



BRIDGE NINE™
ADVENTURE



COSMERE[®]

ROLEPLAYING GAME

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THIS ADVENTURE INTRODUCES PLAYERS TO THE COSMERE RPG and its setting, the Stormlight Archive novels by Brandon Sanderson.

While the Game Master (GM) will find it helpful to be familiar with this setting, players only need to know that it's a unique fantasy world where characters' oaths and actions determine the powers they can gain.

In this adventure, the player characters begin as individuals with untapped potential. They may be seen as ordinary, but they possess unique talents and uncommon determination that make them all potential heroes.

The adventure's goal is to provide the GM with tools to jump straight into the COSMERE RPG. It goes into more detail and includes more "read-aloud" text boxes than a typical adventure. Each scene introduces new game mechanics and campaign setting details. Our hope is that after playing this adventure, you'll feel ready to run the *Stonewalkers Adventure* or even develop your own original adventures.

PREPARING FOR ADVENTURE

Before you play, make sure you have the *Stormlight Handbook* on hand. Consider bookmarking key sections that you'll refer to frequently, such as the "Actions and Reactions" section of chapter 10, or use the Stormlight GM Screen.

You'll also need a set of polyhedral dice and a method for rolling the plot die (see "Prepare Your Dice").

THE CORE MECHANIC

Ahead of the session, familiarize yourself with the rules in the *Stormlight Handbook*. The core mechanic of the COSMERE RPG is the **skill test**, in which the player rolls a twenty-sided die and adds relevant modifiers:

$$d20 + \text{attribute} + \text{skill ranks}$$

This adventure specifies the **difficulty class (DC)** that each skill test needs to meet or exceed, but you may also need to improvise the DC for situations that develop during play. An average test during this adventure should be DC 10, with more challenging tests set at DC 15.

PREPARE YOUR DICE

To play, you need at least one set of standard RPG dice (a d20, d12, d10, d8, d6, and d4). You also need an additional d6 to roll as the **plot die**.

The plot die is a special mechanic unique to the Stormlight RPG. Whenever players make particularly risky, dramatic, or plot-relevant skill tests, they "raise the stakes" by adding the plot die to their d20 roll. (For more details, see the introduction to the *Stormlight Handbook*.)

While the COSMERE RPG includes a custom plot die, players can simply roll a standard six-sided die, mapping the results as follows:

1	2	3	4	5	6
					

The adventure will prompt you to raise the stakes for specific tests, but don't hesitate to incorporate the plot die into any scene where it would add excitement and drama!

RUNNING THIS ADVENTURE

The adventure begins with the characters traveling as part of an expedition to some recently uncovered ruins. Their journey is interrupted by a chasmfiend, which plunges the party into a chasm. At the bottom of the chasm, the party has the chance to scrounge up supplies and help survivors. When the chasmfiend consumes the expedition's chull, the party must flee the danger once more.

After a night's rest, the characters continue to their destination. They explore the ruins, a shrine connected to the Lost Radiants, and potentially find a valuable artifact. The characters then head to the surface and meet a group of listeners on their way out. They can fight their way past or resolve the scene peacefully. After they reach the surface, they arrive at the warcamps of the Alethi highprinces.

ATTRACTING A SPREN

Throughout this adventure, there is the chance for Radiant spren to be drawn to a character. To determine which character is the closest to attracting a spren, you'll be instructed to mark a character for "protection" or "freedom" at various points during the adventure. Keep a private tally of how many times a character is marked for either. At the end of the story, determine the character who has the most marks for each category. Each of those players should record that spren in the "Connections" portion of their character sheet (see the appendix for details on spren NPCs).

GATHER YOUR PARTY

This adventure accommodates any group of three to six 1st-level player characters. Players have several options for choosing or building their characters.

Pre-Generated Characters. This adventure includes a set of six character sheets. These characters are ready to play, so players just need to specify their character's name and physical description.

Original Characters. Alternately, players can create 1st-level characters using the rules provided in the *Stormlight Handbook*. The only options the GM should restrict are those that would entirely bypass the chasm as a hazard: specialized climbing gear or fabrials that confer the Surges of Adhesion or Progression.

Singer Characters. This adventure is written with human characters in mind. An experienced GM could introduce a singer player character (belonging to the listener culture) before or during the adventure:

- ◆ They might have been captured earlier in the expedition, or pressed into service as a bridge crew member.
- ◆ Once the other characters enter the chasm, a singer scout could come across the group and end up working with them.

Players are encouraged to set their narrative goals, obstacles, and purpose ahead of your session. However, they'll also have the opportunity to do so at the midpoint of the adventure.

Always look for opportunities to weave characters' goals into the narrative. Finally, be ready to take notes when characters demonstrate Ideals such as protection or freedom, potentially drawing the attention of a spren (see the appendix).

Before the adventure, it's also helpful to make sure the group understands how everyone wants to handle sensitive content and the overall tone of the adventure (see the "Safety Tools" section in chapter 13 of the *Stormlight Handbook*). Once everyone is ready to play, it's time to begin!

PROLOGUE

Once you've gathered the players and all required materials, begin by reading the following:

The Stormlight Archive is the story of Roshar, a world of storms and war. It is a story of growth, of passion, of honor. And today, it is a story that you will tell.

You are not yet heroes. You currently live in a war-camp at the edge of the Shattered Plains, a vast expanse of chasms and plateaus. Today, you're traveling with soldiers and scholars loyal to an Alethi noble named Highprince Sadeas.

That is where our story begins. A few days ago, a highstorm uncovered ruins dating back to the Silver Kingdoms. Now, you're part of an expedition sent across the barren stone to investigate what's left of those ruins.

Ask each player to share the role their character is playing on this expedition (see the "Expedition Roles" section).





EXPEDITION ROLES

The expedition consists of a twenty-person bridge crew and six soldiers to protect a handful of scholars and scouts. Two chulls—slow, ox-sized crustaceans with a stone shells—acts as beasts of burden, carrying wagons for the expedition’s scholars. The wagons contain enough food and water for a four-day journey.

Whether players are using pre-generated or original characters, give them a chance to establish their role in the expedition. Players can choose from one of the following options, or (with GM approval) come up with their own role:

Ardent. You’re a servant-priest of the Vorin church, a religion that reveres “the Almighty” and his Ten Heralds. Ardents typically shave their heads and do not adhere to Alethi society’s gender roles. You may be on this expedition to provide spiritual guidance or training in a particular skill you have mastered.

Bridge Crew. You’re here because you were imprisoned, enslaved, or pressed into service. You might be from any nation in Roshar, from any background, but now you have the deadliest job in the highprince’s army: carrying heavy bridges to move personnel during battles and expeditions.

Guard. You’re here to defend the expedition from Parshendi warriors or human bandits. You might be an enlisted soldier in the army of Highprince Sadeas, an independent mercenary, or a young noble trying to prove yourself.

Scholar. You’ve traveled to the warcamps as the ward or assistant to a prominent scholar. In Alethkar, only women traditionally learn to read and write, but you might’ve traveled from a nation like Azir or Iri where people of all genders are trained in history and science.

Scout. You’re a scout who works for Highprince Sadeas. You’ve been trained as a messenger and outrider for the army, and it’s your job to help this expedition find the ruins.

THE JOURNEY

As the adventure begins, the expedition is already underway. Read the following:

It's midday when you reach the final plateau crossing. The expedition's scholars ride in wagons pulled by chulls, their carapace-covered legs clicking with every slow but steady step. The expedition's bridge crew carries an even heavier burden. Every time you reach the edge of a plateau, the crew heaves the bridge forward and pushes it across the chasm.

As the bridgemen struggle with the heavy wooden bridge, a scout announces, "We're nearly to the ruins!" It's time to cross one more chasm, one that plunges into darkness far below you.

This is a chance to introduce new players to the unique fauna of Roshar. Chulls are the most common beasts of burden in this world and any character would recognize them.

The bridge is 30 feet long, 8 feet wide, and 80 feet above the chasm. A character who falls directly into the chasm takes 28 (8d6) impact damage.

THE ATTACK

The adventure's first scene begins with all player characters on the bridge. The scene drives toward a specific outcome—the characters lost in the depths of a chasm—but the characters' actions determine how they weather that fall.

This scene unfolds in brief moments, giving characters only enough time to realize what's happening or shout a warning. Characters only have time to make a handful of tests to determine their fate.

Once the bridge is in place, the caravan starts making its way across: soldiers, bridge staff, and wagon. But as the chull reaches the midpoint of the bridge, a scraping noise begins in the chasm below. The chull scuttles to the side and snaps its claws in clear agitation, refusing to move even as soldiers bring out ropes to haul the creature forward.

Any character who shows interest in the chull must make a DC 10 Deduction or Survival test. On a success, a character learns that the presence of an apex predator called a chasmfiend has spooked the chull, and the character gains an advantage on the next Agility or Athletics test they make. A character who thinks to warn others can make a DC 10 Leadership test; on a success, they grant one other character an advantage on their next Agility or Athletics test.



The scraping sounds grow louder and the chull retreats into its shell. Then, with a shriek of claws on stone, a massive creature charges up the side of the chasm! Bridgemen and soldiers scream as a chasmfiend explodes into view. With one of the creature's massive claws, they begin hauling themselves onto the bridge, scraping and splintering the wooden planks. Violet-black carapace casts a shadow over the chaotic scene, and the chasmfiend's mandibles close around a fleeing scout.

The chasmfiend is a fully grown adult: 36 feet tall, 20 feet wide, and 72 feet long. With their thick carapace and lethal claws, they are impervious to any attack from a soldier. A few soldiers try to fight back, but the chasmfiend easily bats them aside, sending them flying down into the chasm below.



If any characters try to save others from the chasmfiend, mark them for protection but make it clear that there's too much chaos for them to reach the beast. Other members of the expedition are pushing past one another to flee. Before any of the player characters have time to escape the bridge, read the following:

As the chasmfiend pulls their upper half onto the bridge, four smaller legs skittering onto the planks, you hear a resounding crack! The creature's weight is too much. The bridge is falling!


Each character on the bridge must make their choice of an Agility or Athletics test to survive the collapsing bridge. There is no DC for this test; see the Agility or Athletics Test Result table to decide the outcome. Raise the stakes, adding a plot die to each roll.


The bridge is broken in the center, but its ends grind against the chasm's uneven walls, slowing its fall. People on the edges of the bridge tumble over the side as it leans in the direction of the chasmfiend, but some people cling to the bridge.

AGILITY OR ATHLETICS TEST RESULT

Test Result	Outcome
5 or less	Take 1d6 impact damage and suffer an injury.
6–14	Take 1d6 impact damage.
15 or higher	Take no damage.
	Another character takes only half damage or ignores an injury.
	A weapon or piece of gear is broken.

If a character is injured, they must make an **injury roll** using a d20 (see “Damage, Injury, and Death” in chapter 9 of the *Stormlight Handbook*).

If a player rolls an Opportunity () on the plot die, they can help slow the fall of another player character. They can cause that character to take only half damage (rounded down) from their fall or ignore an injury.

If a player rolls a Complication () the character's primary weapon or a key piece of their gear is badly damaged. Repairing a broken item requires materials (which would take time to salvage from the crash site) and a successful DC 15 Crafting test.

The bridge lands with a deafening crash on the chasmfiend itself, breaking a few of the beast's smaller legs. The chasmfiend roars in pain and recoils from the collapsed bridge, pulling free and retreating to the west.

If any character rolls an Opportunity on their d20 (by rolling a “natural 20”), they briefly glimpse a white-blue light zipping past them as they fall. They land clear of the fallen bridge, completely unscathed.

FOOLHARDY HEROES

Look for ways to reward PCs for bold behavior. If they try a solution that might work in an over-the-top action movie, give them ways to succeed. If they try something truly foolish, like jumping into the 80-foot-deep chasm to escape the chasmfiend, warn the player that this action is likely to be deadly because their character will take 8d6 impact damage. But ultimately, it's up to the player to decide. If a character dies for any reason, that player can use one of the pre-generated character sheets to keep the adventure moving. It could be dramatic to establish the life-or-death nature of life in Roshar during this low-stakes adventure where a player can always step into the shoes of another expedition survivor.

SURVIVORS

The chasmfiend is not seriously injured, but is surprised and rattled, like any animal confronting unexpected pain. They retreat into the shadows, leaving the expedition members in the dimly lit chasm.

Down in the chasm, it's almost like you've fallen into another world. The canyon walls are smooth, worn down by millennia of flash floods. Vines and frillblooms grow here, attended by the glowing green motes of lifespren. The bridge is crushed beyond repair, and the bodies of your companions lie beside it. Faint groans emit from underneath the broken planks.

The player characters are not the only members of the expedition to survive the fall: two soldiers and a scholar (**Elijah Matal**, she/her) stand up stand up, and two bridgemen lie buried under some rubble. The Other Survivors table notes each survivor's current and maximum health after the fall.

OTHER SURVIVORS

Name	Health	Description
Captain Selinar (he/him)	20 / 22	The expedition's ranking officer (age 42), a cruel Alethi man with light green eyes.
Spearman Varda (he/him)	8 / 14	A soldier (age 26) with close cropped hair and dark green eyes; muscular but cowardly.
Elijah Matal (she/her)	10 / 15	A sheltered but earnest historian (age 32) with bright violet eyes and braided black hair.
Doral (he/him)	4 / 10	A bald Alethi man (age 56) and longtime bridgeman, suffering from a broken leg.
Aran* (he/him)	6 / 12	An earnest-looking young bridgeman (age 17); brands mark him as a thief.
Khesh* (he/him)	11/17	A physically imposing but slow-witted bridgeman (age 24) with no brands.

*Buried in the rubble of the collapsed bridge

FIRST IMPRESSIONS

After the tightly paced action of the first two scenes, this is the first chance for the characters to take a breath and regard one another.

Two soldiers made it through the disaster, and at least one bridgeman. As you help each other out of the rubble, you survey the surviving members of the expedition. What do others notice about you?

Invite the players to share one distinctive physical feature about each of their characters. Most people who live in the warcamps are Alethi, who generally have tan skin and black hair. Possible distinctive features include:

- ◆ Light eyes (light blue, light green, light brown/gold, light grey, or bright violet)
- ◆ Dark eyes (brown, black, or dark shades of any of the above colors)
- ◆ Pale or dark skin
- ◆ A tattoo or scar
- ◆ An unusual hair color
- ◆ A unique hairstyle
- ◆ A glyphward tied around one arm
- ◆ Particularly old or new clothing
- ◆ Younger (under 20) or older (over 50) than most other members of the expedition

Each player only needs to share one feature. If it is not already marked on their character sheet, they should make a note of it.

The oldest bridgeman on the crew, Doral, is still alive. He pulls himself into a sitting position, wincing in pain, and lays his hand gently over his broken left leg. Forcing a smile, he speaks in a quiet voice. "Bridge Nine. We've always been survivors. By the Almighty, we'll survive this."

If anyone talks to Doral (he/him, **commoner**), the old man explains that he's been a bridgeman for over a year, making him the longest-surviving bridgeman he knows. Even if his health is restored, he has the Slowed condition due to his broken leg, so he moves at half speed unless another character provides support.

PICKING UP THE PIECES

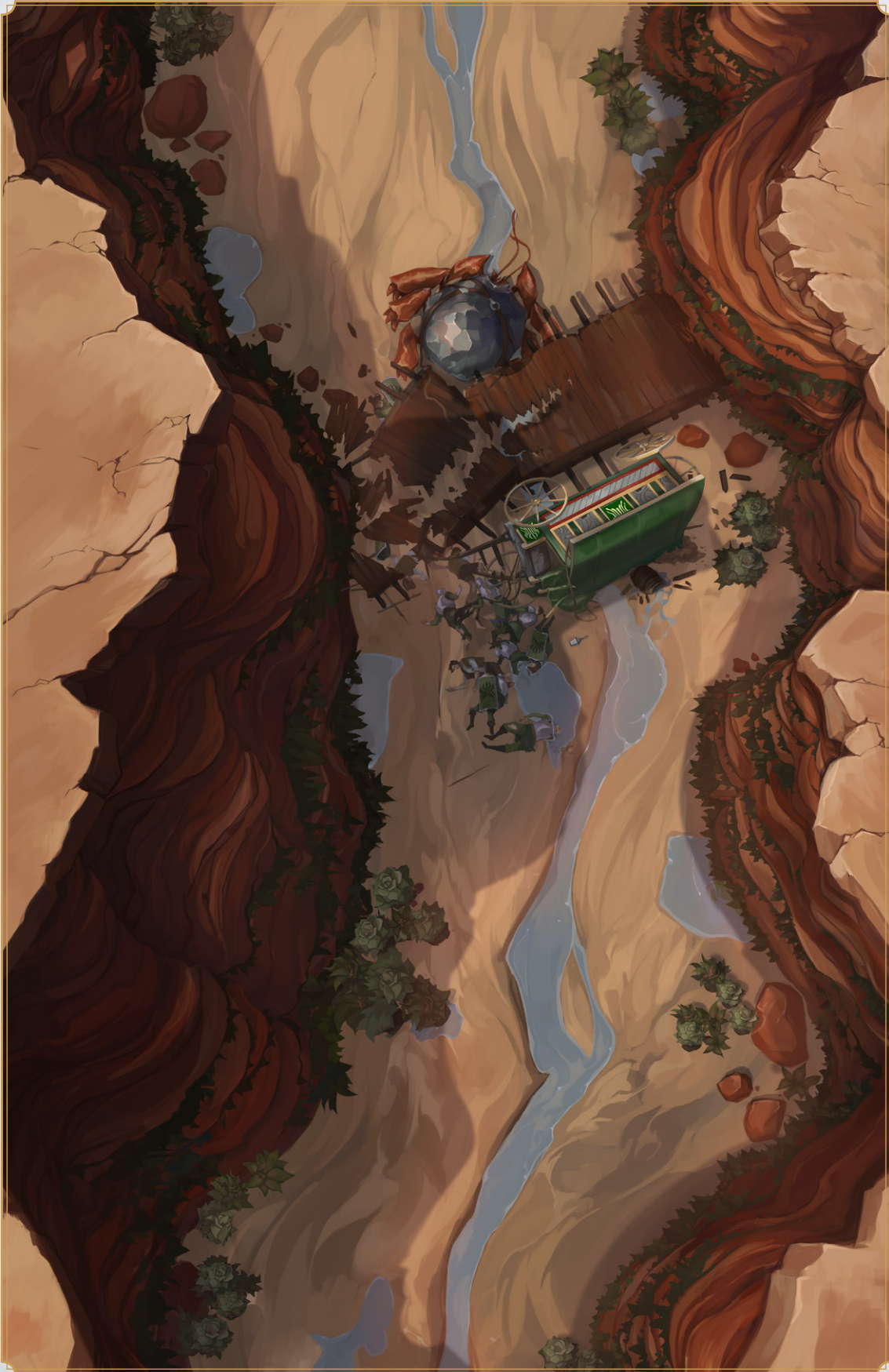
The characters still need to find their way toward the ruins. Encourage the players to make their own choices and narrate logical results, using this situation as another opportunity to demonstrate skill tests. If the players want the characters to leave right away, portray the non-player characters (NPCs) engaging in tasks and have them ask the characters for help. (But if the characters insist on leaving, simply move on to the next section.)

Characters who stay near the fallen bridge can choose a course of action that could make the rest of the journey easier:

Search for Survivors. Two survivors remain trapped under the bridge. A character wishing to locate them must succeed on two Perception tests to do so. The character must succeed on a DC 10 Perception test to find the young bridgeman Aran (he/him, **commoner**). A successful second DC 15 Perception test locates the sturdy bridgeman Khesh (he/him, **spear infantry**). Both have taken 6 damage and are covered in crawling orange painspren. Neither carries any weapons or armor. Any characters particularly intent on searching for survivors should be marked for protection.

Find Food. The wagon was almost completely demolished, but a character can make a DC 10 Deduction test to determine where supplies would have been stored. On a success, they find enough food for six simple meals. If they succeed on the test by 5 or more, the character finds twelve simple meals instead of six. The meals are leaf-wrapped balls of steamed lavis grain and pork.

MAP 1: SURVIVORS



DALLIN BIFANO

Recover Water. A heavy section of the bridge collapsed onto the expedition's water supply, breaking three barrels. Two other barrels are clearly visible but trapped under weighty timbers. A character can make a DC 10 Athletics test, gaining an advantage if aided by another. On a success, the character pulls out one barrel of water. If they succeed on the test by 5 or more, the character recovers both barrels. Each barrel weighs 45 pounds.

Create Tools. A character can make a DC 10 Crafting test to scrounge together some equipment. On a success, the character can quickly fashion a simple litter or wheelbarrow from the shattered wagon. Such a device requires two free hands but can more easily carry heavy supplies. Alternatively, a character can make a DC 15 Crafting test to use salvaged materials to repair a broken weapon, fixing it on a success.

Heal the Wounded. A character can roll their recovery die (see "Willpower" in chapter 3 of the *Stormlight Handbook*). A character who doesn't make a recovery test can help one other character by making a DC 15 Medicine test. On a success, the target recovers health equal to the healer's ranks in Medicine.

Salvage Valuables. An unscrupulous character can rifle through fallen soldiers' belongings in search of currency. A successful DC 10 Thievery test turns up a pouch containing 5 diamond marks, softly glowing with Stormlight. A total of 15 or higher allows them to conceal this theft from the other characters.

Climb to Safety. The chasm walls are too sheer to climb. A successful DC 20 Athletics test allows a character to make it to a ledge 30 feet off the ground. Mark that character for freedom, but past that point, the wall is impassable.

A character who searches for supplies or helps another survivor should raise the stakes, adding the plot die to their roll. If they roll an Opportunity, they also find one of the following:

- ◆ An unbroken longsword (1d8 keen damage)
- ◆ An unbroken shortsword (1d8 keen damage)
- ◆ A battered but usable shield
- ◆ A bottle of cooking oil

Without making any skill tests, any character can pick up a broken spear to use as an improvised staff (1d6 damage) or a heavy piece of wreckage to use as an improvised hammer (1d10 impact damage).

During combat, the GM can spend a Complication to break an improvised weapon.

As characters search the rubble and make skill tests, they notice that Captain Selinar and Spearman Varda look increasingly agitated. They have patience for each character to make two skill tests, but that number is reduced by one for each Complication rolled on the plot die. When the limit is reached, or the characters seem to be losing their sense of urgency, move to the next scene.

FINITE CHOICES, INFINITE POSSIBILITIES

Characters can attempt almost anything in a tabletop RPG, and sometimes their options can be overwhelming. If players ever seem at a loss, a great trick is to give them two or three choices: "Do you want to look for survivors or supplies?" If players seem uncertain about how to narratively describe their actions, you can prompt specific skill tests: "Do you want to try a Deduction or Perception test to assess the situation?" Games are all about meaningful choices, and even a couple of options can help characters feel empowered. Just be sure every scene has more than one way to succeed. You never want players to feel like they're playing a game of "guess what the GM wants us to do."

ON YOUR OWN

As the characters are picking through the rubble, they notice that Selinar and Varda have lost their nerve.

The two surviving soldiers are the first to give up searching for supplies or survivors. Captain Selinar mutters, "We need to get moving before that chasmfiend returns."

The heavysset spearman beside him nods, then shouts up to the chasm: "Help! Help us!"

Selinar slaps him. "Varda, you crem-sucking idiot!

You'll bring the beast down on us!" Even so, both men look up to the edge of the chasm.

There's no response.

If a character shouts for help during the previous scene, a similar scene transpires: Selinar slaps that character (causing them to lose 1 focus) and there's no answer from above. The topside expedition members have already fled back toward the warcamps, taking a circuitous route that leads back to an area with permanent bridges.

At this point, Captain Selinar is simmering with barely contained rage. He shoves Varda away.

The scholar, Eliah Matal, starts to speak. “Perhaps we should—”

But Selinar interrupts her. “Brightness, this entire storming suicide mission is your fault. Just do what I say.”

Angerspren pool like blood at the captain’s feet. He shouts at Varda to get moving, then stalks toward the old bridgeman, Doral. “We’ll leave this one as bait for the chasmfiend.”

Selinar unsheathes his sword and holds it above the older man. For a moment, the captain’s green eyes seem to flash red.

Choose two player characters who are standing nearby and tell them they have a moment to react. If the players seem uncertain, call for a DC 10 Insight test to confirm Selinar’s murderous intent, and raise the stakes. Rolling an Opportunity grants an advantage on a subsequent attempt to stop him.

If a character tries to persuade Selinar not to kill the old bridgeman with words, first allow the next nearest player character a chance for a physical response. Mark them for protection and raise the stakes on their test. A character might attempt one of the following:

- ♦ A character can leap into the sword’s path with a successful DC 10 Agility test to take the hit instead, taking 8 (1d8 + 4) keen damage from Selinar’s sword.
- ♦ A character can knock Selinar Prone with a successful Athletics test against his Physical defense of 14.
- ♦ A character can make an attack with a light or heavy weapon against Selinar’s Physical defense of 14. A success saves Doral, but the attacking character is also hit by Selinar’s longsword on a Complication.

If no player character reacts, Selinar stabs Doral in the stomach, dealing 8 (1d8 + 4) keen damage. If any other bridgemen are alive, one cries out and tackles Selinar. Furious, Selinar and Varda fight back with deadly force, regarding any bridgemen as enemy combatants.

SUPPORTING CAST

Several NPCs travel with the characters during this adventure. To keep things manageable, don’t try to run each NPC with their own stat block in combat. During combat, the NPCs mostly try to survive as the player characters take center stage. However, you can bring them into the action through flavorful use of the plot dice. An Opportunity can be spent to have an NPC contribute in some way (such as knocking an enemy Prone or dealing 5 damage to them). A Complication can be spent to harm an NPC, causing them to lose half their starting health.

FIGHT!

This begins the players’ first combat! In the Stormlight RPG, the order of combat is divided into four steps:

1. Player characters who choose to take **fast turns** gain two actions (▶▶).
2. NPCs who choose to take fast turns (▶▶) act after the fast player characters.
3. Player characters who choose to take **slow turns** gain three actions (▶▶▶).
4. NPCs who choose to take slow turns (▶▶▶) act after the slow player characters.

Combat stats for **Captain Selinar** (he/him) and Varda (he/him, **spear infantry**) are in appendix A, “Adversaries.” Selinar takes fast turns and Varda takes slow turns.

As combat begins, choose two characters to make DC 5 Lore tests (no action required). On a success, a character recognizes that the soldiers have succumbed to the Thrill, a berserker rage that consumes Alethi soldiers in the heat of battle. A character who succeeds on the Lore test by 10 or more also gains an advantage on their next test against the soldiers.

Some characters might try to avoid violence. During combat, a character can use Use a Skill (▶) to make a Persuasion or Leadership test to pacify one of the two soldiers. The DC is equal to their Spiritual defense (13 for Varda, 14 for Selinar). Varda can be swayed with one successful test, but Selinar spends 2 focus to resist each attempt to influence him (see “Resisting Influence” in chapter 11 of the *Stormlight Handbook*).

If Captain Selinar is unconvinced, he fights to the death. In addition to fighting back against the characters, he tries to satisfy his bloodlust by attacking unarmed NPCs. If Selinar is killed, Varda surrenders.

During combat, remind players that they can spend focus to graze and dodge. Remember to raise the stakes when characters use creative tactics, following the Opportunity and Complication guidelines in the introduction to the *Stormlight Handbook*. Make note of any character who is particularly focused on defending others (protection) or helping the bridgemen (freedom).

AFTERMATH

After the fight, give the players only a few moments to regroup. If any player character is reduced to 0 health during the battle, they must make an injury roll. If Doral was fatally stabbed during the previous scene, this is



a chance to roleplay his death. If he dies (now or in a future scene), his last words are “Bridge Nine.”

Other NPCs are shocked by the violence, but they don’t blame the characters if Selinar was killed. It’s a desperate situation, and even Eliah Matal is more concerned with survival than propriety at this point. Unfortunately, there’s little time to mourn the dead.

Eliah Matal, the scholar who organized this expedition, finally speaks up. The violet-eyed noblewoman addresses all of the survivors. “I’m sorry for all of this. If you can see me safely home, I’ll see that you’re rewarded by the highprince. But please, we need to get away from that greatshell.”

Matal holds up a scroll and explains that it contains a map of the area near the ruins. She believes she can help the group find their way out of the chasm and back to the warcamps, but first they need to get moving.

CHASMFRIEND PURSUIT

In the time the characters have taken to pick themselves out of the wreckage, the chasmfiend has consumed the expedition’s chull. The survivors have been lucky so far, but if they don’t get moving, they’ll be easy prey for the chasmfiend.

The characters may simply choose to flee, but there are a few considerations.

- ◆ A character who has lost health can roll a recovery die.
- ◆ A character who doesn’t need to recover can add their Medicine modifier to another character’s recovery die roll.
- ◆ An NPC of your choice is in shock, too traumatized to move on. A character who wishes to comfort them must succeed on a DC 10 Leadership or Persuasion test to encourage the NPC to get moving again.
- ◆ Characters may want to gather additional supplies (using one of the tests from “Picking up the Pieces”).
- ◆ Most supplies can be carried without slowing the characters, but a character carrying a barrel of water or carrying another character has a disadvantage on all Agility and Athletics tests they make while doing so.

Raise the stakes on any skill tests that could delay the characters, making it clear that a Complication can bring the chasmfiend closer. After the first Complication, or when the group chooses to get moving, read the following:

To the west, clicking and scraping sounds echo through the chasm. They stop for a moment, then grow louder. The chasmfiend is on the move again.

If any NPCs are still alive, one of them looks back in terror and starts running. Other NPCs join, and before long it’s time for the characters to flee.

To escape the chasmfiend, there’s only one obvious path for the characters to take: heading east. There’s a bend in the chasm nearby, so they’ll need to get moving to see past it.

RUNNING TOWARD DANGER

Players may decide to run toward the chasmfiend rather than away from it. If they express an intention to fight it, Eliah or another NPC warns them, “Facing a greatshell without a Shardblade is choosing certain death.” Speaking as the GM, you can reinforce that the character understands this to be true. If they still choose to fight, look to the guidelines for “Foolhardy Heroes” on page 8.

If the characters attempt to maneuver past the chasmfiend, and all players are engaged with this solution, allow the characters to make Agility and Stealth tests to survive. Some NPCs should flee or be killed in the process, but give the heroes a chance to survive. This prevents the group from reaching the ruins, but they can still make their way westward and find a way out of the chasms. Adapt the Take Shelter scene and Parshendi Hunting Party scene as the party moves back toward the war camps.

TAKING FLIGHT

As soon as a character moves away from the crash site, read the following:

As you round the bend, the chasm turns northeast. The canyon floor here is strewn with rocks and boulders. About 90 feet ahead, the chasm narrows. At its base, it forms a crack just wide enough for a person to pass through.

This narrow crevice is a chance for safety from the chasmfiend.

The next scene is an endeavor, a type of scene in which characters attempt to succeed at multiple skill tests. Each character makes tests while fleeing the chasmfiend. The endeavor succeeds if the party

achieves 6 successes before 4 failures. Potential approaches might include:

Flee Flat-Out. A character can try to flee at top speed down the center of the chasm (DC 10 Agility).

Assist an Injured Character. A character can try to carry or assist an injured character (DC 15 Athletics).

Hide. A character who moves along the side of the chasm can try to hide under an overhang (DC 10 Stealth) as they flee. This is a good place to raise the stakes.

Find a Shortcut. A character can look for a safe path that others missed (DC 15 Deduction or Perception).

Distract the Chasmfiend. A character can attempt to draw the beast's attention away from the characters (DC 15 Deception or Survival). This is a good place to raise the stakes.

Bring up the Rear. A character who lets the others go ahead can inspire the others with their bravery (DC 10 Discipline or Leadership).

Each success helps the party move closer to safety, but the chasmfiend draws nearer with every failure. The first time a character fails a test, read the following:

The chasmfiend lunges forward, slamming their claws into the stone behind you. You hear another roar, like four trumpets blasting at once, and the sound shakes pebbles loose from the chasm walls. The beast is nearly upon you.

For Opportunity and Complication results, assign an appropriate outcome or choose one from the Escape Endeavor table:

ESCAPE ENDEAVOR

Test Result	Outcome
Success	A character gets closer to safety.
Failure	A character or NPC starts to lag behind.
⚔	Give the next player's test an advantage.
☀	An NPC stops fleeing, too terrified to move.

If an NPC stops fleeing, add another possible test to the endeavor:

Encourage an NPC. A character can shout orders or encouragement at the demoralized NPC (DC 10 Leadership or Persuasion).

Once each character has made a test, begin a new round of the endeavor.

RUNNING THE ENDEAVOR

An endeavor is at its best when you narrate the results of each roll, keeping a cinematic feel rather than treating it as a mechanical exercise. Each character makes one skill test each round. There's no set initiative order in an endeavor, but make sure each character has the chance to make a test before beginning a new round.



BEYOND THE CREVICE

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party achieves 6 successes before 4 failures

Success. The characters and their group reach the crevice without any fatalities. Proceed to “Safe for Now.”

Failure. The chasmfiend reaches the group, attacking one of the NPCs who fell behind during the chase. The attack automatically kills that NPC. In the unlikely event that there are no NPCs left, choose a victim from among the characters: whoever was at the back of the group or who most recently failed a test.

If the victim is a player character, they have one last chance to survive: the chasmfiend must succeed on an attack roll against the character’s Physical defense. The chasmfiend has a +11 bonus to the attack and deals 18 (1d8 + 14) keen damage on a hit. If the attack misses or the character survives, they can immediately scramble to the crevice. Make a note of their narrow escape from death, which could indicate that a spren is aiding them. If the attack reduces them to 0 health, the chasmfiend carries away the character’s body, ready for a meal.

SAFE FOR NOW

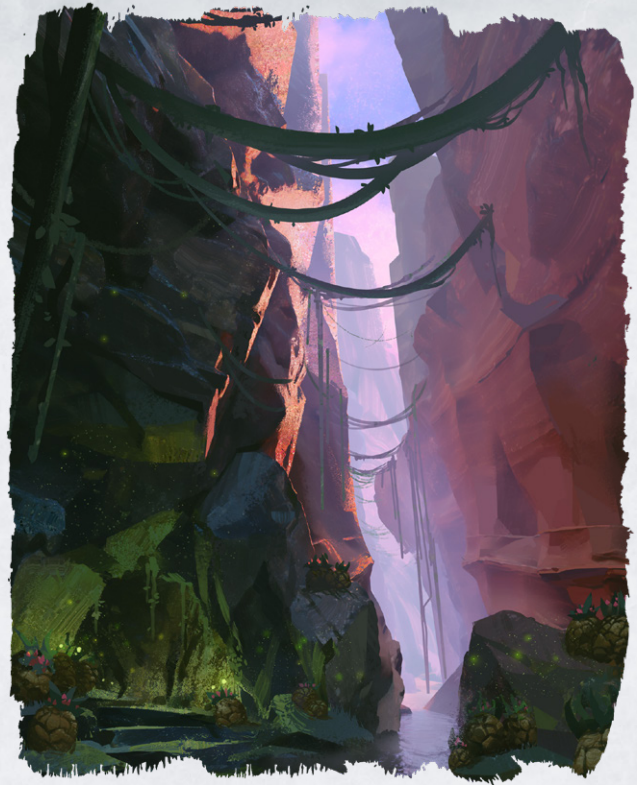
Once all surviving characters have made it through the crevice, they are safe. If the chasmfiend failed to kill any of the player characters, read the following:

Here at the narrowest point of the chasm, the sheer cliff walls are about 5 feet apart. The chasmfiend pushes their head into the gap, but withdraws a few tense moments later, unable to squeeze through. Ahead, the chasm widens again.

The chasmfiend tries to claw at any character who lingers in the gap, but does not push through. About halfway up the chasm, the gap widens to 10 feet, but the chasmfiend is too injured to climb.

Past the narrow crevice, the chasm opens up to safety. If Eliah Matal is still alive, she urges the team onward. Checking her map, she determines that it’s an hour’s hike to another branch in the chasm. (If Matal and her map are lost, the characters can determine this by simply heading onward.) By the end of that hike, the sun sets.

The chasm continues to the northeast. The surface is still 80 feet above you, with little in the way of handholds between you and the evening sky. On the east side of the canyon, about 10 feet up the wall, there’s a small cave.



A NIGHT’S REST

At this point, inform the players that night is falling and it’s time to assess the party’s ability to survive with limited supplies. Review any supplies that characters gathered from the collapsed bridge, especially food and water. While food is not an immediate concern, it has been a long day and thirst is more of an issue.

The characters’ comfort during the coming night depends on what they’ve gathered, and which tests they succeed on:

Barrels of Water. Each barrel of water retrieved from the crash site contains 5 gallons. Four characters can survive one day on 1 gallon of water.

Pools of Water. Puddles of stagnant stormwater can be found all along the base of the canyon. Unless the water is boiled, a character who drinks it becomes sick and gains the Exhausted [–1] condition.

Succulent Plants. Certain plant species are a safer source of clean water. Identifying them requires a successful DC 10 Survival test, a successful DC 15 Lore test, or a relevant expertise such as Biology or Botany.

Building a Fire. The characters might have wood from the bridge, or they could collect dead vines from the chasm. Under these conditions, they can make a fire with a successful DC 10 Crafting or Survival test. Each character can make one attempt. A Herdazian character gains an advantage on this test, thanks to their flint-like fingernails.

Boiling Water. Even with access to a fire, the characters are unlikely to have a pot for boiling water. Eliah Matal or a clever character might think to use a soldier's helmet or breastplate.

Foraging for Food. Unless characters found food in the wagon, they'll need to forage. With a successful DC 10 Lore or Survival test, they can find edible plants or cremlings.

Give each character the chance to make one test to find food or water in the darkening chasm. If the characters have a light source (such as infused spheres or a makeshift torch), they can make a second test. If Doral was rescued and survived the chasmfiend chase, his advice adds an advantage to all Lore and Survival tests. See the Making it Through the Night table to determine the outcome of the characters' rest.

MAKING IT THROUGH THE NIGHT

If the PCs have...	They wake with...
Clean water & food	No exhaustion, and they gain the benefits of a long rest (all health and focus restored).
Dirty water	Exhausted [-1] condition.
No water	Exhausted [-2] condition.
No food	The benefits of a short rest (one recovery die roll), but not a long rest.

The characters can choose anywhere in the chasm to sleep. Matal expresses interest in the cave nearby, which is a natural alcove large enough to hold ten people. It contains no hidden dangers and is a bit more comfortable than the chasm floor.

Before the characters go to sleep for the night, they have another chance to reveal something about their characters.

Darkness surrounds your makeshift campsite, with only the faintest starlight visible far above. By the time the first moon rises, no dangers have emerged from the shadows. It's eerily quiet, and your fellow survivors are lost in their own thoughts.

Invite each of the players to share one backstory detail. This could be prompted by one of the NPCs speaking up, or you could address the players directly. If the players aren't sure where to begin, ask the following questions and allow them to elaborate:

- ◆ Which of you has committed a crime? What was the crime?
- ◆ Who among you betrayed or failed a loved one? What happened to them?
- ◆ Who here has been wrongly condemned? Why were you falsely accused?

- ◆ Which of you has survived another tragedy like this? What were the circumstances?
- ◆ Who here is in love? Who is your loved one, and are the feelings mutual?
- ◆ Which of you has an enemy? Why have they sworn to kill you?

Players have the option to speak in character and reveal a secret to the other expedition members, or they can keep this discussion at the "meta" level (so it's understood by the players but not characters).

Eventually, the characters get to sleep. Regardless of whether they post a rotating watch or where in the chasm they've chosen to camp, the night passes without further incident.

A NEW CHARACTER

If a player character died in the previous scene, the "To the Ruins" scene offers an opportunity to introduce their replacement. You can treat them as another survivor who escaped alongside the group, or you could use this chance to introduce a listener character.

TO THE RUINS

In the morning, the characters set out. If Eliah Matal is still alive, read the following:

Eliah Matal, the scholar, opens her map. It is hand drawn, and focuses on the plateaus closest to the expedition's original destination. "From our current position, the warcamps are due west, but we have to assume the chasmfiend is still blocking that path," she says.

She indicates a point in the chasms. "If we circle to the northeast we can reach our dig site. It should be close by, perhaps an hour away, but going there would do more than satisfy my curiosity. The scouts who found the ruins said that they extended into the chasm. So, if there's a way in, there might be a way up."

If Matal didn't survive but her map is in the characters' hands, a successful DC 10 Deduction test can glean these details from notes on the map. (A scribe or other literate character can read the notes without making a test.) As the characters approach the ruins, they reach a shadowed area.

The chasm walls seem to close in, and the smell of death hangs in the damp air. All around, creeping vines reach into the ankle-deep stormwater. Lifespren—motes of green light—hover above the plants. But tiny red rotspren also gather here, crawling over three bodies lying in the water.

Vines retreat into cracks in the stone as the characters approach. Three decomposing bodies can be found here:

- ◆ A soldier in a rotting blue uniform and rusted breastplate. The belt pouch contains 20 diamond marks and a sapphire broom (worth 100 marks), all infused with Stormlight. The corpse's only other intact item is a carved wooden axehound.
- ◆ A bridgeman, face down in the water with a ruined leather vest. A successful DC 15 Perception test reveals a fine knife worth 20 marks hidden inside the bridgeman's vest.
- ◆ The red bones of a long-dead Parshendi warrior. The warrior's carapace plates are still strong and could be used to fashion a shield with a successful DC 10 Crafting test, or to improvise a breastplate with the Fragile trait with a successful DC 15 Crafting test.

The soldier's and bridgeman's possessions are distinctive enough that they could be used to identify the deceased. A character who follows up on this in the future could be rewarded with progress toward narrative goals.



This brief scene is a chance to establish the existence of the listeners. Known to the humans as Parshendi, the listeners are a culture within the singers, the sapient humanoid species native to Roshar. Any member of the expedition would know of the frequent clashes between Parshendi with Alethi armies on the Shattered Plains. These bodies fell into the chasm during a battle and were washed here by the recent highstorm.

As the group leaves this area, if there are any surviving bridgemen, one of them privately approaches a player character. (If possible, choose someone who has been marked for freedom.)

The bridgeman takes you aside at a moment when everyone else is out of earshot. "Everyone at the warcamps thinks we're dead. It means... we have a chance. If we get out of this, can you help us escape?"

The bridgeman implores the character to "look the other way" at the right moment, so he can escape his servitude as part of Bridge Nine. A character who promises to help should be marked for freedom.

THE LOST SHRINE

Around another bend, not far from the decaying bodies, the chasm opens back up into a wider canyon. Here, the characters reach the expedition's intended destination.

The chasm is wide here, and the walls aren't quite as high. The floor of the canyon is dry, with fewer plants, and broken stone litters the ground. The stone was broken recently, and it's not worn smooth like the rest of the chasm.

The shrine is not at the characters' eye level, but it can be seen with a look upward (no test required).

Embedded in the canyon wall, once hidden behind a layer of stone and crem, a forgotten structure is now half-revealed. Its lower level begins about 30 feet above the chasm floor, where columns flank an open doorway. Another 20 feet above that rises an upper level, but strangely, that portion of the structure appears to be completely on its side. It's as if a building tumbled into the chasm and was frozen in stone.

This structure is an ancient shrine that has been hidden for thousands of years. During the cataclysmic event that created the Shattered Plains, this structure collapsed. Over the millennia, it was sealed by layers of crem.

Recently, a chasmfiend chrysalis was discovered on the plateau above the shrine, resulting in a battle between humans and listeners. Between thousands

of marching soldiers and natural erosion over time, the crem covering the shrine started to crumble. The last highstorm resulted in a more dramatic collapse.

Luckily for the characters, the broken stone now gathered at the base of the shrine makes it an easy surface to climb. Each character must make an Athletics test, but they succeed unless they roll a natural 1 (resulting in a Complication), in which case they fall and take 1d6 impact damage. Rolling a natural 20 (resulting in an Opportunity) allows a character to find a safe path that everyone can follow without future skill tests.

The structure is carved in an unfamiliar style, but it is clearly ancient. The columns that once supported the structure are still intact, though they all lean to one side. Ahead, an open doorway leads into darkness.

The tall doorway leads inside the shrine.

GROUND FLOOR

The interior of the building is dark. Without a light source, characters who rely on sight as their primary sense are Disoriented inside the shrine.

Characters seeking a light source know that they can use any infused spheres they might be carrying. A single mark or broom provides bright light in a 5-foot radius, while a handful of spheres can provide 10 feet of light. A character can fashion a torch with a successful DC 10 Crafting or Survival test (gaining an advantage if they use cloth soaked in oil or alcohol). A torch lasts one hour, shedding bright light in a 20-foot radius.

For a character who uses sight as their primary sense, their ability to see beyond a radius of bright light depends on their senses range:

Awareness	Senses Range
0	5 ft.
1-2	10 ft.
3-4	20 ft.

For more on obscured senses, see the “Senses” section in chapter 3 of the *Stormlight Handbook*.

Once the characters have found a way to perceive the inside of the ruins, read the following:

Rubble litters this room and dust covers every surface. The floor is uneven, listing to one side. The walls are decorated with elegant carvings. Brightly colored cremlings crawl out of the cracks in the walls, then skitter away. The only path out of the room is a stone stairway, leading up.

The entire first level leans toward the west; if a character were to drop a sphere in this room, it would roll downhill until it hit the west wall. The room is totally stable,



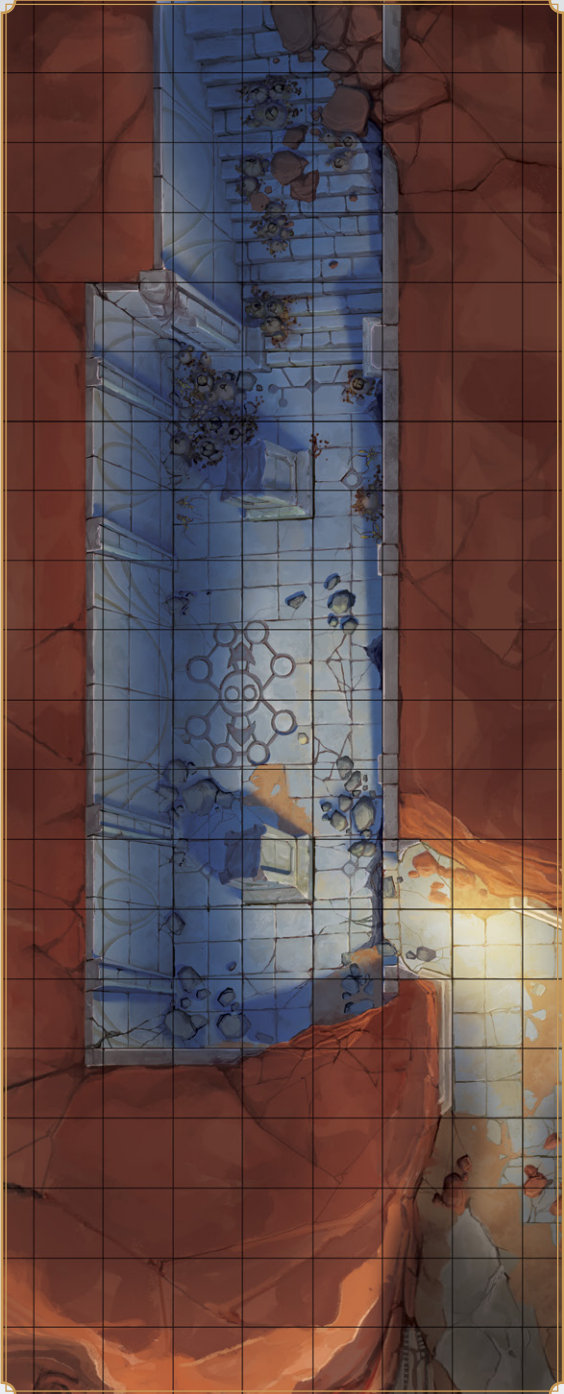
but the uneven terrain makes a character more likely to trip and fall Prone if they roll a Complication.

The purpose of the room is mysterious to most members of the expedition, but a character who examines the mosaics and succeeds on a DC 5 Lore test recognizes it as some type of shrine. If the character succeeds on the test by 10 or more, they also know that it dates back to a cataclysmic era known as the Desolations. A character with the Archaeology or Religion expertise also realizes the shrine has some connection to a legendary order of warriors now called “the Lost Radiants.”

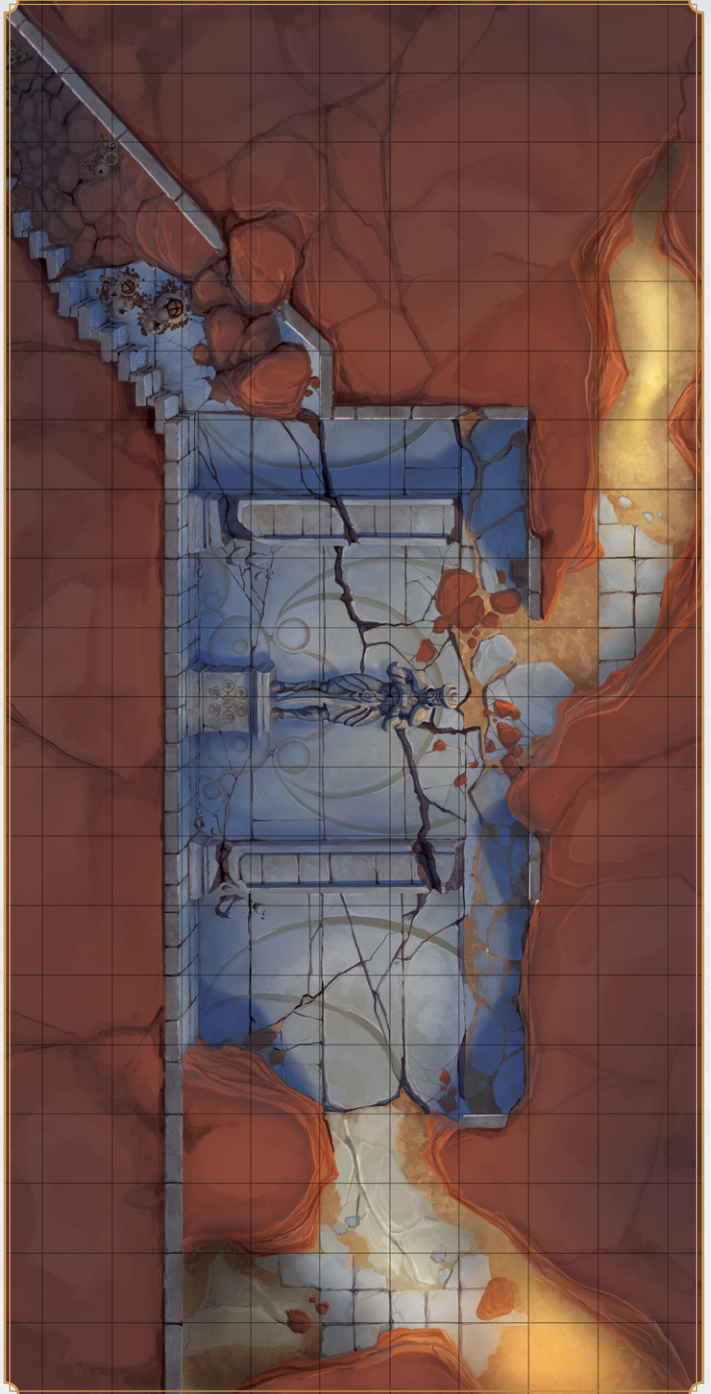
In particular, one symbol inlaid on the floor is recognizable to anyone familiar with the Vorin church (the dominant religion in eastern Roshar): the double eye of the Almighty. A character with the History or Religion expertise realizes that this symbol was connected to legends of heroic knights called “the Lost Radiants.”

As the characters spend time in this room, the cremlings become visibly agitated. A successful DC 10 Lore or Survival test reveals that this crimson-and-yellow species has a venomous bite, harmless in small doses but dangerous if a victim is overwhelmed.

MAP 2: SHRINE (GROUND FLOOR)



MAP 3: SHRINE (TOP FLOOR)



STAIRWAY

The stairs are stable but uneven. They're covered in melon-sized domes of crem-like material, which cluster like rockbuds on each of the steps. A character who has the Biology expertise or who succeeds on a DC 10 Deduction test identifies these barnacle-like growths as cremling nests.

Characters can make their way up the stairs, but they must move carefully to do so without stepping on one of the nests. Each character must succeed on a DC 15 Agility test to proceed or devise another way to assist one another. On a failed test, a character accidentally crushes a nest, provoking brightly colored cremlings to pour out of the stone. Once a total of three nests have been crushed, a **cremling swarm** forms and attacks the character who crushed the last nest. On a Complication, that character also falls Prone.

The swarm fights for three rounds before it disperses (or until it is killed); during the combat, the entire stairway is difficult terrain. Once each character has succeeded or failed on one test to ascend, the group finds a path to proceed.

The higher you move up the stairs, the more rubble fills the stairway. After climbing for about thirty feet, the stairs abruptly end. Where a landing should lead to the next level, broken stones cover the floor. They form an uneven ramp to the level above.

The characters have reached the point where a portion of the shrine collapsed on one side during its fall into the chasm. The stones are stable enough for the characters to make their way to the top floor (no test required).

TOP FLOOR

The fifth floor of the shrine, located close to the surface, is the only other accessible level. If the characters are bearing a light when they reach this level, they are greeted by an unexpected scene:

The upper level of the shrine lies completely on its side. What was once the floor is now the western wall, with the former ceiling rising to the east. Columns, broken from their pedestals, have collapsed onto the floor.

The room's most striking feature is a statue of a Shardbearer. Once it would have stood 15 feet tall, but now it lies on the floor like a fallen warrior. Seven glyphs are carved into the pedestal at its feet.



*A swarm
of cremlings.*



This portion of the shrine was once a meditation chamber for the Knights Radiant, and the statue honors a now-forgotten Willshaper. Inspection of the statue reveals that the figure in Shardplate is a woman carrying a Shardblade. (Depending on whether your group has chosen to make the strict gender roles of Alethi society a part of your game, this may surprise some of the characters.)

The glyphs below the statue, carved in an archaic style, are arrayed in a pattern. This carving once functioned as a way for Radiants to contemplate and affirm their Ideals, but now its presence could lead to a valuable reward for curious characters.

DECIPHERING THE GLYPHS

If the characters decide to investigate the statue, run an endeavor. The endeavor succeeds if the party achieves 3 successes before 3 failures and if at least one of the contributing characters has drawn the attention of the lightspren Tone (see appendix A, “Spren NPCs”).

If a character is using the light of an infused sphere to investigate the glyphs, Stormlight streams from the sphere, causing the glyphs to glow. The sphere becomes dun, but all tests to decipher the puzzle gain an advantage.

Potential investigation approaches might include:

Wear and Tear. A character can notice that the stone of each glyph is weathered, as if it has been touched many times. The central glyph shows more wear than the others (DC 10 Perception).

Reading the Glyphs. Each glyph represents a single word in an archaic style: life, strength, journey, before, death, weakness, and destination (DC 10 Lore).

Dividing Lines. The lines between the glyphs are stylized numerals 1 through 6 (DC 10 Deduction).

Hidden Compartments. Inspecting the sides of the pedestal reveals that rectangular patterns there actually hide some kind of sealed compartments (DC 10 Thievery).

A character with the Religion expertise recognizes that these carvings are a type of meditation aid, traced with one’s fingers while reciting a mantra. The two spren following the characters react to successful tests, briefly manifesting as trails of light.



DECIPHERING THE GLYPHS

RESOLVING THE ENDEAVOR

The endeavor succeeds if the party achieves 3 successes before 3 failures.

Success. The characters are able to determine the correct order of glyphs, forming the phrase “Life before death, strength before weakness, journey before destination.” If a character speaks these words, or touches the glyphs in this order, the lightspren Tone reacts by flying into the pedestal. If it had been glowing with Stormlight, that light fades as Tone draws upon her innate Surgebinding powers. Read the following:

The golden light of the strange spren seems to infuse the pedestal. On one side of the pedestal, a compartment slides out of the stone. Inside the drawer rests a bracelet and two rings, linked by metallic chains.

Though its gemstones are cracked, the metal is untarnished. This is no mere jewelry. It is a priceless artifact of the Vorin church: a Soulcaster, capable of transforming any substance to another with a touch.

Any character recognizes the significance and value of this item. If it has not been damaged beyond repair, it is an incredible treasure.

Failure. If the spren had begun to manifest, they disappear from view. The compartment containing the Soulcaster does not open. A character notices the compartments on the south side of the drawer, and the next character who attempts to force the compartments open gains an advantage.

SECRETS OF THE PAST

Whether or not the characters find the Soulcaster, they can attempt to open similar compartments in the pillar near the statue. A successful DC 15 Athletics or Thievery test can open one additional compartment on the south side of the pedestal. Roll on the Hidden Compartments table to determine its contents.

HIDDEN COMPARTMENTS

d4	Contents
1	A blue silk ribbon embroidered with the glyph for “zephyr,” which crumbles into dust as soon as it’s touched.
2	An amethyst cut in a strange twisted pattern.
3	A sapphire and a ruby, each worth 40 marks.
4	An arrowtip made of a remarkably light, silvery metal.

A character with the Fabrial Crafting or Metallurgy expertise recognizes the arrowtip is made of aluminum and worth 300 marks.

Any other remaining compartments are empty or permanently sealed shut. The mosaics on the wall depict other scenes of the Knights Radiant.

Some of the mosaics are impossible to make out, their colors lost to time. Others are brighter and depict Shardbearers in fanciful scenes: a figure in blue surrounded by stylized clouds, another in red, wreathed in flames. The clearest image depicts a woman in violet Shardplate, her hand extended toward a figure with ivory skin and red carapace.

The design of the armor in this last image matches the statue in this room. It shows an ancient Willshaper speaking with a warform singer. It’s unclear whether their postures are threatening or welcoming.

Any characters not examining the walls might notice that they are not the first people to explore these ruins. Characters should make a Perception test (DC 15) to see what they notice regarding the tunnel on the northeast side of the room. If a character is actively searching that area, they can make a DC 10 Survival test instead. On a success, they notice the dust on the floor and walls has been scuffed near the exit to the north.

There are two exits from this room, and both lead to the surface. If any character has impressed Aeliran during this adventure (by receiving multiple marks for protection), the honorspren’s glowing light beckons them toward the south exit.

THE SURFACE

The path that the characters take determines how likely they are to be surprised during the next scene.

Northern Exit. A natural tunnel leads to a crack in the plateau above. The rough stone provides easy handholds and footholds, but leads characters directly toward the waiting singers.

Southern Exit. This path leads through a narrower, rubble-choked tunnel. It leads outside, terminating in a sunny ledge. From there, it’s an easy climb up to the plateau. Characters who take this route are not Surprised by the singers.

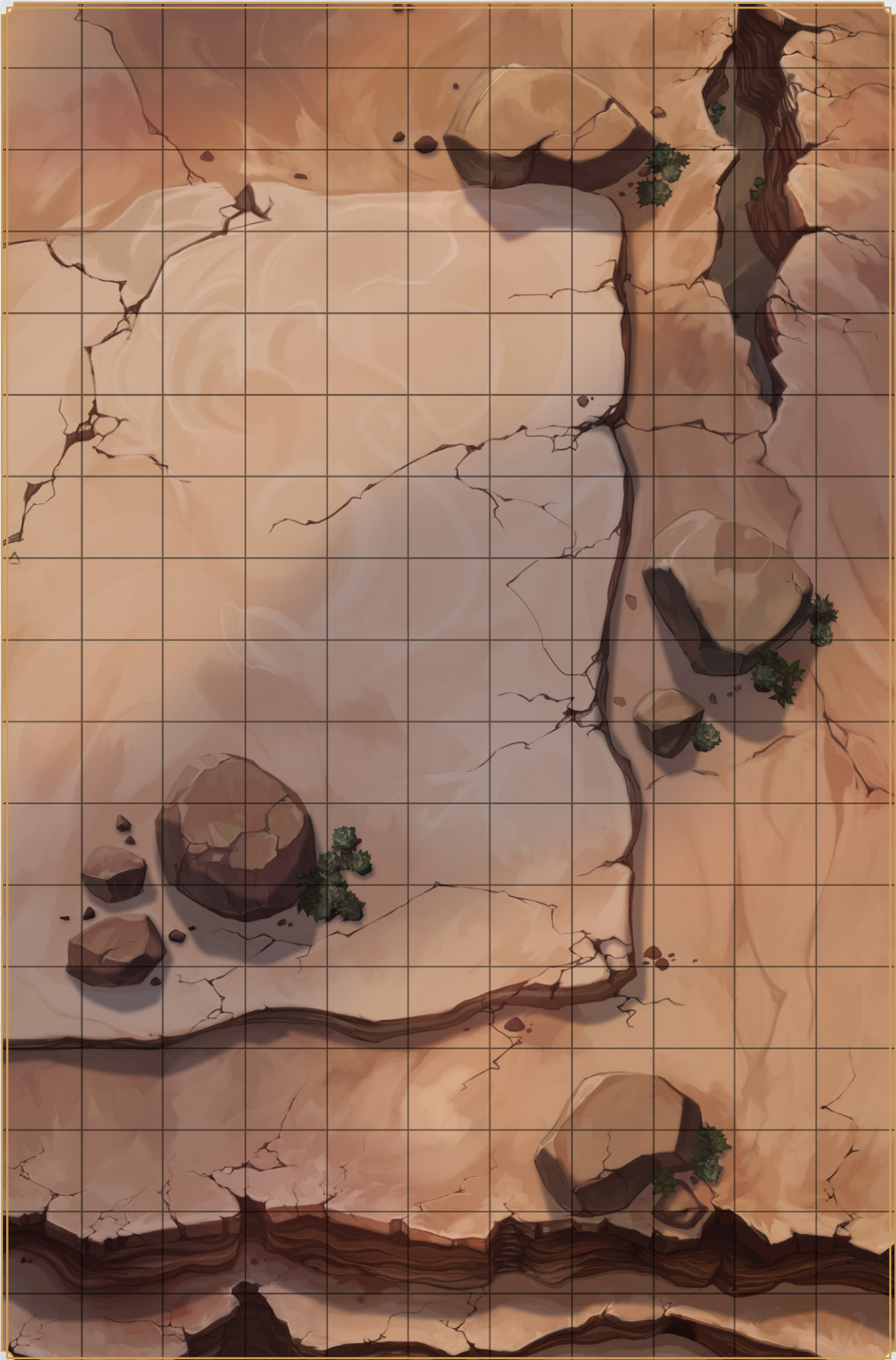
ENCOUNTERING THE SINGERS

A group of listener scouts recently discovered the shrine and sent a group of warriors to defend the site while a runner fetches their scholars. Depending on the number of player characters, they face a number of **warform singers** and **nimbleform singers**:

Number of PCs	Number of Warform Singers	Number of Nimbleform Scouts
3–4	2	1
5	2	2
6	2	3

The listeners are immediately hostile toward humans. For generations, listeners have found weapons and artifacts in ruins like this. The Shattered Plains are their land, and they’re prepared to defend the site.

MAP 4: THE SURFACE



DALLIN BIFANO

If any character took the northern exit, the listeners see them right away. A scout calls out:

“Stop!” A voice calls out as you step into the light. “Give up anything you have taken!”

The voice speaks with an intense, rhythmic cadence. It is joined by the humming of other voices: Parshendi. The armored warriors of the Shattered Plains, known to kill humans on sight.

There are two **warform singers** with red carapace and red-marbled skin: one bearded malen and one femalen. Any scouts present are in nimbleform, with more delicate carapace and marbled red and white skin.

Any sign of aggression from the player characters causes the listeners to attack. But it is also possible for this scene to become a conversation, and successfully navigating the discussion allows the scene to end without violence. A character who sought peace with the listeners should be marked for freedom. To run the conversation, see “Talking to the Listeners.”

TALKING TO THE LISTENERS

The characters can talk to the Parshendi scout Vexla (she/her, **nimbleform singer**) and try to de-escalate the situation such that both sides leave unharmed. To run a conversation, give each character the chance to make a contribution. Usually one character takes the lead, but all characters should have opportunities to participate.

ROLEPLAYING VEXLA

Vexla expects the party to be plunderers—intruders with no respect for the shrine. Vexla is wary of the characters but would prefer to avoid violence. She is curious about human culture and speaks Alethi.

Resisting Influence. The scout has a Cognitive defense of 15, a Spiritual defense of 15, and 4 focus. She is receptive to characters who say they mean no harm, but will spend 2 focus to resist threats of violence and intimidation. If at any point the Soulcaster is revealed, or if a character is seen carrying any remains of the listener corpse from the chasm, the conversation fails and the listeners attack.

Losing Focus. The tense situation also has an effect on the characters. Choose the character who is doing most of the talking for the group. Every time they fail a test to sway Vexla, that character loses 1 focus. If any player character becomes unfocused during the conversation, the warriors lose patience and attack.



WARFORM
SINGER

CONVINCING VEXLA TO LET THE PARTY LEAVE

Characters who wish to convince Vexla to allow them to leave can attempt to do so with a conversation. A character with the Listener expertise who speaks to Vexla in her own language gains an advantage on any tests. The following are examples of arguments or lines of discussion that the characters could use:

We're No Threat. Characters can argue that they are desperate to survive, or ask for mercy as they are just trying to escape the chasm (Persuasion). They can appeal to the ideal of peace between humans and listeners (Leadership). Characters can also note that the warriors are obviously eager for a fight, and say that they understand the hostility, given the history between their two groups (Persuasion).

Not Worth Fighting. Characters notice that Vexla's hands are shaking (Insight). They can imply or outright state that they could beat the listeners in a fight (Intimidation). They can deny that they found anything of value in the ruins (Deception). Any of these tests should raise the stakes. On a Complication, an NPC takes an action that provokes Vexla, allowing her to regain 1 focus. A character can spend an Opportunity to make Vexla nervous and uncertain, removing her Deadly Speed ability for the remainder of this scene.

RESOLVING THE CONVERSATION

The characters succeed if they make especially compelling arguments or if Vexla no longer has enough focus to resist influence.

Success. The listeners allow the party to go on their way peacefully, encouraging them to leave quickly.

Failure. If the characters sought a peaceful resolution but ultimately failed, the listeners fight until at least two of them are reduced to 5 health. At that point, the entire group flees. If the characters were more aggressive or revealed the Soulcaster, the listeners fight to the death.

THE WAY HOME

After encountering the listeners, the characters face a long journey home. Without a portable bridge, the group can't use the direct route they took to the dig site. Relying on permanent bridges, the journey takes 12 hours. Fortunately, no dangers stalk the characters across the plateaus.

If the party travels through the night, they reach the warcamps just before sunrise.

You finally approach your destination: the warcamps. Built into a series of ten craters at the edge of the Shattered Plains, each warcamp houses the armies of an Alethi highprince. The warcamp for Highprince Sadeas sits between the camps for Roion and Aladar, at the southwestern end of the Alethi settlement.

Guards stand at the gates to each warcamp, scouts patrol on horseback, and chull-drawn wagons move between the craters and the Outer Market to the west.



VEXLA

FINAL ENCOUNTER

This is meant to be a challenging final scene for the adventure, but its difficulty depends on how easily the characters weathered the cremling swarm in the shrine ruins. If the party is relatively unharmed, you may wish to add an extra enemy to make the scene more challenging. If the characters are already struggling, you might allow the enemies to be less tenacious and more likely to retreat.

The area of this scene is a plateau, but that doesn't mean it's flat stone. Describe the warriors leaping from rocks to attack the characters, and encourage similar stunts by the characters. Reward bold play by raising the stakes, and consider how any surviving NPCs might contribute to the scene.

If the characters resolve the scene without combat, it can still be climactic! Make it clear that they've just avoided a battle that could have been deadly, and consider having Tone (see appendix: Spren NPCs) visibly manifest in a pulsing ring of light that indicates her approval. Achieving victory without violence is very aligned with the Ideals of the Knights Radiant.

This first adventure is complete, and the characters advance to 2nd level. You can use the outcomes from this adventure to build a campaign for your group!

If the characters discovered the Soulcaster (an artifact capable of transforming any substance into stone), it could prove to be more of a curse than a boon:

- ◆ If the characters openly attempt to sell the Soulcaster, they gain the attention of Highprince Sadeas, who offers no reward for it. He claims that it is the rightful property of the church and crown, a position that Alethi nobles will support.
- ◆ An attempt to sell the Soulcaster on the black market yields a fraction of its value, no more than 1,000 marks.
- ◆ The characters can choose to keep and use the Soulcaster, but they must repair it with new gemstones (which could be costly) and teach themselves how to use it (by obtaining GM permission to invest skill ranks into Transformation; to do so, they must practice its use in downtime for at least one full level).

- ◆ Alternately, if the characters negotiate effectively with Highprince Sadeas or offer the Soulcaster to another prominent NPC, they could gain a powerful connection.

If any NPCs survived the chasms, they can become ongoing characters in your campaign. Eliah Matal is a stern but fair-minded noble who can serve as a potential ally or patron.

Any surviving bridgemen are grateful to the player characters, especially if they buy out their debts or help them escape. Keep in mind that if the characters use illegal means to help the NPCs, they may run afoul of the warcamp guards.

Finally, any Radiant spren drawn to the characters during this adventure continue to watch them closely. Choose the characters who have been marked the most for protection or freedom and let them know they have impressed a spren (see the appendix). Those characters may choose the First Ideal (Windrunner) or First Ideal (Willshaper) talent as they advance to 2nd level.



*Returning to the
warcamps.*

ADVERSARIES

The following adversaries appear in this adventure. Their stat blocks are presented here alphabetically, along with roleplaying notes for named characters.

CAPTAIN SELINAR

The expedition's small escort of soldiers is led Captain Selinar. Even by the standards of the Sadeas military, Selinar is an unlikeable, mean-spirited bully. He personally joined this expedition to curry favor with the Matal family, but when things go awry, he quickly gives up any attempts at politeness.

Selinar frequently experiences a battle rage known to Alethi soldiers as the Thrill. After the stress of the chasmfiend attack, he succumbs to its effects, becoming a danger to anyone in his vicinity.

ROLEPLAYING SELINAR

Characteristics: Cruel, petty, volatile.

Goal: Survive the chasms and return to the warcamps.

Appearance: Selinar is an Alethi man in his early forties.

He has light green eyes and a short half beard. He wears his green Sadeas uniform with a red captain's knot on his shoulder.

Once he's trapped in the chasm with the other survivors, Selinar has one goal: see himself safely home, along with anyone whose survival would bolster his reputation. He feels contempt for anyone he outranks, and takes any excuse to leave behind someone who might slow the group.



CAPTAIN SELINAR

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	1	14	3	2	14	2

Health: 22 (18–26)

Focus: 5

Investiture: 0

Deflect: 2 (breastplate)

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +4, Heavy Weaponry +4, Light Weaponry +3

Cognitive Skills: Intimidation +5

Spiritual Skills: Leadership +3, Perception +4

Languages: Alethi, Herdazian

FEATURES

Infectious Thrill. When an enemy rolls a ✨ on an attack test against Selinar, the enemy gains a +3 bonus to that d20 roll. Regardless of whether the attack hits or misses, if any other characters are within 5 feet of Selinar, the enemy must choose one. The enemy's attack also grazes the chosen character (without spending focus).

ACTIONS

- ▶ **Strike: Longsword.** Attack +4, reach 5 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 8 (1d8 + 4) keen damage, and if the target is Prone, they take an extra 4 (1d8) damage.
- ▶ **Trip (Costs 1 Focus).** Selinar makes an Athletics test against the Physical defense of a Large or smaller character within 5 feet of him, knocking them Prone on a success.
- ▶ **Berserker Rage (Costs 2 Focus).** The Thrill surges within Selinar. His next Strike targets each character within 5 feet of him and deals an extra 3 (1d6) damage on a hit.
- ↪ **Lash Out (Costs 1 Focus).** After Selinar is attacked by an enemy within 5 feet of him, Selinar deals 4 (1d8) keen damage to the attacker.

SELINAR'S TACTICS

Captain Selinar rushes into battle, consumed by the Thrill. He fights with alarming ferocity, using Trip and Berserker Rage to cleave his path, regardless of whether friend or foe stands in the way.

COMMONER

The people of Roshar come from diverse cultural backgrounds, and each person has their own hopes, dreams, and capabilities. Most ordinary citizens strive to avoid violence, protect their loved ones, and pursue whatever prosperity they can find.

Commoners are the typical citizens found in any nation across Roshar. A farmer, baker, weaver, scribe, or any other person who leads a simple life might be a commoner.

COMMONER

Tier 1 Minion – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	11	1	1	12	0	1	11	0

Health: 10 (8–12) **Focus:** 2 **Investiture:** 0

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +1

Cognitive Skills: Crafting +2

Spiritual Skills: Insight +2, Perception +2

Languages: defined by culture

FEATURES

Minion. The commoner's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Capable. The commoner has a utility expertise in one profession, and they gain an advantage on skill tests related to that profession.

ACTIONS

► **Strike: Improvised Weapon.** Attack +1, reach 5 ft., one target. On a Complication, this improvised weapon is destroyed. *Graze:* 2 (1d4) impact damage. *Hit:* 3 (1d4 + 1) impact damage.

↻ **Distract (Costs 1 Focus).** When an ally makes a test against an enemy who is within reach of the commoner, the commoner grants the ally an advantage on that test.



COMMONER TACTICS

In combat, citizens generally flee and seek safety unless their loved ones are in immediate danger. When forced to fight, a **commoner** resorts to an Improvised Weapon, or they might Distract to aid a more capable ally. In conversations, they usually concede to those they consider more competent.

CREMLING SWARM

The term “cremling” collectively refers to many species of tiny scavenger crustaceans. They vary heavily in appearance, including different colors, tail shapes, claw sizes, and antennae lengths, though most have elongated bodies and many legs.

Some cremlings are scavengers who feed on the blood and flesh of deceased creatures, while others are herbivores who feed on vegetation in the wake of a highstorm, when Rosharan flora reveal their vulnerable inner matter. Some cremling types include both in their diets.

While some cremlings are venomous, most species are relatively harmless unless they gather into a sizable swarm. When their nests are directly threatened, swarming cremlings can become much more than a nuisance.

Across Roshar, cremlings are considered and dismissed as irritating pests. The word is a common Rosharan insult and often used to describe cowardly behavior.

CREMLING SWARM TACTICS

A **cremling swarm** uses its Screech while within range of as many enemies as possible. After that, it uses Bite, dealing as much damage as possible before the swarm is thinned out. Once reduced below half its starting health, the swarm attempts to attack with greater precision by using Gain Advantage with Agility.



CREMLING SWARM

Tier 1 Rival – Medium Swarm

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	1	13	2	2	13	1

Health: 22 (17–27)

Focus: 4

Investiture: 0

Movement: 30 ft.

Senses: 10 ft. (sight)

Immunities: Immobilized, Prone, Restrained, Stunned

Physical Skills: Agility +5

Languages: none

FEATURES

Swarm. The swarm is comprised of many tiny creatures, and it can’t regain health. It can move through spaces occupied by other characters or through openings with a diameter of 3 inches, as long as it ends its movement fully on the other side of the character or obstacle.

ACTIONS

► **Strike: Bite.** Attack +5, reach 5 ft., one target. *Graze:* 5 (2d4) keen damage, or 2 (1d4) keen damage if the swarm has half its health or less. *Hit:* 10 (2d4 + 5) keen damage, or 4 (1d4 + 2) keen damage if the swarm has half its health or less.

►► **Screech (Costs 2 Focus).** The swarm emits an ear-piercing cacophony of screeching and clicking. Each character within 10 feet of the swarm must make a DC 14 Discipline test. On a failure, a character must spend 2 focus or become Disoriented until the end of their next turn. Cremlings and characters who can’t hear automatically succeed on this test.

ELIAH MATAL

Brightlady Eliah Matal is a highborn woman eager to prove herself in the competitive field of Alethi scholarship. She is the favorite niece of Hashal and Avarak Matal, who oversee the bridge crews of the Sadeas army. Traveling to the warcamps with her aunt and uncle, Eliah sees the Shattered Plains as a unique opportunity for field research.

Eliah is bright and inquisitive, not cruel like her aunt and uncle. However, she is used to being obeyed and is single-minded in her pursuit of knowledge. It was Eliah's efforts that funded this expedition, and she is the caravan's highest-ranked lighteyes. Even when the mission takes a disastrous turn, she dedicates herself to seeing it through.



ELIAH MATTAL

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	12	1	2	14	2	2	13	1

Health: 18 (15-21) **Focus:** 4 **Investiture:** 0

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Agility +2, Athletics +2

Cognitive Skills: Crafting +3, Deduction +3, Lore +4

Spiritual Skills: Deception +2, Insight +3, Perception +4, Persuasion +3

Languages: Alethi, Azish, Veden

FEATURES

Capable. Eliah has a utility expertise in History, and she gains an advantage on skill tests related to that topic.

Stern Countenance. After Eliah spends focus to resist a character's influence, that character loses 1 focus.

ACTIONS

► **Strike: Improvised Weapon.** Attack +2, reach 5 ft., one target. On a Complication, this improvised weapon is destroyed. *Graze:* 2 (1d4) impact damage. *Hit:* 3 (1d4 + 2) impact damage.

ELIAH'S TACTICS

Eliah Matal avoids combat unless forced to defend herself. When attacked, she tries to hide and Brace behind cover. If given no other choice, she tries to Gain Advantage with Deduction or Insight, and she Strikes with whatever improvised weapon she can find.

ROLEPLAYING ELIAH

Characteristics: Analytical, serious, privileged.

Goal: Prove herself as the most impressive young historian in Alethkar.

Appearance: Eliah Matal is an Alethi woman in her early thirties. She has bright violet eyes, and wears her black hair pulled back in braids. She wears a formal green havah, paired with more practical boots and bag of archaeology tools.

Eliah sees herself as the leader of the expedition and remains committed to reaching the shrine. She may ignore the needs of others, and even her own safety, as she pursues the secrets of the Shattered Plains and the Lost Radiants.



SINGER

While singers bear some resemblance to humans, their species has been on Roshar much longer and they're physically distinct. Singer skin is colored with swirls of red, black, and white, known as marblings, which can vary widely in pattern and are typically either red-black or red-white, though rare singers possess skin of all three colors. Singer hair is generally black or red, and their bodies are typically covered at least in part by a carapace, often covering their head and arms. Their eyes are gray-black, and their powerful teeth can chew through shells.

Singers take their name from their ability to communicate using special rhythms tied to Roshar itself. They also can change their form by forming a bond with spren; each form changes the singer both physically and mentally. For many singers, this ability is relatively new; for millennia, singers were called parshmen and enslaved by humans after many singers had portions of their Identity and Connection ripped away.

SINGER FORMS

Singers have gemhearts fused to their sternums; these allow them to bond with spren, changing their form, appearance, abilities, and mentality. Each form has a specific purpose, making the singer more suited for a task such as combat or artistic expression.

People who face singers in combat are most likely to encounter them in warform or workform. In warform, singers become taller, bulkier, and have a full armor-like carapace; they also have increased strength, stamina, and durability. Meanwhile, nimbleform singers are less intimidating and durable in combat, but their lithe bodies make them excellent scouts.

WARFORM SINGER

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	14	1	1	13	2	2	14	2

Health: 24 (20–28) **Focus:** 5 **Investiture:** 0

Deflect: 2 (carapace)

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +5, Heavy Weaponry +4, Light Weaponry +3

Cognitive Skills: Discipline +5, Intimidation +4

Spiritual Skills: Leadership +4, Perception +4

Languages: defined by culture

FEATURES

External Carapace. The warform can use their carapace like a shield, allowing them to use the Brace action.

Martial Experience. The warform can use their Strike action twice on their turn.

ACTIONS

- ▶ **Strike: Axe.** Attack +4, reach 5 ft., one target. The warform can jump up to 10 feet before or after making this attack. *Graze:* 4 (1d8) keen damage. *Hit:* 8 (1d8 + 4) keen damage.
- ▶ **Strike: Shortbow.** Attack +3, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 6 (1d6 + 3) keen damage.
- ↻ **Warpair Coordination (Costs 1 Focus).** After another warform within 5 feet of this warform takes the Move action, this warform moves up to their movement rate, ending their movement within 5 feet of the other warform.

WARFORM SINGER TACTICS

A **warform singer** is a brutally efficient combatant, especially when fighting alongside their warpair—another warform singer. Warpairs descend on a target together with their Warpair Coordination and, using their Martial Experience, they make multiple Axe attacks against a single foe to fell them. In a tight spot, the warform singer relies on their External Carapace for relief from an onslaught while their warpair continues fighting.

NIMBLEFORM SINGER

Tier 1 Rival – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	3	15	2	3	15	2

Health: 20 (15–25) **Focus:** 4 **Investiture:** 0

Movement: 30 ft.

Senses: 20 ft. (sight)

Physical Skills: Agility +5, Light Weaponry +5, Stealth +4

Cognitive Skills: Crafting +4, Deduction +5, Lore +4

Spiritual Skills: Perception +5, Survival +5

Languages: defined by culture

FEATURES

Deadly Speed. At the start of each scene, if the nimbleform singer isn't Surprised, they can take a fast turn before any other characters (this doesn't count as their turn this round).

Keen Senses. The nimbleform singer can spend 1 focus to gain an advantage on a Perception test (no action required).

ACTIONS

- ▶ **Strike: Mace.** Attack +5, reach 5 ft., one target. *Graze:* 4 (1d8) impact damage. *Hit:* 9 (1d8 + 5) impact damage.
- ▶ **Strike: Shortbow.** Attack +5, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 8 (1d6 + 5) keen damage.
- ▶▶ **Chosen Target (Costs 2 Focus).** The nimbleform singer chooses an enemy they can sense within 120 feet of them. For 1 hour, when the nimbleform hits their chosen enemy with a weapon attack, they deal an extra 3 (1d6) damage. In addition, the nimbleform singer gains an advantage on Survival tests to track that enemy.

NIMBLEFORM SINGER TACTICS

While **nimbleform singers** rarely fight, they're experts at tracking creatures and surveying an area, and they can easily exploit an enemy's weakness using their Chosen Target action. Note that their Deadly Speed ability only gives them an extra turn during the first round of each scene, allowing them to get into position or make a preemptive attack.

SPEAR INFANTRY

Tier 1 Minion – Medium Humanoid

PHYSICAL			COGNITIVE			SPIRITUAL		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	1	12	1	2	13	1

Health: 14 (11–17) Focus: 3 Investiture: 0

Deflect: 2 (chain armor)

Movement: 25 ft.

Senses: 10 ft. (sight)

Physical Skills: Athletics +4, Heavy Weaponry +4, Light Weaponry +3

Cognitive Skills: Discipline +2, Intimidation +3


Spiritual Skills: Perception +4

Languages: defined by culture

FEATURES

Minion. The spear infantry's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Martial Drill. At the start of each scene, if the spear infantry has their shield and isn't Surprised, they gain the benefits of the Brace action until the start of their first run.

Military Tactics. Once per round, the spear infantry can spend 1 additional focus to use the Aid or Reactive Strike reaction without using their .

ACTIONS

► **Strike: Shortspear.** Attack +4, reach 5 ft., one target. *Graze:* 4 (1d6) keen damage. *Hit:* 7 (1d6 + 4) keen damage, and if the target is Prone, they take an extra 2 (1d4) keen damage.

► **Strike: Shortbow.** Attack +3, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 6 (1d6 + 3) keen damage.

► **Shield Bash.** The spear infantry makes an Athletics test against the target's Physical defense, knocking them Prone on a success.

SPEAR INFANTRY

Spear infantry are rank-and-file combatants who appear in countless armies, from the Alethi who vie for the Shattered Plains to the Emuli forces fighting the Eighty's War.

SPEAR INFANTRY TACTICS

A **spear infantry** topples enemies with their Shield Bash and then strikes with their Shortspear. Their Military Tactics can be used to pin down fleeing targets or bolster their fellow soldiers, depending on how the battle is going.



SPREN NPCs

THE SPIRIT-LIKE ENTITIES KNOWN AS SPREN ARE ubiquitous across Roshar, drawn to strong emotions and natural phenomena. Common spren, like lifespren and angerspren, can make your descriptions more memorable while conveying what's unique about the world.

Radiant spren are an even greater storytelling opportunity. These sapient spren are each an NPC in their own right, with a distinct appearance and personality. Living up to certain Ideals and forming a bond with a spren NPC is how characters unlock Radiant paths.

Two spren are active in the vicinity of this adventure, perhaps drawn to the characters or other members of the expedition. Their impact on the adventure should be subtle, mostly taking the form of hints, but you should privately note their reactions to the characters' choices by marking characters for protection or freedom.

During a particularly dramatic dice roll or a well-timed Opportunity, look for ways to hint at the presence of the two spren Tone and Aeliran: light might manifest around a character, or they might feel a brief burst of superhuman strength and speed.

While each spren emphasizes a particular Ideal, both are looking for those who honor "Life Before Death," and they disdain characters who choose violence when it is not absolutely necessary.

TONE

Tone (she/her) is a lightspren. She appears in the Physical Realm as a little pulsing comet of golden-white light. Millennia ago, she bonded a human Radiant, and now she tentatively seeks another person who could possibly become a Willshaper.

A character who seeks freedom may attract Tone's notice. That includes fighting unjust laws, seeking liberty, and freeing others from bondage. Lightspren have a strong affinity for singers, so aggressive behavior toward listener NPCs in this adventure deeply distresses Tone. She refuses to bond any character who supports any type of slavery or who makes frequent use of fabrials that utilize captured spren.

While Tone won't actively speak with a character during this adventure, she may convey emotions through rhythms (such as the sound of a swiftly beating heart or a calming wave). At any given time, Tone favors the character who has been marked for freedom most often, and she leads her favored character to safety—or toward people in need of help. Her personality is plucky and optimistic, but she is a fierce opponent of oppression.

Tone

AELIRAN

An intense honorspren with an especially strong sense of right and wrong, Aeliran (he/him) is eager to bond a Radiant. In the Physical Realm, he appears most often like a windspren—a ribbon of blue light—and briefly appears during dramatic and heroic attacks. He can also appear as a stern man with an ardent's square beard, but he would only show that form to a character ready to swear the First Ideal.

A character who embodies protection gains Aeliran's approval. That includes defending the weak and risking serious harm to protect someone vulnerable. Aeliran can be overzealous in his interpretation of honorable behavior, and he holds any potential Radiant to high standards of dignity.

Aeliran sees himself a seasoned veteran and is intent on finding a worthy student. He will not engage any character in conversation, but may choose one to follow. During a particularly crucial moment, that hero might hear a terse "No" or "That's it!" from a voice like wind whispering in their ear.



Aeliran

OTHER SPREN

If this is your first COSMERE RPG adventure, you'll have your hands full without tracking a large cast of spren NPCs. However, you may still wish to make note of characters who demonstrate Radiant ideals (and the spren they can attract):

Justice. Upholding just laws, keeping a difficult vow, and adhering to rules. (*Highspren*)

Potential. Showing a relentless drive for self-improvement, living up to one's own potential. (*Inkspren*)

Remembrance. Tending to the forgotten, listening to people that others have ignored. (*Cultivationspren*)

Secrecy. Alluding to a dark secret or confessing a painful truth. (*Cryptic*)

Self-Mastery. Showing restraint, confronting fears, and maintaining emotional discipline. (*Ashspren*)

Tenacity. Demonstrating reliability, being there when needed most, standing when others fall. (*Peakspren*)

Truth. Seeking knowledge and absolute truth when others turn to easier answers. (*Mistspren*)

Characters who live by the Ideals may draw other Radiant spren in future sessions, which could ultimately lead them to Radiant paths.

PLAYER CHARACTERS



ABENA (HUNTER)

Characteristics: Compassionate, perceptive, independent.

Goal: Gain respect as a highly skilled scout.

Abena (“Ah-BAYN-uh”) was once a bailiff who upheld her country’s intricate legal codes. She has traveled to the Shattered Plains in search of a new life, and now works as a scout.

As a Hunter, Abena is a great choice for players who want to roleplay tracking down a foe and defeating them with powerful ranged attacks.

JOMARI (AGENT)

Characteristics: Proud, impulsive, ambitious.

Goal: Earn freedom or escape the bridge crew.

Jomari (“Joe-MAHR-ee”) believes he has a grand destiny, but his penchant for mischief has landed him in a bridge crew.

As an Agent, Jomari is an experienced thief who has a knack for escaping close scrapes. In combat, he can strike quickly and leave an opponent stunned.

PALINOR (LEADER)

Characteristics: Inspiring, earnest, self-righteous.

Goal: Get promoted to sergeant.

Palinor (“PAL-ih-nor”) is an Alethi peasant who has worked his way up the ranks of the Sadeas army. He bristles against the command of his superior officer, Captain Selinar.

As a Leader, Palinor has special abilities that make his allies stronger. He’s also a capable melee combatant who’s skilled at fighting defensively.



TALANI (ENVOY)

Characteristics: Dedicated, thoughtful, sympathetic.

Goal: Learn more about the listener (“Parshendi”) people.

Talani (“Tuh-LAHN-ee”) is an ardent who has dedicated her life to the Vorin church, but she finds herself questioning her religion’s doctrine of competition and conquest.

As an Envoy, Talani is a well-rounded character. She possesses profound inner strength and brings out the best in others.

VEDD (WARRIOR)

Characteristics: Protective, short-tempered, self-sacrificing.

Goal: Help the other members of Bridge Nine.

Vedd (“VED”) is a disgraced veteran resigned to life as a bridgeman, but dedicated to helping his crew members survive or escape.

As a Warrior, Vedd is a grizzled soldier who shines in combat. If he can get his hands on a scavenged or improvised weapon, he’s likely to be the party’s front-line fighter.

ZVYNDA (SCHOLAR)

Characteristics: Curious, creative, self-righteous.

Goal: Research ancient fabrial technology.

Zvynda (“ZVIN-dah”) is a Thaylen scholar serving Eliah Matal as a ward. She hopes to become an artifabrian, someone who crafts amazing devices powered by Stormlight.

As a Scholar, Zvynda can use her expert knowledge to help her allies in a wide variety of situations.

PLAYER QUICK REFERENCE

INITIATIVE ORDER

Each round, characters can take a fast turn (▶▶) or slow turn (▶▶▶). PC fast turns come before NPC fast turns, and PC slow turns come before NPC slow turns. All characters also gain one reaction (↵) per round.

ACTIONS

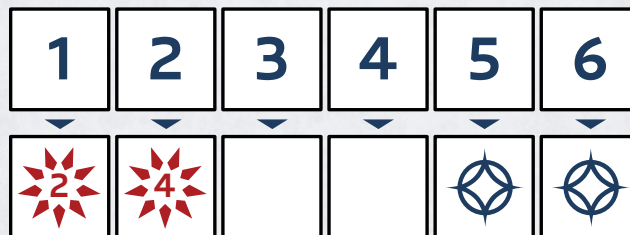
Each action can only be used once per turn (unless otherwise specified).

- ▶ **Brace:** Raise your shield or take cover. All attacks against you gain a disadvantage.
- ▶ **Disengage:** Move 5 feet without triggering Reactive Strikes.
- ▶ **Gain Advantage:** Test a skill against your target's corresponding defense. On a success, gain an advantage on your next test against them that uses a different skill.
- ▶ **Interact or Use a Skill:** Interact with an object in the environment or use one of your non-attack skills.
- ▶ **Move:** Move up to your movement rate. (You can use this multiple times per turn.)
- ▶ **Strike:** Make one attack. You can spend 2 focus (and ▶) to Strike with a second weapon. On a miss, you can spend 1 focus to graze.
- ▶▶ **Grapple:** Test Athletics vs. target's Physical defense. On a success, they're Restrained (while within your reach).
- ▶▶ **Ready:** Prepare a ▶ action to use in response to a trigger like another action or a condition.
- ▶▶ **Recover:** Once per scene, roll your recovery die to regain health and/or focus.
- ▶▶ **Shove:** Test Athletics vs. target's Physical defense. On a success, move the target 5 feet.
- ▷ **Banter:** Talk (without making a test).
- ▷ **Drop:** Release something from your grip.

REACTIONS

- ↵ **Aid:** Before an ally makes a test you could assist with, spend 1 focus to give them an advantage.
- ↵ **Avoid Danger:** Test Agility to avoid danger like a collision or fall (DC 15, or equal to the result of an enemy's test).
- ↵ **Dodge:** When targeted with an attack, spend 1 focus to give the attack a disadvantage.
- ↵ **Reactive Strike:** When an enemy leaves your reach, make a free attack with a melee weapon you're wielding.

USING D6S AS PLOT DICE



SPENDING AN OPPORTUNITY

On a plot die Opportunity (◊) or natural 20, the player can choose one of the following:

- Aid an Ally.** The next test made by an ally of your choice gains an advantage.
- Collect Yourself.** Recover 1 focus.
- Critically Hit.** When you make an attack, change a hit into a critical hit (dealing maximum damage).
- Influence the Narrative.** Your actions result in a positive plot twist.

FACING A COMPLICATION

On a plot die Complication (☀) or natural 1, the GM can choose one of the following:

- Hinder an Ally.** The next test taken by a PC gains a disadvantage.
- Become Distracted.** Lose 1 focus.
- Influence the Narrative.** The PC's actions result in a negative plot twist.

EXAMPLE PLOT TWISTS IN COMBAT

Opportunity	Complication
Friendly reinforcements arrive.	Enemy reinforcements arrive.
A wounded enemy flees or surrenders.	A friendly NPC is knocked Unconscious.
An innocent bystander escapes to safety.	An ally or innocent is endangered.
An enemy drops their weapon or equipment.	You drop or damage your weapon or equipment.
A spren manifests in a way that helps you.	A spren manifests in a way that distracts you.

EXAMPLE PLOT TWISTS IN CONVERSATIONS

Opportunity	Complication
You remember a helpful and relevant fact.	Something you thought you knew turns out to be a lie.
An observer is impressed with you.	An observer is scornful of you.
A spren reveals unexpected information.	A spren betrays your emotions or otherwise embarrasses you.
You avoid someone realizing the intentions behind your actions.	You accidentally reveal information you meant to keep secret.

INJURY ROLLS

Roll a d20 and apply the following modifiers:

- ◆ **Armor:** Add the deflect value of any armor you're wearing.
- ◆ **Abilities:** Add any modifiers from talents or other abilities.
- ◆ **Injuries:** Subtract 5 from the roll for each injury you have.

Injury Roll	Duration
-6 or lower	Death. You die.
-5 to 0	Permanent Injury. You suffer a permanent injury.
1 to 5	Vicious Injury. You suffer a temporary injury with a duration of 6d6 days.
6 to 15	Shallow Injury. You suffer a temporary injury with a duration of 1d6 days.
16+	Flesh Wound. You suffer a temporary injury for the remainder of the day.

Then choose an injury effect (or roll a d8).

d8	Effect	Narrative Suggestions
1-2	Exhausted [-1]	Any injury that lowers your overall stamina.
3	Exhausted [-2]	Any injury that lowers your overall stamina.
4-5	Slowed	Injured leg or foot, or any injury that lowers your overall speed.
6	Disoriented	Injured head, or widespread injury that overwhelms your senses.
7	Surprised	Overwhelmed by the shock of an injury.
8	Can only use one hand	Injured arm or hand, or any injury that lowers your overall coordination.

CONDITIONS

Afflicted. At the end of each of your turns, you take the specified amount and type of damage.

Determined. When you fail a test, you can add an Opportunity to it, then remove the Determined condition.

Disoriented. You can't use reactions (↩). Your senses are obscured, and Perception tests (and similar tests to use your senses) gain a disadvantage.

Empowered. Until the end of this scene, you gain an advantage on all tests, and your Investiture refills to your maximum at the start of each of your turns.

Enhanced. Gain the specified attribute bonus. (This doesn't change your defenses, health, focus, or Investiture.)

Exhausted. Each time you make a test, apply a penalty equal to the specified number; this penalty is cumulative. When you finish a long rest, reduce your Exhausted penalty by 1.

Focused. Abilities cost 1 fewer focus.

Immobilized. Your movement rate becomes 0, and you can't move or be moved.

Prone. You're lying flat on the ground, you're Slowed, and melee attacks against you gain an advantage. You can Brace without cover. You can use ▶ and spend 5 feet of movement to stand up and end this condition.

Restrained. Your movement rate becomes 0. You gain a disadvantage on all tests other than those to escape your bonds.

Slowed. Your movement rate is halved.

Stunned. On your turn, you gain two fewer ▶ and don't gain a ↩.

Surprised. You don't gain a ↩ at the start of combat, you can't take a fast turn, and you gain one fewer ▶.

Unconscious. Your movement rate becomes 0 and you are Prone. You can't interact with your surroundings or use any actions or reactions. You can choose to end this condition when healed or at the end of any of your turns.