridge meets the city of Whitebridge, Inns and Merchant Houses await those travelling from the north. For those travelling by water, long finger like docks jut out into the river. *See Wayfarer's Rest, The.*

Whitecloaks

See Children of the Light.

Whitecloak War

Called the Troubles by the Children of the Light. Sometime before the Aiel War, involving Illian. Pedron Niall was a general in the field then.

White Crescent, The

One of Tear's many inns, located just inside its walls. Innkeeper: Cavan Lopar.

White Spray

The Sea Folk vessel that carried Wavemistress Harine din Togara Two Winds to see the Coramoor, supposedly Rand al'Thor.

White Tower

The center and heart of Aes Sedai power, located in the heart of the great island city of Tar Valon. Home of the Amyrlin Seat. Here a gong is used to signal the time of day (High, Midmorning, Trine, Full, Prime, etc). Each area of the Tower is given its own name in view of such a large structure ex: Traitor's Court (for executions/stilling/gentling), Novice's Court (judgements involving Novices, located beneath Novices Quarters), or Garden of the Accepted (around Accepted Quarters, allows Accepted to think on personal studies). The White Tower was originally built to house three thousand Aes Sedai full time.

In the heart of the White Tower lies the Hall of the Tower where three members of each Ajah, the Keeper of Chronicles and the Amyrlin Seat decide democratically on issues concerning the White Tower and Aes Sedai. Each Ajah elects the three representatives to become Sitters for their Ajah. Though the leader of the Ajah is not always among them as a rule she is. Current members of the Hall are, Jesse Bilal as head Sitter for the Brown... *See also Tar Valon; Amyrlin Seat; Aes Sedai; Ajah.*

wilder

A woman who has learned to channel the One Power on her own, surviving the crisis as only one in four does. Such women usually build barriers against knowing what it is they are doing, but if these can be broken down, wilders are among the most powerful of channelers. The term is often used in derogatory fashion.

Wild Hunt

It is believed by many that the Dark One (often called Grim, or Old Grim, in Tear, Illian, Murandy, Altara, and Ghealdan) rides out in the night with the "black dogs", or the Darkhounds, hunting souls. This is the Wild Hunt. Rain can keep the Darkhounds out of the night, but once they are on the trail, they must be confronted and defeated or the victim's death is inevitable. It is believed that merely seeing the Wild Hunt pass means imminent death, either for the viewer or for someone dear to the viewer.

Wildrose

Min's bay.

Willar

In Ghealdan, east of the River Eldar verging on the Lugard Road, east of Sidon.

Willim

Jonai's son; A Da'shain Aiel who lived during the Breaking of the World. When he began to channel he was sent away from the Aiel caravans. Mother: Alnora, brothers: Esole and Adan.

Wind

(1) One of the first wolves to make contact with Perrin Aybara or 'Wild Bull.' Waist high with shaggy hair and the yellow eyes wolves are known for. *See also Dapple; Burn; Hopper.*

(2) Olver's high-stepping gray gelding. Wind and his nine year old rider won the horse races in Ebou Dar.

Wind That Shakes the Willow, the

*"My love is gone, carried away by the wind that shakes the willow,
and all the land is beaten hard by the wind that shakes the willow.
But I will hold her close to me in heart and dearest memory,*

*and with her strength to steel my soul, her love to warm my heart-strings,
I will stand where we once sang, though cold wind shakes the willow."*

Winespring Inn, The

The only inn in Emond's Field, in the Two Rivers district of Andor, it wears its imported red tile roof with pride. Two stories of wood, build upon a rock foundation, its old foundation out back still sees use as a place to sit and feast on Mistress al'Vere's famous honeycakes. On the eastern end of Emond's Field between the Wagon Bridge and the old foundation. The al'Vere family lives in the front rooms of the second floor of the inn to serve their patrons quickly each day. Next to the Winespring River on the Green. Stablemen: Hu and Tad. Home of the al'Vere's yellow cat Scratch. See *Emond's Field*.

Winternight

The night right before Bel Tine. A time where everyone in the village visits everyone else in the village, and finishes all last minute preparations for Bel Tine the following morning. See also *Bel Tine*.

Wisdom

In villages, a woman chosen by the Woman's Circle for her knowledge of such things as healing, and foretelling the weather, as well as for common good sense. A position of great responsibility and authority, both actual and implied. Generally considered the equal of the Mayor, and in some villages his superior. Unlike the Mayor, she is often chosen for life, and it is very rare for a Wisdom to be removed from office before her death. Almost traditionally in conflict with the Mayor. They seldom marry. Depending on the land, she may instead have another title, such as Guide, Healer, Wise Woman (Tear, Altara), Seeker, Reader (Cairhien), or Wise One. Different than any where else in the world, in Amadicia it is the men who study herbs, for the fear of channeling is so great, men are considered less risky healers.

Known medications are: Flatroot tea (clear the head, fatigue), andilay root (dim ache of tired muscles, fatigue), foxtail and marasin tea (sleep without groggyness), ground ivy-five finger-sunburst (easy bruise/hurt muscle ointment), rannel-sheepstongue root (tastes bad all day, perks person up), feverbane or worryroot (lowers fever), powdered gheandin blossom on tongue (heart pains) chainleaf or bluewort tea or marshwhite tea or red fennel (queasy stomach), boneknit and soaking in blue goatflower and water (broken bones), white fennel (easy birth - no pain), healall (all purpose healing agent), corenroot (massive blood loss), henpepper (toothache or black hair dye), pokerleaf (tooth/gum pain), dogroot (knitting flesh), sleepwell root (clears headaches so patient can sleep - induces drowsiness) willowbark and acem (hurt head). One potent concoction known to cause temporary paralysis affecting even a person's channeling ability is forkroot tea, a minty flavored tea known by only the most experienced pharmacists. Although boiled catfern and powdered mavinsleaf has no desired affect on the body as cure, it tastes so bad many Wisdoms use it to stop lying.

Wise One

(1) Among the Aiel, Wise Ones are women chosen by other Wise Ones and trained in healing, herbs and other things, much like Wisdoms. Usually there is a single Wise One to each clan or sept hold. Some Wise Ones are said to have wondrous healing abilities, and to do things that seem miraculous. They have great authority and responsibility, as well as great influence with sept and clan chiefs, though these men often accuse them of meddling. A good many Wise Ones can channel to one degree or another; they find every last Aiel woman born with the spark in her and most of those who can learn. Although the Talent known as Dreaming is more common among Wise Ones than Aes Sedai, they lack many with Healing (one at Jagged Spire sept and Four Holes sept only) The fact that Wise Ones can channel is not spoken of among Aiel, by custom. Also by custom, Wise Ones avoid all contact with the Aes Sedai, even more so than other Aiel. Wise Ones stand outside all feuds and battles, and according to *ji'e'toh* may not be harmed or impeded in any way. For a Wise One to take part in a battle would be a great violation of custom and tradition. Three Wise Ones now living are dreamwalkers, with the ability to enter *Tel'aran'rhiod* and to speak to other people in their dreams among other things. Men able to channel on the other hand go north of their own choice to the Great Blight and beyond to die fighting; 'Going to kill the Dark One' they call it. They are normally clothed in dark bulky skirts and loose white blouses with brown or gray shawls around the shoulders, necklaces and bracelets of ivory and gold and folded kerchiefs to hold back their long hair. When a Maiden of the Spear is to become a Wise One she burns all her weapons and has them reforged into other things that are given away as gifts to her friends, declaring her old way of life gone and her new one to begin. See also *dreamwalker*; *ji'e'toh*; *Tel'aran'rhiod*; *ter'angreal*, *three dull metal rings*.

Known Wise Ones include:

Aerin	Desaine	Tarva
Aeron	Edarra	Therava
Alsera	Emerys	Tialin
Amys	Malindhe	

Bair	Melaine
Chaelin	Mora
Coedelin	Sealdre
Colinda	Seana
Corelna	'Sevanna'
Cosain	Sorilea

(2) Another name for a Wisdom. *See Wisdom.*

Wise Woman

See Wisdom.

Wolfbrother

Name normally given to people who have the rare ability that allows them to speak to wolves. They were a myth even during the Age of Legends. Easily identifiable by their unnatural shining golden eyes like that of the wolf. They are gifted with the abilities of the wolf such as night vision, enhanced hearing, and a sense of smell so keen it can even detect Shadowspawn not normally sensed by both Warders and Aes Sedai. As with wolves their sense of smell is used to identify people and objects, and as such is the most important sense to the wolfbrother. Communication with wolves is possible through the World of Dreams, for wolves and wolfbrothers live partially in this world, partially in *Tel'aran'rhiod* as all wild animals do although the range is limited to less than a mile. As with Aes Sedai they learn to automatically ward their dreams when they sleep. Before a potential wolfbrother can learn to make use of his abilities he must be introduced to wolves via an intermediary.

Wolves

Wild animals normally associated in the south to be Shadowspawn, when it is much the opposite. All wolves hate fire but will brave it to kill Shadowspawn such as Twisted Ones (Trollocs); for a Neverborn (Myrddraal) they will attack without provocation with only its death on their minds. Each wolf is identified by a scene that has occurred during its life, a scene that incorporates all five senses and can be quite complicated; Wolfbrothers shorten a wolf's 'name' to as few words as possible such as Smoke, Two Deer, Wildfire, Old Deer, Half-Tail, Rabbit Nose, Morning Clouds, and Winter Dawn. Two-legs (humans) they will not kill unless harassed or as defense for they remember the day when Two-legs fought alongside wolfkind. Wolves are aware of Heartfang (Dark One) and can smell even the 'wrongness' of Notdead (Gray Men) in order to hunt them. They refer to Darkhounds as Shadowbrothers, and horses as hard-footed-four-legs. They recognize all Aes Sedai at once: 'two-legged shes who touch the wind that moves the sun and call fire'. They resent their brothers the dogs' leaving of the wild to be with two-legs and see cities and villages as spoiled land to avoid. Somehow they know of the Last Battle but as the Last Hunt and the Dragon Reborn as a friend they name Shadowkiller. They are said to live partly in this world and partly in the World of Dreams as all wild animals do. *See also Morning Mist; Dapple; Burn; Hopper; Wind; Two Moons .*

Woman of Tanchico, The

A tavern in Tar Valon not classy enough for the higher nobles, too classy for commoners, minor nobles and ships officers have taken root here. Sign: a woman, hair in braids, holding what is thought to be an olive branch and the title. Absolutely no dicing, a harper is the preferred entertainment. Serving girls, Mada and Saal.

Women's Circle

A group of women elected by the woman of a village, responsible for deciding such matters as are considered solely women's responsibility (for example, when to plant the crops and when to harvest). Equal in authority to the Village Council, with clearly-delineated lines and areas of responsibility. Often at odds with the Village Council. *See also Village Council.*

Worms

Shadowspawn of the worst kind. They seldom stray from the Great Blight where they roam in packs. They feel only hunger, perhaps fear, and can kill a Fade. Arrows have no effect since Worms must be cut to pieces to die. Known as jumara in the Age of Legends, being loose in the Blight and full grown they'll never transform now. One of Aginor's creations.

Wuan, Child

An soldier of the Children of the Light under Geofram Bornhald. A left handed young lad, bearing perhaps a face too pretty for a guy, with a yellow beard. One of the many Whitecloaks killed in the battle against the Seanchan at Falme.

Yarin

Helmsman of Bayle Domon's ship the *Spray*.

yellowfly

An Aiel Waste bug. If they lay eggs on you, you'll lose limbs if their young don't kill you first.

Otherwise a small, weak and unimportant insect.

Younglings, the

The group of young men led by Gawyn Trakand who originally coming to the White Tower to learn from the Warders, ended siding against them in the battle for the Tower after Siuan Sanche's deposing and stilling. Although most of them died against the Warders obviously better skill they still managed to prevail with their hordes, killing both Hammar and Coulin. Now totalling at over five hundred 'men' they no longer learn from the Warders left but took to training each other under Gawyn. Most are no more than old children but a few are as old as twenty-two.

Younglings wear green cloaks adorned with Gawyn's personal sigil, the white charging boar embroidered on the breast. Tower veterans wear a small silver tower on their collar, they're among the oldest Younglings and even they have few past twenty. The Younglings now accept anyone as long as they are young and have served no army, lord/lady even as a merchant's guard. Known Younglings include: Jisao Hamora, Benji Dalfor, Hal Moir, Arwin, and Rajar.

Zaida din Parede Blackwing

Atha'an Miere Wavermistress of Clan Catelar. She has sailed to Carhien seeking Rand al'Thor, the assumed Coramoor.

zara board

An outlawed violent game from the Age of Legends. Used only by Darkfriends. It projects transparent boxes into the air and is played using once-human playing pieces.

Zeffar, Sharmad

Refugee of Arad Doman. A coppery skinned Domani with plump curves who's fighting Rhea Avin for Wil al'Seen's interest.

Zera

Innkeeper of the Foregate's The Bunch of Grapes inn. Dark skinned with sharp eyes and white hair; a longtime friend of Thom Merrilin.

Zenare Ghodar

Aes Sedai of the Yellow Ajah, sided with the Little Tower. Slightly plump though haughty enough for two Queens.

zemai

Bright yellow kernels from the Aiel Waste, they are used to make *oosquai*.

Zheres

The man from a time long ago, who stole a kiss from the man-hating Mathena, later to be forced into living in the mountains to escape her man-happy grasp.

Zorelle

An Aes Sedai of the Age of Legends. When Charn, Mierin Sedai's Da'shain, wed her Da'shain Nalla she adopted him as one of her own.

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