

# THE GATHERING STORM SOURCEBOOK

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## CREDITS

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## DOCUMENT AVAILABILITY

The TGS source book may be found on-line at the following address:

[http://mapage.noos.fr/zinuk/downloads/tgs\\_sourcebook.pdf](http://mapage.noos.fr/zinuk/downloads/tgs_sourcebook.pdf)

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# NEW WEAVES

## BLIND (ELEMENTALISM)

[Air, Fire] (Lost)

**Level:** 1

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Concentration

**Saving Throw:** See text

**Weave resistance:** Yes

You create two small balls of light and place them on the eyes of the target, who becomes Blinded; if the target is not immobilized by a Harden Air weave, he may make a reflex save to dismiss the weave; if he fails his first save, he may attempt as many subsequent reflex saves as needed at the cost of a move or attack action each. The light is not bright enough to do any damage the eyes.

**From the books:** With a whip of her hand, Cadsuane wove a shield of Air around Semirhage's head to block her from hearing, then wove Fire and Air into two small balls of light, which she placed directly in front of the Forsaken's eyes. The lights weren't bright enough to blind or damage her eyes, but they would keep her from seeing. That was a particular trick of Cadsuane's; too many sisters would think to deafen a captive, yet leave them capable of watching. One never knew who had learned to read lips, and Cadsuane had little inclination to underestimate her current captive. — TGS, 5.

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[Sorilea] reweave the ward against listening, then paused, and placed the globes of light in front of Semirhage's eyes as well. Yes, she was weak in the Power, but she was a very quick learner. — TGS, 14.

## COMPRESS AIR (CLOUD DANCING)

[Air] (Lost)

**Level:** 1–4

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 15-ft.-radius circle

**Duration:** Instantaneous

**Saving Throw:** None

**Weave resistance:** Yes

You cause the air around you to become denser, allowing you to breathe normally at high altitudes.

**Casting Level** **Altitude**

1	1.5–3.5 km (4,900–11,500 ft.)
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2	3.5–5.5 km (11,500–18,000 ft.)
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3	5.5 km–8 km (18,000–26,000 ft.)
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4	8 km+ (26,000 ft.+)
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**Optional rules:** To determine what the effects of altitude are, you first determine your altitude level difference. For this, locate how high you are and then subtract the level the weave was cast at. For example, if you are at 6 km high and haven't cast the weave, the altitude level difference will be of 3; if you have cast the weave at level 2, your altitude level difference will be of 1. When your altitude level difference is greater than 1, you must make a fort save at regular intervals. If you fail three successive fort saves, you become mountain-sick and get 1d6 of subdual damage per altitude level difference at the given frequency.

### Altitude level

difference	Frequency	Fort save mod.
1	1 day	
2	1 hour	–2
3	10 min	–5
4	1 min	–10

**From the books:** The air was thin here, and he'd had trouble breathing until he'd found a way to weave Air so that it compressed slightly around him. — TGS, 50.

## DESTROY WALL (EARTH SINGING)

[Earth] (Rare, Common among Seanchan)

**Level:** 5+

**Casting Time:** 1 full round

**Range:** See text

**Area:** See text

**Target:** A wall or building made of stone

**Duration:** Instantaneous

**Weave resistance:** No

You point at a target made of stone and cause it to explode; you may select only part of the target if you decide so. All creatures within the area of effect of the blast take 3d10 point of damage. If you aim at (part of) a building, you may cause it to collapse, in which case damage is taken by anybody inside the building.

Contrary to Riven Earth, this weave may be used on anything made of stone, even on upper floors of buildings.

### Casting

Level	Size	Blast
5	Small stone block	5 ft.-radius circle
6	Small stone wall	10 ft.-radius circle
7	Medium stone wall	25 ft.-radius circle
8	Large stone wall (fortifications walls, whole White Tower Story)	50 ft.-radius circle

9	Huge stone wall (2 or 3 White Tower stories)	100 ft.-radius circle
10	A whole <i>façade</i> of the White Tower	500 ft.-radius circle

**From the books:** [Adelorna] had seen Josaine die as a weave of Earth had destroyed the wall beside her[.] — TGS, 40.

## MANTLE OF SHADOW (ILLUSION)

[Earth, Spirit, Water] (Lost)

**Level:** 6

**Casting Time:** 1 full round

**Range:** Personal

**Target:** You

**Duration:** Concentration

**Weave resistance:** No

You envelop yourself in an unnatural blackness, which masks your face as well as which clothes you are wearing. It also gives a -5 modifier to anyone trying to spot you using their vision (creatures like Darkhounds, *grolm* or dogs can still detect you through your smell). During a fight, your Mantle of Shadow prevents enemies from using Uncanny dodge, but Defensive Awareness works normally.

**+1 Casting level:** you may cast the weave on somebody else than you by touching your target.

**From the books:** The tent flaps rippled. Sheriam opened her eyes to find a jet-black figure standing above her cot; slivers of moonlight passing through the fluttering tent flaps were just enough to outline of the figure's form. It was clothed in an unnatural darkness, ribbons of black cloth fluttering behind it, the face obscured by a deep blackness. — TGS, 25.

## PREVENT SLEEP (WARDING)

[Air, Fire, Spirit] (Lost)

**Level:** 2

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Concentration

**Saving Throw:** See text

**Weave resistance:** Yes

You place a weave on your target's ears which will periodically ring a sound to prevent the target to sleep. This weave will only be effective on targets held by the Power since as soon as the target can move, he may make a reflex save to dismiss the weave; if he fails the save, he can attempt a new one as many times as necessary at the cost of a move or attack action.

**From the books:** “What are these weaves?” Sorilea asked, gesturing. The weaves in question were the source of Semirhage's occasional flinching. “A personal trick of mine,” Cadsuane said, undoing the weaves and remaking them to show how they were done. “They ring a sound in your subjects' ears every few minutes and flash a light in their eyes, keeping them from sleep.” — TGS, 14.

## REMOVE COMPULSION (HEALING)

[Air, Earth, Fire, Spirit, Water] (Lost)

**Level:** 5+

**Casting Time:** 5 minutes/level

**Range:** Touch

**Target:** One person under Compulsion

**Duration:** Instantaneous

**Saving Throw:** None

**Weave resistance:** Yes

To be able to learn this weave, you must already know both the Compulsion and Healing weaves. It is used to remove the Compulsion a victim is under. The casting level is 2 + Compulsion level used on the victim. The state of the victim after this Healing depends on the Compulsion level he was under, as per the following table.

### Compulsion

Level	Effect
3	Dazed for 1 day. Will save to overcome the dazedness for one round.
5	-3 Intelligence and -5 to mental skills for 1 day as well as trouble to speak.
7	-2 Intelligence (permanent) and -3 Intelligence for 2 day during which communication is limited to 1 or 2 phrases/hour about important subjects for the victim.
9+	Permanent vegetative state; communication is limited to 1 or 2 words/hour about crucial subjects for the victim; every 10 minutes, the victim must make a will save or die of despair.

If the compulsion level is, say, 6, it is considered as level 5 on a successful will save from the victim and of level 7 otherwise.

**From the books:** Removing Compulsion could have a very . . . nasty effect on a person. Even if the Compulsion were weak or subtle, the brain could be harmed seriously by removing it. If the Compulsion were strong . . . well, it was quite interesting to watch. — TGS, 22.

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“I suspect you can remove Compulsion, if you try. It is similar to Healing, in a way. Use the same weave that

creates Compulsion, but reverse it.” [...] — TGS, 33.

\*

She'd have to pull the web of Compulsion off layer by layer, and if she made a mistake, she could very easily kill him. [...] She worked quickly, weaving a mirror image of the first layer of Compulsion. Each use of the Power was exact, but reversed from the pattern already woven in the boy's mind. Nynaeve laid her weave down carefully, hesitantly, and as Rand had said, both puffed away and vanished. [...] She continued, layer after layer, stripping away the Compulsion's weaves like a hedges-doctor removing bandages from a wounded leg. It was exhausting work, but fulfilling. [...] It took the better part of an hour, and was a grueling experience. But she did it. As the last layer of Compulsion vanished, she let out an exhausted sigh and released the One Power, convinced that she couldn't channel a single thread more if it were to save her life.— TGS, 33

## SHOUTING TRAP OF AIR (WARDING)

[Air, Earth, Spirit] (Lost)

**Level:** 6–10

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** See text

**Target:** One object

**Duration:** Concentration

**Saving Throw:** None

**Weave resistance:** Yes

This weave targets an object of small or moderate size (typically a box or some piece of furniture) and affects a room or an area containing it. As soon as someone probes (even very delicately) the object with the One Power or moves or touches it, the ward goes off, capturing all creatures present in the area of effect (as if under a level 4 Harden Air Weave). Moreover, the weave emits a very loud sound as well as flashing lights to raise the alarm.

It is rumored that there are ways to circumvent this powerful ward by unweaving it before it can trigger, but the knowledge for doing it is lost.

Casting Level	Area
6	10 ft.-radius circle or small room
8	18 ft.-radius circle or medium room
10	25 ft.-radius circle or large room

**From the books:** Until recently, she'd used a standard weave of Fire, Spirit and Air to destroy any documents in the box if an intruder opened it. Effective, if a bit unimaginative. Her new weave was much more versatile. It didn't destroy the items in the box—Cadsuane wasn't certain if they could be destroyed. Instead, the weaves—inverted to be invisible—sprang out in twisting threads of Air and captured anyone in the room when the box was opened. Then another weave set out a large

sound, imitating a hundred trumpets playing while lights flashed in the air to give the alarm. The weaves would also go off if anyone opened the box, moved it, or barely touched it with the most delicate thread of the One Power. — TGS, 14.

## TOUCH OF AGONY (HEALING)

[Fire, Spirit] (Lost)

**Level:** 1–5

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Concentration

**Saving Throw:** See text

**Weave resistance:** Yes

You channel the One Power to create great pain in your victim, either to extract information from her or to make her suffer for your own pleasure.

Every two rounds the weave is in effect, the victim must make a fort save or take damage as indicated in the following table; if the victim is tortured for information, she must also make a will save. If she fails two successive will saves, she gives information to her torturer on the subject she is being questioned about; the information may not be important, but each piece of information must be different from the previous ones, meaning that a long torture session will likely reveal all the torturer wants. If the victim fails five will saves in a row, she is broken and will reveal everything to her torturer.

Casting Level	Damage	Will save
1	1d4	+4
2	1d6	+2
3	2d4	0
4	2d6	-2
5	3d4	-4

**From the books:** He righted himself by her command [and] then he began to form weaves, complicated ones of Spirit and Fire. “Yes,” Semirhage said, almost to herself. “Now, if I can remember. . . . The male way of doing this is so odd, sometimes.” Rand made the weaves, then pushed them toward Min. [...] The weaves touched Min and she writhed in pain. [These complex weaves] brought agony only, but they did it very well. — TGS, 22.

## TRANSFUSION (HEALING)

[Air, Earth, Fire, Water, Spirit] (Lost)

**Level:** 6–9

**Casting Time:** 3 min + 2 min/10% blood

**Range:** Touch

**Target:** One creature and a liquid *or* two creatures

**Duration:** Instantaneous

**Saving Throw:** See text

**Weave resistance:** Yes

This weave allows you to transfer blood between two creatures, replace the blood of a creature by a solution or empty a creature of its blood. Transferring compatible blood into a creature can help him recover from intense bleeding, but both loss of blood and transfer of an alien liquid into one's vein can be lethal. This weave was created and used by Semirhage who successfully kept one of her "patient" alive for one hour, making him suffer as much as possible.

For a target receiving compatible blood (to know if the blood of two people are compatible, you must have Delved them both *after* learning the Transfusion weave; only same species can be compatible, but you must take into account blood type), this will allow to heal from bleeding (other injuries are not affected by this weave). The amount of hp gained depends on the quantity of blood transferred (37% blood transferred = 37% hp recovered); the recovery is gradual: every hour, no more than 10% hp may be recovered (so for 37% of blood transferred, the process would take about 4 hours) and the target must make a fort save or recover only half of that.

For a target loosing blood, hp is lost in the same proportion as the amount of blood transferred. If the target looses less than half his blood, he must just make a fort save or faint for 10 minutes per 10% of blood transferred and is allowed to make a saving throw every 10 minutes after that in order to wake up. If more than half his blood has been transferred, he risks death. He must first make a saving throw at -5 per 10% above 50% of blood transferred (example: for 70% blood transferred, the saving throw would be at -10). If the saving throw is successful, the target faints as if he had lost less than 50% blood. If it fails, he must make another fort save or die (this saving throw does not have any penalty); if he doesn't die, he faints just like as he hadn't lost more than 50% of his blood.

If the target receives a harmful liquid or a non-compatible blood, he must make a fort save or die immediately. He looses hit points according to how much blood was taken from him (as per the rules above) and then gets damage according to the harmfulness of the liquid (from 1 hp every 10 minutes for non-compatible blood to 100 hp every round for deadly poisons).

Casting Level	Amount of blood transferred
6	up to 20%
7	up to 33%
8	up to 50%
9	up to 100%

**Example:** One of Elmindra Sedai's Warder, Alric, is severely wounded and has lost 23hp from bleeding and 31hp from wounds (out of a total of 79hp). Elmindra knows the Transfusion weave and her other Warder Kedric (which has 94hp and is uninjured) proposes to give his blood to his wounded companion. As she has

Delved them both numerous times, she knows their blood are compatible and so proceeds with the weave. As Alric has lost about 30% of his hit points to bleeding, she will transfer 30% of Kedric's blood into Alric. After 9 minutes of intense channeling (using a level 7 weave), the transfusion is instantaneous. Alric regains his 23hp in about 3 hours, unless he fails his saves, in which case it could take longer (e.g. if he fails one of the fort saves but not the others, it will take 4 hours instead). Kedric, on the other hand, looses instantly 28 hp (30% of his total). He must make a fort save or faint for up to 30 minutes, and is allowed to make a new save after 10 and after 20 minutes to wake up.

**From the books:** "Do you know what happens to a man when his blood is replaced with something else? [...] He dies, of course[.] The death often happens instantly, and quick deaths are of little interest. With experiment, I discovered that some solutions can replace blood more effectively, allowing the subject to live for a short time after the transfusion. [...] The transfusion itself requires use of the Power, of course[.] Other methods are not quick enough. I invented the weave myself. It can suddenly and instantly pull the blood from a body and deposit it in a bin, while at the same time taking a solution and pressing it into the veins. [...] I had a subject survive an entire hour after the transfusion," Semirhage said in a calm, conversational tone. "I count it as one of my greatest victories. He was in pain the entire time, of course. True pain, agony that he could feel in every *vein* of his body, right down to the near invisible ones in his fingers. I know of no other way to bring such suffering to every part of the body at once." — TGS, 5.

## WONDROUS ITEMS

### BLOODRING

**Activation:** Special (see text)

**Affinities:** None

**Size:** Small

**Weight:** negligible

**Occurrence:** Very rare (Seanchan only)

A Bloodring is a made of pure black stone. To activate it, you must wear it and split a drop of your own blood on the ring. The effects are the following: +1 Strength, +1 action/round, +10 ft. speed, +2 Initiative, +2 Reflex Save, and you are also shrouded in darkness, as per the weave Mantle of Shadow described above (i.e. -5 to be able to Spot you with vision).

However, these tremendous abilities come at a terrible cost: the Bloodring slowly leeches the life out of you, consuming 10% of your maximum hit points every 6 hours the ring is on and every 12 hours when it's off. Each time you loose these hit points, you must make a

fort save or loose twice the amount. It is not possible to recover by any means these hit points and objects or weaves giving temporary maximum hit points are not taken into account for reaching 0 maximum hit points (at which point you die).

**From the books:** The soldier before Fortuona was one of five. [...] Fortuona looked down at the soldier before her, laying her fingers on his forehead, where she had kissed him. “May your death bring victory,” she said softly, speaking the ritual words. “May our knife draw blood. May your children sing your praises until the final dawn.” He bowed his head further. Like the four others in the row, he wore black leather. Three knives hung from his belt, and he had no cloak or helm. [...] These five were Bloodknives. The pure black stone ring each one wore was a specialized *ter’angreal* that would grant them strength and speed, and would shroud them in darkness, allowing them to blend into shadows. The incredible abilities came at a cost, however, for the rings leech life from their hosts, killing them in a matter of days. Removing the ring would slow that process slightly, but once activated—done by touching a drop of one’s own blood to the stone ring while wearing it—the process was irreversible. These five would not return. They would stay behind, whatever the result of the raid, to kill as many *marath’damane* as they could. [...] Fortuona kissed the last of the five Bloodknives, speaking the words condemning them to death, but also to heroism. — TGS, 36.

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A shadow moved in the darkness beside the tree. Bryne moved without thought. Three things in him mixed: years of training with the sword, a lifetime of practiced battlefield reflexes and a new bond-enhanced awareness. All came together in one motion. His sword was out in a heartbeat, and he performed Blacklance’s Last Strike, slamming his sword straight into the neck of the dark figure. All was still. Suan, shocked, looked up from the man she was Healing. Bryne’s sword extended directly over her shoulder and into the neck of a Seanchan soldier in pure black armor. The man silently dropped a wickedly barbed shortsword slathered with a viscous liquid. Twitching, he reached for Bryne, as if to push it free. His fingers gripped Bryne’s arm for a moment. The man slid backward off of Bryne’s blade and to the ground. He spasmed once, whispering something distinct despite the bubbling of his bleeding throat. “*Marath . . . damane . . .*” “Light burn me!” Suan breathed, raising a hand to her breast. “What was *that*?” “He wasn’t dressed like the others,” Bryne said, shaking his head. “The armor is different. Assassin of some sort.” “Light,” Suan said. “I didn’t even see him! He almost seemed part of the darkness itself.” [...] “Poisoned?” he asked, glancing at the dead man. “When he reached for my arm, it wasn’t a simple death spasm.” — TGS, 41.

## BOOKMARKS OF SECRECY

**Activation:** See text

**Affinities:** None

**Size:** About as long as two or three books

**Weight:** Negligible

**Occurrence:** Very rare (only a handful may still exist)

This *ter’angreal* consists of a thin leather strap with two steel weights on its ends. Its purpose is to make books invisible; to do so, you must bookmark the larger book and then enclose the other books inside the strap and fit together the two weights. The books disappear immediately, but you can still feel them with your hands. The strap is big enough to hide either 3 small books, 1 small book + 1 medium book, or 1 large book.

**From the books:** Egwene [opened the red book], and found a thin leather strap with steel weights on the ends, the type used for marking one’s place in a book, though it was longer than others she had seen. “Wrap it around the book,” Verin said, “place it marking any page, then twist the loose ends around the top.” Egwene did so, curious, tucking the strap into a random page and closing the book. She put the smaller book on top of the larger one, then took the long ends of the bookmark that dangled down and twisted them about one another. The weights, she noticed, fit together. She locked them into place. And the books vanished. Egwene stared. She could still feel them in her hands, but the books themselves were invisible. “Only works on books, I’m afraid,” Verin said, yawning. “Someone from the Age of Legends, it appears, was *very* worried about hiding his of her journal from others.” — TGS, 39.

## DOMINATION BAND (SAD BRACELETS)

**Activation:** Wear (see text)

**Affinities:** None

**Size:** Small

**Weight:** 4 lb.

**Occurrence:** Unique (before *The Path of Daggers*), Rare (after)

The Domination Band is a unique variant of the *a’dam* which can be used by one or two female channelers to control a male channeler. It consists in a dull black collar and two bracelets. The original Domination Band was made in some sort of *cuendillar* (and hence indestructible), while the Seanchan copies are made of more mundane material. The Domination Band is cold to the touch and irradiates great sadness.

Once the collar is on, the women holding the bracelets have total control on their victim’s actions, and it is impossible for him to take his collar off. If he reaches for *saidin*, he will find nothing and he can not move unless authorized to, as his body is under total control

from his captors. It is not possible for him to speak without authorization either. The Domination Band can also function like an *a'dam* to inflict pain or nausea. The women holding the bracelet can make the man reach for the Source, and then have total control over his channeling, which means that they must know how to use *saidin* to weave. If they have no knowledge of how *saidin* works, they will only be able to use very simple weaves needing only one of the Five Powers (as Create Fire, Harden Air, Move Water, etc.)

When only one woman is using the Domination Band, she gains one half of the madness points the man would gain from channeling (once *saidin* is cleansed, this is irrelevant, of course). For every hour of actively controlling the man, the man gains 1d4 control points over her. (halved on a successful opposed will save). Once the control points have reached 20, the man can try to control the woman if she fails an opposed will save. The degree of control depends on how much control points the man has over the woman wearing the bracelets.

Control Points	Degree of control	Woman's will save
20–35	Slow down movements	+4
36–50	Prevent movements	+2
51–60	Control movements	0
61–70	Prevent to seize the Source	-2
80+	Total control (as if under the Domination Band)	-4

When two women are using the bracelets, the madness points and control points gained are halved, but as soon as the male channeler has 20 control points over one of the two female holding him, he can make an opposed will save to avoid doing as instructed (the woman doesn't get any modifier, but the male gets a modifier opposite to the one indicated in the table: -4, -2, 0, +2, +4), but he can still not act on his own. The woman in control can still make him do again what she intended, as he will eventually fail his saves. She may also punish him with pain to discourage him to disobey her.

The women in control of the bracelet must be able to channel; women who were burnt out or severed do not count as able to channel. If a man or a non-channeling woman tries the bracelets, they have no effect. If the collar is placed on a non-channeling man or woman, it has no effect. If the collar is placed on a woman who can channel (either if she has the spark or knows how to channel; it does not count if she can learn to channel), she will suffer (as well as any channeler holding one of the bracelet) an excruciating pain and receive 2d6 of damage each round the collar is on her.

## SWORD FORMS

### BLACKLANCE'S LAST STRIKE

Blademasters may use this simple sword form to quickly strike at an opponent. They gain +5 initiative (allowing them to strike before their enemy if their initiative becomes higher) at the cost of a -5 to hit and becoming Helpless during the rest of the round.

**From the books:** His sword was out in a heartbeat, and he performed Blacklance's Last Strike, slamming his sword straight into the neck of the dark figure. [...] Bryne's sheathed his sword. That was the first time he'd ever used Blacklance's Last Strike in combat. It was a simple form, intended for one thing: speed. Draw the sword and strike into the neck in one fluid motion. If you missed, you usually died. — TGS, 41.