

STORMLIGHT™ WORLD GUIDE

A Lore Compendium and Art Book for
Brandon Sanderson's The Stormlight Archive®

COSMERE® ROLEPLAYING GAME

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INTRODUCTION

Scholars of the cosmere,

Roshar is a domineering, majestic tempest of a planet. Uniquely shaped by three Shards, it exhibits characteristics of Odium, Honor, and Cultivation. The inherent conflict between the three Shards' powers has led to a cycle of destruction and war, but it has also strengthened the people and beasts who manage to survive in this inhospitable world.

Roshar's indigenous people—the singers—hum to the world's rhythms, and they change their forms to embody new roles as they face and pose perilous threats. Humans, who came to Roshar long ago, abuse and subjugate one another and the singers, guided by avarice and an unseen hand of hatred. All the while, heavily Invested highstorms sweep across its singular continent, renewing the land while destroying those who do not heed them. The parched terrain awakens after each storm, as vines unfurl and greatshells emerge.

If you visit, pack a coat; though ineffectual against the murderous highstorms, you'll need it for your hike down from the Horneater Peaks. Be especially prudent during your time here, for the True Desolation grows more dire by the day. If Odium is permitted to consume this world, his hunger will not be sated. He will continue his ravenous conquest across the cosmere until there is nothing left. The only way to stop such barbarous enmity is with unity—something in short supply among the locals who have turned on each other as the global war against Odium's forces intensifies.

The fate of the cosmere itself hangs in the balance. Refer to my research within these pages to guide your way. There are heroes here, the Knights Radiant. Though they have failed many times before, their failures hold the answer to deliverance—if they are humble and valiant enough to see the storm through.

—Khrissalla
Professor of Arcanist Studies

Kholinar besieged by Fused and the Everstorm.

ANTHONY AVON

Using This Book

The *Stormlight World Guide* is a companion to the Cosmere RPG's *Stormlight Handbook*. If you're a game master, you can use the information within these chapters to set games nearly anywhere on Roshar—whether in the Physical or Cognitive Realms—and to challenge your players with dynamic adversaries. If you're a player, you can use the information about nations and cultures to add depth to your character's backstory, then use the accounts of historical events to form goals that drive their heroic adventures. Even if you aren't currently playing the Cosmere RPG, any fan of the Stormlight Archive can enjoy the collected lore and new insights offered in this richly illustrated guide to Roshar.

The information in this book is divided into the following sections:

Introduction. This provides an overview of this book and a few basics about the cosmere.

Chapter 1: The World. This delves into the ecology and magic of Roshar with information on the world's flora and fauna, highstorms, and Stormlight.

Chapter 2: Nations and Cultures. This presents information about key civilizations of Roshar, including important cultural, military, economic, and political touchpoints.

Chapter 3: Cosmology and Religion. This explains the world's deities, other sources of extraordinary power, and how organized religions interpret and worship them.

Chapter 4: History of Roshar. This details major world events from ancient times through the True Desolation, including an examination of false historical accounts and the rediscovered truths behind them.

Chapter 5: Allies and Organizations. This introduces key characters from the novels, suggesting how to incorporate them into games and how to reward player characters who ally with them.

Chapter 6: Points of Interest. This describes some of the richest campaign locales on Roshar, including regional details, adventure hooks, and inspiration for scenes.

Chapter 7: Shadesmar. This supports adventures in the Cognitive Realm, describing its unique terrain, inhabitants, and dangers.

Chapter 8: Adversaries and Bestiary. This presents profiles for many creatures who inhabit Roshar, including stat blocks the game master can use to challenge or aid player characters.

Appendix A: Pronunciation Guide. This presents important Rosharan terms and their pronunciations.

Appendix B: Stat Block Index. This presents an alphabetical list of stat blocks and their page numbers.

Appendix C: Index of Terms. This provides page references for where you can find important information about major terms.

Events From the Novels

This book encompasses the first five Stormlight Archive novels and includes spoilers for those books. Unless otherwise specified, each chapter describes the world as it exists during the year following *Oathbringer*, as Radiants return and Odium's forces spread across Roshar. The events of *Rhythm of War* and *Wind and Truth* are primarily covered in chapter 4 and in sidebars within other chapters.

Adapting the Stormlight Archive

In adapting the Stormlight Archive into a tabletop role-playing game, great care was taken to remain faithful to Roshar and the cosmere. New lore and powers described in this game are canonical, developed in close partnership with Brandon Sanderson. However, a few adjustments were made to fit the medium of this collaborative game. For example, some flexible Radiant powers have been codified into specific mechanical effects; some words are capitalized differently for clarity; and some lore is merely hinted at, preserving surprises for new readers of the novels. This game is simply a foundation to build on, so choose whichever elements work for you—you're embarking on adventures in *your* Roshar now.

About the Cosmere

A description of the cosmere would fill endless libraries, but since you're reading this manuscript, surely your people know much of it already. In short, the cosmere encompasses everything that exists. All the worlds, realms, powers, and peoples find their place somewhere within the cosmere. (See chapter 3 for information on Roshar's place in the greater cosmere.)

Investiture

Investiture is the indestructible energy suffusing everything that exists across all worlds. All Investiture derives from Adonalsium, the very power of creation (see "Adonalsium" in chapter 3).

Though Investiture flows through all living things, some creatures are Invested—specially empowered with a greater concentration of this energy. A few Invested creatures can even pour a measure of their power into an object, causing it to become Invested and gain unique properties.

ANTHONY AVON

A person needn't understand Investiture, nor even know it exists, to wield its power. Investiture manifests differently across the worlds, and its substance changes across the Physical, Cognitive, and Spiritual Realms as well. On the world of Roshar, Investiture primarily manifests as the luminescent vapor known as Stormlight (see "Stormlight" in chapter 1).

Shards and Splinters

Roshar has been shaped by three Shards: Cultivation, Honor, and Odium. These Shards are fragments of divinity whom most mortals regard as gods. When a Shard is divided (either willingly or unwillingly), it Splinters into even smaller pieces; the spren of Roshar are one example of Splinters. For more details on Shards and Splinters, see "Shards of Adonalsium" in chapter 3.

The Three Realms

All that exists across all the worlds does so in three realms: the Physical, the Cognitive, and the Spiritual. Mortal minds struggle to grasp this, but the realms can be conceptualized as if the Physical Realm were the body, the Cognitive Realm were the mind, and the Spiritual Realm were the soul.

Physical Realm

The Physical Realm is the realm of the tangible aspects of reality, home to particles, mass, and planets. This realm is what mortals most readily think of as reality.

Cognitive Realm

The Cognitive Realm is the realm of thought, home to the cognitive aspects of living and non-living things. It can give form to the sheer concepts of things, even those from the Spiritual Realm which are normally without form. Often called Shadesmar, the Cognitive Realm is discussed in more detail in chapter 7.

Spiritual Realm

The Spiritual Realm is the timeless realm of the essence of things, home to concepts like Identity and Connection. Though this realm is outside space and time, everything that exists has a Spiritual aspect. Regardless of how these aspects manifest in the other realms, in the Spiritual they hold their truest form.

Perpendicularities

While the three realms are usually separate, it's possible to bend them into a junction—generally in an area with enormous Investiture—forming a perpendicularity that allows travel between realms. Most perpendicularities are created by Shards.

THE PHYSICAL, COGNITIVE, AND SPIRITUAL REALMS





CHAPTER 1

THE WORLD

Beset by an endless cycle of violent storms and populated by fragments of the power of creation, Roshar is a world shaped by divine mathematics and concentrated Investiture. This chapter provides an overview of Roshar—perilous but uniquely beautiful, imbued with fascinating magic, and full of remarkable lifeforms.

Roshar's Ecosystem

On Roshar, highstorms and spren interconnect all life. The world's native flora and fauna flourish despite—and even because of—the severe weather, having evolved remarkable protections such as protective shells and carapaces. The highstorms deposit nutrient-filled sediment that sustains Rosharan creatures, nurturing the gemhearts within and enabling the creatures to form symbiotic bonds with spren (see "Spren" later in this chapter). And so the fauna thrives and the spren brush the Physical Realm.

Culture on Roshar

Several sapient species inhabit Roshar, most notably singers and humans.

Singers are indigenous to the world. With their carapace armor and their ability to transform their bodies into useful forms by bonding with spren, singers are naturally adapted to Roshar's climate, terrain, and other native lifeforms. For more details on singers, see "Singers and Listeners" in chapter 2.

Humans evolved in very different circumstances before migrating to Roshar, so they aren't as well suited for its environment. They colonized the regions that were most compatible with their species, then, as their conquest continued, the humans learned to shelter from challenging conditions.

Looking east across the Shattered Plains as a highstorm approaches.

ANTHONY AVON

Measuring Time

The Rosharan year contains five hundred days, and its end is marked by the first two weeks of the Weeping.

The Singer Rhythm of Peace

Singers measure the passage of time intuitively by attuning to the Rhythm of Peace, a planetary rhythm that continually revolves for those able to hear it. Its gentle beats vary in layered cycles. The first cycle is tied to the pure tones of Roshar itself. The second cycle syncs with the Lull, a weather phenomenon that occurs every five hundred days. The third cycle accounts for the positions of the three moons as they orbit once a day.

Ever-present but subtle, the Rhythm of Peace easily fades into the background. A singer who concentrates on it for a stanza—listening for the intensity of beats and the space between—can determine the current period of the three cycles, and thus, the current date and time.

The Human Calendar

The humans of Roshar divide each year into ten months, each month into ten weeks, and each week into five days. The Rosharan day is twenty hours long; the sun rises at the fifth hour and sets at the fifteenth (see "The Planet Roshar" in chapter 3).

In eastern Roshar, the the human calendar's months, weeks, and days are named after the Vorin faith's numbering system (which is unsurprisingly named after the faith's revered Heralds): Jes, Nan, Chach, Vev, Palah, Shash, Betab, Kak, Tanat, and Ishi. Adding a series of suffixes to these numbers indicates the current date.

Dates are written in glyphs in order of year, month, week, and day, with each number separated by periods. For example, the third day of Ishi during the month of Ishi in the year 1173 would be written as 1173.10.10.3.

The Weeping

The last two weeks of each Rosharan year usher in what humans call the Weeping, while listeners call it the Lull. This steady rain continues almost ceaselessly for four weeks, interrupted only by Lightday—marking the Rosharan new year—which brings weather of its own. In even-numbered years, Lightday is a clear day, but in odd-numbered years, it brings a highstorm. After this, the Weeping resumes for another two weeks.

Midpeace

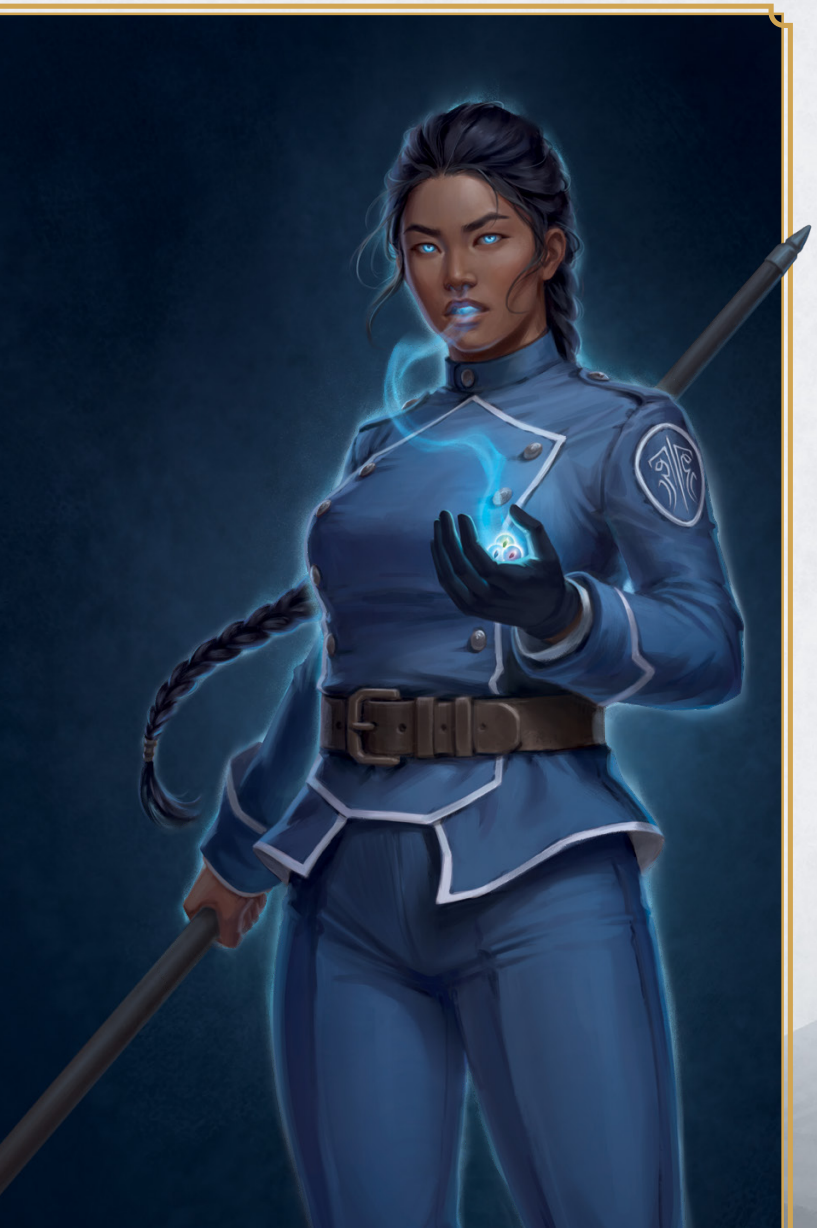
Halfway through the year, at the midpoint between Weepings, lies a four-week period with no highstorms.

Currency

Due to both their beauty and usefulness, gemstones are a common currency on Roshar. However, there's no universally recognized system for currency across all nations.

The listeners collect and use gems as a community, harvesting gemhearts to use in farming. By drumming the Rhythm of Cultivation in the presence of crops, listeners prompt lifespren to transfer Stormlight from infused gems into growing plants. While listeners frequently adorn themselves with uncut gems, they don't use them as currency. Instead, listeners barter with goods and services, reserving a portion of each family's resources to support children and those who can't work.

Most human-ruled nations use spheres—pieces of gems encased in glass beads—as their primary currency. Unencased gems can also be used as currency in some places, with an upcharge for being more difficult to authenticate.



Spheres

Each glass sphere is roughly the size of a human thumbnail, with one side slightly flattened to prevent the sphere from rolling away. The monetary value of a sphere is determined by the size and type of the gemstone encased inside.

These spheres are prized in part for each gem's ability to store a small quantity of Stormlight (see the upcoming "Stormlight" section). When infused, these lit gems are further enhanced by their glass encasements. Many people prefer infused spheres over dun spheres—those without Light—as the Stormlight easily proves the currency is real.

Denominations

Regardless of gem type, spheres have three denominations (from the smallest gem to largest): chips, marks, and broams. One mark equals five chips, and one broam equals four marks or twenty chips.

Gem Types

In addition to denomination, gem types vary in monetary value, determined by their relative value in Soulcasting. Diamond spheres are the least valuable; for simplicity when discussing item value, this game expresses all Rosharan prices in diamond marks (also known as clearmarks).

Rather than each gemstone having a unique value, they're instead categorized into tiers. The Sphere Values table lists the five tiers of gemstones and their values compared to diamond marks.

Sphere Values

Gemstone	Chip	Mark	Broam
Diamond	0.2	1	4
Garnet, heliodor, topaz	1	5	20
Ruby, smokestone, zircon	2	10	40
Amethyst, sapphire	5	25	100
Emerald	10	50	200



SAPPHIRE CHIP



DIAMOND MARK



EMERALD BROAM

DEANDRA SCICLUNA (LEFT); NOZOMI MATSUOKA (RIGHT)

Highstorms and Stormlight

The highstorm, a weather phenomenon unique to Roshar, has irrevocably shaped the world and its flora and fauna. Human and singer cultures are heavily influenced by highstorms; this is due in part to the danger they pose, but more importantly, these storms have long been the primary source of Investiture (in the form of Stormlight) on Roshar.

Highstorms

A highstorm is an immense hurricane that continually travels Roshar, but unlike the storms on many other worlds, highstorms are powerfully Invested. Singers can seek transformations during them, and the humans of Roshar depend on these storms to replenish the Stormlight in their spheres.

As each highstorm moves east to west across the continent, it gradually decreases in strength. By the time a highstorm passes over the Misted Mountains east of Shinovar, it's indistinguishable from a regular storm.

Properties

A highstorm's arrival is marked by gray skies, burgeoning winds, and dense, humid air. Once it nears, it appears as a flood of rain on the horizon with thick black clouds lit by flashes of lightning.

As a highstorm passes overhead, it goes through three stages. Its front—called the stormwall—is a visible shroud carrying tempestuous winds, destructive debris, and torrential rain. This stormwall is generally considered the most dangerous part of a highstorm. The storm's main body isn't as deadly as the stormwall, as it carries less debris, but the winds remain powerful enough to hurl large objects such as loose boulders. The end of a highstorm—known as the riddens—is characterized by light rain and mild winds.

Origin

Many humans and singers believe highstorms form at the so-called Origin of Storms, a location far to the east of the Rosharan continent. This Origin's existence is questionable; many stories tell of people who sailed to find it, but either failed in their quest or never returned. Despite these ancient myths, modern stormwardens believe there's only a single highstorm that circles Roshar, rather than many originating from a legendary Origin.

Crem

In eastern Roshar, where hardy plants cling directly to storm-scoured stone, soil doesn't exist. However, crem plays a similar role in the ecosystem. This light-brown sediment accumulates on surfaces during highstorms, and unless cleaned, crem covers and inevitably buries exposed objects. As a result, some scholars use crem's layers to help date discoveries, though this technique is less reliable in regions where crem builds unevenly.

Crem provides the necessary nutrients for Roshar's native life. Flora use it to reinforce natural defenses against highstorms, while creatures with gemhearts (including singers) grow them by drinking cremwater.

Crem serves many more purposes for humans and singers. For humans, it offers fertilizer for farming and sealant to deter pests from fields. Crem can also be filtered from rainwater and shaped like clay, and both singers and humans utilize it as a building material. Humans create bricks from it and use it for insulation, while listeners shape rough clay into simple buildings that can easily be rebuilt as needed.

Cultural Impact

Highstorms have directly influenced the evolution of singer and human culture on Roshar. For singers, highstorms offer the potential for transformation. While venturing into one is dangerous, singers' bodies can typically withstand the onslaught of elements. While in a highstorm, a singer can attract and bond a spren by having the right mindset for the desired type of spren; when they do, the bonded spren grants them a certain form. Singer forms serve many specialized purposes, from allowing for reproduction to optimizing for combat. This process holds much significance for singers, especially as they prepare for a new phase in their lives.

Humans, however, have no chance of surviving a highstorm without shelter. They construct buildings with a defensible eastern (or stormward) side, and on the western (or leeward) side, they place fragile architecture elements such as windows or balconies. Humans prefer to establish settlements in locations with natural protections against highstorms, but if that's not an option, they create windbreaks and similar defensive structures to serve instead.



The stormwall approached.... It was a massive wave of water, dirt, and rocks, hundreds of feet high, thousands upon thousands of windspren zipping before it.

Other human adaptations to highstorms include creating storm cisterns to filter clean drinking water, building storm shelters to comfortably wait out highstorms, and adopting sanitation practices to prevent refuse from being swept from one town to another.

The prevalence of highstorms has influenced human and singer language. Humans frequently invoke storms as curses to express frustration or anger (for example, "Storm it!" "Storms take you!" and "Storming man!"). Singers tend to speak more positively of storms, referencing them not as something to be avoided or loathed, but revered for the change they bring. Singer language also refers to storms more casually, such as using "stormpause" to refer to the time between highstorms.

Stormwardens

Stormwardens are human scholars who predict highstorms using mathematics and a glyph-based script. The Vorin church frowns on stormwardens both for predicting the future and for allowing men to read and write. Despite this, stormwardens are undeniably useful; even some devout Vorins tolerate their presence, and stormwardens often work for governments and military officers.

The Everstorm

For millennia, life on Roshar coexisted with continent-wide storms, long ago adapting to the consistency of east-to-west highstorms.

However, at the end of the Era of Solitude, the Everstorm was summoned (see "True Desolation" in chapter 4), and it remains an active threat on Roshar today. Because this unnatural storm travels west to east, the humans' protections and precautions against the highstorms proved insufficient, and the Everstorm's initial arrival caused untold chaos and destruction.

Properties

The Everstorm is Invested and driven by Odium (see "Roshar's Three Shards" in chapter 3). This storm is characterized by its black clouds and red lightning. It lacks some properties of a highstorm—it has no stormwall and carries no crem—but its violent winds, lightning, and debris can be just as destructive. The Everstorm typically appears every nine days, though Odium can exert direct control over the speed of the storm, either hastening its passage across Roshar or slowing it to a standstill.

STEPHEN NAJARIAN

When the Everstorm appeared, its most dramatic effect was freeing the many singers whose identities and agency had been stolen, restoring their ability to hear and attune the rhythms (see "Singers and Listeners" in chapter 2).

Within the Everstorm, the Fused—ancient, powerful singers—can be reborn through claiming the bodies of singers who sacrifice their own lives in the process.

Stormlight

Stormlight, the main form of Investiture on Roshar, is regularly recharged by the continual passing of highstorms.

Properties

When not contained, Stormlight appears and behaves much like luminescent white smoke. Humans and singers can gather Stormlight by leaving out dun gems before a highstorm; when the gems are exposed to the storm, Stormlight infuses them, and the gems glow with its contained power.

Stormlight gradually leaks from most containers it's held in—including from a Surgebinder, a person infused with its power. People can only hold Stormlight for minutes, spheres can hold it for days, and larger gemstones can hold it for longer still. While rare, perfect gemstones can hold Stormlight indefinitely.

Mundane Uses

As a renewable resource, Stormlight serves many purposes. The people of Roshar use infused spheres as their primary light source, gathering these gems in lanterns and light fixtures to provide steady illumination. Fabrials—marvelous devices powered by Stormlight—can only operate if their component gems are infused.

Singers also use rhythms alongside Stormlight-infused gemstones to encourage the growth of crops.

Surgebinding Uses

Surgebinders are people who fuel their abilities with Stormlight. They acquire Stormlight by breathing it in; this usually comes from a limited supply provided by their infused gemstones, but Surgebinders can continually renew Stormlight while near a highstorm or perpendicularity. The "Surgebinding" section later in this chapter describes the powers wielded through Surgebinding.



The strange red lightning didn't merely set fires or scorch the ground; it could break through rock, causing blasts of fragmenting stone.

LOGAN FELICIANO

Flora

As with all of Roshar's native life, the world's beautifully resilient flora has adapted to survive the constant highstorms and desolate environment.

Common Characteristics

Vegetation typically grows on the western side of geographical landmarks, such as hills or valleys, where it's sheltered from the worst of a highstorm's winds. Most plants have also developed defensive shells; when they detect nearby movement or an incoming highstorm, these plants withdraw their vulnerable structures into their shells until danger passes.

The people of Roshar have learned to cultivate flora that doesn't retract as readily. Combined with techniques to control plant growth, gardeners can create stunning ornamental gardens or individual houseplants.

Regional Distinctions

On the eastern edge of the continent, where highstorms are at their most powerful, most plants grow in heavily sheltered areas called laits. However, a few hardy plants sprout on open ground, including species like knobweed that rely on highstorm winds to spread their seeds.

On the western side of the continent, where highstorms are much less brutal, vegetation is less sensitive and retracts into its shell slowly, or not at all.

Types of Flora

Though most Rosharan flora shares many basic characteristics, the variety of plant life reflects the world's diversity and uniqueness.

Rockbuds

The Rosharan term rockbud refers to both a specific plant (known as the true rockbud or common rockbud), as well as to many plant species possessing a rocklike outer shell. Many of these species can grow to the size of a barrel.

To grow their shells, rockbuds draw minerals from cremwater and the environment. Rockbuds that root on stone structures must be diligently removed, lest they eat away at the stone and compromise it.

Shalebark

This unusual lifeform is classified as flora by Rosharan scholars, but in truth, shalebark is formed by an animal that lives within its rocklike protective exterior.

Shalebark takes on a fascinating variety of vivid colors and visually interesting shapes—from flat and folded to bulbous and knobby. Some types of shalebark have symbiotic relationships with snails and cremlings: These creatures clean moss and lichen off the shalebark, and, in turn, they're camouflaged from predators.

Humans and singers cultivate shalebark as both ornamental plants and architectural elements.



ROCKBUDS WAKING AFTER A STORM

FLORIAN STITZ (LEFT); BEN MCSWEENEY & DARREN CALVERT (RIGHT)


The upper lip of the formation which shapes the lair shows distinct signs of crem buildup, resulting in large spikes that rim the edge in the predominant direction of the winds.
Many of these species are new to me. The plant life here isn't nearly as lush as it was on Father's estates, or even Kharbranth, but there is a frantic determination to the way it grows.

Trees

Like other plants, the trees of Roshar have evolved to withstand their environment. The stone-barked Dalewillows have long fronds that twist in the wind. Jella trees absorb crem to reinforce their wooden trunks and branches (whose red needle-like leaves retract for protection); the crem lends these trees a distinctive light-brown coloration and rocky texture. Makam trees produce a strong but lightweight wood, valued for constructing structures like the mobile bridges of the Alethi warcamps.

Crops

Staple crops of Roshar include lavis, tallew, and clema. These labor-intensive grains are farmed across Roshar. Clema is used to make the granular clemabread. Tallew can be stored for months, making it useful for rations, and it's often prepared by either boiling or steaming and adding spices. Lavis grains are crushed and combined with spices to create kuma or steamed as a side dish. Both tallew and lavis can also be fermented or distilled into alcoholic drinks.

Medicinal Plants

Some Rosharan flora has medicinal properties. Chapter 7 of the *Stormlight Handbook* describes the mechanical effects of the following, and chapter 3 provides guidance on using Survival to forage for resources.

Bitterleaf. Used as a treatment for epileptic seizures, bitterleaf can be steeped as a daily tea, but it's most efficacious when chewed.

Bloodivy. Named for its crimson color, bloodivy can be dried and ground to support the immune system and act as an expectorant for phlegm. It's used to treat the grindings, a respiratory virus that causes a severe cough.

Fathom Bark. The bark of the fathom tree has powerful anti-inflammatory and pain-relieving properties. A large dose can reduce cranial swelling. It can be administered by chewing, or it can be prepared for topical use by boiling until soft then grinding it into a paste. Some people use fathom bark recreationally for its relaxant properties.

Fourleaf. Expensive but effective, the sap of the fourleaf plant wards off infection and rotspren. It's most potent when harvested directly after the Weeping. The four sections of the plant's leaves separate after repeated exposure to cremless water, giving it a distinctive shape.

Knobweed. The knobweed is a common reed that grows on the leeward side of boulders. It contains drops of a milky-white sap that is a potent antiseptic. This reed is easy to forage if one knows what to look for, but the extraction process is tedious.

Lister's Oil. Choice above most other antiseptics, lister's oil has a long shelf life and works quickly and with extended efficacy. It has a peculiar odor often associated with hospitals, and it requires a long curing period before it's ready for use.

Winterwort. Used as an anesthetic, winterwort is a bitter, bulbous root that can be crushed into a powder and mixed with oil for easier ingestion. Surgeons use high doses to induce sleep or maintain unconsciousness during surgery.

Hazardous Plants

Roshar is also home to several varieties of plants with toxic or deadly properties. Singers and humans with distant singer ancestry (such as members of the Herdazian and Unkalaki ethnic groups) are more resistant to the effects of such plants.

Firemoss. Red-brown in color, firemoss can spontaneously combust once dried. The plant can be used medicinally as an anesthetic, but it's a highly addictive substance and most surgeons use it only as a last resort. When rubbed between the thumb and forefinger, firemoss produces a smoke that can be inhaled to induce euphoria and altered perception. The more it's used, the less effective it is, increasing the risk of addiction.

Blackbane. One of the deadliest natural poisons on Roshar, blackbane has narrow, dark-green leaves split into three points at their tips. The longer these leaves are dried, the more potent their poison becomes.

Non-Native Plants

Due to the Shinovar region's unusually mild highstorms, its flora never adapted to harsh conditions, and its ecology varies dramatically from the rest of Roshar. Most of Shinovar's plant life isn't native to Roshar; it descended from plants brought by the human refugees from Ashyn (see "Ashyn Expulsion" in chapter 4).

Unlike the rest of Roshar, Shinovar's ground is comprised of soil. Plants that don't retreat from movement, such as grass, can flourish there. Shin farmers cultivate crops including wheat, strawberries, and grapes.



ROMAIN KURDI

Fauna

Beyond humans and singers, Roshar supports many types of diverse fauna. In addition to Roshar's native crustaceous species, some creatures from other worlds have adapted to Roshar's severe conditions.

Common Characteristics

To weather highstorms, most of Roshar's native fauna have outer shells or carapaces. These crustaceans also naturally grow gemhearts; the larger the animal, the larger this gem that forms within them. Gemhearts allow certain species to form symbiotic relationships with spren. Large gemhearts are prized (and hunted) by humans, who use them as currency and for Soulcasting.

The animals of Roshar have the potential to develop sapience, and several have done so, including the santhidyn, Tai-na, chasmfiends, larkin, and Ryshadium horses. This potential has been amplified by Cultivation's presence on Roshar (see "Roshar's Three Shards" in chapter 3).

Types of Fauna

Creatures on Roshar range from awe-inspiring to menacing, many of them both in equal measure.

Greatshells

Roshar's crustaceous megafauna are referred to as greatshells. This classification encompasses both aquatic and terrestrial species. Greatshells generally have small populations and require one or more stages of pupation to fully mature. Due to their size, greatshells have the largest gemhearts, and humans have hunted some species to extinction.

Greatshells can form symbiotic bonds with lukspren. Without these bonds, the largest greatshells would be unable to move and their own weight would crush them.

The chasmfiend is one of Roshar's most infamous greatshells. This predatory species makes its home within the chasms of the Shattered Plains.

The Tai-na, the largest greatshells on Roshar, are island-sized creatures native to the Reshi Sea. Their shells support entire jungle ecosystems; trees take root on their carapace and rockbuds grow from the tops of their heads. Tai-na are worshipped as gods by the Reshi,

who establish communities on their backs. Notably, the Reshi believe these greatshells to be sapient due to the Tai-na's bonds with remarkable spren.

Other greatshells include the semi-aquatic yu-nerig (found along Roshar's northern coastline) and the now-extinct lanceryn (native to the islands of Aimia).

Other Shelled Creatures

Beyond greatshells, most of Roshar's native fauna are smaller species with hard shells or flexible carapaces.

Numerous species of tiny scavengers are commonly grouped together as cremlings. Viewed as pests, cremlings often eat anything from plants and carrion to live prey.

Many larger crustacean species are domesticated or even viewed as pets. Chulls are large, shelled animals often used for pulling caravans and other hard labor. Gumfrem are domesticated pasture animals raised for their gemhearts, which are used to Soulcast meat.

Other wild creatures can be found in different regions of Roshar. Whitespines are cunning, deadly, and highly mobile predators. Axehinds are lean, quadrupedal herbivores with minimal carapace; though hunted for their meat, they prove difficult to catch due to their skittish demeanor and quick, powerful leaps.

Non-Shelled Creatures

Though rare compared to crustaceous creatures, a few native Rosharan species don't have shells or carapaces. These include a variety of aquatic species (such as freshwater and saltwater fish), along with several terrestrial species.

Axehounds are predatory pack animals, but humans have domesticated them as household pets. Skyeels are flying animals who dwell near coastal regions; thanks to natural camouflage on their backs and underbellies, skyeels can hide from predators both above and below. Lurgs are fist-sized amphibians whose cocoons dissolve during rainstorms, signaling them to hunt insects; children often pester lurgs by pouring water on their cocoons, tricking the creatures into jumping around in search of food.

Non-Native Fauna

Most non-native creatures live in Shinovar due to its unique ecology. Like Shinovar's flora, most of the region's fauna is descended from the animals brought by the human refugees from Ashyn (see "Ashyn Expulsion" in chapter 4). However, a few non-native species can survive on the eastern side of the continent.



CREMLINGS AND LIFESPREN

TOM BABBEY

Among these are horses, which are used widely as far as Alethkar and the warcamps on the Shattered Plains.

Most mammals don't fare well on Roshar unless domesticated, but hogs, rats, and minks stubbornly persist in the wild. Hogs are the most common source of non-Soulcast meat. Rats are pests who are often referenced in insults. Minks are scavengers who skulk in the shadows to survive.

Several bird species exist on Roshar, though they fare poorly in the wild and require domestication to thrive. Most human cultures refer to birds, no matter their species, as chickens.

Spren

Spren are Splinters of Investiture, though they pale in comparison to the vastly powerful Shards they came from (see "Shards of Adonalsium" in chapter 3). These fragments of creation personify concepts, and some can even gain sapience through Connection to sapient creatures.

Characteristics

Vast in number throughout Roshar, spren greatly vary in appearance, features, and intelligence. Many appear instinctively in the Physical Realm in response to emotions or natural phenomena. Others can change their shape, mimic voices, and choose which people they are visible to. Radiant spren are intelligent and form their own societies in the Cognitive Realm.

Spren feel pain but are difficult to kill. When a Radiant with a strong spren bond breaks their oaths (see "Knights Radiant" in chapter 4), their bonded spren is deeply traumatized and becomes a deadeye. Spren can also be permanently killed using anti-Light (see the upcoming "Science and Technology" section).

Types of Spren

Spren fall into several categories: lesser spren, Radiant spren, unique spren, Voidspren, and corrupted spren.

Lesser Spren

Most spren are non-sapient and manifest naturally on Roshar. These lesser spren, sometimes known as subspren, become visible in the Physical Realm in response to a certain stimulus. A few lesser spren are visible in their entirety in the Physical Realm, but most can only be fully perceived from within Shadesmar (see "Shadesmar Spren" in chapter 7). Lesser spren can be subdivided into two types: emotion spren and nature spren.

Emotion Spren

Emotion spren gravitate to intense feelings such as anger, fear, and joy. However, they're rare in crowds, even amid heightened emotions. Common types of emotion spren include the following:

Angerspren manifest as pools of boiling blood near an enraged person's feet.
Anticipationspren look like red streamers emerging from the ground near people who are awaiting something.
Beautyspren appear as golden sparkles that glisten near a person who is particularly taken with someone or something's beauty, possibly even their own.
Exhaustionspren look like jets of brown dust erupting near a weary person.
Fearspren manifest as small globs of purple goo emerging around a fearful person.
Gloryspren appear as translucent golden orbs around those experiencing great triumph.
Joyspren rarely manifest, but they occasionally appear as blue leaves circling someone expressing jubilation.
Painspren swarm a person in pain, appearing as orange hands grasping at the injury.
Shamespren look like red and white petals falling to the ground beside an ashamed person.
Shockspren appear as pale-yellow triangles that break like glass around an alarmed person.

Nature Spren

Nature spren appear near phenomena such as fire, rain, and decay. Common types of nature spren include the following:

Coldspren grow like spikes around frigid objects and creatures.
Decayspren look like barnacles gathered on dilapidated objects and rotting food.
Flamespren manifest as small figures of light whose sizes, shapes, and brightness shift within a fire.
Lifespren appear as glowing green motes around flora, especially after a highstorm.
Luckspren manifest around skyeels and greatshells, and they look like small, white arrowheads.
Rainspren are most common during the Weeping and appear as glowing blue candles topped by an eye.
Rotspren manifest as red, translucent insects around infected wounds and rotting corpses.
Starspren are rarely seen, appearing at night as pinpricks of light chasing each other.
Windspren usually appear as ribbons of light riding the winds, but they can change their shape.

Radiant Spren

Radiant spren are sapient and embody higher concepts such as honor or truth. When they enter the Physical Realm, they lose memories and cognitive function unless they form a Nahel bond and remain close to their Surgebinder (see the upcoming "Surgebinding" section).

In Shadesmar, Radiant spren have humanoid forms, but their appearances are simpler in the Physical Realm. See "Shadesmar Spren" in chapter 7 for information about Radiant spren societies, and see chapter 5 of the *Stormlight Handbook* for more details on Radiant orders and their spren.

The nine known types of Radiant spren include the following:

Ashspren grant surges to Dustbringers. In the Physical Realm, they manifest as branching cracks that burn across surfaces or within objects. Their Shadesmar forms have ash-white skin that crumbles to reveal bone, then reforms.

Cultivationspren grant surges to Edgedancers. In the Physical Realm, they manifest as vines and crystals that sometimes resemble a humanoid face. Their Shadesmar forms resemble humans made of tightly woven vines with crystal hands and eyes.

Highspren grant surges to Skybreakers. In the Physical Realm, they usually manifest as holes in the air that reveal a dark, starry sky. Their Shadesmar forms are humanoid silhouettes like windows to that same starscape.

Honorspren grant surges to Windrunners. In the Physical Realm, they usually manifest as miniature versions of their Shadesmar selves, but they can shapeshift at will. Their Shadesmar forms are humanoid figures glowing softly with blue-white light and wearing clothing made of their own essence.

Inkspren grant surges to Elsecallers. In the Physical Realm, they manifest as their Shadesmar selves, but they can change their size at will. Their Shadesmar forms are inky black with an iridescent sheen, and their clothing is formed from their body.

Liespren (or Cryptics) grant surges to Lightweavers. In the Physical Realm, Cryptics manifest on an object as a raised pattern that's complex and constantly changing. In Shadesmar, they wear geometric robes, and their heads are impossible patterns that float above their humanoid forms.

Lightspren (or Reachers) grant surges to Willshapers. In the Physical Realm, Reachers manifest as comet-like pulsing orbs of white fire. Their Shadesmar forms look like polished bronze humanoids engraved with unique patterns.

Mistspren grant surges to Truthwatchers. In the Physical Realm, they manifest as reflected light. Their Shadesmar forms are made of mist with unmoving porcelain masks for faces; uniquely, they can take a non-humanoid appearance.

Peakspren grant surges to Stonewards. In the Physical Realm, they look like small stone figures. Their Shadesmar forms are made of stone, with cracks of molten light splitting their skin.

Unique Spren

A few spren are one of a kind. These unique spren include the Unmade (see "The Unmade" in chapter 3), the Iriali spren Cusicesh, and the Bondsmith spren.

Bondsmith Spren

Unlike other Surgebinders, a Bondsmith's powers are granted by a unique spren, rather than by a Radiant spren. (See chapter 5 of the *Stormlight Handbook* for details on Bondsmiths.) There are three known Bondsmith spren:

The Nightwatcher. The Nightwatcher is a Splinter of Cultivation. Unlike most spren, she's uninfluenced by people's perception of her, and her behavior reflects fewer human traits than the spren of other Surgebinders. She appears as a vaguely humanoid-shaped cloud of dark-green mist with a feminine face. Those who petition her receive both a boon and a curse through the Old Magic.

The Sibling. The Sibling is a Splinter of both Honor and Cultivation. The Sibling manifests in the Physical Realm as the tower city of Urithiru, including most of its fabrials, which they can control and power with Towerlight (see the upcoming "Light Studies" section).

The Stormfather. The Stormfather, known to listeners as the Rider of Storms, is a Splinter of Honor. He commands the highstorms and reportedly has spoken to people within the stillness of a storm's centerbeat. He is mostly present in the Physical Realm and manifests as an enormous face stretching across a highstorm's clouds.

See "Roshar's Three Shards" in chapter 3 to learn more about the Nightwatcher and the Stormfather.

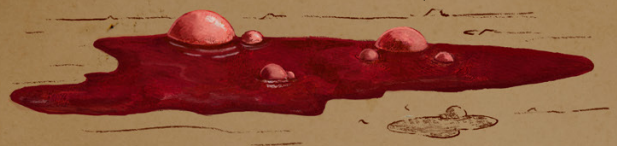
Voidspren

Spren derived from Odium's Investiture are Voidspren. Unlike most spren, Voidspren retain their cognitive functions in the Physical Realm without a Nahel bond (see the upcoming "Surgebinding" section).

Some Voidspren serve as sapient agents of Odium, while others are akin to lesser spren, able to bond with singers and grant a form of power (see "Singer Forms" in chapter 2). Certain Voidspren can make themselves

GERVA PEREZ

Angerspren





Lifespren





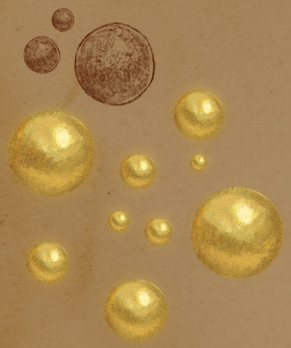
Anticipationspren



Fearspren



Joyspren



Glorystpren





Rotspren



Shockspren





Painspren



invisible, even to those who can typically see sapient spren. Examples of Voidspren include the following:

Blightspren. Blightspren look like small yellow puffs of miasma. When bonded to a singer's gemheart, they grant the Regal decayform.

Chaosspren. Chaosspren are invisible most of the time, but they leave trails of red sparks and lightning under certain circumstances.

Guidespren. Guidespren look much like windspren, though they are yellow. They can also take humanoid shapes, appearing as tiny beings who step through the air on pillars of yellow light.

Hastespren. Hastespren appear as torn purple insect wings tossed through the wind. When bonded to a singer's gemheart, they grant the Regal relayform.

Nightspren. Legend has it that nightspren only appear in complete darkness, leading to rampant misinformation and unreliable descriptions. When bonded to a singer's gemheart, they grant the Regal nightform.

Secretspren. Secretspren appear as vivid yellow spheres crackling with energy. They raise an alarm on sensing particularly noticeable uses of Investiture, such as fabrials and certain surges.

Stormspren. Stormspren glow red with sparks of lightning. When bonded to a singer's gemheart, they grant the Regal stormform.

Zealspren. Zealspren look like bright blue drops of oil crackling. When bonded to a singer's gemheart, they grant the Regal envoyform.

Corrupted Spren

Sja-anat, one of the Unmade (see "The Unmade" in chapter 3), can corrupt spren. When she corrupts—or as she prefers to call it, Enlightens—a spren, they take on a more visceral, exaggerated appearance than their normal counterparts. For example, Enlightened shamespren look like shards of glass, while the hands of Enlightened painspren become elongated and monstrous.

Though Sja-anat once only corrupted lesser spren, she has gained the ability to corrupt Radiant spren. An Enlightened Radiant spren who forms a Nahel bond might grant Surgebinding effects that differ from those of other Radiant spren.

NOZOMI MATSUOKA

Surgebinding

Surges are the fundamental forces of the cosmere. These surges are powered by a source of Investiture, and the manipulation of them is known as Surgebinding. Beings and items that Surgebind are often beholden to certain conditions, depending on how they access their power.

For singers and humans, Surgebinding is typically made possible through a bond with a spren, the use of a highly Invested item such as an Honorblade, or the use of technology that combines Invested materials to produce a certain effect. The most famous Surgebinders on Roshar are the Knights Radiant.

While a Surgebinder is infused with Stormlight, it grants them energy, heals physical ailments (such as injuries and exhaustion), and can be used to fuel surges.

The Surges

There are ten surges. Every Knight Radiant has access to two surges, bound by the oaths and strictures of their order. Each Radiant order's surges overlap with that of one other Radiant order; the following surges are organized by the Radiant orders they overlap with. (See chapters 5 and 6 of the *Stormlight Handbook* for more details on the surges and Radiant orders.)



Adhesion

Adhesion is the surge of binding, wielded by Bondsmiths and Windrunners. Surgebinders with access to Adhesion can use Full Lashings to create temporary bonds. Although these bonds are typically physical, Bondsmiths of the Knights Radiant can use this surge with Spiritual Connections.



Gravitation

Gravitation is the surge of gravitational attraction, wielded by Windrunners and Skybreakers. Surgebinders with access to Gravitation can use Basic and Reverse Lashings to change the direction or pull of gravity for themselves and other people or objects they infuse, granting the ability to fly.



Division

Division is the surge of destruction, wielded by Skybreakers and Dustbringers. Surgebinders with access to Division can split molecular bonds in beings and objects, controlling their disintegration and decay with precision.



Abrasion

Abrasion is the surge of frictional force, wielded by Dustbringers and Edgedancers. Surgebinders with access to Abrasion can increase or decrease friction between two surfaces, even giving themselves the ability to become frictionless and to skate.



Progression

Progression is the surge of growth, wielded by Edgedancers and Truthwatchers. Surgebinders with access to Progression can control growth and regrowth. They can use this ability to heal and resuscitate living organisms.



Illumination

Illumination is the surge of light and sound, wielded by Truthwatchers and Lightweavers. Surgebinders with access to Illumination can create visual and auditory illusions called Lightweavings.



Transformation

Transformation is the surge of conversion, wielded by Lightweavers and Elsecallers. Surgebinders with access to Transformation can Soulcast, transforming a being or object into one of the Ten Essences.



Transportation

Transportation is the surge of Realmatic Transition, wielded by Elsecallers and Willshapers. Surgebinders with access to Transportation can travel between the Physical and Cognitive Realms by Elsecalling.



Cohesion

Cohesion is the surge of shaping solid objects, wielded by Willshapers and Stonewards. Surgebinders with access to Cohesion can use Stoneshaping to mold solid materials—usually stone—into different shapes.



Tension

Tension is the surge of manipulating rigidity, wielded by Stonewards and Bondsmiths. Surgebinders with access to Tension can alter the stiffness of a substance, forging protective barriers or flexible objects.

Nahel Bonds

The Knights Radiant access the surges through Nahel bonds—one-on-one relationships with Radiant spren. A human or singer can attract a Radiant spren through exhibiting personality traits and behaviors desirable to the spren's type. This bond empowers both the person (by granting them access to two surges) and the spren (by allowing them to maintain their unique identity and memories in the Physical Realm).

A Nahel bond naturally encourages both parties to challenge each other and work together to improve individually and as a pair. As the Radiant swears a series of Ideals, this bond is further strengthened. A Radiant's eligibility to swear these oaths is generally based on their personal growth and effort to build trust with their spren. A person can damage or sever their bond by betraying their Ideals and their spren.

Shardblades

Shardblades are legendary weapons containing Splinters of a Shard's power. They're around six feet long but very light, and they can cut through non-living things with ease and precision. When used against living beings, Shardblades don't cut through them, but they can sever the Spiritual Connection to a body part.

A Shardblade's origin and abilities depend on its type. These classifications include Honorblades, Radiant Shardblades, and dead Shardblades:

Honorblades. Originally belonging to one of the ten Heralds, each Honorblade can be used as a Shardblade. It grants its wielder access to two surges they can use to Surgebind, unbound by Radiant oaths.

Radiant Shardblades. Once a Radiant has attained the Third Ideal, they can summon their spren as a Shardblade in the Physical Realm. Sometimes called living Shardblades, these weapons can adapt their shape and size to form various melee weapons desired by their wielder.

Dead Shardblades. Dead Shardblades are the bodies of deadeye spren who perished due to a Radiant breaking their oaths. These weapons can't change shape or size, but they can still form a rudimentary bond with a current wielder who can summon and dismiss them.

For more information on Shardblades, see "Shardbearer" in chapter 8.

Shardplate

The impervious armor called Shardplate is formed by lesser spren drawn to a Radiant of the Fourth Ideal. Like Shardblades, Shardplate can be living or dead; infused gemstones are required to power dead Plate. For more information, see "Shardbearer" in chapter 8.

Science and Technology

Roshar's technological advancements are dominated by the science of fabrials. These Light-powered devices utilize gemstones and spren to perform specific tasks. People who design fabrials are known as artifabrians.

Modern Fabrials

Modern fabrials are created by capturing spren in gemstones, then constructing a metal framework around the gems. As spren react to various metals differently, metals and gemstones can be combined into fabrials with complex effects.

Most modern fabrials fall into one of three functions: altering, pairing, or warning. However, a few recently invented fabrials can't be classified by any of these categories.

Altering Fabrials

Altering fabrials are designed to adjust a specific attribute or property.

Augmenters. Augmenters have pewter frames and enhance a certain property. A common augmenter is the heatrial, which increases the heat in a nearby area.

Diminishers. Diminishers have tin frames and reduce a certain property. A common diminisher is the painrial, most of which are used to reduce pain—though some painrials are augmenters instead, heightening the feeling instead of soothing it.

Pairing Fabrials

Pairing fabrials are created by splitting the gemstone containing a spren in half. This results in a pair of connected gemstones that conserve force, either moving in parallel or opposite each other.

Conjoiners. Conjoiners are made from a split ruby, creating a parallel connection over great distances. Spanreeds, fabrials that connect two pens to facilitate long-distance communication, are the most widespread use of conjoiners.

Reversers. Reversers are usually made from a split amethyst, creating an opposite connection. If one half of a reverser is raised, the other half lowers. Reversers were utilized on the Shattered Plains to create suspended archery towers.

KELLEY HARRIS & SAMI RYTKÖNEN

Navani's bracer contains multiple fabrials in one intricate device.





Warning Fabrials

A warning fabrial, made from a heliodor and a bronze structure, can detect the presence of objects, people, or other phenomena. The only known warning fabrial is commonly called the Alerter. The amount of Stormlight infused into the gemstone determines the range of the Alerter.

Other Fabrials

Several recently invented fabrials, including the following, fall outside the standard categories:

Clocks. Timepiece fabrials are powered by a logicspren captured in a smokestone.

Attractors. Attractor fabrials can use iron frameworks to draw in specific substances such as moisture or smoke.

Repellers. Repelling fabrials can use steel frameworks to push away specific materials such as wood or stone.

Ancient Fabrials

Fabrials existed as far back as the Heraldic Epochs, during the height of the old Knights Radiant. Instead of entrapping spren in gemstones, the Radiants of this era knew how to persuade spren to manifest as metal devices in the Physical Realm, forming marvelous ancient fabrials.

Surge Fabrials

Ancient fabrials can manipulate surges and replicate the effects of Surgebinding.

Soulcasters. Soulcasters manipulate the surge of Transformation. Worn on the hand, a Soulcaster contains a trio of gemstones that can transform specific materials into others, as determined by the gems' colors. Some Soulcasters have gems of different colors, greatly increasing their utility, while others are limited by gems of a single color. For more information on Soulcasting, see "Soulcaster Savant" in chapter 8.

Oathgates. Oathgates are enormous fabrials that manipulate the surge of Transportation. When activated by an Honorblade or living Shardblade, an Oathgate can instantaneously transport anything on its platform or within its control room to either its paired Oathgate or into Shadesmar (see "Traveling to Shadesmar" in chapter 7).

Regrowth Fabrials. Regrowth fabrials, constructed from a topaz and a heliodor, manipulate the surge of Progression to heal severe injuries.

Suppressors. Suppressor fabrials use garnets to suppress usage of Investiture. As a result, they temporarily strip the powers of Invested entities such as Surgebinders, Fused, and Radiant spren.

SVETLANA KOSTINA

Light Studies

Stormlight has been the subject of much research. Most of these studies focus on how to transfer it between gemstones, as creating a fabrial requires trapping a spren through the rapid transfer of Light.

Hybrid Light

Light is the manifestation of Investiture on Roshar. There are three primary Lights: Stormlight (which is of Honor), Lifelight (of Cultivation), and Voidlight (of Odium). In addition to these pure Lights, hybrid Lights can theoretically be created by unifying two of those Lights. Two of those three hybrids are known to have been created:

Towerlight. Towerlight is the essence of the Sibling, the spren who comprises the fabrials of Urithiru. This hybrid Light of Stormlight and Lifelight can only be created by the Sibling and their Bondsmith.

Warlight. Warlight is a recent discovery made by collaboration between the Fused scholar Raboniel and Queen Navani Kholin. This hybrid Light of Stormlight and Voidlight can be created by a singer and human singing the rhythms of Odium and Honor in harmony.



SAMI RYTKÖNEN

Anti-Light

The discovery of anti-Light was another product of Navani and Raboniel's research. Anti-Light is a form of anti-Investiture, and when it comes into contact with the Light it opposes, it results in mutual annihilation. Because of this, anti-Light can permanently kill an Invested entity.

Anti-Voidlight. Anti-Voidlight was rediscovered by Navani, who figured out a method of creating it. It can permanently kill beings Invested by Odium, such as Voidspren or the Fused (see "Odium's Forces" in chapter 5).

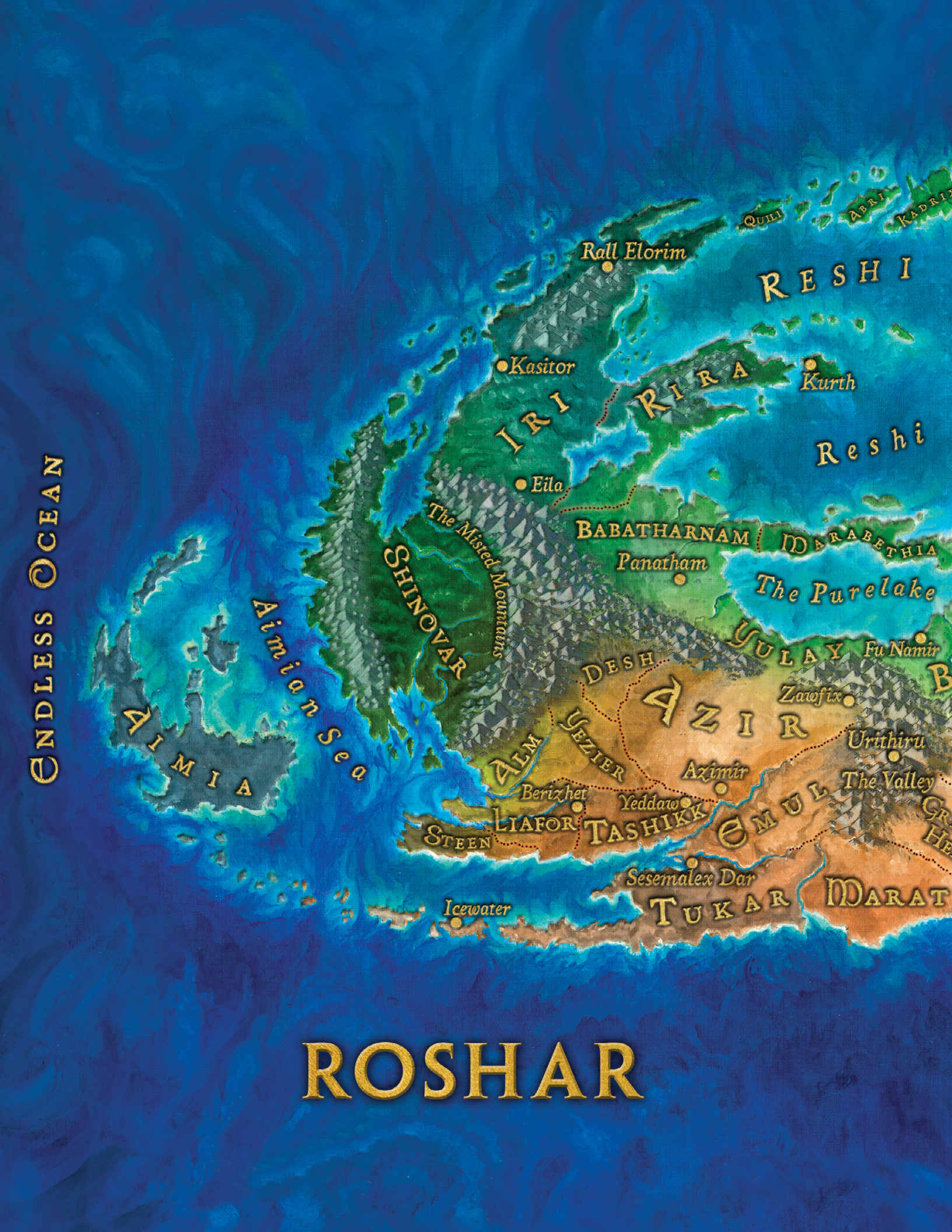
Anti-Stormlight. Anti-Stormlight was rediscovered by Raboniel, who figured out a method of creating it. It can permanently kill beings Invested by Honor, such as Radiant spren.

Raysium

Raysium is a God Metal—a metal formed directly from a Shard (in this case, from the Shard of Odium). The Fused use it to create weapons that can siphon Stormlight from a Knight Radiant.

Because raysium naturally conducts Investiture, a raysium weapon set with a gemstone can kill an Invested entity. This is done simply by infusing the gem with the proper anti-Light.

Indeed, the more she studied Urithiru, the more she saw the ancients using simple fabrial technology to create their marvels. Modern artifabrians had exceeded such constructs; her engineers had repaired, refitted, and streamlined the lifts, making them function at several times their original speed.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Aimian Sea
Aimia
Shinovar
The Misted Mountains
Rall Elorim
Kasitor
Eila
Iri
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Quili
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Kurth
Reshi
Babatharnam
Panatham
Marabethia
The Purelake
Yulay
Fu Namir
Desh
Azir
Zawfix
Urithiru
Alm
Yezier
Azimir
The Valley
Berizhet
Yeddaw
Liafor
Tashikk
Emul
Steen
Sesemalex Dar
Tukar
Marat
Icewater
ROSHAR



ISAAC STEWART



CHAPTER 2

NATIONS AND CULTURES

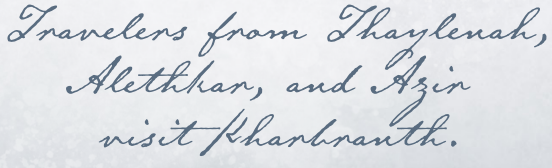
The people of Roshar are determined and resourceful, thriving despite the world's ever-growing threats. This chapter details many of Roshar's vibrant peoples and nations as they were during the Era of Solitude, followed by details on how they've changed since the Everstorm ushered forth the True Desolation. Chapter 4 provides more information about other eras in Roshar's history.

People of Roshar

The people of Roshar are an ethnically and culturally diverse population with two primary origins: the singers, who are Roshar's original inhabitants, and the humans, who fled to Roshar after destroying their own planet. While the singers granted the humans a safe place to settle on Roshar, the humans eventually invaded the rest of the planet.

During the wars known as the Desolations, humans spread across the continent and divided it into ten kingdoms known as the Silver Kingdoms. Most of these kingdoms have since fractured, evolved, or become defunct, but this era shaped the modern-day people of Roshar, creating the distinctions in ethnicity, culture, and language among humans that persist to this day.

For the singers, the end of the Desolations was a time of catastrophic loss. After their final conflict with the humans, the vast majority of singers had pieces of their souls ripped away in a single cataclysmic event that severed them from their Identity and Connection, leaving them physically intact but a shadow of their former selves. A small group known as the listeners retained some of their identity and culture, but most singers outside this community were enslaved and exploited by humans for millennia after. Only the advent of the Everstorm, brought about by the listeners, has given the singers back these parts of themselves and allowed them to fully assert their own culture and identity.



DEANDRA SCICLUNA

Vorin Kingdoms

The people of the Vorin kingdoms in eastern Roshar originate from a handful of Silver Kingdoms whose descendants eventually unified under a single religion, Vorinism. While these kingdoms have ethnic and cultural differences, they generally follow the social customs and rules of Vorinism, including strict gender roles and an enforced class division between people with dark eyes and people with light eyes.

Vorin Languages

Most Vorin kingdoms feature a national language within the broad Vorin language family, or one influenced by it. Alethi and Veden are dialects of the same language. Kharbranthian is a linguistic blend of Vorin and Thaylen.

The Herdazians and the Unkalaki

Both the Herdazian and Unkalaki people are descended in part from the singers. Herdazians, whose singer heritage is seen in their crystalline nails, aren't part of the Vorin kingdoms but practice their own interpretation of Vorinism. They're known for their large families and welcoming culture.

The sovereign homeland of the Unkalaki (or Horneaters) is within the borders of the Vorin kingdom of Jah Keved, but they don't practice Vorinism like their neighbors. Compared to other ethnic groups within Jah Keved, the Unkalaki are physically unique due to their distant singer heritage, which granted them stone-like molars that help them eat shells. The Unkalaki put a great amount of importance on birth order, which influences their profession and social role.

The Makabaki

In western Roshar, the Silver Kingdom of Makabakam split long ago into a number of nations, some of which formed the alliance known as the Azish Empire. The Makabaki people descend from the inhabitants of this former kingdom. While the cultures of Makabaki nations vary, they generally don't use the Vorin methods of division based on gender and eye color, instead using title and position to determine class.

Azir, as the center of the Azish Empire, is the most broadly known of the Makabaki nations. The people

of Azir prize bureaucracy, organization, respectful debate, and politeness. While each nation within the empire has their own cultures and traditions—such as the distinctive full-body wraps of the Tashikki people—most cultures within Makabaki nations share a love for hospitality. Most Makabaki religions center around one of the Heralds as a singular god, and the others as demigods under their guidance; the specific Herald worshipped varies by region.

Peoples of the Far West

The Shin come from Shinovar, an isolated nation protected by mountains. They speak Shin and, with their shorter stature and eyes without epicanthic folds, they stand out from most other humans on Roshar. Known both for their humility and xenophobia, the Shin have strict social structures based on occupation, which privilege farmers and merchants over warriors. The Shin practice Stone Shamanism and teach their citizens not to walk on stone.

The Silver Kingdom of Aimia was destroyed centuries ago. While some Aimian humans can be found in the far West, the most remarkable Aimians are neither human nor singer. Each Dysian Aimian—or Sleepless—distributes their collective mind across many smaller insectoid beings (see chapter 8 for more information on the Sleepless). Meanwhile, the even more mysterious Siah Aimians sometimes appear as humanoids with blue-white skin, but they can shift their forms. Both species are adept at hiding their true nature, and they're rarely identified by other peoples, but both have played important roles in Roshar's history.

Other Peoples

The lands around the Purelake—a large inland body of water in the heart of the continent—are inhabited by the Selay people, descendants of the Silver Kingdom of Sela Tales. Purelakers generally live in small villages focused on the fishing trade.

The Reshi were once a small part of the Silver Kingdom of Rishir, but they've lost much of their territory to the Vorin kingdoms and now live predominantly in the Reshi Isles. They speak Reshi and are known for their relaxed, come-what-may culture, which often attracts outsiders.

The Iriali settled in the Silver Kingdom of Iri. They believe their people came from another world. Until their eventual departure from Roshar, as promised by their religion, the Iriali remain in Iri alongside Rira—a nation once closely allied with Iri that has separated from its sister nation.

Alethkar

A cavalcade of troops march behind a man in a crisp embroidered uniform. A noblewoman in a bright silk dress, her left hand hidden, writes a message for another scholar. In Alethkar, rules and roles are as regimented as the renowned Alethi military.

Few nations show Honor and Odium's influence more profoundly than the militaristic kingdom of Alethkar. Bound by rigid societal roles, the Alethi people take competition and conflict to violent extremes. Alethkar's monarch keeps an uneasy peace among ten highprinces, each with their own territory and military force.

During the Era of Solitude, Alethkar united to become the largest nation on Roshar, spanning over four million square miles across the eastern continent. Its eastern and southern borders rest against largely empty lands, with the Unclaimed Hills to its east and the Shattered Plains and Frostlands to its south. However, Alethkar's western borders are more disputed, and it has fought many times with Jah Keved and Herdaz over the kingdoms' boundaries. Alethkar also maintains a few territories off its coasts that help to control its waters. Within these borders, Alethkar is a rich land, with lush vegetation and flowing rivers in many areas.

Alethkar has several large cities, and its capital Kholinar dates back to the Silver Kingdoms era. This symmetrical city was built around large rock formations called windblades, which protect it from highstorms.

Government

Though Alethkar is ruled by a single monarch, the nation is also divided into ten princedoms, each ruled by a highprince. The princedoms are named after the families that control them by inheritance. Each princedom operates with some independence and fully controls their part of the Alethi military.

While all ten princedoms are theoretically equal in power, several titles date back to historical Alethkar and can be revived in times of need, giving a particular highprince control of a particular area of the kingdom. These titles include the following:

Highprince of Commerce, who has authority over merchants and the safety of the roads they use.

Highprince of Information, who has authority over criminal investigations, policing, and the appointments of judges and magistrates.

Highprince of War, who has authority over all war-related activity.

Highprince of Works, who manages Alethkar's infrastructure, ranging from mundane tasks like sewage disposal to the management of Stormlight.



ROMAIN KURDI

Military

Alethkar has the largest military on Roshar, with around two hundred thousand troops and more than thirty Shardbearers. The kingdom has spent centuries in a constant state of war, either internally in conflicts between highprinces, or externally with other nations. Military service in Alethkar is believed to be the highest religious Calling an Alethi can undertake. It's also one of the most reliable ways to move up in Alethi society, though those at the bottom are unlikely to rise higher than squadleader. Many soldiers go to war in the mostly futile hope that they might win ownership of a Shardblade by defeating a Shardbearer—and through that process, move up in society.

Most rank-and-file soldiers wield spears or bows, as swords are restricted to lighteyed troops and wielded only by officers. While horses are uncommon on Roshar, the Alethi army does have access to them for officers, scouts, and even cavalry. (For more information on Alethi officers and soldiers, see "Brightlord" and "Soldier" in chapter 8.)

The Alethi military may seem a unified force under the monarch's power, but the ruler of Alethkar only directly commands approximately 250 royal guards. The remainder of the military is commanded by the highprinces, with each leading their own forces and pursuing their own goals. The monarch maintains control over the princedoms in part by controlling most of Alethkar's ardent Soulcasters, who are needed to help the military move from place to place and feed its soldiers.

The Alethi military is well-armed and battle-tested, but it also owes much of its success to Odium's influence. The Thrill, a supernatural battle rage caused by the Unmade Nergaoul, was concentrated in Alethkar during the Era of Solitude. The Thrill's sinister influence was defeated during the True Desolation, but its bloodstained legacy taints Alethi history.

Alethi Culture

While 90 percent of Alethkar's population is human, the nation has historically exploited a significant population of enslaved "parshmen"—the descendants of singers whose minds and souls were devastated by the imprisonment of Ba-Ado-Mishram (see "Singers and Listeners" at the end of this chapter).

Alethi humans are generally considered warlike and culturally rigid. In addition to their caste system based on eye color, they have a prescribed division of genders, a culture that glorifies war, and a callous attitude toward slavery.

Those of Alethi ethnicity are usually tan in complexion with dark hair, though those with mixed heritage can have multicolored hair. Alethi also tend to be tall, averaging nearly a foot taller than Rosharans from westerly lands. Like most people on Roshar, they have eyes with epicanthal folds.

The majority of citizens belong to the Alethi ethnicity, but Alethkar is also home to significant populations of Herdazians and Vedens, creating a melting pot of language and culture.

Social Order

Culturally, Alethi favor restraint over outward displays of emotion. Couples are expected to avoid showing public affection toward each other, and physical closeness between parent and child is generally reserved for younger children.

Due to their interpretation of the Vorin religion, Alethi avoid guessing what the future may bring. This extends even into social practices, and they disdain any form of gambling that relies on speculation.

Alethi are generally very rule-bound, believing in and obeying behavior norms that are determined by each individual Alethi's status and role. The Alethi not only embrace Vorinism (see "Vorinism" in chapter 3), which divides humans by gender and eye color, but they further codify it, creating hierarchies that echo those found within their military. It should come as no surprise that the common people hold widespread resentment toward those of high status. Even within the nobility, individuals who reject tradition and explore new ideas are often subject to mockery and contempt.

Caste System

Like most nations that practice the Vorin religion, human society in Alethkar is divided into two castes determined by the lightness of a person's eyes. Most Alethi people have eyes of darker colors like brown, black, or deep violet; these people, called darkeyes, are members of the lower caste (which ranks people into ten nahns). Meanwhile, people with lighter shades like blue, tan, and lavender are called lighteyes; believing themselves superior, they form the upper caste (which ranks people into ten dahns). For more information on Vorinism's view on lighteyes and darkeyes, see "Vorinism" in chapter 3.

"Keep forgetting I'm here, do you? You prefer to ignore darkeyes."



ALETHI DARKEYES

Eye Color and Castes in Roshar

Across the Vorin nations of Roshar, discrimination based on eye lightness and classism are so thoroughly embedded in society that the terms "darkeyes" and "lighteyes" are routinely used to refer to people of the two castes. However, groups playing the Cosmere RPG may wish to approach these terms with care, given their intersection with real-world racism. For suggestions on how to approach sensitive topics at the table, review the Safety Guide in chapter 13 of the *Stormlight Handbook*.

Dahns

The highest rank for a lighteyes is first dahn, ranging down to tenth dahn at the lowest. It's very difficult to raise one's dahn, which requires gaining an important position, becoming a Shardbearer (see "Shardbearer" in chapter 8), or at lower dahns, buying a higher rank. Many ranks also tie directly to either governance or inheritance, making them difficult to come by.

The first dahn is held solely by a nation's monarch, and the second dahn by the highprinces. The third dahn is held by those related to members of the first two, as well as highlords and high-ranking members of the military. By contrast, the tenth dahn is generally held by those who must earn their living; these people are called tenners.

Nahns

The ranks for darkeyes similarly range from one to ten. Those within the highest ranks of first and second nahn are considered full citizens of Alethkar with the right of free travel, and they can even marry into a lighteyed family. Meanwhile, Alethi within the tenth nahn can be sold into slavery. The right to avoid military conscription varies from one individual to another; someone of a higher nahn might avoid being forced to join the Alethi military, but only if they also show they provide an irreplaceable service. Members of lower nahns are often eager to join the military—one of the few paths to higher rank in Alethi society.



"He's a lighteyes. That means he lies."

ALETHI LIGHTEYES

DARKO STOJANOVIC



Slavery

Slavery is more prevalent in Alethkar than in many other parts of Roshar. Besides singers, Alethi law also allows the enslavement of humans who are prisoners of war, debtors, or accused criminals. While human slavery isn't hereditary, it's a constant threat for anyone in the tenth nahn. Those who manage to buy their freedom must spend the rest of their lives marked with the slave brands they acquired during their enslavement.

Gender Restrictions

As is customary for nations that practice Vorinism, Alethkar has strict and narrow gender roles that apply to all citizens—except ardents. These roles include a strict gender binary. Women are generally expected to be scholars, businesswomen, and scribes. From adolescence onward, women are also expected to cover their left hands, known as their safehands. Meanwhile, men are forbidden to read, and their writing is limited to a few simple glyphs. Men are expected to instead engage in physical labor, military service, and similarly physical pursuits. (For more information on Vorin gender restrictions, see "Vorinism" in chapter 3.)

Alethi fashion is shaped both by gender roles and the caste system. Lighteyed men generally wear embroidered suits in darker colors that are considered more masculine, such as maroon, navy, forest green, and deep burnt orange. Women often wear a brightly colored one-piece silk dress known as the Vorin havah.

Despite these gender roles, religious ardents enjoy relative freedom from such expectations. Ardents of all genders wear robes and shave their heads, and they can serve equally without restrictions on writing or studying combat. Some ardents choose to cover their safehands with gloves for a more feminine style, though this isn't required.



WIT ACCOMPANIES THE KHOLINS AS THEY LEAVE THEIR WARCAMP.

HOWARD LYON

Religion

Most Alethi believe in the Almighty and practice Vorinism on some level, choosing a Calling (as their goal in life) and a Glory (as an aspect of the Almighty they wish to make present in their life). Despite this set of beliefs, most Alethi aren't particularly devout, embracing more cultural aspects of Vorinism than religious ones. They leave the rituals, prayers, and other regular practices of Vorinism to the ardents, rarely interacting with the Almighty outside of the occasional prayer. (See "Vorinism" in chapter 3 for more details on this religion.)

Ardents, the priests of Vorinism, enter into servitude to nobles or the monarch, and they face some restrictions—they can't own property or hold political or social offices. However, ardents are highly respected and, as the only people permitted to use Soulcasters, they wield great influence. Ardents can choose to leave the ardentia at any time without penalty.

Resources

Alethkar's most notable resource is arguably its military force, including ten highprince armies comprised of thousands of fierce warriors, plus an impressive collection of around twenty known Shardblades. The nation's foothold on the Shattered Plains secures massive emerald gemhearts from chasmfiend hunts. In terms of agriculture, the farms of Alethkar grow tallew and lavis grains, stagm tubers, and a vast array of spices, and they raise hogs, crabs, and chulls as livestock. Alethkar also produces exquisite wines of varying colors, alcohol concentrations, and flavor profiles.

Oathgate

An Oathgate stands beside the palace in the Alethi capital of Kholinar. Over the millennia, the Oathgate platform became covered with chapels and administrative buildings belonging to the Alethi ardentia.

History

Following the end of the Silver Kingdoms era, Alethkar fell under the power of the Hierocracy of the Vorin faith, which sought to conquer all Roshar and unite it under Vorinism. Alethkar became the Hierocracy's physical center of power as it attempted to extend its control to the west. The Hierocracy was overthrown by the Sunmaker, who united the kingdom before he turned to conquest and genocide—notably killing one in ten people of the Azish Empire during various capricious acts of violence. When he died suddenly of an illness, his ten children squabbled over the kingdom, eventually creating the princedoms that remained the center of Alethi governance until King Gavilar's reign.

Before Gavilar Kholin became king, he began working with his brother Dalinar to follow in the Sunmaker's footsteps and unite Alethkar. Over a decade of brutal military campaigning, the brothers crushed any resistance to a united Alethkar. The experience left Dalinar haunted by those he massacred, but Alethi nobles lauded the Kholin brothers for their glorious victory.

After the Everstorm

With the arrival of the True Desolation, perhaps no other nation has experienced as much change as Alethkar. Through the Everstorm, enslaved singers were liberated from slaveform and regained their individuality and Connection. They can now think and act freely for themselves. Processing their enslavement by the humans has led most of these singers to feelings of sorrow and deep anger. In Alethkar, more so than in any other nation, the awakened singers sought violent retribution.

Recognizing this upheaval as an opportunity to eliminate Alethkar as a threat, Odium's forces struck the nation before they could mount a defense. King Elhokar Kholin, Gavilar's son and heir, was slain in a failed attempt to defend the capital city of Kholinar. Now that the capital has fallen, the nation's new monarch, Queen Jasnah Kholin, rules in exile from Urithiru. She's the daughter of a late king and the sister to another. While Alethi law doesn't forbid a woman from ruling as monarch, Jasnah's rise to the throne is one of many dramatic cultural changes wrought by the return of the Knights Radiant.

The return of the Knights Radiant has challenged the oppressive laws of Alethi society. Women now wield Shardblades as Knights Radiant, fighting alongside men. Dalinar, once seen as a paragon of Alethi masculinity, has written a book expressing shame for those he killed in acts of wrath. Queen Jasnah has moved to abolish singer and human slavery, and caste distinctions based on eye color now seem increasingly arbitrary. It's a precarious time for the Alethi people, but one in which individuals have unprecedented opportunities to shape the future.

Alethi Singers

For millennia, the singers of Alethkar were treated as property and ordered to work tirelessly for the humans who enslaved them. Due to the loss of their identities and agency at the end of the False Desolation, these singers couldn't object or fight back against oppression. They existed in what the listeners call slaveform, which holds the mind captive and allows only minimal speech.

Life as a "parshman" was exhausting, thankless, and shrouded in a thick mental haze. As enslaved singers performed the work demanded of them—ranging from farming and construction to cooking and childcare—they could observe and understand most of what was happening around them. However, they couldn't act of their own accord, proactively choose tasks their masters hadn't established for them, or outwardly express the emotional anguish they felt. Singer families were often cruelly ripped apart by slavers selling parents, children, partners, and friends to other slave masters.

When the Everstorm arrived and healed the souls of singers across Roshar, many of them unsurprisingly felt deep anger toward humankind. In Alethkar, the singers fought back. Many chose violence, some even going so far as to enslave their former masters. Others focused on escape, then encountered Voidspren sentries and Fused overseers who guided them toward vengeance. Shaped by the culture that had abused them for generations, the singers of Alethkar became the vanguard of Odium's army.

SAMI RYTKÖNEN

GLYPHS OF THE TEN ALETHI HIGHPRINCES


Kholin
Thanadal
Sadeas
Aladar
Vamah
Bethab
Hatham
Ruthar
Roion
Sebarial

Azish Empire

Scholars climb out of a chull rickshaw, challenging each other's perspectives with decorum and gusto. The dry breeze carries the faint scent of burning truthberry leaves, hinting at a nearby celebration. A large group of soldiers wearing clinking bronze armor and bright patterned caps march in perfect unison as they exchange polite jokes on their way to report for duty. In Azir, bureaucracy is a way of life, and everyone has a designated role to bolster the empire.

The Azish Empire is composed of nine member states within the Makabaki region of southwestern Roshar. Its people belong to the Makabaki ethnic group, and they generally have very dark brown skin tones and dark hair.

While there are a couple dozen different spoken and written Makabaki languages, Azish is the most common and is widely understood within the region. Deaf citizens of the empire favor Azish Sign Language, which is also practiced by ambassadors and translators. Due to the language's robust vocabulary and contextual precision, its use has spread to other nations of Roshar.

Azir is the largest and most powerful nation in the empire, maintaining its leadership through shared resources and military strength.

Azir

In the nation of Azir, bureaucracy reigns supreme and centuries-old laws anchor the ever-expanding legislation. Scribes keep the population informed of recent changes in official policy by periodically releasing publications on the topic. The people of Azir are generally well-versed in the law, and they're expected to comply with new laws within one month of them being passed.

Government

The ruler of the Azish Empire, the Prime Aqasix, is elected by esteemed political advisors called viziers, but the Prime is a revered figurehead with limited power. During the Prime's reign, they're stationed at the Bronze Palace and accompanied by viziers, scribes, and religious leaders called scions. Viziers persuade and guide the Prime, and they can even overrule the Prime when they see fit. Citizens can also challenge a mandate made by the Prime, though they're less likely to succeed. When a Prime Aqasix dies, the viziers begin their search for the next.



AZISH VIZIER AND SCION

DARKO STOJANOVIC

Azir's governing body has many levels, all of which are considered prestigious. Any citizen can become a public servant by passing a rigorous exam. The wealthy fill most of these roles due to their access to expensive higher education; after all, the presentation of an argument is often more convincing to the Azish than the argument itself. However, many common applicants also qualify and become public servants too.

Laws are enforced by constables. Instead of holding regional assignments, constables are dispatched from one area to the next on a regular basis. This is designed to encourage impartiality, better allocate personnel, and allow for extensive continuing-education seminars between transfers.

Military

Discipline, coordination, and a clear chain of command are basic principles of the Azish military. Alethi and Veden troops have a reputation for being mightier than Azish troops, but the obedience and synchronization of the Azish military is second to none.

Soldiers wear plated mail and carry bows, polearms, and greatshields. The troops are divided into battalions of a thousand soldiers each. Uniform colors play a vital role in identifying a soldier's position and the battalion they belong to. Most Azish soldiers are either men or masculine-presenting.

Azish Culture

The people of Azir generally strive for order, compliance, and courtesy. Disagreements are encouraged in their culture, so long as the argument is presented with an agreeable attitude (on the surface) and are conducted through prescribed channels.

Government officials are considered the top tier of human society in Azir. The complex patterns woven into their clothing reflect both their specific rank within the government structure and their family heritage. In theory, the circumstances of a person's birth don't define their merit and opportunities, and the Azish celebrate the concept of social advancement. Lighteyed Azish are a very small minority, and they aren't seen as superior to their peers. Most occupations aren't gender-specific, and the Azish don't practice Vorin traditions such as the concealment of safehands.

In addition to official laws, the Azish are expected to follow their nation's social customs. This can be harmful when certain social customs are poorly informed or flawed. For example, couples of all genders court openly and can marry, but some Azish people expect married couples to model the roles of one man and one woman, regardless of their gender identities. Not everyone chooses to follow social customs, as there are no formal punishments associated with their refusal, but the stigma of going against the perceived order of society can be an uncomfortable cost. On a legal level, couples who aren't heterosexual must fill out different paperwork to be legally married, but they're otherwise validated.

Religion

The national religion of Azir worships the Kadasixes, the Azish interpretation of the Heralds. Yaezir—otherwise known as Jezrien—is especially revered as the Kadasix of Kings, and the Prime Aqasix's calling is to uphold his interests.

Priests of the Azish religion, called scions, serve as government officials in all ranks of the bureaucracy. Every member state of the Azish Empire has their own religion, each worshipping its chosen Herald as the central divine being of their theology.

Resources

Azir is a large country with many industries. Major exports include grains such as clema and tallew, textile products, books, and sapphire gemstones (which are the gemhearts of mawli, a mid-sized greatshell species).

Invested tools such as Soulcasters and Shardblades are used to benefit society, not just the individuals who wield them. While Soulcasters are exceedingly rare in Azir, a collection of Shardblades known as Imperial Shardblades are lent to select people. These Shardbearers take on various jobs as warriors and workers within Azir and the empire's member countries.

Oathgate

An Oathgate stands in the Grand Market of Azir's capital, Azimir.

Imperial Shardblades

While the Shardbearers of other nations might scoff at the idea of using their Shardblades for non-combat occupational purposes, the Azish Empire has used this tradition to carve entire cities into existence. Since most member countries don't have Shardblades, this method of sharing access for specialized work and mercenary jobs incentivizes the nine nations to remain unified.

People who wield Imperial Shardblades are highly esteemed throughout the empire, and they take pride in what they do. In exchange for using these Blades, their wielders send part of their earnings back to the Bronze Palace. Regulations ensure Imperial Shardblades are utilized responsibly.

Azimir

Azimir, the capital of Azir, is the grandest city in the Azish Empire, and its people believe their capital's layout is divinely inspired. The city's boulevards form an intricate urban grid, with orderly lines and rigid symmetry that exemplify the ideals of Azish culture. Public buildings and private residences alike stand on foundations that date back to the time of the Dawnsingers.

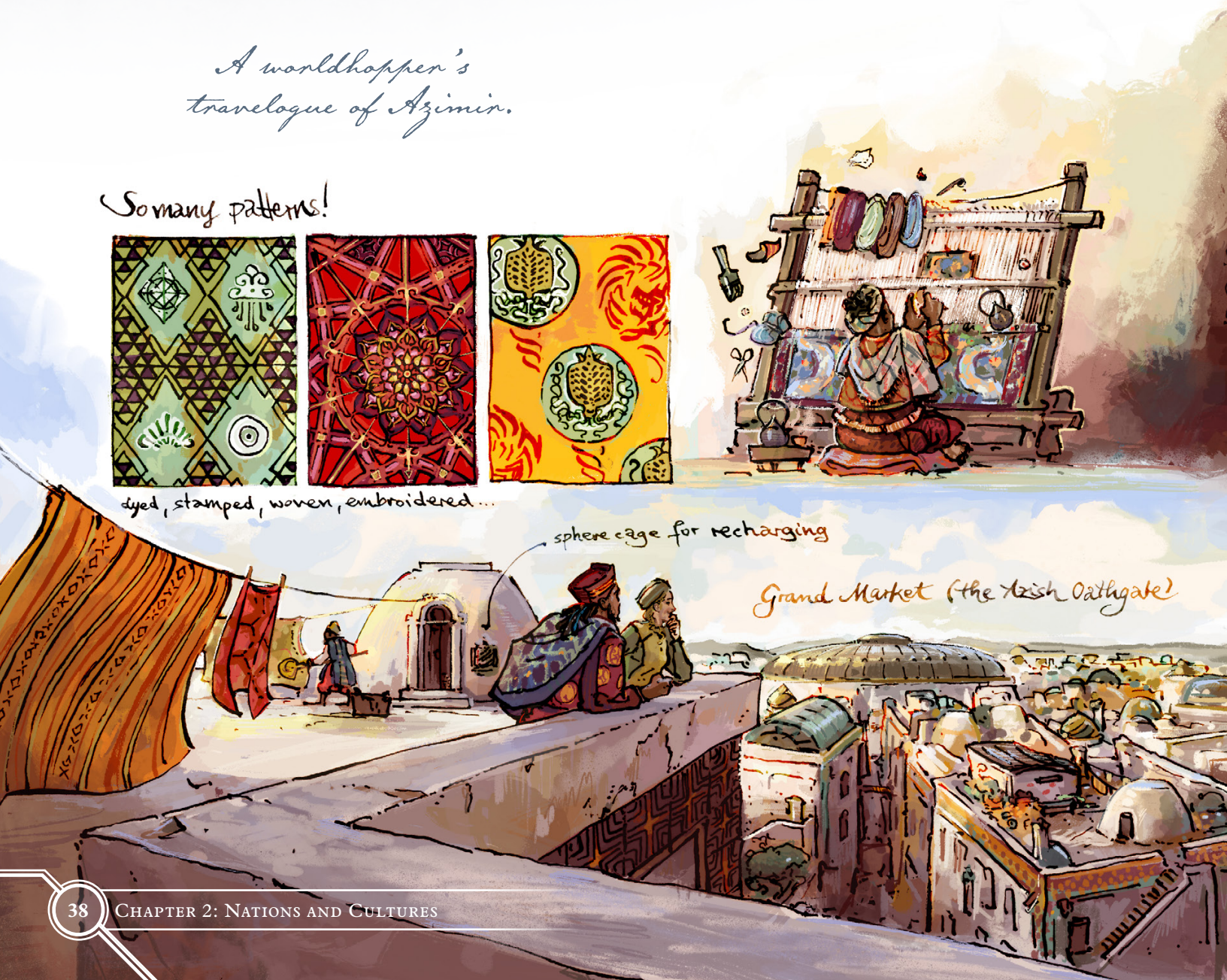
The cosmopolitan streets of Azimir bustle with people from across the empire and beyond. On any given day, one might see Thaylen merchants, Alethi diplomats, and Iriali tourists among citizens from every corner of the Azish Empire. Visitors regard Azimir as one of the safest metropolises in the world—perhaps because its black-uniformed constables are notorious for burying perpetrators in mountains of legal paperwork.

Azimir's resident population includes Roshar's largest concentration of civil servants, barristers, and bureaucrats. Even people who don't work directly for the government usually work to feed, clothe, house, and entertain the city's army of administrators.

The empire commands a handful of Soulcasters, including one housed in Azimir that produces bronze. This artifact's legacy can be seen throughout the city: many rooftops are bronze, and the emperor's Bronze Palace features columns, domes, and even gardens Soulcast in lustrous bronze.

The city's largest bronze dome covers Azimir's Oathgate. This building once housed the city's Grand Market, but news of the Oathgate's strategic importance led city officials to fortify the structure and evacuate all merchants. Phalanxes of Azish heavy infantry surround the Oathgate, while others stand ready to defend the city itself, all under the oversight of the Commandant Supreme of the Imperial Guard.

MARIE SEEBERGER




cloth merchant from Yezier
Tashikki scribe
a young palace page
With the help of some Lightweaving, we managed to sneak into the daily lottery and got to see the Prime and the ornate palace interiors.
domes of the Bronze Palace
a clerk working in the palace garden

Other Member Countries

Azir leads the Azish Empire and is charged with considering the needs of its members. Each member country is valued for its unique contributions, though their favor with Azir fluctuates with time.

Tashikk

In Tashikk, information is as good as spheres. A sophisticated network of relay stations has made Tashikk the greatest spanreed hub on Roshar. Although a prince sits on the throne, Azish-style bureaucracy thrives there. Green fields stretch on as far as the eye can see, flat and unimposing. In terms of its military force, Tashikk is most known for its formidable navy, which it partners with Azir to maintain.

Most Tashikki people worship Tashi (their name for the Herald Ishar) along with an evil god called Nun Raylisi, who is based on Odium. The humans of Tashikk are expected to wear shiquas unless they have occupational exemptions. These body wraps are made from a continuous strip of fabric that covers the wearer from head to toe, shielding them from the hateful gaze of Nun Raylisi.

TASHIKKI INFORMATION BROKER



The subterranean city of Yeddaw is the jewel of the Tashikki people. Its trenches were masterfully hewn by Azir's Imperial Shardblades. The center of the city is its tallest point, forming an almost imperceptible cone that guides water from highstorms down the streets toward drain chutes on the outskirts.

Yezier

The princess of Yezier spends half her time in Azir. Many people speculate that she does so to foster a close relationship with the Azish Empire's seat of power, despite not always choosing to follow its lead as closely as nations such as Tashikk.

World-class highstorm scholars in Yezier use advanced mathematical theorems to track and predict the arrival of highstorms across Roshar. They deliver their calculated forecasts to agents in Tashikk via spanreed, where the forecasts are sold and widely distributed.

Yezier produces some of Roshar's most exciting and innovative fashions. Bulk designs are made near the Yezier and Liafor border for export. Top fashion designers from the two nations travel the world with their tailors to make and sell bespoke pieces to foreign nobility. They incorporate fine Makabaki fabrics with stylistic modifications to suit the customs and religious requirements of their host countries.

Emul

Emul is a struggling nation on the brink of collapse. Led by a Prime but heavily fractured by its ongoing war with Tukar, Emul is short on resources and allies. Tukar continues to hunger after the prized port city of Sesemalex Dar, which is within reach of the border between the two nations. The city is a significant symbol of Emuli religious identity and an economic powerhouse.

The Emuli military has a high percentage of drafted soldiers. Bows are the Emuli's weapon of choice, but the Tukari know this and have adjusted their assault strategy to force the Emuli into close combat. Emuli cavalry were once renowned, wielding curved kusu blades from horseback, but most of their steeds have been lost in the war.

On Emul's eastern border, a vast mountain range hides the city of Urithiru and the Valley, home of the Nightwatcher (see "Unique Spren" in chapter 1). Foreigners prefer to travel there through Emul when possible, given the nation's long-standing tradition of hospitality. Gifts and greetings are especially important in Emuli culture; a traveler is expected to bring a symbolic gift of fruit for their host family, and even strangers greet one another with warm salutations.

DEANDRA SCICLUNA

While most Emuli people don't wear the shiquas of their Tashikki neighbors, head-wraps are common among Emuli humans of all genders. These range from practical headbands worn by soldiers to elaborate headdresses worn at weddings.

Steen

In Steen, the wind carries the scent of the Southern Depths' brine mingled with astringent textile treatments. Most people born there never leave, and those who do typically become migrating laborers for hire, such as sailors or mercenaries. The people of Steen follow unique grooming customs, such as men wrapping their beards in cords as if bundling raw seasilk after harvest.

Steen is ruled by a prince and merchant lords. In place of a military, the government hires returned mercenaries who have proven themselves abroad. The general attitude of the merchant lords is exemplified by the Steen saying, "If there are two mercenaries at a party, pay both twice." They believe that if their enemy is equally matched, a battle is better fought with spheres than blades. As a result, quarrels with other Azish Empire states can typically be resolved by adjusting export prices of seasilk to coax them into cooperation.

Seasilk farming, textile treatment, and dye production are Steen's primary industries. The lucrative seasilk trade begins by harvesting that white plant fiber, which grows atop the ocean and resembles moss. Seasilk harvesters travel on wide, shallow boats; their oars serve as a paddle on one side, while the other contains a blade to cut through seasilk tangles. The finest strands of seasilk are woven into smooth, lustrous fabric for nobility, while the coarser strands are made into a nubby canvas-like material better suited for soldiers and artisans.

Alm

Cozied up to the mountains dividing it from Shinovar, Alm remains an enigma to most of Roshar. Its population is incredibly small, and it doesn't produce any noteworthy exports. The people of Alm pride themselves on being self-sustained, though they accept Azir's emperor as their own.

Alm has no major cities, and its designated diplomat family lives in a quaint palace near the shared border with Yezier. Citizens live in small villages or on remote homesteads. The land is fertile enough for crops, and a large river in southeastern Alm provides additional sustenance. To maintain good relations with the Bronze



Sesemalex Dar, capital of Emul.

LOGAN FELICIANO

Palace, Alm's diplomat family sends ambassadors and bundles of dried fruits that only grow in Alm. In the past, the Bronze Palace sent them enslaved singers to use as palace servants—but unbeknownst to Azir, these singers were liberated on their arrival in Alm, then given cottages to live in or roam as they please.

In contrast with Yezier's fixation with fashion and social validation, the people of Alm wear muted light colors, signifying their disinterest in competition and vanity. When someone experiences a major life event such as coming of age, marriage, or the death of a loved one, it's customary to travel to the river in the southeast to feel the transitory nature of life, then travel to the mountains in the west to feel a sense of permanence.

Desh

Long loyal to Azir, Desh is a quiet sentinel of military power and emergency provisions. Its strategic position against Roshar's western mountains provides a natural defensive border and a series of labyrinthine caves for storing grain and war fabrials. The kingdom is ruled by a council of Deshi royalty and retired Azish generals. Although Desh sends ambassadors to nations near and far, they typically serve more as spies than diplomats.

Children are treated with the utmost courtesy in Desh. An honorific—Talga—is given to all who can't fight due to youth, old age, illness, or disability. Although soldiers in Desh are commanded by the royal council, soldiers consider themselves to be in service of their goddess Vedahha and all Talga.

Adults with able bodies and the spirits of guardians are conscripted to military service as active-duty soldiers or reserves. Those with temperaments too gentle for war become surgeons, apothecaries, farmers, priests, scribes, artifabrians, teachers, and merchants. Some become nomads and keep to the mountains, building obelisks to designate waystops.

Deshi people typically eat stewed grains, fried vines, roasted goat meat and various preparations of soft-shelled cremlings. On holidays, some enjoy a rare treat of sparkling fruit liquor from Alm.

In the eastern region of Desh, vast steppes contain unusually pure sandstone that's ideal for making glass for spheres. Here, military reserves cart the crushed sandstone to the Azish border. It's then sold and transported to Jah Keved, where it's heated and mixed with minerals from the Bavland mines to produce finished sphere glass. Sand runners are a testament to Deshi efficiency, as the kingdom's soldiers help fund its robust military, along with subsidies from Azir. Decades have passed since Desh mobilized its impressive armies, but times of peace haven't eroded its prowess.

Marat

The kingdom of Marat is of little note on the global political stage. Its citizens are divided into tribes, each ruled by an elder brother. Some customs are tribe-specific, while others are universal. Marat's primary exports include textiles, fine rugs, and furniture.

Families pass down auspicious patterns that become more intricate with each generation. If a family includes rugmakers or carpenters, they integrate their ancestral pattern into each piece they make.

The port city of Rossen Dar is Marat's center of commerce. Foreign tradespeople crowd the city's bazaar, eager to purchase fine housewares. A cluster of luxury villas, constructed entirely of crem, stands proud in Rossen Dar's northern reaches. For centuries, expert masons have maintained these villas with unwavering devotion. After every highstorm, crem sludge on the roofs and sides of the villas is spread out evenly to preserve their structural integrity and overall design. Then begins the tedious work of etching ancestral patterns back into every brick while the crem is still wet. Through the ages, these villas have grown nearer together as sediment from highstorms increases their bulk. Few people are privy to what the insides of the villas look like, but rumors suggest the entry halls are as long as the interior living spaces within.

Tukar

The god-priest Tezim reigns over Tukar with veiled agendas and a veiled identity. Tukar is considered the most contentious of the Azish Empire's member countries, and it's responsible for waging a bloody and drawn-out war known as the Eighty's War with its fellow member state, Emul. Prior to that war, Tukar was known for exporting perfume, jewelry, and skilled mercenaries.

Tukari people tend to be emotionally reactive, for better and worse. Refusing to show one's emotions is seen as a sign of disrespect and insincerity. They fight fiercely and pursue their beliefs with reckless abandon. For this, outsiders regard the Tukari as brazen and volatile.

Tukar is the coldest Makabaki nation, and people living there favor enveloping garments made of thick, coarse fabric. Tukari humans craft necklaces and bracelets in ringed, chain-like patterns that represent bonds, a symbol of their god-priest. Unbeknownst to the Tukari, Tezim is secretly the Herald Ishar.

After the Everstorm

The True Desolation brought forth a time of profound inaction and international contention for the Azish Empire. After Azish singers awakened in the Everstorm, they organized to sue for compensation for their lifetimes of labor for the empire. Envoyforms took this appeal to the Azish legal system, demanding formal economic redress for the extralegal appropriation of their labor. However, the Bronze Palace didn't enter these negotiations in good faith; they did so merely to forestall armed conflict. Once the singers concluded that humans had no intention of treating singers fairly under the law, they abandoned this pursuit. Most joined Odium's forces, seeking justice through military victory.



TUKARI MERCENARY

ARTUR MÓSCA

Yanagawn the First, Prime Aqasix of Azir, was an early participant in negotiations with Dalinar and Navani's Coalition of Monarchs. He was cagey at first and refused to grant access to Azir's Oathgate. However, after Odium's forces quickly overran the small kingdom of Marat, the Azish government agreed to join the coalition out of desperation.

Azir has struggled to work with its member states, some of whom demand greater support or fail to grasp the gravity of the situation. Despite preparing the necessary paperwork to take full control of Deshi reserve armies, the royal family is reluctant to relinquish control to the Bronze Palace until the situation intensifies. By appeasing Azir on the surface, Alm strives to maintain any protection it is entitled to as part of the empire, but the nation has secretly become a hub for singers who wish to support neither side of the global conflict.

Azir withdrew its support from the Alethi upon misinterpreting the Battle of Thaylen Field. However, Azir later reentered negotiations with Alethkar to recapture lost territory in Emul after it was invaded by Odium's forces. Emperor Yanagawn looks favorably on Dalinar Kholin and the Knights Radiant. While bound by laws that make him little more than a figurehead, he has generally sought ways to support the coalition as the war continues.

Azish Singers

During the Era of Solitude, the enslaved singers of Azir were said to be the most organized and equitably assigned parshmen on Roshar, though these statements offered scant comfort to the singers forced to live and work as prized livestock instead of as people. Azir's farming industry was extremely dependent on singer labor, allocating nearly all enslaved singers to agriculture during planting and harvesting seasons.

When the singers in Azir awakened, they had hope that the empire's famously egalitarian laws would apply to them. Those who sued for citizenship and back pay were well justified—and they were deeply disappointed by the humans' indifference and disdain. Some singers may hold out hope that the right legal appeal could forge a path to peace, but most have joined Odium's forces with the understanding that the victors will have the chance to write laws for a new society led by singers.

Herdaz

A blanket of lukewarm fog hovers over crop fields as the sun begins its graceful ascent. Villagers embrace and share laughter as they set off for an honest day's work. Delicate wisps of smoke drift from sculptural chimneys painted in bright colors. In Herdaz, abundance is celebrated modestly, and everyone is family.

Known for its prosperous agriculture and family-centered communities, Herdaz is shaped like a crown atop the eastern flank of Roshar. Peninsulas reach toward the Reshi Sea above and to the west, and toward the Steamwater Ocean in the east. Due to its humid and temperate climate, Herdaz is especially lush and verdant compared to surrounding nations, though not as green as Shinovar in the far west of Roshar.

Herdaz is a bountiful nation, and its agricultural output is higher per capita than larger neighbors like Alethkar and Jah Keved. Its primary language is Herdazian, and its primary exports include crops and pig's hide.

Government

Herdaz is ruled by a beloved king. The Herdazian palace is famous for its glyph chimneys—all 203 of them—which represent the officially recognized family ranches of the kingdom. Once per year, the king invites commoner representatives from each ranch to attend their designated chimney, releasing synchronized trails of smoke to represent unity.

Military

Bordered by much larger nations which it can't hope to match in raw military strength, Herdaz has prioritized a military that relies more on cleverness, comradery, and hope. Promotions to higher ranks are usually given with term limits, designed to incentivize hard work and leadership, as well as to encourage humility and the ability to step down gracefully once one has passed their fighting prime. When a soldier exhibits legendary merit, they are awarded an honorific—enne—after their name and are no longer beholden to term limits. Dieno enne Calah, also known as the Mink, is one such legend.

Each report sounded like the Herdazians were nearly finished, and so resources were allocated to more winnable fronts. But each time, Herdaz stood strong, relentlessly harrying the enemy.

Herdazian Culture

Thanks to distant singer ancestry, most Herdazians are better equipped to withstand the harsh conditions of Roshar than most other humans. They have an innate resistance to poisons, including firemoss and other harmful substances used recreationally, so higher doses of toxins are needed for them to feel the same effects. Nearly all Herdazians have brown hair, and their brown skin is generally lighter than the Makabaki and darker than the Alethi.

In Herdaz, fingernails are tools. Crystalline and tinted toward the cuticle, Herdazian fingernails replicate the properties of flint when struck with steel. Herdazians take advantage of this property with sparkflickers, a uniquely Herdazian tool. These are similar to wide rings, worn over the top of a finger and fashioned from steel. When struck by a Herdazian fingernail, a sparkflicker produces sparks that can start a fire. Receiving a sparkflicker from one's parents is an important coming-of-age experience for the children of ranchers, as the gift signifies they can be trusted with starting fires.

Herdazians hold fast to the belief that every person is valuable to society, no matter their role. For example, asexual Herdazians don't face social pressure to procreate and are celebrated for their accomplishments.

A long history of border conflicts with Alethkar, including Dalinar Kholin's four-year quest to fortify the northern Alethi territory, have left bitter feelings. Herdazians are careful to avoid outright offending the military power sharing their southern border, yet they intentionally diverge in culturally significant ways. These include their atypical practice of the Vorin religion and their ban on human slavery.

Diaspora

For generations, Herdazians have emigrated to countries near and far. The diaspora has grown to include nearly half of the Herdazians on Roshar. Since Herdazians consider themselves related to anyone with whom they share even minor ancestral commonality, family and a sense of home can be found almost anywhere.

MARIE SEEBERGER

Scenes from a family farmstead in Herdaz.


a traditional Herdazian farmhouse
water cistern
this artificial ridge softens and directs the highstorm winds
wall garden
outdoor oven
a rare opportunity to harvest the zircon gemheart of a beached yu-nerig.
A lot of Herdazians are suspicious of strangers wandering their land, but once they regard you as a friend or even a cousin, it is difficult to escape their overwhelming hospitality.

Religion

While most citizens of orthodox Vorin nations (such as Alethkar and Jah Keved) strive to strictly uphold the traditions and customs of their religion, Herdazians care less about the formal establishment of the Vorin church. Instead, they prioritize their individual connections to the deity the church venerates. Herdazian women cover their safehands with gloves or long sleeves, following the tradition of limiting use of their left hands, but doing so in a slightly more practical manner.

Most Herdazian homes have a large chimney for a fireplace, as well as a smaller ornamental one to carry smoke from burning glyphwards during personal worship. Some Herdazians carry sparkflickers engraved with religious symbols, though it's considered tacky to flaunt them.

Resources

Fertile land is the most valuable natural resource in Herdaz, and crops are grown for food and textiles. More perishable crops are harvested at peak ripeness and sold and traded to neighboring villages and cities. Grains are generally dried for exporting or used to make fried flatbread for dishes such as chouta—a wrap made with Soulcast meat and a mild-but-flavorful sauce.

Hog ranching is a common occupation in Herdaz. Meat is sold freshly butchered or preserved as heavily salted jerky, then shipped off promptly for sale in neighboring nations, lest it become spoiled from humidity. Herdazian hog leather is used for clothing, armor, saddles, tools, and furniture. It's famous for its smooth grain and durability.



HERDAZIAN RANCHERS

JULIA MADDALINA

Along the northern coast, massive crab-like greatshells roam the beaches. Though their gemhearts are valuable, Herdazians seldom hunt them due to the significant danger the creatures pose. Greatshells prefer to inhabit the tips of the Herdazian peninsulas, while the lower regions of the peninsulas can typically be used for fishing and catching smaller crustaceans. Fishing is seen as a job for the poor and landless. Even sticking to well-established fishing spots doesn't guarantee safety. Fisherfolk generally take turns keeping watch, ready to abandon their day's catch at a moment's notice in the event of a greatshell sighting. The greatshells prefer to keep to themselves, but they become hostile if humans wander near a fishing encampment while the greatshells are present.

Land Conflicts

Disputes over land ownership are common in Herdaz. While most Herdazians who emigrate elsewhere seldom return, it can be treacherous when they do so to reclaim their ancestral farms. The king refuses to get involved, leaving the messy task of determining ownership to appointed land magistrates. To reclaim land, a Herdazian must not only prove their bloodline is more closely tied to the land's first recorded owners, but also prove greater fitness to care for the land than its current owners. These disputes can stretch on for decades without resolution, and most result in the two families agreeing to merge or duel each other for the land.

After the Everstorm

During the True Desolation, the forces of Odium overran Herdaz. Herdazians have always been good under pressure, having been challenged and conquered so many times in their history. Many fled the country to form resistance groups, while others remained in their homeland, watchful for the day they can claim it back. The famous war general, the Mink, now works closely with Dalinar to quash Odium's armies and to eventually reclaim Herdaz. They've enlisted some of the singers they previously enslaved to join the fight, promising the singers emancipation in exchange for their service.

Under enemy occupation, the king takes it on himself to personally burn a glyph in each of the 203 palace chimneys during Unity Day. The single wisps of smoke periodically signal the king's devotion to his people, as he believes war makes commoners of everyone.

Herdazian Words

Herdazian	Meaning
Calah	Mink
Chalispo	Old friend
Chorlano	Someone who always causes trouble by trying to make things better
Chortana	A powerful woman
Chouta	Fried flatbread wrap with meat and sauce, often served as street food
Enne	Old-fashioned honorific for someone who is great
Gancho/a	Honorific for a superior
Gon	Abbreviation for gancho
Hooch	Someone who takes life too seriously
Hregos	Skyeel
Mancha	Cousin, or someone who is like a cousin
Misra	Someone who is full of energy and zest for life
Moolie	Someone who is nonverbal
Naco	Child
Nanha	Mother, often used as "ma'am"
Ornachala	Hog meat and shellfish patties steamed in rockbud husks, often eaten for breakfast
Palidmah	Formal coming-of-age dress
Penhito	A grouchy elderly man
Tsupales	Dumplings
Velo	An islander



GLYPH FOR "CHOUTA"

MARIE SEEBERGER



Horneater Peaks

Steam rises from crater lakes, whimsically drifting through thin mountain air. Children with crowns of vermilion hair chase each other, laughing gleefully as they claim to spot spren among the fruit trees. Fragrant stews simmer as a group of cooks exchange ingredients to diversify their pots. The sun begins to set, casting a warm glow on the village, the emerald water at its center, and the icy mountains surrounding it. The Horneater Peaks are known for their duality: gemlike crater lakes exuding life, heat, and Investiture, scattered throughout an inhospitable tundra.

Situated within the borders of Jah Keved, the Horneater Peaks are a frigid mountain-range nation that functions independently. The Unkalaki people are vastly different from their lowlander Veden counterparts. They take pride in their faith, customs, and the sacred land they inhabit.

Only the very tops of the Horneater Peaks are habitable, and their lofty elevation protects the Unkalaki from highstorms that leave ice fields in lower regions of the mountains. Instead of forming a sharp point, each mountain contains a large body of water at its highest point. Unkalaki people refer to these crater lakes as oceans or emerald pools. Heat rises from these oceans, forming a warm and humid microclimate atop each mountain. Vegetation thrives in these unique conditions, especially along the edges of an ocean.

The heat produced by the oceans makes the Horneater villages some of the warmest places on Roshar, despite the biting cold awaiting just outside their cozy microclimates.

Government

Each mountain is governed independently by its clan head, called a nuatoma. Though most Unkalaki clans are patriarchal, a few mountains are governed by nuatomas of other genders. Most nuatomas are attended by their family members, who take on the role of the nuatoma's servants.

Military

The fourth sons of the Horneater Peaks are tasked with the protection of their people and blessed lands, though they're seldom called to put their training to use. The origin myth of the Horneater Peaks suggests the Unkalaki people were once combative but reflected and sought a more harmonious lifestyle. They appealed to

ANTHONY AVON

the gods for isolation and peace, and the gods answered by giving them the Horneater Peaks. Occasional skirmishes break out between warriors of neighboring peaks, but the Unkalaki aren't known to engage in international warfare, and therefore they lack practical experience in large-scale conflicts.

Villages and Hunting Grounds

Horneater villages are configured in wedge shapes around oceans to maximize their protection from the cold. Farming takes place inside villages. Crops requiring the highest humidity and warmest conditions are planted in rows closest to the shores, with more frost-resistant crops (such as root vegetables) skirting the outer border of the microclimate. Geese thrive in the villages and are roasted for special occasions.

Each village has a communal expedition supply shed located near its outer border. Villagers borrow outerwear, footwear, and hunting equipment before venturing into the freezing cold. The shared boots in these sheds are known to be especially odorous.

The Unkalaki hunt chulls, which breed along the southern slopes of the mountains; in addition to providing meat, the chull shells and horns are consumed as a source of supplemental minerals. Hunting is a thrilling calling that requires an intuitive connection with nature to survive. Every Unkalaki hunting party is led by a kaluk'i'iki, an expert huntress who thinks with all her senses. The title translates to "she who the many hands of death cannot grasp." This matriarchal tradition teaches girls and women to hone their reflexes, and above all, to trust that their feelings are objectively informed by a multitude of subtle signs. Kaluk'i'iki train alone for years to earn their own respect before asking hunters to join them in the wilds.

Unkalaki Culture

During the Era of Solitude, singers weren't enslaved in the Horneater Peaks, but the humans there descended from an ancient group of singers and humans who commingled and bore mixed offspring. This lineage remains evident in modern Unkalaki physiology.

Inhabitants of the Horneater Peaks are known for their resilience, distinctive red hair, skin colors ranging from pale to tan, and mighty statures. Due to their singer ancestry, the Unkalaki are fortified with resistance to poisons and toxins native to Roshar, and they have a legendary alcohol tolerance.

Unkalaki, the official language of the Horneater Peaks, has a musical cadence and expansive vocabulary. The Unkalaki use poems in their naming conventions,



UNKALAKI COUPLE

JULIA MADDALINA

making names lengthy. Unlike other humans, Unkalaki can occasionally hear the rhythms of the singers.

Arguably the most remarkable feature of the Unkalaki people is their indomitable teeth, for which outsiders gave them the name Horneaters. These teeth allow them to consume shells and carapaces. Foreigners find this unnatural and off-putting, but the Unkalaki people take it in good stride, returning their banter with comments about how the "airsick lowlanders" are the strange ones.

Family Structure

Unkalaki clans are usually patriarchal, and each assigns occupations to sons based on their birth order. The most essential jobs are given priority: First and second sons tend crops, raise livestock, or hunt. Third sons are craftsmen who can choose a trade to master. If there happens to be a fourth son, they're tasked with becoming a warrior and protecting their clan and nation. Since the Horneater Peaks are in a strategic location that's nearly impossible for an enemy army to breach, fourth sons often train to become outstanding soldiers but never expect to use their talents. If a son is incapacitated, dies, or is disowned by his family, each of his younger brothers shifts jobs to fill the missing roles.

When Unkalaki daughters come of age, they visit the nuatoma's spouse, who acts as an occupational matchmaker. Roles for daughters are more open than those of sons, and jobs are determined based on aptitude, interest, and the village's needs.

Religion

Nature gods account for much of the Unkalaki religious tradition. Spren and offworld visitors are also considered deities. The Unkalaki worship with awe and ingenuity, believing that gods aren't to be fought by humans, but to be tricked whenever resolution is needed. Only a small minority of Unkalaki practice Vorinism.

Invested Crater Lakes

Deep within each of the Unkalaki oceans, a layer of regular water sits atop a hidden trove of liquid Investiture. Cultivation's Perpendicularity is in the ocean that the Unkalaki know as the Pool. Swimming all the way to the bottom of the Pool can transport someone to Shadesmar, which the Unkalaki consider the place of the gods.

Sentinels known as alaii'iku—or Sighted—are Unkalaki people who can see spren who are normally invisible to humans. These Sighted guard the Pool in addition to performing their regular jobs. They are the designated greeters for strange gods who emerge from its waters.

Offworld Visitors

The only stable entry point for offworlders to enter Roshar is through Cultivation's Perpendicularity in the Pool. When offworld visitors arrive, the Unkalaki treat them with reverence and hospitality. Due to the thin air, most worldhoppers prefer not to linger in the villages for long. The only way out is down, a multi-week trek on slick trails in freezing conditions. Kaluk'i'iki assist these strange gods with this journey in exchange for otherworldly gifts to share with the village's hunters.

Resources

Farming and chull hunting are the main industries of the Horneater Peaks. The nation's economy is largely closed, since transporting large quantities of produce and animal products down steep, icy mountainsides is neither feasible nor lucrative.

As a result, liquor is the only major export of the Horneater Peaks. The beverage known as Horneater white is famous for having one of the highest alcohol concentrations of all the libations on Roshar. It can be stored in extreme temperatures without a loss in quality.

After the Everstorm

The True Desolation broke a long history of peace for the Unkalaki people. Moelach—the Unmade whose presence brings the death rattles—arrived in the Horneater Peaks, and a member of the mysterious Diagram followed to investigate (see "The Diagram" in chapter 5).

Jah Keved pulled rank, forcing Unkalaki fourth sons to venture down to the lowlands to enlist with Veden troops. Meanwhile, Unkalaki villagers began crafting arsenals of arrows to contribute to the war efforts, and kaluk'i'iki and their hunters prepared to defend their villages in the absence of Unkalaki warriors.



"Is poem. On the Peaks, every name is poem."



ROMAIN KURDI

Iri and Rira

Tidereaders study the waves with reverence, discerning signs from their momentum and crests. Cities glimmer in the distance, promising new experiences and endless variety. A musician sits on a rock near the shore, playing a stringed instrument. Colorful cosmetic patterns punctuate their golden skin, and gleaming golden hair cascades down their back. Putting the instrument down, they bend down and run their fingers over the sand, feeling the rocky grit scrape their skin, followed by the gentle caress of a flowering shrub. In Iri, life is lived with vibrant individuality so the collective can be made whole.

In the northwestern coastal region of Roshar, the sister nations of Iri and Rira share a warm, lush climate. The center of their land border is broken by a gaping body of water, which reflects the divergence between their cultures and peoples. Iri claims Rira as part of its kingdom, but Rira adamantly disputes this.

Iri

The capital city of Iri is Rall Elorim, the City of Shadows. Iriali people prefer to congregate in large cities, so most settlements throughout the land are of an impressive size for such a small kingdom. Other noteworthy cities include Kasitor and Eila. The primary language spoken in Iri is Iriali.

Government

Iri is ruled by the Iriali Triumvirate which includes a queen and two kings. Each of these monarchs has authority over different aspects of the kingdom's affairs.

Military

Iri has a substantial and well-trained military force. In an effort to earn more experiences for the One (see the upcoming "Religion" section), each new generation that rises to military leadership intentionally revolutionizes the operations under their command. As a result, they excel at devising innovative combat objectives.

Offworlder Heritage

Metallic golden hair and skin set the Iriali apart from other Rosharan peoples. Their mysterious heritage is credited to otherworldly origins. Outsiders often attribute auspicious qualities to the golden-clad Iriali, going as far as keeping locks of their hair for good luck—though most Iriali are uncomfortable with this practice and consider it objectifying.

Iriali Culture

Iri has a proud culture of exploration and movement. Social customs usually stem from the Iriali religious tradition of the Long Trail. Loved ones greet each other by asking, "How is the journey for you?" Occupations that focus on journeying are valued highly by the Iriali. Cobblers are especially beloved, as practical footwear is a hallmark of readiness. Nearly all Iriali prepare travel packs and three months of provisions so if the call comes, they'll be ready to leave for their next world at a moment's notice.

Among cosmere scholars, there's some debate about whether the Iriali are actually human, but most Rosharans consider them humans and often refer to them as such.

The Iriali paint their skin in geometric patterns with bright colors to contrast with their monochromatic features. Stylishly draped wraps in gauzy, breathable fabrics are commonly worn by all genders, styled differently depending on regional traditions. Pastel fabrics are very much in vogue and contribute to the Iriali's ethereal reputation. Working-class men opt for smock-like garments paired with belts to allow for more mobility.

Religion

Most ethnic Iriali worship the One, a holy being whom they believe fragmented into countless mortal bodies to learn about the cosmere. The Iriali believe they're all parts of the One and will be reunited someday to merge their experiences into a single omniscient collective. To achieve this, they must live highly individualistic lives and gain as many insights as possible. Flowing from this faith, the Iriali celebrate diversity in identities and lifestyles. Since they're all made from the same being and will return to it, their differences bring them closer to each other and to achieving a full spectrum of understanding.



IRIALI ADORNED IN DECORATIVE BODYPAINT

JULIA MADDALINA

The Iriali claim that Roshar is the fourth world that their ancestors arrived on during the Long Trail—their as-yet-unfinished journey of seven worlds. Once their people reach the seventh world, they expect to be reunited as the One. As the Iriali don't know the time of their destined departure from Roshar and migration to the Fifth Land, they must remain ever vigilant and prepared to leave at a moment's notice.

Though most Iriali believe in the Long Trail and the reunification of the One, their society isn't monolithic. Some are less scrupulous about their religious views, and others don't believe at all, but even among these, the need for preparedness is widely accepted.

The Iriali faith also greatly esteems portents, and tidereaders study the waves to predict the future.

Resources

Farming and travel goods are major industries in Iri. Edible flowers, root vegetables, and mushrooms can be cultivated or foraged for in rural areas. Fisherfolk harvest seafood in abundance along the coast of the Reshi Sea, including saltwater cremlings, crabs, and small fish. From the body of water shared with Rira, their harvest includes large, fatty fish and a water vegetable known as dripgrass.

Oathgate

An Oathgate stands in the center of the vast reservoir in Iri's capital, Rall Elorim, the City of Shadows.

Rira

Constantly at odds with Iri, Rira is struggling to maintain its sovereignty. Cultural elements from Iri and the Reshi Isles have influenced modern Riran society. The primary language spoken in Rira is Riran, which shares many similarities with the Iriali and Reshi languages.

Government

A queen rules over Rira. The Iriali monarchs refer to her as their daughter to delegitimize Rira's independence, though she's older than all of them and they share no blood relation. She has no known children, and she refuses to marry in the hope someone will trade a Shardblade for her hand.

Riran Culture

Rirans are kindly people who express affection openly, and it's common to see couples holding hands or kissing in public. In Rira, men often go bare-chested and opt for waist wraps similar to the styles worn in Iri. Women's shirts are generally sleeveless, cropped above their navels, and paired with billowing skirts.

Humans of the Iriali and Riran ethnicities are known for being tall with light skin and blond hair, but their genetic similarities end there. Rirans generally lack the metallic hue of the Iriali, and they're more ethnically similar to the Shin.

Religion

Some aspects of Iriali culture have spread to Rira, such as belief in the One, but they're not mainstream. Rirans have their own religious beliefs, and those who accept the One typically do so within their broader understanding of cosmology, sometimes including the Heralds and the Almighty. Rirans are often superstitious and practice rituals such as rubbing a stone over their bodies once a month to oust bad memories hiding in their skin.

Sovereignty

Iri's claim on Rira is salt in a perpetually bleeding wound. Some Riran historians believe their ancestors inhabited both Iri and Rira as one kingdom before the Iriali arrived and forced the Rirans from the kingdom's western flank. During the Silver Kingdoms era, the sister nations were ruled by Iri, but Rira has since broken off.

Tensions also brew on the massive lake between Iri and Rira. Both nations rely on fish as a food source. Iri claims Riran fisherfolk are purposely overfishing, while Rira accuses Iri of expanding its water border past where the land border indicates is fair.

Military

Rira's military exists only to fend off Iri's. Military spies identify weak points in Iri's troops and pass the information along to strategists who advise Riran generals. Their soldiers are fewer in number and lack the fancy equipment of the Iriali, but when provoked, they know how to hit their neighbor where it hurts.

Resources

Farming, fishing, and mining account for much of Rira's economy. Tourism in the alluring sunken forests attracts Rirans, Iriali, Reshi, and even visitors from Babatharnam.

Rira once had a set of Shardplate, but the nation lost it after a noblewoman named Evi fled to Alethkar to court Dalinar Kholin.

Oathgate

An Oathgate stands in the Riran city of Kurth, the City of Lightning.

After the Everstorm

The enslaved singers in Iri and Rira awakened in the Everstorm, unprepared to face the onslaught of human opinions about their fate. Some singers believed in the One worshipped by most humans of Iri and Rira; many of these humans were wililng to accept the singers into their religious narrative, so some singers aspired to join human religious communities. Other singers sought their own gods for guidance. Rira exiled the singers of their nation immediately, sending them across the border to Iri. Meanwhile, Iriali singers who transformed into mediationform sought audience with the monarchy. They argued that the land was rightfully theirs and that the Iriali were merely visitors.

The Iriali, looking to their belief that Roshar is merely one step in their Long Trail, acknowledged the singers as the rightful stewards of the land. This began a process of peaceful surrender—but it was complicated by the arrival of the Fused, who commanded awakened singers to join Odium's forces. After the Fused took control of Iri's military, an army of combined human and singer forces overtook Rira, which by extension, became part of Odium's territory. In the wake of the Battle of Thaylen Field, Iri continued its conquests, turning an eye to the Purelake and surrounding nations.

Iriali and Riran Singers

Iri dates back to the Silver Kingdoms era. During the Desolations, it was held more often by singers than humans. Its capital, Rall Elorim, exchanged hands many times and still includes examples of ancient singer architecture.

During the Era of Solitude, ethnic Iriali people never fully embraced the Rosharan custom of exploiting enslaved singers. Older Iriali took little interest in singers, while some younger Iriali speculated singers might be part of the One and should be allowed to live more varied lives as unique contributors.

Of all the nations on Roshar that enslaved singers, Iri is the only one where humans and singers achieved peace after the Everstorm. This didn't stop Iriali singers from feeling bitterness and despair at memories of enslavement, but the singers of Iri are working to build new lives.

Having made peace with the Iriali humans, the land's stewards aren't as eager to accept Odium's gifts. They accepted his aid and marched to liberate singers in Rira, but many remain skeptical of the Fused. Some singers even work with humans to resist Odium in Rall Elorim (described in chapter 6).

Jah Keved

A city square bustles as various languages chorus in the background. A group of wealthy women pause to inspect a pamphlet of havah styles, then they pursue the sweet aroma of lunch offerings from an upscale restaurant. A chull wagon struggles to navigate the busy streets. Its driver narrows his eyes at the constant foot traffic, only to switch to a polite nod as two ardents cross his path. Jah Keved is a modern kingdom with religion at its heart and ambition in its nature.

Second only in size to Alethkar, Jah Keved is a nation in the central eastern region of Roshar. It is verdant with a fairly temperate climate. The Veden people aren't as emotionally reserved as their Alethi neighbors, but they consider themselves an emblem of Vorinism and adhere strictly to its tenets.

Sweeping hills cover the borderlands that separate Jah Keved from the warlike Alethi people, whom Jah Keved has provoked in the past through border skirmishes. Despite their competitive nature, the two Vorin nations are mostly affable, and it's not uncommon for members of their nobility to intermarry.

Government

A king rules from Jah Keved's capital city of Vedenar. Highprinces hold regional territory and serve under the king; this governing body closely resembles Alethkar's. Some Veden highprincedoms are Valam, Abrial, Boriar, Evinor, and Jal Mala.

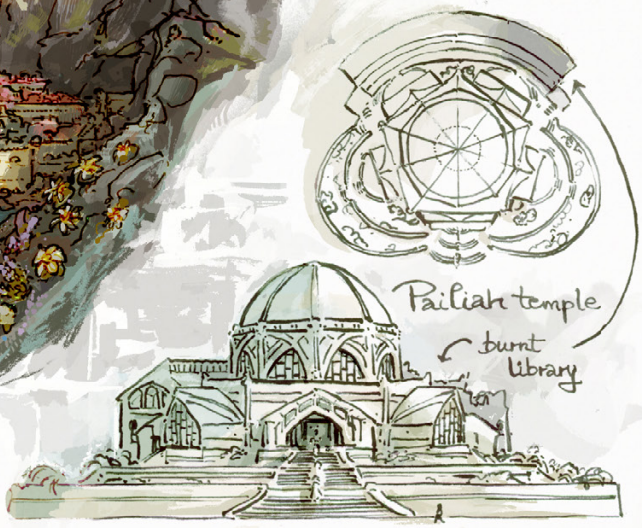
Jah Keved was once the largest kingdom on Roshar, but it lost this claim after the princedoms of Alethkar unified under King Gavilar and established that nation's modern borders.



Vedenar, capital of Jah Keved.

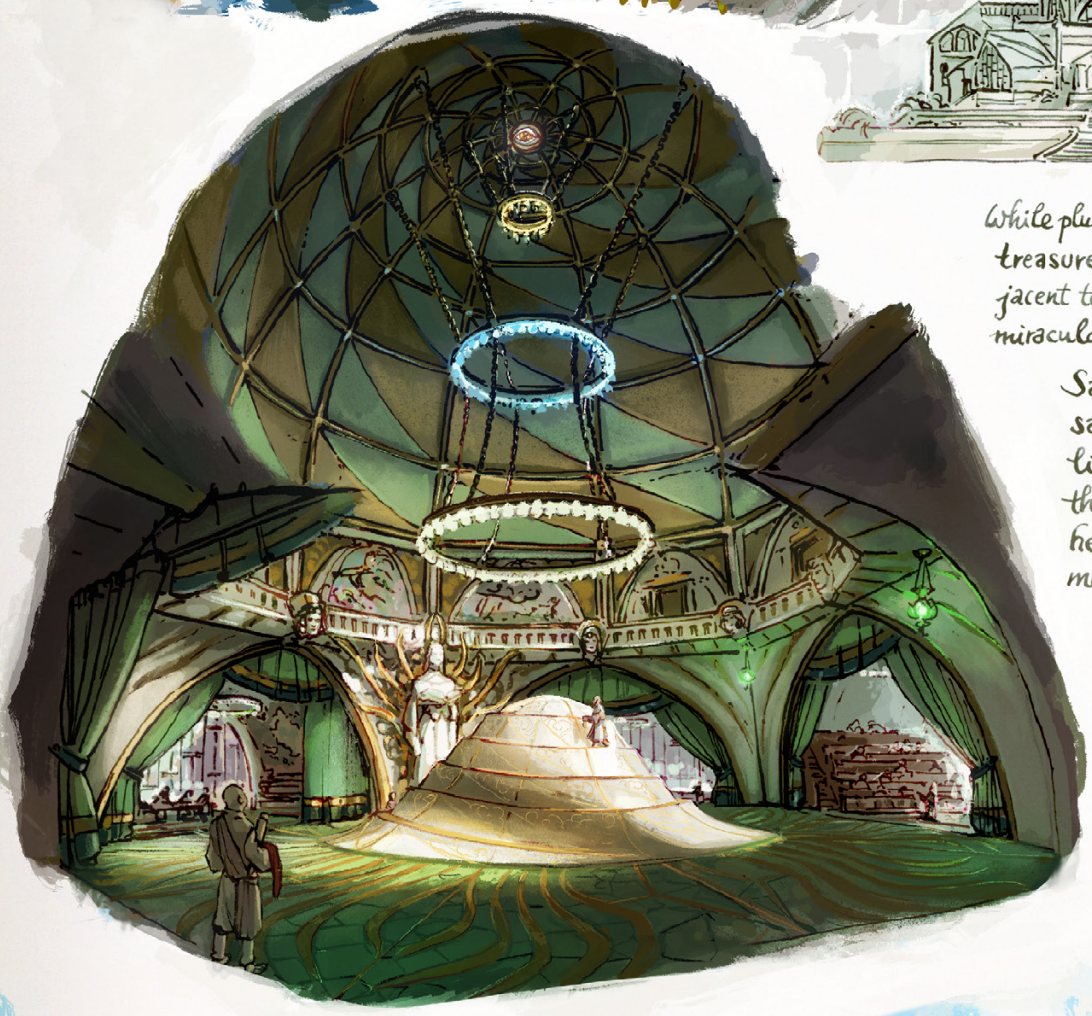
MARIE SEEBERGER



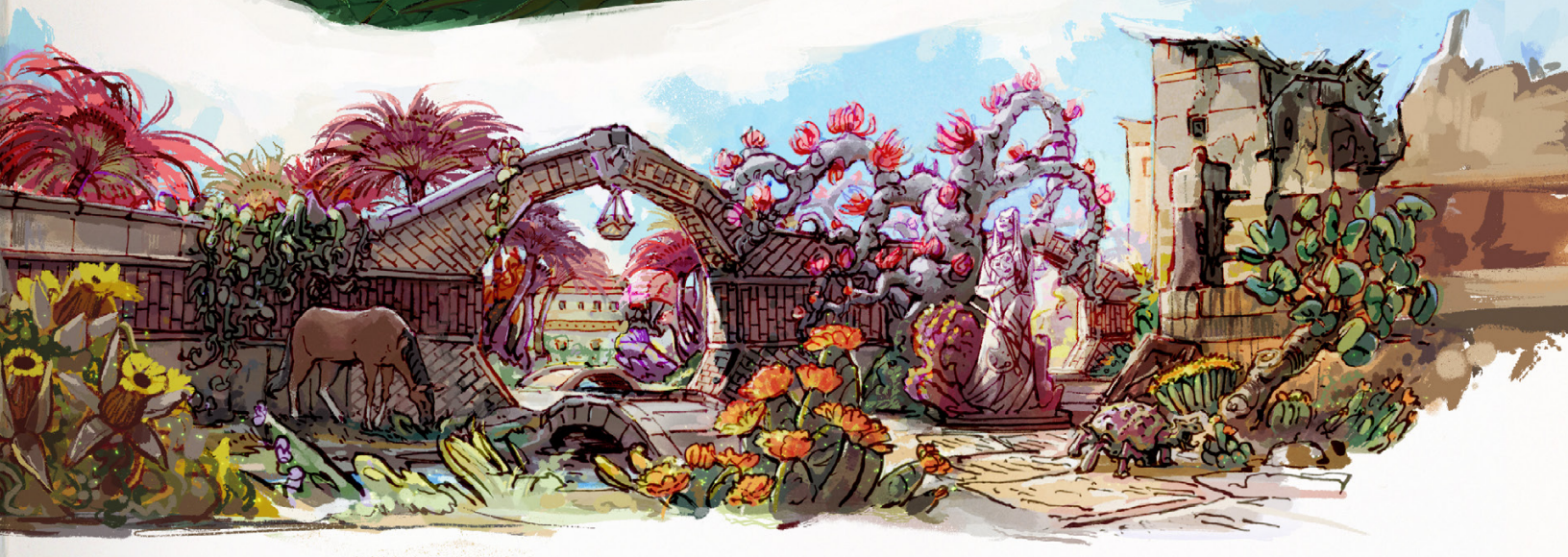


While plundered for its more portable treasures, the Pailiah temple adjacent to the Devotary of Sincerity miraculously remains unblemished.

Sadly the same cannot be said about its extensive library. Khatbranth and the Palanaeum are currently helping to restore it as much as possible.







Military

Jah Keved has an extensive military force with well-constructed fortifications, and each highprince maintains their own army. Though the Alethi are famous for having the most ferocious soldiers, Veden soldiers are considered very capable, and Veden generals are expert strategists. They utilize relatively small raider armies, quickly dispatching them to gain an advantage on the battlefield before larger armies are brought in.

Veden Culture

Historically, the inhabitants of Jah Keved have included multiple human ethnic groups and a large population of enslaved singers. Much like in Alethkar and Kharbranth, the lighteyes are the ruling class of Jah Keved, with the darkeyes facing discrimination.

Ethnic Groups

Jah Keved has four main ethnic groups. Vedens are the largest and control the government, but the other ethnic groups have been able to maintain their ancestral lands.

Veden

The ethnic majority in Jah Keved, Vedens are known for having light tan skin and violet eyes. They can have a variety of hair colors, usually black but occasionally including red, hinting at ties to the Unkalaki people of the Horneater Peaks.

The Veden language is very similar to Alethi due to its Vorin roots, and people from both lands can typically understand each other. Vedens generally treat ardents with the utmost respect, relying on them for their worship.

Siln

The people of Silnasen don't care to keep up with the latest advancements of the world. Their land was once a dynastic city-state, and though they're now under Jah Keved's rule, they continue their traditions of hunting and gathering. They speak the Siln language. Siln people typically have tan skin and medium-to-dark hair.

Bav

Bavland has its own borders and functions independently from the rest of Jah Keved. It's known for being dusty and rich in natural minerals and ores, and most Bav men hold occupations relating to the mining industry. The Bav speak a language of their own, which includes multiple dialects. Like the Siln, the Bav people generally have tan skin and medium-to-dark hair.

Most households have a closed porch with a washing basin; here, family members are expected to wash before entering the living area. The Bav consider it unlucky to be the last one to return home—likely because the water in the washbasin gets murkier with each arrival. If an important guest visits a Bav household, it's polite for the host to insist they need not wash before entering, and after the visit, to avoid disturbing any resulting dust or debris for ten days.



VEDEN COUPLE DRESSED FOR TEMPLE

Unkalaki

Although their territory is within the borders of Jah Keved, the Unkalaki people of the Horneater Peaks consider themselves independent (see the earlier "Horneater Peaks" section). They have singer ancestry, which impacts their physiology and culture in unique ways.

Family Structure

In Veden society, sons are given two names. The first name signifies their birth order, beginning with Nan, Tet, Asha, and Van for the first four sons. The second is their given name. If a son dies or is disowned, the first names of younger sons are moved up to close the gap. Children of other genders only receive a given name without regard for their birth order.

Surnames are kept for a lifetime, so married couples usually have two different surnames. When children are born, they take the surname of their parent who is ranked most highly in the Vorin caste system. If both parents are of equal social class, the child is given their father's surname.

Religion

Most people in Jah Keved practice Vorinism, the official religion of their kingdom. Major cities in Jah Keved contain at least one temple for each Herald, and ardents are esteemed more highly in Jah Keved than in most other nations. The people of Jah Keved tend to view their nation as more devout and righteous than any other.

The Holy Enclave, the center of the Vorin faith, is located in the city of Valath. Meanwhile, the capital city of Vedenar is known for its temples that represent every devotary in the Vorin church, even smaller orders such as the Devotary of Sincerity.

Resources

Jah Keved boasts a large collection of Shardblades, second only to Alethkar. The Veden agricultural industry is fairly robust, and Vedenar is an important port city. Religious resources related to Vorinism are in abundance in Jah Keved, and the city of Valath is home to a major spanreed hub.

Oathgate

An Oathgate stands in Vedenar, the capital of Jah Keved.

After the Everstorm

Jah Keved experienced enormous changes in the couple of years leading up to the True Desolation. The Veden civil war deeply wounded the nation following King Hanavanar's assassination, just as intended by the Diagram. In the ensuing power vacuum, several factions competed to seize the throne. The Unmade Nergaoul stoked the flames of insurrection with the Thrill. Any sense of patriotism failed as previously allied armies turned on each other with inflated bloodlust. King Valam won—only to name Taravangian his heir just before he died.

The beginning of the True Desolation spelled the end of Veden independence. As the king of Kharbranth and the new king of Jah Keved, Taravangian commanded the Veden forces. He directed Jah Keved to openly support the Coalition of Monarchs—but behind the scenes, he maneuvered Jah Keved to switch sides, appointing leaders ready to betray Dalinar and serve Odium.

Veden Singers

Enslaved singers in Jah Keved shared a similar lifestyle to their Alethi counterparts. They lived in the background of society, even when they worked in the heart of a big city, never truly seen and always pushed to their limits.

When the Everstorm awakened Veden singers, they immediately rebelled. Some employed guerrilla tactics they had observed during Jah Keved's civil war, while others withdrew to the countryside. After a counterattack by the Veden military, most singers were driven into Alethkar.

Veden singers are more likely than most singers to adopt elements of Vorin culture—such as praying to the Almighty or wearing safehand gloves—though the Fused punish such behavior. Veden singers are also among the most eager to join Odium's forces. Many of them have joined larger armies in Alethkar, while others joined the invasion of Thaylen City.

He tried to put all of that out of his mind as he toured Vedenar, one of the great cities of the world, known for its amazing gardens and lush atmosphere. Unfortunately, the city had been devastated by the Veden civil war, then the subsequent arrival of the Everstorm. Even along the sanitized path he walked for the tour, they passed scorched buildings, piles of rubble.

JULIA MADDALINA

Kharbranth and the Frostlands

Bells ring to signal the hour. Laborers weave through busy streets, hefting bundles of merchandise on their shoulders. The bitter perfume of medicinal herbs lingers near an apothecary, causing a passing Makabaki sailor to wrinkle his nose. Parshmen carefully slather periwinkle paint on a brick building as their taskmaster stops a peddler for some spicy boiled cremlings. Kharbranth brims with culture, movement, and a zest for discovery.

The independent city-state of Kharbranth is located on the westernmost tip of the Frostlands in southeastern Roshar. Long ago, it began as a pirate town on a sheltered harbor, then developed over decades into a kingdom.

The mountain enveloping the city offers significant shelter from highstorms. Bells throughout the city are said to warn citizens of approaching highstorms since the winds are often too gentle to signal the storm's arrival. These bells also ring to announce the passage of time, earning Kharbranth the nickname of City of Bells.

Government

King Taravangian rules over Kharbranth as a seemingly benevolent monarch. He endeared his subjects to him by visiting hospitals and comforting patients. However, his subjects can't see the truth of who he has become. After visiting the Nightwatcher in a desperate attempt to help save Roshar, Taravangian isn't only the compassionate steward the world sees, but behind closed doors, a scheming tyrant.

The royal colors of Kharbranth are burnt orange and white, which the world has come to associate with surgeons and healing thanks to the city-state's unparalleled hospitals.

A long-standing right-of-migration law allows human immigrants to enter and leave Kharbranth at will, lending the city a distinctly cosmopolitan feel.

She could hear the bells already, tinkling in the wind, ringing with pure voices. She had to strain her neck to look up toward the city's loftiest rim; Kharbranth was like a mountain towering over her.

Military

Kharbranth doesn't maintain a formidable army or navy, though they have a small force of trained soldiers and the ability to requisition a naval fleet of merchant ships if the need presents itself. This approach serves as a strategic deterrent: by remaining vulnerable but adding significant value to the world's medical advancements and care, any invaders would subject themselves to the scorn of the international community.

Kharbranth has historically avoided conflict with other nations, and the nation has been known to deploy surgeons to tend to the wounded on both sides of international wars it's not directly involved in.



KING TARAVANGIAN

DARKO STOJANOVIC

Kharbranthian Culture

The city-state is densely populated by a diverse patchwork of people. Humans from all over Roshar live as neighbors in the port city. Enslaved singers toil throughout the steep roads, hauling goods and rickshaws, though human slavery is forbidden by the monarchy.

Kharbranth has a bustling nightlife. While its offerings are tame in nature, one can easily shop or go to a restaurant for soup late at night. It's not uncommon for people to visit Kharbranth for business or pleasure, then end up staying for its many amenities.

Humans of the Kharbranthian ethnic group are similar to the Veden, Bav, and Alethi people. They have tan skin and dark hair, and they commonly speak Kharbranthian, a Vorin dialect. Immigrants from across Roshar are commonplace.

Caste System

The Vorin social castes of lighteyes and darkeyes determine a human's general lot in life, but less so than in nations such as Alethkar and Jah Keved. Public services like free healthcare are available to all humans, not only to the privileged lighteyes. Immigrants from non-Vorin nations are assigned a caste and rank based first on their eye shade, then with consideration for their level of wealth and their career.

People who come from nations that don't factor eye color into status tend to find this practice insulting. Many who would be equivalent to a third or fourth dahn in their homeland are merely given first nahn in Kharbranth. This has led to a huge wealth disparity within the first nahn, since one person with the rank might be a huntmaster, while another could be foreign nobility.

City Layout

Crem, daub, and mud are popular building materials in Kharbranth. Colors are used to identify buildings: for example, green denotes a restaurant, violet is used for textile shops, and pastel colors are reserved for domiciles. The most common building colors are red and orange. Blue and yellow are used sparingly, creating exquisite accents when the city is viewed from afar.

Due to the slope of the city, chull wagons can't effectively navigate the streets, so merchants pay darkeyed runners to transport their goods from the docks to the marketplace. Most people walk the busy streets, but rickshaws and palanquins are available to the wealthy. Gravity allows the distribution of running water through an advanced plumbing system.

Medical Prowess

Advancements in the field of medicine often originate in Kharbranth. Students from all over Roshar take demanding entry exams and pay exorbitant tuition to train as surgeons at the Great Concourse of Kharbranth.

Hospitals are open to the public for treatment of physical and mental illnesses. There is no charge for treatment, as the hospitals are fully funded by revenue from the Palanaeum.

Religion

Most citizens of Kharbranth either practice Vorinism or hide their fringe religious views. Publicly criticizing the Vorin church is considered a social infraction.

The Conclave

Built into the mountain, the Conclave sits proudly at the top of the city, and its brightly painted domed roofs can be easily spotted by ships approaching the port of Kharbranth. This official city building includes the royal palace, a luxurious guest wing for important visitors, beautiful gardens, and the library known as the Palanaeum. Heatrials—heat-producing fabrials—are used to warm water as it runs through the Conclave's plumbing system. Guests often find it hard to leave once they've experienced the comforts of Kharbranth's scientific advancements.

Though the surrounding mountain protects the city from highstorms, the force of the storms breaking against the mountain can cause damage within the Conclave.

The Palanaeum

Roshar's largest library resides within the Conclave. Admission to the Palanaeum is expensive, as the library holds over seven hundred thousand texts and is diligently staffed by ardents.

The royal treasury is incorporated into the Palanaeum itself: glowing emeralds light every row of the library's shelves.

Resources

There are hardly any natural resources of value in or around the port city. Kharbranth's economy relies on international trade, as without it, the city couldn't sustain itself.



After the Everstorm

Unbeknownst to all but a small group of advisors, King Taravangian used his boon from the Nightwatcher to form the Diagram, a prophetic design for saving his people. He also built a secret organization to bring the Diagram's machinations to fruition (see "The Diagram" in chapter 5). After sending Szeth to assassinate world leaders, Taravangian claimed the Veden throne. During the Everstorm, Taravangian entered into a private agreement to serve Odium so long as the hateful god spared Kharbranth from the coming destruction.

To protect Kharbranth from his sins against the rest of humanity, King Taravangian distanced himself from his inner circle. He later abdicated the throne to his daughter, Queen Savrahalidem, whom he kept completely ignorant of his designs. Once his treachery was revealed, he stood alone, just as he'd planned.

Kharbranthian Singers

Due to Kharbranth's concentration of wealth and its rejection of human slavery, the city-state had one of the highest concentrations of enslaved singers on Roshar. They were consigned to monotonous drudgery as porters, laborers, and lift attendants.

Just before the Everstorm, King Taravangian ordered Kharbranth's enslaved singers to be taken away from the city. Some were sent aboard ships to the Frostlands; when they awakened, these singers found themselves in unfamiliar lands with no connections or resources. Some slave masters ignored the king's eccentric order; the singers they had enslaved met a worse fate, as the city's militia sought and murdered each awakened singer.

Frostlands

Subject to severe highstorm exposure, the Frostlands of southern Roshar remain largely ungoverned. The Unclaimed Hills in the upper Frostlands stretch from the eastern border of Alethkar to the Ocean of Origins.

New Natanan

The small Vorin nation of New Natanan perches on the shores of the Ocean of Origins. The Natan people are known for having pale blue-tinted skin and white hair.

This city-state is a vital location for announcing highstorms to the rest of Roshar, as the storms strike here first. Ships often stop at its docks to regroup, and the Natan port serves as an active trade hub.

Shattered Plains

South of the Unclaimed Hills lie the Shattered Plains, a historically significant and geologically distinct area described in the "Shattered Plains" section of chapter 6.

Southern Frostlands

Plagued by bandits and military deserters, the southern Frostlands are generally best avoided. Merchants travel through this territory when they must, but they tend to be skittish about it. Regardless of the dangers, it's a popular route for slave traders.

Unclaimed Hills

The Unclaimed Hills range greatly in size; some are tall and steep, while others are short and rounded. Coarse grass covers the hills, each blade retracting into the rocky ground when a highstorm hits. Rockbuds and other flora that grow well elsewhere are measly in stature here. Cremlings hide for prolonged periods of time, only emerging from their shelters to hydrate after highstorms.

Listeners once lived in the greater Unclaimed Hills, but they have since congregated deep within the Shattered Plains. Small camps of Natan people reside in the hills, but they are few and far between.

LOGAN FELICIANO (LEFT); ANTHONY AVON (RIGHT)

Purelake and Environs

Fisherfolk test their footing as they wade farther into calm, shallow waters. Sunlight beats down on their bare shoulders like a soothing drum. In the distance, fish dance, springing from the water and diving back in with vigor and grace. Time passes indiscernibly. A fisher stumbles into a sinkhole, reluctantly exclaiming praises to Vun Makak for granting him the misfortune—as it was surely the god's will. The water shimmers incessantly in the late afternoon sun, and the fisherfolk keep to their work. The Purelake is known for tranquility, anchoring its people in the present.

Steeping in the central western region of Roshar, the Purelake is a shallow, expansive body of water. Fish are plentiful, and superstitious Purelakers claim that some have special properties. Surrounding lands whose shores dip into the Purelake also share in the bounty of fish along their coasts.

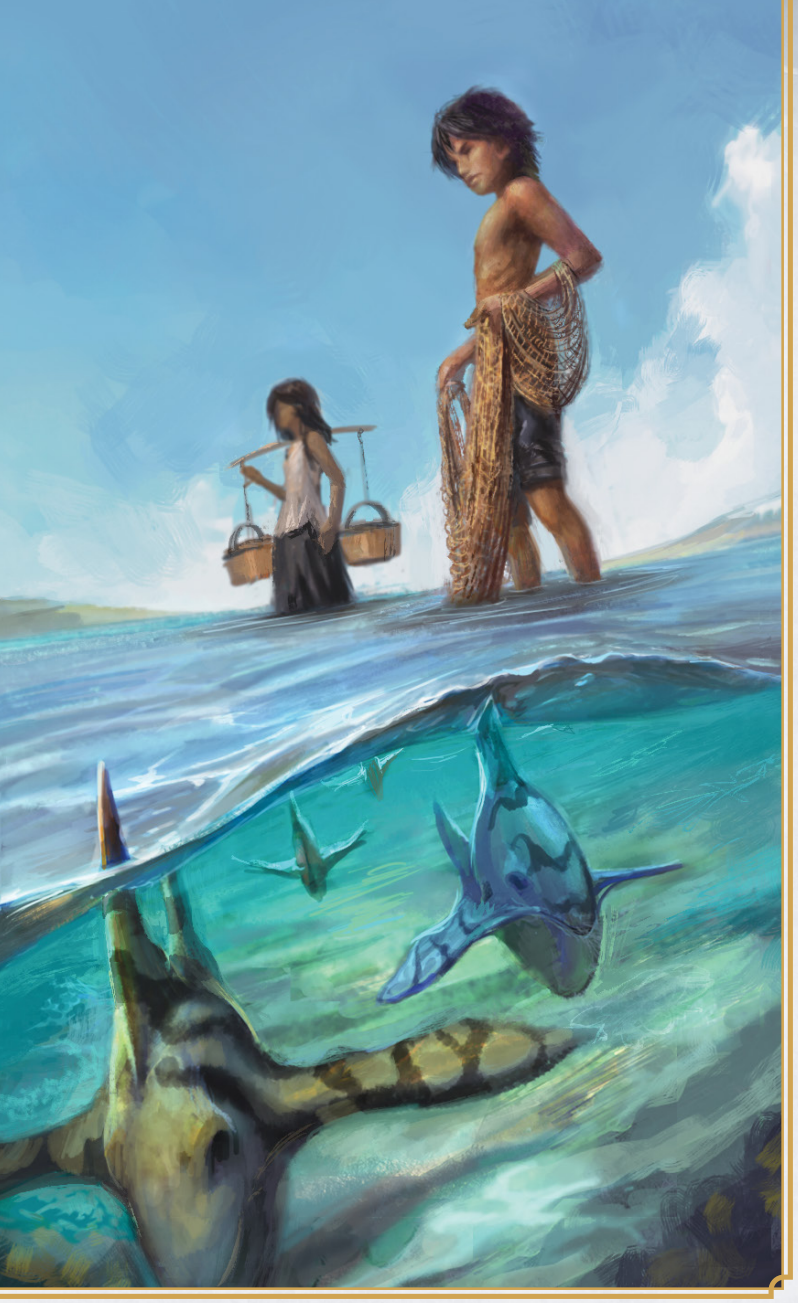
Government

In the Purelake, autonomous villages exist in place of a universal government. They are peaceful and generally disinterested in foreign affairs. The region has no official military force, though villages raise militias during times of crisis.

Ecology

Cultivation's influence is believed to contribute to the Purelake's resilience and abundant life. Fish, cremlings, and riverspren inhabit the pristine waters. Warm and mild, the Purelake's climate is comfortable and consistent, though it grows colder during its relatively gentle highstorms. Water in the Purelake drains into sinkholes during highstorms, and it can't be permanently corrupted by human waste, as it's periodically cleansed through the storms.





The Purelake seemed to extend forever, wide as an ocean. Szeth's steps startled schools of fish, which would follow behind him for a bit, occasionally nipping at his boots. Gnarled trees poked from the shallows, gorging themselves on the water while their roots grasped the many holes and furrows in the lake bed. Rock outcrops broke the lake near the coast, but inward the Purelake grew placid, more empty.

Selay Culture

Most humans living in the Purelake region belong to the Selay ethnic group that has been in the Purelake for centuries. The Selay people have dark hair and bronze skin, sometimes marked by subtle ripple patterns. The Selay believe sunlight is important to their health. Men typically go shirtless and wear short pants and sandals, while women wear simple chest wraps and short skirts.

Purelakers speak Selay, which is similar to Iriali, Reshi, and other languages in northwestern Roshar. Fishing is the most common occupation among the Selay, and they use rafts as carts to carry belongings over the water. Purelaker architecture styles are inspired by the rounded forms of rockbuds.

Time is relative in the Purelake. Just as the waters are calm and in no short supply, time is seen as abundant. The Selay don't like to be rushed, as the feeling is foreign to them. They trade through giving and receiving gifts or favors.

Selay people are highly superstitious. They believe the future can sometimes be read through the tides, similar to the Iriali tidereaders.

Religion

The Selay believe in brother gods called Nu Ralik and Vun Makak. They worship the upright brother, Nu Ralik—but never openly, lest they draw the ire of his jealous brother. Therefore, the Selay pretend to venerate Vun Makak and encourage his ego by permitting him to punish and curse them. Meanwhile, they save worship of their true god, Nu Ralik, for holy grottos alone.

Resources

Fish and water vegetables are the primary natural resources of the Purelake. The Selay people believe certain fish possess magical properties. Kolgril are lucky fish which, when eaten, supposedly cure aching joints for a month—and can sometimes allow the eater to read the clouds and predict the visit of friends. Minnows, stumpy cort, and spikemane also populate the Purelake.

Environs

Four nations border the Purelake: Marabethia, Babatharnam, Yulay, and Tu Bayla. The people of these nations have similar ethnic heritages to the Selay, and most have dark hair and bronze skin. They usually speak a mix of Selay and local tribal languages.

ADAM J. MARIN

Marabethia

Dividing the Purelake and the Reshi Isles, Marabethia is a land of big opinions and irreverent consequences.

Yu-nerig, large oceanic greatshells, live off the coast of Marabethia. They have gemhearts and are fit for human consumption. When criminals commit grievous crimes, lawkeepers hang them over a coastal cliff as yu-nerig bait. Surviving for a full week grants the criminal impunity—but such a feat is inconceivable.

Debate is a favorite pastime of the Marabethian people, and city pedestals are open for public use. Citizens can voice their opinions about controversial topics, drawing cheers from those who agree—and rotten fruit from those who don't.

A secret Skybreaker stronghold is located near the northern reaches of the Purelake, and the Marabethian government occasionally calls on them for assistance.

Babatharnam

The nation of Babatharnam stands between Rira, Marabethia, and Yulay. Its people place great value on thoughtful and precise communication. This sometimes leads to misunderstandings and offense from careless outsiders.

A tradition of crowning the oldest living man king has inadvertently placed an expiration date on the male citizens of Babatharnam. The current Monavakah Dynasty protects its status in the nation by exiling any man old enough to challenge its kings. Anyone who refuses to leave or who challenges them for the throne is immediately executed by assassins. While the Monavakah Dynasty has ruled for fifty years, whispers of rebellions grow too frequent to ignore.

Oathgate

The capital city of Babatharnam, Panatham, contains an Oathgate.

Yulay

Situated between the Purelake and Azir, Yulay acts as a bridge to the Makabaki region. A natural opening in the mountain range along its southern border connects it to the Azish Empire. Yulay has two towns in this region, Benru and Berqq, which serve as the hub of Yulay's trade with Azir. The people of Yulay were once concerned Azir would try to invade them to gain access to the Purelake, but they've since become confident the Azish Empire has no interest in doing so.

The people of Yulay prize the traits of hopefulness and patience. They've long believed the Knights Radiant would return.

Tu Bayla

With the Purelake at its western border and Jah Keved to the east, Tu Bayla has a unique vantage point for the bordering nations' drastically different lifestyles. Its people live in nomadic tribes and subsist on fish from the Purelake and the Reshi Sea, along with wild vegetation. Each tribe employs interpreters who speak multiple tribal languages, Selay, and either Veden or a Bav dialect.

Some tribes have superstitions about preserving fish from the Purelake, believing that fish must be eaten fresh; preserving excess for later is considered stealing.

After the Everstorm

Just before the Everstorm, a deadly plague swept across the Purelake. (Unbeknownst to the Purelakers, this virus was brought by worldhoppers who called it the "common cold.")

Still reeling from this plague in the Everstorm's wake, rumors spread among the Selay people, as they accused the storm of stealing the luck of their magical fish. As the True Desolation took hold, however, this turned out to be the least of their problems. Having lived in peace for generations, the Selay were unprepared for the malice of the Fused.

Once Iri surrendered to Odium's forces, the nation moved to conquer much of the Purelake and its environs. The Fused have stationed a few of their Regals in the area, though they are more concerned with their advancing troops than with the territory itself.

"There is a great deal of unrest in Babatharnam. It was dangerous to visit when we did. The Monavakahs make very certain that their family members live the longest; for fifty years, no one outside their family has become Most Ancient."

Reshi Isles

Light rainfall shrouds the beach in mist. Merchants relax in the sea's swaying embrace after a day of fierce negotiations. A group of carpenters shed their clothes and run into the water, rinsing sawdust from their faces and eyes. Local cooks carry firewood onto the beach, then begin roasting meat to serve to patrons returning from the waves. Children help rotate the spit, anticipating a reward of mashed fruit and oily meat. One child gasps and jumps excitedly, pointing at two faraway "islands" that are about to collide. The Reshi Isles are equal parts bliss and boredom—at least, when the Tai-na play nice.

Scattered along the northern cap of Roshar, the Reshi Isles sit near the equator, warm and thick with humidity. At times, the mist grows so dense, it's hard to see anything. Some of the smaller Reshi Isles aren't isles at all, but massive greatshells called Tai-na.

Government

The Reshi Isles each have their own monarch and a small force of capable soldiers. Ral-na, king of the Tai-na "island" called Relu-na, is a Knight Radiant whose body was healed to match his true gender through Stormlight.

Tai-na

Tai-na are ancient sapient greatshells who grow to startling sizes due to their aquatic habitat and ability to bond spren. The Reshi people call the Tai-na "islands" and have taken up residence on them accordingly. It's estimated a hundred Tai-na roam the Reshi Sea, with tens of them inhabited by small Reshi civilizations.

Each Tai-na has an enormous back with a mountainous, jagged carapace that grows taller toward the center of their back. They have a crustacean-like appearance thanks to their gigantic mandibles and mouth, eyes the



size of houses, and legs longer than sixty feet. Their feet reach the bottom of the ocean, which they traverse at a leisurely pace.

A Tai-na's back rises hundreds of feet above the water, providing steep yet usable land with a thick cover of bountiful jungle terrain. At the top of their head grows a meadow of rockbuds.

Most Tai-na are large enough to host small villages or entire towns on their backs. To make climbing up the island more feasible, the Reshi carve stairs into the carapace of the Tai-na's back—an act that doesn't affect the longevity of the Tai-na.

In general, Tai-na make excellent islands for the Reshi. However, these greatshells are sapient beings with minds of their own. If two Tai-na wander too close to each other, the outcome is unpredictable. Most of the time, everything is fine and the islands get along—but sometimes, they instead go to war. When two Tai-na clash, the Reshi who live on them participate in a limited capacity. A monarch and soldiers confront their peers on the opposing Tai-na, but their goal is more rooted in intimidation than bloodshed. The bolder warriors are deemed victorious.

While these interactions aren't generally very dangerous, some Reshi find them exceedingly annoying. While their gods, the islands, wage war, the Reshi must simply tag along for the ride. Once the islands are done quarreling, they go their separate ways, and their inhabitants resume their normal lives. People who find this occasional process too upsetting usually emigrate to the larger, stationary Reshi islands or to other coastal nations like Marabethia.

Reshi Culture

The population of the Reshi Isles is predominantly human. Though enslaved singers work at major tourist destinations on stationary islands, they don't live on any of the Tai-na islands.

Ethnically Reshi people have brown skin, black hair, and round faces. They speak the Reshi language in abrupt, medium- to high-pitched vocalizations. Many islands supplement their communication with dynamic hand gestures; Azish scholars believe these are abbreviated derivatives of an ancient sign language lost to time.



RESHI EMISSARY AND GUARD

ANTHONY AVON (LEFT); JULIA MADDALINA (RIGHT)

Many Reshi people savor the rush of a challenge. Bartering makes for fun competition, and it's considered both an act of commerce and a celebrated social pastime. Reshi take pride in what they do, balancing ambition, cleverness, and consideration for others. Conflict is generally playful and short-lived.

Fashion is of little use to most Reshi, and the hot weather makes excess decorative fabric impractical. Monarchs of the islands may wear swathing robes, but citizens tend to favor lightweight clothing woven from grass, simple vests, and tasseled waist wraps. Reshi soldiers wear crustacean breastplates and claw-like armguards.

Nudity isn't inherently sexualized in the Reshi Isles. Going topless is acceptable for people of all genders, and anyone can swim in the sea completely naked.

A Reshi trader attracts curiosityspren.



Tourism

Foreigners travel to the Reshi Isles for many reasons, most commonly to leave behind complex worries and live a simple, relaxing life. Most outsiders aren't aware many of the islands are greatshells until they arrive.

Some visitors become so fond of slow-paced life atop the islands that they never leave. This often requires them to exchange their wealth and belongings for permanent residency. Every monarch has their own requirements and customs concerning immigration.

Religion

Reshi worship the Tai-na as gods and feed them fruit offerings by lowering the fruit with ropes. Each Tai-na bonds a spren, which Reshi people consider the soul of their god island. Out of reverence, the Reshi don't speak of this to foreigners.

Believing bold behavior is rewarded by their gods, the Reshi strive to be fearless and resolute in all they do.

Resources

The Reshi feed themselves through hunting, fishing, and gathering. Their economy isn't centrally organized or regulated.

Reshi people are largely unaware of current events and economic conditions on mainland Roshar. Excess goods are traded to foreign merchants, who the Reshi rely on for essential resources that they lack raw materials for (such as medicine). However, the Reshi don't trust foreign merchants easily, due to trading with predatory ones in the past. Instead, they prefer to build trust with repeat visitors.

After the Everstorm

With the coming of the True Desolation, the Reshi Isles feel the attention of world powers on them for the first time in millennia. With much of northern Roshar falling to Odium's control, the threat of nationwide occupation looms ever closer. The Reshi Isles may lack an Oathgate, but Odium's goal of global conquest includes every nation on Roshar.

Reshi Singers

The enslaved singers of the Reshi Isles lived on the larger islands, primarily working as farmers, gatherers, dock laborers, and porters for visiting tourists.

Newly awakened singers left their lives of slavery with relief and a shared dream. Banding together, they took control of a sparsely populated island and turned it into a sanctuary. There, singers can heal and regroup, living quiet, leisurely lives without serving another species. So far, these singers have escaped the notice of the Fused, and the Reshi humans have not pursued them.

MARIE SEEBERGER

Shinovar

A shepherd peers up at the sky and adjusts the bright green handkerchief covering her hair, trying to determine whether the gentle rainfall is from a highstorm or a regular storm. As the droplets grow bigger and more urgent, she walks back to her house to enjoy a meal before returning to work. Grassy fields remain indifferent, absorbing the water without so much as a grateful twitch. Inside the house, another woman in a crisp white apron leans out the window to cast grains of wheat for her chickens. They cluck greedily as they eat, then stalk away in search of tiny creatures emerging from the damp soil. Shinovar is a sheltered land of rich agriculture and innocuous weather.

Crescent mountain ranges protect Shinovar on both sides, effectively isolating it from the rest of Roshar. The land was uninhabited by singers when humans first arrived on Roshar, and though the human refugees initially struggled to grow crops in Rosharan soil, they found Shinovar more hospitable than most of the world. Thousands of years later, Shin culture is still shaped by their exodus from the planet that humanity destroyed.

Government

The Shin people are governed by the Stone Shamans. That religious order is led by the Honorbearers who govern Shinovar; the number of Honorbearers depends on how many Honorblades the Shin possess (see "Resources"). Regional officials known as "those who add" include the Farmer, who guides the overall well-being of each community, and the Cook, who ensures none go hungry. Individual cities are led by appointed ministers and elected mayors.

Unbeknownst to all but the Honorbearers, all of Shinovar is ruled by an entity called the Voice.

Military

The Shin religion accepts that "those who subtract" are a necessary evil of any society, and each monastery commands a force of soldiers. The Farmer and General in each community can assign those soldiers as needed, most frequently to defend homesteads from foreign raiders.

Most soldiers are agile light infantry fighters who train beside Stone Shaman acolytes. They learn swordplay along with the martial art of kammar.

Millennia ago, Shinovar attempted to invade other parts of Roshar but eventually turned to isolationism. Most recently, the Shin armies fought one another in a brief civil war led by Szeth-son-Neturo, an Honorbearer who believed the Voice to be one of the Unmade. After Szeth was declared Truthless and exiled from Shinovar, Shin soldiers have seen no major conflicts.

Shin Culture

All people living within Shinovar are human. Ethnically Shin people are shorter than most humans on Roshar and remain very close in appearance to their ancient ancestors. They lack epicanthic folds on their eyes, a feature that some foreigners describe as imparting a youthful or eager look. Their skin tones vary widely, including the tans and browns found in other parts of the world, but they're the only nation on Roshar where pale, pink-tinged skin is commonplace.

The people of Shinovar speak the Shin language, which diverged long ago from other languages on Roshar and thus differs greatly from them. The Shin people value honesty, humility, and actions that "add" by bringing life or beauty into the world. However, their isolated culture leads to fear and distrust of outsiders, whom they call stonewalkers.

SHIN FARMER AND COOK



DARKO STOJANOVIC


Ayabiza
Bondsmith
Windrunner
Truthwatcher
Skybreaker
Lightweaver
Edgedancer
Dustbringer
Elsecaller
Mokdown
Willshaper
Koring
Clearmount
Stoneward
You wouldn't believe what I had to do to fetch this one-of-a-kind map of the monasteries. I hope news of the debacle doesn't reach you before I can relate my side of the story. —Nazh

Social Ranking

Shin citizens divide themselves into "those who add" and "those who subtract," forming a social hierarchy based on contributions to the welfare of others. These roles are signaled by the splashes of color that people with different occupations are allowed to wear.

The Farmer of each community is a highly respected leader who is entitled to wear a brightly colored robe with a long train that covers their horse while they ride.

Other people who contribute to society—such as shepherds, musicians, and dancers—wear simpler clothes but can adorn them with a single bright garment, such as a sash or bandana. Meanwhile, merchants and traders are expected to choose splashes that aren't too ostentatious. These customs vary by region and are different in cities and rural areas.

At the bottom of the social ladder, warriors are thought of as destroyers; rather than adding to society like farmers do, warriors take away. Any Shin citizen who picks up a weapon is forever condemned to the life of a lowly warrior. They must wear a simple brown uniform and relinquish their freedom to the will of the Stone Shamans.

Shin Names

Shin names customarily string three parts together as one. The first is the person's given name; the second reflects their gender by calling them either daughter, son, or child; and the last is the name of one of their parents (usually the one most similar to their gender or with whom they share the closest relationship).

If a person feels they've disgraced their parents, they may refer to themselves not as their parent's child, but as their grandparent's child's child. They do this by repeating the middle part of the name twice and changing the last part to the grandparent's given name.

Examples of Shin names include Ali-daughter-Hasweth, Gashash-son-Navammis, Masha-daughter-Shaliv, Szeth-son-son-Vallano, and Lanethen-child-Gemth.

A map of Shinovar and its monasteries.

ISAAC STEWART

Religion

Stone Shamanism is the only religion practiced in Shinovar. This faith reveres natural spirits, especially those of stone. To the Shin, stone holds sacred spren, so it must not be disturbed, broken, or touched by the general population. (See "Stone Shamanism" in chapter 3.)

Agriculture

Unlike the rest of Roshar, Shinovar is covered in fertile soil. Highstorms dwindle in intensity by the time they cross the Misted Mountains to Shinovar. While most of Roshar only experiences gentle, cremless rain during the Weeping, Shinovar regularly receives mild storms that further nourish its fields.

Crops that can't survive elsewhere on Roshar flourish here. These include offworld varieties the humans brought with them when they first arrived, such as strawberries, grapes, and wheat.

Foreigners aren't allowed on farmland.

Resources

The Shin operate mines where soldiers and criminals work. However, they often use Soulcast metal to make tools and weapons, as it doesn't require the butchery of stone. The Elsecaller and Lightweaver monasteries produce a small supply of Soulcast metal, but merchants are eager to find other sources from abroad.

Crops and livestock are abundant in Shinovar. Species of flora and fauna brought to the world by the original humans are considered exotic delicacies elsewhere in Roshar. Preserved fruit, chickens, horses, and other unique exports make the long journey to Shinovar worthwhile for ambitious merchants. Soulcast metal is the best currency to use when trading in Shinovar; the Shin consider the Stormlight in gems to be holy, and thus gems are unsuitable for common use as currency or light sources.

The Shin took possession of nine of the ten Honorblades after the Last Desolation, using them to train with the corresponding surges during the Era of Solitude. Nale and Ishar have since reclaimed their Blades, and Szeth took Jezrien's Blade; meanwhile, the Stone Shamans obtained Taln's Blade.

After the Everstorm

The Stone Shamans have long awaited the coming of the Voidbringers and the True Desolation, training generations to wield the power of the Honorblades. However, they have continued to isolate themselves thus far, standing apart from the conflict that embroils the rest of Roshar.

Thaylenah

A trader stands with long white eyebrows tucked behind his ear, haggling over a price. A captain hauls goods from her ship to shore. Apprentices and guards trail behind a master merchant in cap and vest, hurrying to an auction as the city's clocktower chimes. In Thaylenah, much of life is about buying, selling, and traveling on the open sea.

Thaylenah is an island nation in southern Roshar known for its traders and merchants. The nation spans three main islands along with several nearby islets. Thaylenah's population is concentrated in the largest of its islands, home to Thaylenah's capital, Thaylen City.

While Thaylenah is smaller than its northern neighbors, the nation's impact on Roshar is much larger due to its focus on trade, the backbone of the Thaylen economy.

Government

Thaylenah is an elective monarchy currently ruled by Queen Fen Rnamdi, a shrewd strategist. Each monarch is elected by an assembly of merchant councils and high-ranking naval officers. The selected monarch has authority over the decisions and direction of the nation, but they're generally thought of as the representative of the merchant guilds, rather than as an absolute ruler. The monarch's successor is also selected by the assembly on their death or abdication.

Military

Thaylenah has long focused on commerce instead of conflict. However, this island nation does have a long-standing naval tradition, and officers are trained extensively in naval tactics and strategies. For years, Thaylenah has commanded the largest fleet on Roshar. Though lacking much of a land army, the nation has a few highguards—members of long-standing houses who wield Shards—sworn to defend the kingdom. Collectively, they possess five Shardblades and three suits of Shardplate.

Thaylen Culture

People from Thaylenah are well known across the world. They have a reputation both for business and swindling, but they aren't considered to be particularly warlike or aggressive. Curiosity is a defining attribute of the Thaylen people, from the scientists of their artifabrian guilds to the traders and explorers who sail the seas of Roshar.

Humans who originate from Thaylenah generally have tanned skin, are shorter than average, and have epicanthic folds on their eyes, but they are most recognizable by their extremely long white eyebrows. While some Thaylens tuck their eyebrows behind their ears, others use wax or starch to form them into spikes, bangs, ringlets, and other distinctive styles.

Thaylenah is also home to immigrants from other Vorin nations. Those of mixed Thaylen heritage have streaks of white in their eyebrows, but their eyebrows don't grow as long.

Thaylen architecture is flowery and decorative, and their fashions similarly tend toward patterned silk vests, shirts, and skirts with a nautical flair.

The Thaylen language can be distinguished by its tendency to group consonants and its light inclusion of vowels. People raised in Thaylenah speak with a distinctive accent that often puts the accent on unexpected consonants and groups words together.

Caste and Gender

As a Vorin nation, Thaylenah follows the caste divisions based on eye color and the gender roles that Vorinism is known for, but much less strictly than in Alethkar or Jah Keved. Thaylens don't use the Alethi system of nahns and dahns nor do they have an extensive noble caste; social mobility is driven more by success in commerce.

Similarly, while women's and men's fashion and food do differ, gender roles aren't as strict as in Alethkar. All genders are permitted to become merchants, and men are allowed to read and write. Women generally cover their safehands with gloves instead of a full sleeve, and some Thaylens from younger generations reject covering them altogether.

Religion

A local form of Vorinism is predominant among Thaylens, though they reject its stricter aspects (see the previous "Caste and Gender" section). Most Thaylens also follow the Passions, a belief that wanting something strongly enough will draw it to you. Many believe that the most Passionate among the Thaylens will one day be able to reopen the Oathgates and use them as portals between worlds.

Resources and Trade

The kingdom possesses five Shardblades and three suits of Shardplate.

Thaylenah trades a variety of goods throughout Roshar by land and sea. These exports include cutting-edge fabrials. Thaylenah also participates in the slave trade.

Thaylen merchants are ranked with levels ranging from apprentices to master merchants. A merchant's cap and vest signify their rank, distinguishing them from any servants, guards, or apprentices around them. Those who wish to become a Thaylen merchant must apprentice with a master merchant who takes legal responsibility for them by becoming their babsk—their legal parent. The apprentice helps their babsk and learns from them until the master merchant declares the apprentice is ready to strike out on their own.

Most merchants own their own ships, but they can also rent barges to transport goods. Ship captains can be identified by the captain's cord, a twenty-foot-long white rope that each captain wraps in their colors and then strings on their ship's rigging as a mark of ownership.

In addition to the customary system of trade, Thaylenah has its own banking system. The gems in the Thaylen Gemstone Reserve serve as a representation of the money that individual merchants hold, allowing merchants to conduct deals without the threat of theft. Most of these gems are never removed from the reserve, though many were scattered across the city during the Battle of Thaylen Field (see "After the Everstorm").

Oathgate

An Oathgate stands in Thaylen City, Thaylenah's capital.



THAYLEN SAILORS

JULIA MADDALINA

After the Everstorm

Thaylen City suffered catastrophic damage during the first Everstorm. As the storm circles Roshar, the city struggles to rebuild. The once prosperous economy of Thaylenah is likewise collapsing.

A month and a half after the first Everstorm, Odium attacked Thaylen City with a combined army of warform singers and human soldiers. The Battle of Thaylen Field was the first major battle—and victory—of Dalinar's coalition in the war, and Thaylen City continues to be a bastion for Dalinar's allies.

Thaylen Singers

Enslaved singers in Thaylenah endured lives of uncertainty, never knowing when they might be plucked from their homes and sold to masters in a different land. Many worked in shipyards, assigned the grueling task of shaping Thaylen lumber into seaworthy vessels.

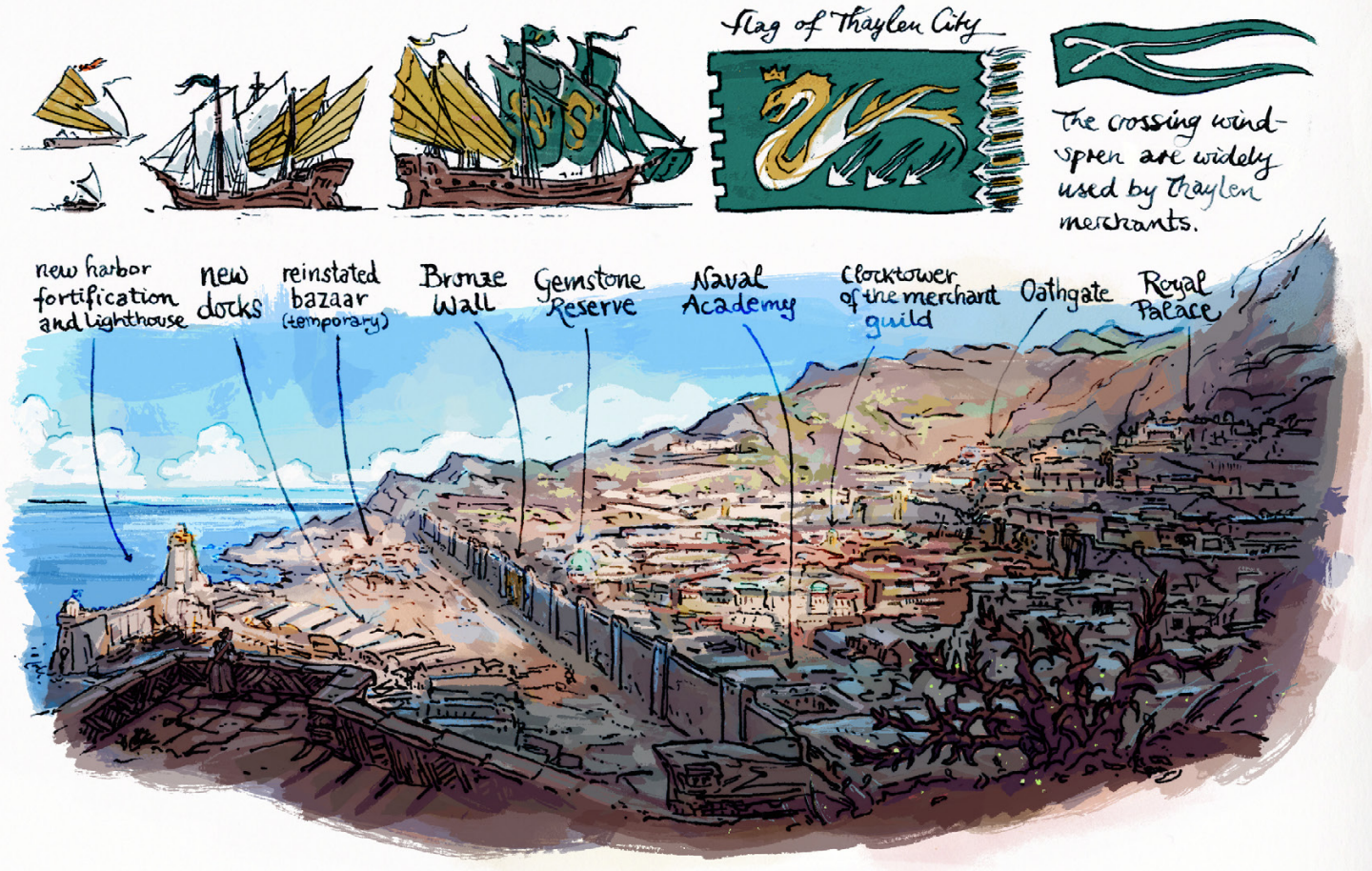
When Thaylenah's enslaved singers awakened, they could fully process the suffering the humans inflicted on them. Together, the singers commandeered most of the ships that survived the Everstorm—the very ships once used to deliver generations of their people as merchandise.

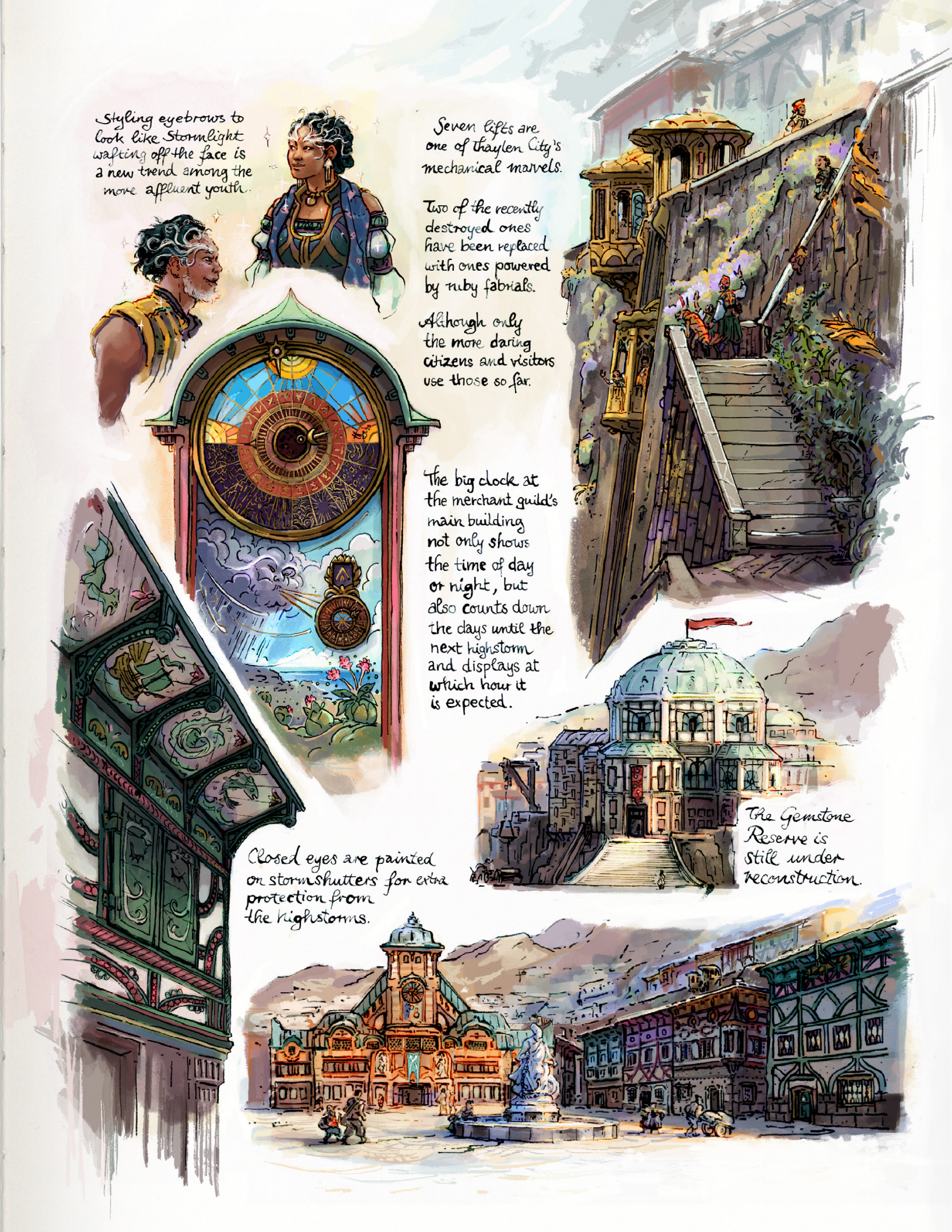
Singers and Listeners

The singers are the indigenous people of Roshar. They call themselves this because of their method of communication: They sense the ever-present rhythms of the cosmere, especially those on Roshar, and attune to particular rhythms to express themselves as they speak. The rhythms add context to their words, allowing two singers who can hear a rhythm to abbreviate their statements or add nuance.

Physically, singers are humanoids with marbled skin in shades of red, black, and white (most commonly in swirls of red-black or red-white). Their hairstrands are usually orange or red, and their eyes are shades of black and gray. Each singer typically grows carapace over part of their body, though the location and amount depend on the form they've taken (see the upcoming "Singer Forms" section). This carapace can range from decorative subdermal plates to chitinous armor. Singer teeth are stronger than human teeth, with molars and a digestive system that can process the shells of many Rosharan fauna. Each singer also possesses a gemheart, which is clouded white and fused to their sternum; this allows the singer to bond with spren and change their form in highstorms.

MARIE SEEBERGER




Styling eyebrows to look like Stormlight wafting off the face is a new trend among the more affluent youth.
Seven lifts are one of Thaylen City's mechanical marvels.
Two of the recently destroyed ones have been replaced with ones powered by ruby fabrials.
Although only the more daring citizens and visitors use those so far.
The big clock at the merchant guild's main building not only shows the time of day or night, but also counts down the days until the next highstorm and displays at which hour it is expected.
The Gemstone Reserve is still under reconstruction.
Closed eyes are painted on stormshutters for extra protection from the highstorms.

Age of the Dawnsingers

The Dawnsingers, the ancient ancestors of modern singers, thrived on Roshar long before humans arrived on the planet. Using their language, the Dawnchant, these singers recorded their history in a text called the Eila Stele. They also taught early humans to speak the Dawnchant, influencing the development of human languages on Roshar. Although the Dawnchant language was lost to the people of Roshar for ages and they had no way to translate the Eila Stele, the words contain major revelations about historical events that have long been mistaken. For example, it names humans as the Voidbringers—people who destroyed their own planet and entreated the Dawnsingers for refuge, only to bring destruction to Roshar.

The singers have undergone several cataclysmic changes throughout history. These include a war with the humans they accepted to their planet, followed by the human invasion of singer lands; the singers' subsequent turn to the power of Odium to fight back against the invasion, creating immortal warriors known as the Fused; the cyclical wars known as Desolations; and the severing of most singers' Connection and Identity when Ba-Ado-Mishram was imprisoned (see "False Desolation" in chapter 4). This final severing was devastating for the singers, leaving them in an almost catatonic state (see the upcoming "Slaveform" section). Called parshmen by the humans, these singers were subsequently exploited and enslaved by generations of humans.

The Listeners

One known group of singers was unaffected by this theft of the singers' sense of self and self-determination: the listeners. During the False Desolation, when Odium and the Fused were imprisoned, Ba-Ado-Mishram offered the singers a new type of power—Regal forms—and forged a supernatural Connection between all singers and herself. But unlike most other singers, the listeners refused to accept this offer. Seeking peace and independence rather than a return to war, a group of listeners (later called the Last Legion) separated from the other singers. This bold decision restricted their access to forms, but it had one dramatic benefit:



NIMBLEFORM AND WORKFORM LISTENERS

JULIA MADDALINA

When the Radiants imprisoned Ba-Ado-Mishram, all singers Connected to her were severed from their spiritual Identity. Only the listeners survived with their free will and autonomy intact.

Keepers of Songs

The listeners knew that once they rejected Connection to Ba-Ado-Mishram, they would be restricted to dullform and mateform. To ensure their descendants wouldn't forget, the listeners committed much of their knowledge and history to song, with each song using the beat of a different rhythm of Roshar. These songs include those like the Song of Histories and Song of Secrets, which document specific aspects of listener history, along with others like the Song of Making Paper and Song of Listing, which convey skills to pass on to future generations. There are over a hundred songs, and new ones continue being written. Each family of listeners assigned a keeper of songs; this person devoted themself to memorizing and passing this history to the next generation.

The songs helped the listeners maintain their culture even during the period they know as "the long sleep," when they knew only dullform and mateform and primarily occupied lands in what was once Natanatan and the Unclaimed Hills. Over time, led by the Five—a council who made decisions by majority vote—the listeners began working to discover more forms, beginning with workform. As this happened, the forms of the Five themselves changed, shifting from an initial council of only dullform singers to one in which there was one member of each known form.



The listeners could no longer hide. Conflict would find them. It was no longer a choice between their gods or freedom. It was a choice between their gods and human slaving brands.

The Listeners' Fate

After many generations of the long sleep, modern humans first encountered the listeners during the reign of Gavilar, an Alethi monarch. While early interactions seemed peaceful, King Gavilar's intentions were dangerous. Hoping a war between humans and Fused would ignite the return of the Knights Radiant, Gavilar sought the restoration of these listener "gods" (see "Listener Gods: The Fused" in chapter 3). A member of Gavilar's retinue offered a captive Voidspren to the listener scholar Venli, promising a path to forms of power.

This led to a time of dramatic change for the listeners, as Venli secretly bonded the Voidspren and used its knowledge of the past to rediscover warform. The listeners initially saw the Alethi as allies and sent a diplomatic delegation to Kholinar. There, listeners uncovered Gavilar's plan to restore the Fused and concluded he must be assassinated. These events led directly to the Vengeance Pact and the War of Reckoning (see "War of Reckoning" in chapter 4).

As war between listeners and Alethi escalated, Venli finally persuaded the Five to accept a forbidden form of power: stormform. Now susceptible to Odium's desires, the listeners used this Regal form to call the Everstorm, which struck during the Battle of Narak. In the wake of that chaotic battle, nearly all listeners were slain or had their minds overtaken by Fused.

Only a small group of listeners survived that battle, heading east to the floodplains to forge their own community. Led by Thude of the First-Rhythm Family, these listeners once again turned their backs on war and sought their own community.

Remarkably, the first Everstorm also liberated the singers' Identity, Connection, and free will. Around the world, parshmen awakened to the full extent of what the humans had done to them. In the wake of this change, most singers have once again turned to Odium to stand against the humans who enslaved them for generations. Accepting the Fused as their new leaders, these singers are united in opposition to the forces of humankind.

Singer Forms

Singers have bodies that morph to meet their needs when certain conditions are met. The transitions between forms hold spiritual significance for most who experience them. Some forms are optimized for study or crafting, while others fortify singers for war. Each one is accessed by bonding a certain type of spren to the singer's gemheart during a storm. These forms don't change a person's identity, but they can heavily influence their disposition and inclinations, resulting in personality changes. Certain forms grant extraordinary abilities of the mind and body; for example, they can physically alter the function and amount of carapace on a body, enhance or decrease muscle mass, and regulate hormones.

Recovered Forms

Though many singer forms have been lost to time, the listeners documented them in their songs after walking away from Odium (see the earlier "Keepers of Songs" section). The Song of Listing lists at least ninety-one different forms.

Before the Everstorm, only three lost forms had been recovered, allowing singers to take those forms after bonding the corresponding spren in a highstorm. Those forms (plus dullform and mateform) operate as follows:

Dullform. In dullform, singers hear rhythms weakly and have difficulty focusing. Simple tasks, such as memorization, require a strong force of will. Despite the name's negative connotation, dullform induces a protective state that optimizes survival, conserving energy for the most basic functions of the body. A singer can take dullform by bonding spren unaffiliated with other forms, or by bonding the incorrect type of spren for the form they intend to take. Babies are born in a growth-promoting version of dullform called childform; they remain in childform until they grow old enough to bond a spren in a highstorm, usually around the age of seven.



A form changes the way you think, Venli. Everyone knew that. Eshonai had lectured—incessantly, as had been her way—about not letting the form dictate one's actions. Control the form, don't let it control you.

Gender

Due to the singers' ability to take on different forms, their physical manifestation of gender is more flexible than that of humans. Additionally, singer culture doesn't tend to impose gender binaries as much as many human cultures do.

When procreating, a singer takes on the sex of male or female, which grants them the physical ability to reproduce. However, most singers lack the drive to reproduce unless they adopt mateform. Outside of reproduction, most singers instead present as malen or femalen, two more neutral expressions of gender. If they wish, singers can also manifest even more nuanced gender identities in their physical appearance.

Mateform. In mateform, a singer's body is optimized for procreation. While most other forms are also fertile, mateform directs a body's energy to hormone production and sexual function. A singer can take mateform by bonding a lifespren and concentrating on their desire to give and receive emotional intimacy. Only a few singers who choose mateform remain in it long term.

Nimbleform. In nimbleform, singers have greater focus and can perform a variety of complex tasks, especially those requiring dexterity. This form has minimal carapace, is physically weaker than others, and has lower endurance. It directs the body's energy toward increased brain function and fine motor skills. A singer can take nimbleform by bonding a windspren.

Warform. In warform, a singer's body increases in height and bulk and gains armor-like carapace. They are granted increased strength, endurance, durability, and slightly accelerated healing; in exchange, they require more food. Warform encourages pragmatism and decreases the ability to think abstractly. A singer can take warform by bonding a painspren.

Workform. In workform, a singer's body becomes stronger and more resistant to cold weather, and they grow carapace over the back of their hands. This form is optimized for labor. Workform inclines a singer toward obedience, task completion, and finding peaceful solutions over violent ones. A singer can take workform by bonding a gravitationspren.

Newly Rediscovered Forms

After Ba-Ado-Mishram's imprisonment, singers across Roshar existed in the state listeners called slaveform. When the Everstorm freed them, those singers gained access to their repressed identities and autonomy. Along with that, they rediscovered many additional forms, including artform, scholarform, and mediationform:

Artform. In artform, a singer's body is adorned in colorful, cosmetic carapace, their mind is inclined toward personal and artistic expression, and they become hyperaware of rhythms. A singer can take artform by bonding a creationspren.

Scholarform. In scholarform, a singer's mental prowess and patience increase, and they can retain large amounts of new information with ease. A singer can take scholarform by bonding a logicspren.

Mediationform. In mediationform, a singer's eloquence and mental clarity increase, and they can better communicate and resolve disputes. A singer can take mediationform by bonding a bindspren.



KATIE PAYNE

SINGER IN MEDIATIONFORM

Regal Forms

Singers who bond with Voidspren are known as Regals. This bond bestows powers that go beyond simple changes in form and mindset.

Regals are more powerful than other singers and humans. They have a difficult time hearing rhythms in the same way most singers do, instead favoring "rhythms of power." While listener songs do record the forms of power taken on by Regals, many have yet to be fully rediscovered or understood. Some Regal forms include the following:

Envoyform. Envoyform Regals are tall with long limbs, and their carapace is primarily ornamental. In this form, Regals can speak, read, and understand any human or singer language after hearing only a few sentences of it. Some envoyforms have a remarkable ability to infer intention and emotion from nonverbal cues.

Stormform. Stormform Regals are lithe with skin covered in protective ridges, a carapace mask beneath the skin of their face, and barbed carapace on the backs of their hands. As the name suggests, stormform Regals can channel red lightning as a weapon, using it to electrocute foes at a distance and overwhelm them with power at close range. (See "Regal" in chapter 8 for an example of stormform.)

Other Forms. Other known Regal forms include direform (an elite soldier covered in heavy carapace) and relayform (suited for scouting and passing messages). Listener songs record other Regal forms that weren't well understood during the Era of Solitude, including decayform, nightform, and smokeform. (For more information on Regal forms, see chapter 2 of the *Stormlight Handbook*.)

Slaveform

"I have spent my entire life *living in a fog. Every day knowing I should say something, do* something *to stop this! Every night clutching my daughter, wondering why the world seems to move around us in the light—while we are trapped in shadows."*

—Sah, formerly enslaved

Singers awakened by the Everstorm have endured unspeakably traumatic lives. Each enslaved singer was like a prisoner in their own body: aware of their environment and physical sensations, but deprived of agency and self-determination. Though born with minds and souls, they were cut off from the Identity and Connection that form their spiritual selves.

Listeners who observed singers in this state called it "slaveform," reflecting the oppression that its victims endured. Though it resembled dullform, it was actually the lack of a form, preventing those singers from binding spren. Singers without forms were compelled to obey basic commands and perform grueling physical labor. They felt the weight of enslavement and exploitation, but they couldn't defend themselves.

Humans called these singers "parshmen" and viewed them as having little ambition or impetus to act beyond following orders. However, singers in this form reacted strongly to the disturbance of their dead. They remained capable of limited speech and would sometimes hum to one another—an echo of the rhythms they could no longer access.

After the Everstorm awakened them, these singers remembered their lives spent in slavery and the sense of profound wrongness they suffered each day. Across Roshar, singers share a determination to never again let humans decide their fate.

After the Everstorm

With their sense of self and autonomy restored, many formerly enslaved singers fled the lives they had known to find new places and their own purposes. Most awakened in workform, though some took other forms.

Each singer had a lifetime of cultural exposure to the nations they were enslaved in; acting on this knowledge, many took on the activities and attitudes



of the humans they had lived among. Thaylen singers took to the sea in ships, Alethi sought war with their oppressors, and Azish attempted to negotiate with their government. However, most singers (reluctantly or otherwise) ended up pressed into the service of the Fused, who needed soldiers to conquer Roshar.

Some singers have sought independence, recognizing that Odium only seeks to use their justified anger for his own destructive ends. However, they face hostility on all sides. Most humans are incredibly dismissive of the abuse singers suffered at their hands, refusing to take accountability and instead treating the newly awakened singers as threats to be dealt with.

After generations of having their identities and selfhood suppressed, it's unclear what'll become of the singers in this new era, as they grapple with their treatment at the hands of humans and the ramifications of the True Desolation's world war.

Rhythms of Roshar

All singers can hear the rhythms of Roshar—ever-present melodies that suffuse the entire planet. There are many different rhythms, each associated with a different emotion.

A singer can attune to different rhythms corresponding to their mood; the melody affects how they speak, conveying their emotional state through the cadence of their words. By concentrating enough, a singer can even speak to a rhythm that doesn't genuinely represent their feelings. This can be done out of self-correction or in an effort to veil the truth.

Singers who take on Regal forms of power gain access to a new set of rhythms that have been changed by their connection to the god Odium. Each of these corresponds to one of the standard rhythms but alters it slightly, as shown in the Rhythms of Roshar table.

Rhythms of Roshar

Standard Rhythm	Rhythm of Power
Amusement	Ridicule
Anticipation	Craving
Anxiety	Agony
Appreciation	Command
Confidence	Conceit
Confusion	Abashment
Consideration	Thoughtfulness
Despair	Indifference
Excitement	Fury
Hope	Relief
Irritation	Spite
Joy	Exultation
Pain	Subservience
Praise	Tribute
Reprimand	Derision
Resignation	Withdrawal
Resolve	Destruction
Tension	Executions
The Terrors	Panic
Victory	Satisfaction



"You may speak now," Venli said to Shumin. Venli changed her rhythm to that of Confidence—one of the old rhythms. The true rhythms, uncorrupted by the touch of Odium.

SVETLANA KOSTINA



CHAPTER 3

COSMOLOGY AND RELIGION

Roshar's many religions all reflect the fundamental truths of the cosmere, though each religion has grown lopsided or twisted over thousands of years of erosion and factional agendas. Faith is more fragile than ever as revelations of ancient truths unfold, but one thing is certain: Uncovering Roshar's lost history, putting aside differences, and uniting against hatred incarnate is the only way to break the cycle of calamitous mistakes born of distrust, desperation, and despair.

This chapter discusses the great forces of Roshar, the Rosharan system and other systems of the cosmos, and the world's predominant religions.

Adonalsium

The exact nature of Adonalsium is shrouded in mystery. Whether a cosmic force of nature or an intelligent—perhaps even deific—being, Adonalsium is the power of creation itself.

Seemingly driven to create life, Adonalsium used four Commands—the Dawnshards—to create the cosmere, its realms, and its powers. Many facets of the cosmere still reflect Adonalsium's designs, including the entire Rosharan system. Other aspects of it can be glimpsed through its Shards and their names.

Shattering of Adonalsium

The defining moment in the history of the cosmere was the Shattering of Adonalsium—the moment when a group of conspirators used the Dawnshards against Adonalsium, sundering and killing this most powerful entity in the cosmere. In that moment, the power of creation fractured into sixteen Shards, each bearing an aspect of Adonalsium's nature. The conspirators then seized that power, each choosing Shards they felt a connection to or that they felt they could control. In so doing, they changed the cosmere forever.

Roshar and its three moons: Mishim, Salas, and Nomon.

BRUCE BRENNEISE

Those who shattered the power of creation had varying motivations. Some craved its power themselves, while others believed Adonalsium's death was necessary. Regardless of their motives, the Shattering had an immeasurable effect on the cosmere. Very little is known about the cosmere pre-Shattering, but the event affected magic and society throughout the many planets of the cosmere.

Shards of Adonalsium

The Shards are sixteen pieces of the power of creation. They exist in all three realms, but their power is concentrated in the Cognitive Realm and Spiritual Realm. Each Shard has a specific motivation, reflected in its name: Ambition, Autonomy, Cultivation, Devotion, Dominion, Endowment, Honor, Invention, Mercy, Odium, Preservation, Reason, Ruin, Valor, Virtuosity, and Whimsy. (For details on Cultivation, Honor, and Odium, see "Roshar's Three Shards" later in this chapter.)

The Shards are the most powerful known entities in the cosmere, functioning as the gods of the cosmere. Each began with power equal to the others, but conflict has weakened many, while others have Invested their power in other beings and worlds.

When the Shards Invest a world, this infuses the world with Investiture and defines the natural laws of the world, which are tied back to the Shard. The Shards can also move planets and alter living beings.

Despite their immense power, Shards are limited. They're predisposed to act in accordance with their divine Intent, and acting in the opposite manner is often nearly impossible. The Shards can't break any deals, oaths, or rules without leaving weaknesses in themselves that can be exploited by other Shards. Furthermore, a Shard must be wielded by a sapient creature who has Ascended to become a Vessel.

Dead Shards

Odium killed the Shards of Ambition, Devotion, Dominion, and Honor. Since then, the remnants of Devotion and Dominion exist in the Cognitive Realm as a combined power known as the Dor. Meanwhile, Ruin and Preservation have partially united in the same Vessel, creating Harmony.

Splinters

A Splinter is a fragment of a Shard's power. When a Shard is killed, its power can be Splintered, but a Shard can also split off Splinters of its own choice. Either way, Splinters act independently and with free will. The Radiant spren on Roshar are Splinters of Honor and Cultivation.

Vessels and Slivers

Shards require Vessels—sapient creatures from the Physical Realm who become intertwined with the Shards through an act called Ascension. The Shards of Adonalsium table lists the sixteen Shards, their original Vessels, and and worlds closely tied to each Shard.

Shards of Adonalsium

Shard	Original Vessel	World
Ambition*	Uli Da	Threnody
Autonomy	Bavadin	Taldain
Cultivation	Koravellium Avast	Roshar
Devotion*	Aona	Sel
Dominion*	Skai	Sel
Endowment	Edgli	Nalthis
Honor	Tanavast	Roshar
Invention	Chan Ko Sar	*Unknown*
Mercy	*Unknown*	*Unknown*
Odium	Rayse	Roshar
Preservation	Leras	Scadrial
Reason	Euridrius	*Unknown*
Ruin	Ati	Scadrial
Valor	Medelantorius	*Unknown*
Virtuosity*	*Unknown*	Komashi
Whimsy	*Unknown*	*Unknown*

* *Splintered.*

Ascension

When a Vessel claims a Shard, they undergo Ascension, their body is subsumed, and their mind expands. The Vessel interprets the Shard's power and has some effect on how it'll manifest, but the Shard is ultimately bound by its Intent. For example, though Rayse saw himself as a Shard of Passion, his actions were still guided by the nature of Odium's divine hatred.

The Shard's power sustains the Vessel and drives the relationship. Over time, the Vessel's mind changes to align with the Shard's Intent. Fighting against that Intent weakens both the Vessel and the Shard.

Slivers

A Sliver is a person who once held a Shard's power, leaving their soul forever altered.

Rosharan System

Also known as Greater Roshar, the Rosharan system is a planetary system created by Adonalsium. It contains Roshar, twelve other planets, and three moons. Of the system's thirteen planets, ten are gas giants separated from the terrestrial planets by an asteroid belt.

Terrestrial Planets

The Rosharan system has three terrestrial planets, listed in order of proximity to the sun:

Ashyn. Ashyn is volcanically active and mostly barren, but it hosts a small human population in floating cities. Long ago, after a great cataclysm caused by overusing surges, most of the planet's populace fled to Roshar.

Roshar. The planet Roshar is orbited by three moons. This world contains one supercontinent of the same name, which is home to most of the sapient lifeforms in the planetary system. The Shards of Honor and Cultivation shaped the history of this planet.

Braize. The planet Braize contains a core of metal that draws in Investiture. The souls of the Fused are bound here, though they migrate to Roshar during Desolations. Braize is a cold, empty, and completely inhospitable world ravaged by winds.

The inhabitants of the Rosharan system include humans, singers, Siah Aimians, the Sleepless, and a wide variety of sapient spren.

Gas Giants

The Rosharan system's gas giants are named for Vorin numerals. In order of proximity to the sun, they are Jes, Nan, Chach, Vev, Palah, Shash, Betab, Kak, Tanat, and Ishi. These planets are uninhabited, and none are known to possess moons or ring systems.

The Planet Roshar

Here in this world, I found perfection, a relic of the being I had slain for its own good. Roshar had been grown entirely from equations, as a grand testament to the divine nature of mathematics—a celebration of the intimate relationship between song, numbers, and art.

—Tanavast

Long before the Shattering, Adonalsium created the Rosharan system. The planet Roshar was a world of fractal growth and infinite potential, one attuned to the rhythms of creation.

Roshar is smaller than most of the cosmere's human-inhabited planets, with a lower gravitational acceleration (70% of cosmere standard). As a result, Roshar's human inhabitants tend to be taller than those

of other worlds. The percentage of oxygen in the planet's atmosphere is also higher than most worlds.

Roshar is also the name of the planet's vast supercontinent. This landmass lies primarily in the southern hemisphere, so northern areas like the Reshi Isles have a hot equatorial climate, while southern nations like Thaylenah have colder weather.

When Cultivation and Honor arrived on Roshar, they found it populated by fragments of creation called spren. In particular, three primal spren echoed Adonalsium's influence: the wind, the night, and the stone.

Day and Night

The humans of Roshar divide the planet's day into twenty hours. Dawn arrives at the fifth hour, and dusk sets in at the fifteenth hour, giving the planet ten hours of daylight and ten of night.

Moons

Roshar's three moons orbit the planet once a day. Because of their predictable rise and fall, humans mark time at night by marking each moon's moonrise, moonheight, and moonset over the course of ten hours, as shown on the Rosharan Moonrises table. Aside from the darkness of the seventeenth hour—sometimes known as the hateful hour—one moon is always visible in the night sky.

The moons' colors echo the Shards of Odium, Honor, and Cultivation:

Salas, the dimmest moon, always rises first. It's violet, a color associated with Odium.

Nomon, the largest moon, always rises second. It's pale blue, a color associated with Honor.

Mishim, the smallest moon, always rises last. It's green, a color associated with Cultivation.

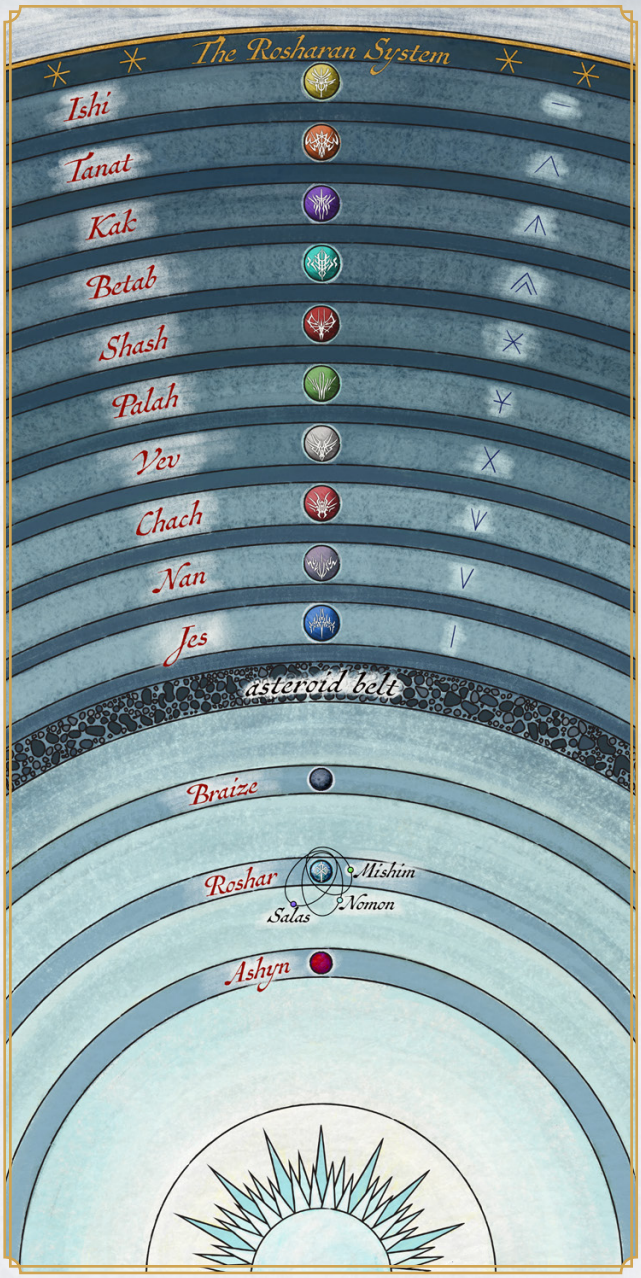
Roshar and the Cosmere

Roshar connects in time and space to the rest of the cosmere; these connections exist not only within the Physical Realm, but in the Cognitive Realm as well.

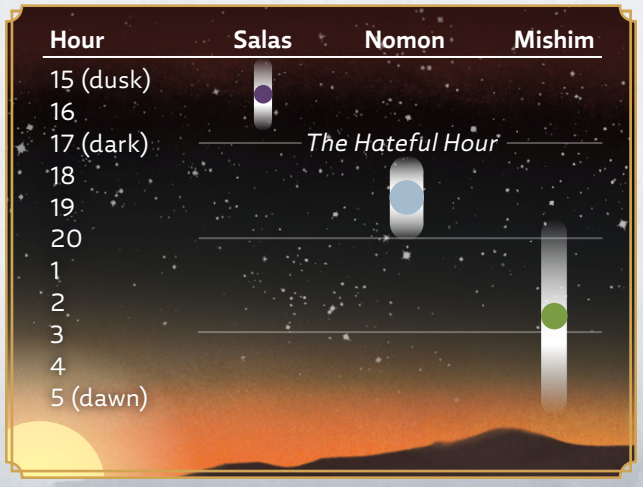
In the Physical Realm, distances between different worlds are vast. Other inhabited systems, which are unknown to most Rosharans, can be seen only as constellations in the night sky.

In the Cognitive Realm, the space between inhabited systems is vastly compressed. Thus, the Rosharan subastral lies relatively near the Expanse of Vapors (which leads to Scadrial), the Expanse of Densities (which leads to Sel), the Expanse of Vibrance (which leads to Nalthis), and the Expanse of the Broken Sky (which leads to Taldain).

For more information about the Cognitive Realm, commonly known as Shadesmar, see chapter 7.



Rosharan Moonrises



ISAAC STEWART (TOP) GORDON MCALPIN (BOTTOM)

Other Worlds

Beyond the Rosharan system, the cosmere is home to many planets, including Bjendal, Canticle, Dhatri, First of the Sun, Komashi, Lumar, Mythos, Nalthis, Obrodai, Scadrial, Sel, Taldain, Threnody, UTol, Vax, and Yolen. Many of these host Shards of Adonalsium who influence the Investiture, history, and culture of that planet.

The following sections briefly introduce some of the most important planets, as well as the Shards that inhabit them, their power, and their relationship to the cosmere.

Roshar and Worldhoppers

Roshar has an intriguing relationship with the cosmere's other worlds. Many individuals and organizations across the cosmere are interested in Roshar, as its Investiture takes the form of Stormlight, a highly renewable resource. In addition, Surgebinding is considered one of the most powerful Invested Arts in the cosmere—enough so that Rayse, Odium's original Vessel, believed that other Shards would go to war for it if they discovered it.

Due to the close connections between planets in the Cognitive Realm, it's possible to travel between worlds. Those who travel (and often trade) between worlds are known as worldhoppers. The letter from Khriss in this book's introduction was written by one such worldhopper.

Cultivation's Perpendicularity (atop the Horneater Peaks) makes Roshar comparatively easy to access from elsewhere in the Cognitive Realm; some other worlds aren't as readily accessible.

First of the Sun

First of the Sun is a world in the Drominad system. The people who inhabit its mainland trade with island-dwelling hunters and trappers who are willing to brave the deadly archipelago called the Pantheon. Many Shards have intervened in First of the Sun's history, but Autonomy's avatar Patji is the most notable instance.

The magic on First of the Sun is noticeable throughout nature. Many animals can detect other creatures' thoughts, and some plants can emanate the thoughts of creatures. Birds known as Aviars are used by trappers to block thought waves and protect themselves from predators. Worldhoppers have brought some of these remarkable birds to Roshar.

Nalthis

Nalthis is a world in the Nalthian system. Its kingdoms include Idris and Hallandren, the latter of which is a jungle rich with plant life that produces dyes. Endowment, the Shard hosted here, causes humans to be born with one Breath. Through Breath, they can animate objects by combining color and an Awakening Command.

The Awakened technology of the Nalthians has spread throughout the cosmere, and they're researching the use of perpendicularities for trading.

At least two notable Nalthians have traveled to Roshar: Vasher (going by Zahel) sought an ethical source for the Investiture he needs to survive, and Vivenna (going by Azure) sought Zahel. Vasher helped Awaken the sentient sword Nightblood, which was inspired by Roshar's Shardblades.

Scadrial

Scadrial is a world in the Scadrian system. It hosts the Shards Ruin and Preservation, which are currently entwined, creating Harmony.

On Scadrial, metal can be used to store or access Investiture in three ways: Allomancy is the act of ingesting and "burning" metal to activate different Allomantic powers. Feruchemy allows its wielders to store certain attributes in metal then extract them later. Hemalurgists, meanwhile, can transfer Investiture and abilities between people.

The Ghostbloods originate from Scadrial and seek to protect it, sending agents to Roshar and other worlds across the cosmere.

Sel

Sel is a large world in the Selish system. The Shards Devotion and Dominion settled there, which gave Odium an excuse to attack and Splinter them (as Shards interfering with one another was against the Vessels' rules). Their remnants became the Dor, which powers Investiture on Sel.

Sel has many region-specific methods of wielding Investiture across its continents and empires, including AonDor, Bloodsealing, ChayShan, Dakhor, and Forgery. Each uses symbols or shapes as "code" to create magical effects. People also form bonds (similar to Nahel bonds) with seons and skaze, which are Splinters of Devotion and Dominion.

ISAAC STEWART

Taldain

Taldain is a world in the Taldain system. It's the current residence of the Shard Autonomy, who keeps the world isolated from the rest of the cosmere.

Taldain is tidally locked—one side (Darkside) experiences eternal night, while the other (Dayside) swelters in eternal daylight. Darkside's magic functions through tattoo-like starmarks. Dayside contains more Investiture, and its magic manifests as sand mastery, allowing the manipulation of white sand.

White sand's ability to measure and detect Investiture makes it valuable to worldhoppers studying the cosmere. Ghostbloods, artifabrians, and Fused have all made use of white sand imported to Roshar.

Threnody

Threnody is a world in the Threnodite system. Here, Odium dealt Ambition a grievous blow, and though Ambition ultimately perished elsewhere, the trauma of that battle had a profound effect on Threnody. Humans huddle in fortress towns and precarious homesteads, surrounded by the haunted Forests of Hell. But even those areas are safe compared to the Fallen World, an entire continent controlled by an entity called the Evil.

Threnody has no Investiture usable by humans. Instead, the shades that haunt the Forests of Hell are the manifestation of Investiture, and the only way to combat them is with silver.

Yolen

Yolen, a world in the Yolish system, is one of the oldest inhabited planets in the cosmere and former home of Adonalsium. Adonalsium's murderers were Yolish people; after the Shattering, they became the Shards and left Yolen to travel to other planets. Nowadays, Yolen's remaining population of humans, dragons, and Sho Del is very small.



Roshar's Three Shards

The world of Roshar is influenced by three Shards of Adonalsium: Honor, Cultivation, and Odium.

After the Shattering, the Vessels of Honor and Cultivation—who were lovers—traveled to the Rosharan system. This was a violation of the contract between the sixteen Shards, who had agreed to keep some distance from one another. It was the first of many times when Honor's power and his Vessel found themselves at odds.

The story of the Rosharan system is one of conflict between the Shards, especially Honor and Odium. After their conflict all but destroyed Ashyn, the surviving humans fled to Roshar. Since then, Odium has continued to promote hatred, slavery, and ceaseless conflict between the people of Roshar.



Tanavast, Vessel of Honor.

DONATO GIANCOLA

Honor

Honor is the Shard of oaths, law, order, and binding. At the Shattering of Adonalsium, the Shard of Honor was claimed by Tanavast, who became Honor's Vessel.

Vessel

The human Tanavast was the original Vessel of Honor. As a man, he was a simple tanner and leatherworker. His mortal features are amplified in his deific appearance: Tanavast appeared to humans as a stately man with rich umber skin, white hair that fell past his shoulders, and a tall, muscular build. A golden cropped coat and billowing trousers added to his grandeur.

During his life, Tanavast was the lover and partner of Koravellium, a dragon who became the Vessel of Cultivation. Tanavast was a kind and compassionate man, but those qualities weren't always aligned with Honor's nature as a Shard. Over time, Tanavast became obsessed with oaths, sometimes placing more importance on a vow than the meaning behind it. Tanavast the man sought to save his people from war, but as Honor, he was driven to oppose Odium no matter the cost.

Power and Works

The Investiture of Honor manifests as Stormlight and is blue-white in color. The combined Investiture of Honor and Cultivation influenced the existing spren of Roshar, encouraged the creation of new spren, and shaped sapient spren.

After Odium created the Fused, Honor created the Heralds. He bound himself to ten humans, granting them a measure of his powers. (See "Heralds" and "Listener Gods: The Fused" later in this chapter.)

Together, Honor and the Heralds created the Oathpact, which the Heralds later abandoned (after multiple Desolations and unquantifiable suffering). Tanavast continued to struggle between his human emotions and his Shard's nature. After Tanavast betrayed Ba-Ado-Mishram—an action with devastating effects for singers across Roshar—the power of Honor rejected him, Tanavast died, and Honor retreated from the world of mortals.

The Stormfather

Highstorms are the domain of the Stormfather. He describes himself as one of the most powerful spren on Roshar and father of all honorspren. A piece of Tanavast—including his memories—is represented in the Stormfather.

A shadow of Honor's former self, the Stormfather regards the quarrels of humans with aloof disdain. The Stormfather's driving purposes are to generate the highstorms that provide Roshar with Stormlight, to facilitate bonds and oaths, and to seek a more worthy Vessel for Honor. Through the Stormfather, Tanavast sends memories to humans in the form of visions that promise to prepare the humans for the coming Desolation.

From the sky, the Stormfather can surveil anywhere his highstorms are present. Humans usually can't perceive him, but sometimes he speaks to them in a booming voice during a highstorm, or he appears as storm clouds that form an imperious face stretching as far as the eye can see.

Like other sapient spren, the Stormfather is capable of bonding with a mortal. He came to Gavilar Kholin before his death, then later chose Dalinar as a new Bondsmith. The Stormfather often communicates in a sanctimonious or callous manner—but despite being irked by human entitlement, he's generally cooperative and wishes to see Honor's work come to fruition.

Religious Interpretation

Listeners regard Honor with a mix of wonder, fear, and resentment. They see him as a traitor for choosing the humans over them, but they don't wish to offend him or draw the wrath of the Stormfather.

Vorinism worships Honor as the Almighty and reveres his Heralds as auxiliary deities. Though the details of this faith vary between nations, Vorin faithful generally believe the Stormfather is either the Almighty or one of the Heralds.

Cultivation

Cultivation is growth incarnate, a flowing current of life and Investiture whose Intent is to grow, prune, shape, and transform. At the Shattering of Adonalsium, the Shard of Cultivation was claimed by Koravellium Avast, who became Cultivation's Vessel.

Vessel

Koravellium Avast, known to ancient Rosharans as Koravari, is the Vessel of Cultivation. She's a dragon who often manifests in a human form when interacting with mortals. In her human form, she has very dark, cool-toned brown skin and thick, springy curls. A sweeping moss-brown dress accentuates her muscular frame and broad hips, draping to the floor.

Koravellium Avast is known for weaving intricate long-term plans, always remaining a step ahead of her adversaries. She loved Tanavast, a human who became the Vessel of Honor, until he betrayed Ba-Ado-Mishram.



IRINA NORDSOL

Koravellium Avast, Vessel of Cultivation.

"Why do we need Radiants? Because they represent our best selves. We are of Honor and Cultivation. Honor, for an ideal. Cultivation, for the power to reach toward that ideal."

Power and Works

Cultivation's Investiture manifests as Lifelight and is faintly green in color. She's skilled with future sight and can intervene in human affairs using a power referred to as the Old Magic. The combined Investiture of Cultivation and Honor influenced and nurtured spren.

In an effort to protect the humans, Cultivation and Honor opposed Odium together. After Honor's betrayal and death, Cultivation withdrew to grieve. Many thought she'd given up on the people of Roshar, but her isolation was strategic so she could regroup and plan.

Cultivation typically waits for people to call on her before meddling in their lives. This is especially true of her use of the Old Magic. Through the Nightwatcher, she has carefully pruned important figures, hoping each will use her gifts to find their purpose and further the betterment of Roshar. Cultivation's plots unfold over the course of millennia, and more than once, she has taken actions that seemed to empower Odium or his servants. It remains to be seen whether these are all part of a larger plan, or if her allegiance isn't what it seems.

The Nightwatcher

The Nightwatcher, a powerful Splinter of Cultivation, resides in the eerily lush Valley of the mountains of Ur. This enigmatic spren appears as a vaguely human woman made of green mist. She has a delicate face with silken black eyes, and she uses long, claw-like arms to pull herself forward. However, she doesn't resemble humans as closely in appearance or mindset as do most sapient spren. Instead, she's closer to her original form as the primal spren of night.

Through Cultivation's power, the Nightwatcher can bestow a boon and a curse to those who seek her out. People travel from near and far to visit her—usually in secret, as her Old Magic is met with skepticism and disapproval in many cultures. In most cases, she's willing to grant a person their desire, but not always in the way they expect. The obligatory curse paired with the boon is often unrelated and strange in nature. Due to this unpredictability, the Nightwatcher's visitors tend to be desperate by the time they beseech her for help.

Cultivation can intervene in the Nightwatcher's dealings, but only does so in rare instances when she feels further growth is possible with additional pruning. Unlike Honor's method of aiding humans, Cultivation doesn't bind them to her will. Her esoteric gifts are imparted with hope their receivers will choose to change.

Religious Interpretation

Before the arrival of humans, some singers worshipped Cultivation and Honor as their gods.

In parts of western Roshar, Cultivation is venerated as the embodiment of nature and the Mother of the World. In the east, especially in Vorin countries, belief in her and the Nightwatcher is considered unhallowed and rooted in superstition. Her association with Old Magic and future sight likely feed into their dismissal of her existence and merit.

Odium

Odium is a scourge who intends to eliminate the other Shards of Adonalsium so he can become the only god of the cosmere. He rejects the idea that his purpose is driven by hatred, insisting he is passion in its most authentic and undiluted form. At the Shattering of Adonalsium, the Shard of Odium was claimed by the human Rayse, who became Odium's Vessel.

Arrival on Roshar

Before invading Roshar, Odium had already proven himself a force of destruction. In addition to Splintering three Shards, he was instrumental to the downfall of the world of Ashyn. When he manipulated humans into experimenting with surges, Honor escalated hostilities. The resulting cataclysm drove humans to the closest habitable planet: Roshar.

These human refugees arrived in the land later known as Shinovar. This turned Odium's attention to Roshar, where he saw the opportunity to incite a new war. Odium's influence amplified the singers' distrust of the offworlders, while fueling the humans' appetite for expansion. When singers pushed back against these incursions, Odium twisted their justified anger into desperate vengeance. Stoking hatred among singers and humans alike, he sparked a war that lasted millennia.

Vessel

The human Rayse was the original Vessel of Odium. When visiting singers, he assumed the appearance of an ancient singer with gold and white marbled skin, carrying a golden scepter.

To humans, he appeared as an elderly Shin man with light beige skin, white hair peppered with a few black strands, a full mustache, and a neatly trimmed beard. Rayse wore a golden crown, perhaps to establish his superiority over his peers, and carried the same scepter as in his singer guise.

Rayse was already cunning and arrogant before becoming a Vessel. As Odium's Vessel, enmity and bitterness radiated from his personage in every guise.

Power and Works

Odium's Investiture manifests as Voidlight, a violet-black aura that seems to draw in light. His displays of power also include black shadows and red or golden light.

Odium created the Fused to rouse the singers and bend them to his will (see "Listener Gods: The Fused" later in this chapter). The humans proved no match for these ancient, immortal singers, prompting Honor to bind ten humans as Heralds with enough power to hold their ground against the Fused.

Cultivation and Honor forced Odium to leave the rest of the cosmere alone and stay within Greater Roshar, where his malicious influence would grow to affect the entire system. Eventually Rayse triumphed over Tanavast and Honor was left without a Vessel, but Odium remained bound by the contract Tanavast forged with Honor's power: He can only claim Roshar through a contest of champions, a duel decided with the death of one proxy.

Odium can grant surges—sometimes called Voidbinding—and the form of immortality he offers the Fused. He has used some of his power to create the Voidspren (glowing spren who don't need a bond for sapience) and the Unmade (more powerful spren who are Splinters of Odium). His Unmade foster fear, bloodlust, and unrest throughout Roshar.

Odium sees Cultivation's purpose as conflicting with his, likely due to his need to manipulate and stunt his followers, thus hindering their ability to grow. To turn humans against Cultivation, Odium claims she's only interested in change and doesn't care if those changes are disastrous.

Odium continues to strive toward a final Desolation. He utilizes thunderclasts, the Unmade, Fused, Regals, and other Voidbringers to assist him (see "Odium's Forces" in chapter 5).

Religious Interpretation

The historical records about Voidbringers are a subject of religious concern in both singer and human cultures. Ironically, humans believe singers are these ancient Voidbringers, while singers instead believe humans are the Voidbringers.



Rayse, the original Vessel of Odium.

"Blame me, Dalinar. It wasn't you! You saw red when you did those things! It was my fault. Accept that. You don't have to hurt."

ARI IBARRA

Heralds

Perhaps the most revered figures on Roshar are the Heralds, servants of the Almighty who held back the Voidspren and Fused from devastating Roshar. The Heralds are central figures in Vorinism, Roshar's largest religion. The Azish know them as the Kadasixes, and across Roshar, people of many other faiths worship the Heralds as well. They are seen by most as divine protectors of humankind—but while this may once have been true, the truth these days is far more tragic. Over the eons since the Last Desolation, their mental states have deteriorated, battered by millennia of conflict and torture. They have found their personalities twisted into extreme, obsessive versions of their mortal selves.

This section explores the Heralds as revered figures, powerful beings, and individuals who are now influencing Roshar in new ways. See chapter 4 for more information about the Heralds' role in Roshar's history, particularly regarding the Oathpact, the Knights Radiant, and the Last Desolation.

The Ten Heralds

There are ten Heralds, each associated with one of the ten orders of the Knights Radiant and one of the Ten Essences (see "Soulcaster Savant" in chapter 8). The Heralds table provides each Herald's name, Radiant order, Essence, and attributes, listed in order of the Vorin number they're associated with.

Heralds

Name	Order	Vorin Number	Essence	Attributes
Jezrien	Windrunners	1	Zephyr	Protecting, Leading
Nale	Skybreakers	2	Vapor	Just, Confident
Chanaranach	Dustbringers	3	Spark	Brave, Obedient
Vedel	Edgedancers	4	Lucentia (Light)	Loving, Healing
Pailiah	Truthwatchers	5	Pulp	Learned, Giving
Shalash	Lightweavers	6	Blood	Creative, Honest
Battar	Elsecallers	7	Tallow	Wise, Careful
Kalak	Willshapers	8	Foil	Resolute, Builder
Talenel	Stonewards	9	Talus	Dependable, Resourceful
Ishar	Bondsmiths	10	Sinew	Pious, Guiding

Jezrien

The Herald of Kings and Windrunners, Jezrien has become mythologized across Roshar as one of the greatest humans who ever lived. Eight thousand years ago, he was a king who served Odium on the planet Ashyn. When he arrived as a refugee on Roshar, he did so alongside his own subjects and those of city-states they had fought. These people, including the other future Heralds, sought a new life of peace on Roshar.

However, Odium followed the humans to Roshar and found a new conflict to incite. The resulting Desolations led Jezrien and other former Surgebinders to beg Honor for power, which he granted under the strict terms of the Oathpact. Jezrien fought alongside the other Heralds before they ultimately turned their backs on the Oathpact.

Unfortunately, Jezrien's mind slowly crumbled under the weight of millennia, and he lost himself to despair. At the beginning of the True Desolation, Jezrien was permanently slain by an assailant with a raysium knife.

Vorins swear by Jezrien, burn glyphwards in prayer to him, and know him as king of the Heralds. The Vorin kingdoms often conflate him with the Stormfather, and they even hang accused criminals outside during highstorms to be judged by Jezrien. However, in the current era, knowledge is spreading that Jezrien and the Stormfather aren't the same entity.

In the kingdom of Emul, Jezrien is their only god, worshipped under the name Prime Kadasix. Emuli believe he named their kingdom and its capital, Sesemalex Dar. In Makabaki kingdoms, Jezrien is known as Yaezir, Kadasix of Kings. They believe he chooses each new Prime Aqasix—their elected ruler—and will guide them to the person he has ordained as the next Prime.

Nale

Nale is known by a hundred different names and several titles, including the Illuminator and the Herald of Justice. He's the only living Skybreaker of the Fifth Ideal. Like Honor, whom he has served since the war on Ashyn, Nale has grown obsessed with the law and has abandoned compassion. At Ishar's direction, Nale hunted down Surgebinders and killed them in hopes of preventing the Desolation. When he couldn't stop it, he took his Skybreakers and joined the singers, and he has since been fighting for them in Emul. He doesn't fight because he supports Odium, but because he acknowledges the singers' grievances as legitimate and just.

In Vorinism, Nale is known as Nalan, and people of the Vorin kingdoms often swear by Nalan's hand in matters of justice. Many figures of speech also invoke him; while some say "Nalan send …" to express hope, "Nale's nuts" is another (much cruder) phrase.

In Shinovar, he's known as Nin-son-God, a founder of humankind.

In Azir, he's known as Nakku the Judge.

Chanaranach

Brave and devoted, Chanaranach is the patron Herald of the Dustbringers. On Ashyn, she was Jezrien's bodyguard, known for bravery, self-control, and skill in combat. During the Desolations, she was exceptional at navigating battlefields with speed and precision, waiting to strike until she was sure her attack would only harm her intended target.

Phrases like "Chana knows…" and "Chana help them" are commonly used to express threats or protectiveness. Chanaranach is regarded as an approachable, practical, and unassuming person in social settings. She's rumored to walk beside ordinary people as equals, never revealing her status.

There is a truth to those rumors. After the Heralds left the Oathpact, Chana sought a life of peace. She eventually chose to live as a mortal, taking a husband and raising five children. But when she was killed by her daughter, Chana was sent back to Braize (as are all Heralds upon their deaths). Breaking under torture, she returned to Roshar, bringing about the True Desolation.

Vedel

Vedel, also known as Vedeledev or Vev, is the patron Herald of the Edgedancers. On Ashyn, she was the queen of a people who didn't survive the war between Odium and Honor. During the Desolations, she ensured that knowledge of medicine and the healing arts were shared with humans.

Vedel was the keeper of the keys to immortality, responsible for extending the lives of the Heralds after they left Ashyn. In the present day, people sometimes express astonishment by swearing "by Vedeledev's golden keys."





Jezrien and Nale.

HOWARD LYON (TOP); KARLA ORTIZ (BOTTOM)









KARLA ORTIZ (TOP LEFT); HOWARD LYON (TOP RIGHT); MAGALI VILLENEUVE (BOTTOM LEFT); DAN DOS SANTOS (BOTTOM RIGHT)

Pailiah

Pailiah, the Herald of Knowledge, was originally named Pralla. As patron of the Truthwatchers, she was a champion of scholars and those who seek answers. On Ashyn, she was one of the future Heralds who served "Passion," granting her the power of future sight.

People often use "Pali's mind" and "Pailiah knew…" in idioms related to knowledge and scholasticism. Along with her Truthwatchers, she worked to preserve human knowledge between the Desolations. However, this ideal became a compulsion as immortality wore away at her sense of self. For millennia she has walked among mortals, stealing from the people she meets and taking those objects as mementos of their fleeting lives.

The Palanaeum, Kharbranth's grand library, is named after her.

Shalash

Shalash, who was originally named Ash, is Jezrien's daughter and the Herald of Beauty. "Ash's eyes" is commonly used to express shock. Among the other Heralds, she was known for being outspoken and strong-willed. While the other Heralds sometimes treated her like a youth, she had a close relationship with Taln.

Once an unparalleled artist, Shalash is now obsessed with destroying images of herself, but her mind doesn't seem to have deteriorated as gravely as the minds of her fellow Heralds. As the patron of Lightweavers, she understands the symbolic power of imagery and its implications for Cognitive Shadows.

Ash and Talenel traveled together to Emul with Jasnah Kholin, who sought to question the Heralds and watch over them.

Battar

The wise and careful Battar is the patron Herald of the Elsecallers. A counselor and scholar on Ashyn, she traveled with the other future Heralds to Roshar.

She's sometimes known as Battah, and the temple of Battah is one of the oldest temples in Thaylen City. "Battah send them sense" can express the hope someone will act wisely, while "sweet wisdom of Battah!" can serve as an exclamation.

Chanaranach, Vedel, Pailiah, and Shalash.

Under the disguise of an ardent named Dova, Battar worked to prepare Roshar for the True Desolation years before it began. She approached Taravangian and became an agent of the Diagram, though her motives are unclear. After meeting the other Heralds, Taravangian questioned Battar's stability and instructed his followers not to trust her.

Kalak

Kalak, patron of Willshapers, is one of the most revered and prayed-to Heralds, alongside Jezrien. Also like Jezrien, he's often equated with the Stormfather, particularly in New Natanan. Kalak is associated with resolve, community, and truthfulness.

In Vorinism, he's known as Kelek due to a vowel shift in Vorin languages. His name is a common expletive, and he's invoked in many common Rosharan phrases such as, "Thank Kelek," "Kelek help him," "For Kelek's sake," "Kelek's breath," "What in Kelek's tongue," and "Kelek, Jezerezeh, and Heralds above."

Once celebrated for his good judgment, Kalak has become paranoid and pessimistic. Whenever he weighs options, he only considers how everything could go wrong. Kalak serves as High Judge in the honorspren city Lasting Integrity, where they call him Holy One. He also leads the Sons of Honor under the name Restares, but every step seems to take him closer to disaster.

Talenel

Talenel, the Herald of War, is revered in Vorinism as Stonesinew and the Bearer of Agonies. In his mortal life, he wasn't a king or aristocrat like the other Heralds. He was a horsekeeper and soldier who at first refused Honor's offer of immortality. He only accepted when he understood that the role of Herald would require pain and solitude, and that if he refused, the burden would fall to another.

His role in the Desolations became legendary, and he's sometimes depicted fighting alone against hundreds of Voidbringers. Talenel is commonly known by the nicknames of Taln or Talat; there's also a devotary in Alethkar dedicated to him called the Order of Talenelat. Like the Stonewards who emulate him, Taln is dependable, stalwart, and resourceful.

Taln was the only Herald to never break, even when the other Heralds abandoned the Oathpact and left him to suffer alone. Now he has returned, his mind fractured by millennia of torture. He has only had a few moments of clarity—which he spent rejoicing that his suffering granted humankind thousands of years to recover between Desolations.









MIRANDA MEEKS (TOP LEFT); MAGALI VILLENEUVE (TOP RIGHT); DONATO GIANCOLA (BOTTOM LEFT); DAN DOS SANTOS (BOTTOM RIGHT)

"Four thousand years?" Taln asked again. "Ash…"

"We couldn't continue—I… we thought…"

"Ash." He took her hand again. "What a wonderful thing."

Wonderful? "We left you, Taln."

"What a gift you gave them! Time to recover, for once, between Desolations. Time to progress. They never had a chance before. But this time…yes, maybe they do."

Ishar

Ishar, patron of Bondsmiths and among the eldest of the Heralds, is viewed as one of the most important Heralds (alongside Jezrien and Kelek). While Jezrien is considered the leader of the Heralds in the East, Ishar is considered the leader in the West, where they revere him deeply. "Ishar be praised" is a common phrase across Roshar, as is "Tashi above" in the western lands.

Ishar led the human refugees from Ashyn to Roshar, Connecting the worlds and opening an Elsegate between them. He was the one who realized the need for the Oathpact and entreated Honor to grant them that power—and he also played a key role in abandoning the Oathpact, leaving Taln to bear its agonies alone.

As Ishar's mind deteriorated, he succumbed to megalomania. Ruling Shinovar as "the Voice," he misguided the Stone Shamans with his delusions. In Tukar, he declared himself Tezim, god-priest of the Almighty. He convinced Nale to hunt down and destroy Surgebinders to prevent the new Desolation. He sought a method to forcibly bring spren into the Physical Realm to fight Odium's forces, and he even devised a terrible new method of creating "human Fused."

Behind this deeply troubled mind is the soul of a leader who seeks to restore the Oathpact and deliver Roshar from conflict. But for now, Ishar's actions serve Odium.

Battar, Kalak, Talenel, and Ishar.

The Unmade

The nine Unmade are ancient, perverse spren who are Splinters of Odium. They have varying levels of self-awareness and their powers vary; though some don't serve Odium directly, they're generally harrowing and twisted.

Most humans believe the Unmade to be horrifying figments of myth, giving them names like Spirits of the Void or the Nine Shadows.

It's unclear how Odium created the Unmade, including whether they were spren or people before he corrupted them. The Unmade played specific roles in the Desolations under Odium's command, but between Desolations, they lost their bond with Odium. During those times, they would either go dormant for centuries or operate on their own.

The Unmade can be imprisoned in perfect gemstones by those who possess the right knowledge and tactics.

Ashertmarn

One of the mindless Unmade, Ashertmarn is often referred to as the Heart of the Revel. His influence encourages excess and shirking responsibility. Ashertmarn appears as a monstrous black heart with veins snaking into the ground. If people are exposed to his influence for prolonged periods of time, they often fall prey to idleness and overindulgence of their vices.

Ba-Ado-Mishram

Brilliant and ambitious, Ba-Ado-Mishram was the architect of the False Desolation. While the Fused were imprisoned on Braize and Odium was unable to intervene directly on Roshar, Mishram took command of Odium's forces. She created new Regal forms, empowered them with Voidlight, and wielded Investiture on a scale that shocked the Knights Radiant.

Mishram's most audacious move was to claim much of Odium's power for herself and, in so doing, to tie herself to every singer and spren on Roshar. With this power, she created Regal forms that allowed singers great power without sacrificing their minds to the Fused. She marshaled the other Unmade and formed a Connection between herself and every singer who held a form.

In that Connection, Mishram saw another opportunity: unity. Not just between her people, but between humans and singers. That hope for peace allowed the Bondsmith Melishi to form a bond with her—a bond he used to pull her into a perfect gemstone.



1. Re-Shephir 2. Sja-anat 3. Yelig-nar 4. Chemoarish 5. Ba-Ado-Mishram 6. Dai-Gonarthis 7. Ashertmarn 8. Nergaoul 9. Moelach

These bas-reliefs, made of stone with inlaid obsidian and gemstones, were rediscovered in a chamber beneath Rall Elorim. The embedded gemstones lit up once infused with Stormlight. The sculptor is unknown, but the style is consistent with reliefs found in Urithiru.

MARIE SEEBERGER

Chemoarish

Knowledge of Chemoarish, the Dustmother, has been lost during a long period of apparent dormancy. She's presumed to be quite powerful, though her legends vary widely between cultures. Some wrongly assume she's the Nightwatcher, while others associate her with the disappearance of entire cities during the Desolations. The Bav people use her name as a curse.

Dai-Gonarthis

The mysterious Dai-Gonarthis is sometimes known as the Black Fisher. It's speculated she was responsible for the scouring of Aimia but was somehow contained afterward. She is gifted in Transportation and can create Elsegates.

Dai-Gonarthis longs for the world's destruction, so even Odium hesitates to empower her. If her toll is paid, however, she possesses the ability to open an Elsegate large enough to transport an army.

Moelach

Precognition is Moelach's domain. Legend says he can possess the minds of the dying, granting them visions of awful things to come. The last words of the dying may sound nonsensical, but the Kharbranthian scholars who secretly study these "death rattles" have concluded they're prophetic.

Ominous sounds such as scratching, scraping, and heavy breathing are thought to be signs Moelach is near.

Nergaoul

The Thrill, an exhilarating bloodlust, can be attributed to the mindless Unmade named Nergaoul. He delights in carnage, sometimes appearing as a red mist of clashing and collapsing bodies. Nergaoul's Thrill can inspire soldiers to perk up and fight fiercely, regardless of their exhaustion or dire situation. His power doesn't discriminate between sides of a battle—whether by design or inability—which causes all to be emboldened by his appetite for gleeful slaughter. The Alethi people are thought to be especially susceptible to his influence, and Nergaoul has indeed spent much of the past millennium dwelling in Alethkar.

Re-Shephir

Known as the Midnight Mother or Spawning Mother, Re-Shephir acts on instinct and is attracted to violence. She produces the Midnight Essence, a tar-like substance that mimics nearby creatures in an effort to understand the world.

While her abominations shift forms according to their environment, Re-Shephir appears as a mass of Midnight Essence, dark and slick, with faces of screaming people sprouting like pustules. (For more information on this Unmade and her Midnight Essence, see "Midnight Essence" in chapter 8.)

Sja-Anat

The Taker of Secrets, Sja-anat, "corrupts" spren in a process she refers to as Enlightening. This injects Odium-derived Investiture into the spren's previous balance of Honor and Cultivation. Lesser spren corrupted by Sja-anat act as her servants and spies, though sapient spren touched by Sja-anat seem to retain their own volition.

In reflected light, Sja-anat appears as a jet-black shadow pointing the wrong way, with white dots for eyes. Her motives are as mysterious as her appearance. While she pretends to be in Odium's employ, she actively works against him and encourages her "children" to bond with Knights Radiant. She seeks to find and restore Ba-Ado-Mishram.

Yelig-Nar

Yelig-nar, the Blightwind, is a parasite-like Unmade who is only visible in the Cognitive Realm and wields his power from within a gemstone. By convincing a singer or human to swallow him, he can bond with them—or if they prove too weak, he consumes them. Once bonded, the singer or human who does so is imbued with his power and can Surgebind using nine of the surges.

The eyes of his hosts glow red, their bodies grow crystals all over, and a black wind swirls around them. Though Yelig-nar's hosts gain incredible power, they're quickly consumed by him. (For more information on this Unmade, see "Servant of Yelig-Nar" in chapter 8.)

Bas-reliefs depicting the Unmade.

Major Religions

Many faiths can be found throughout Roshar, each with vast differences in what its followers worship and prioritize.

Faiths of Roshar

The list below summarizes the primary religions practiced in different regions of Roshar, then the following sections detail the biggest of these faiths:

Vorin Nations. Vorinism, the predominant religion on Roshar, is practiced primarily in Alethkar, Jah Keved, Kharbranth, New Natanan, and Thaylenah. Its followers worship the Almighty and the ten Heralds.

Azish Empire. In the kingdom of Azir, most people revere the Kadasixes—their name for the Heralds. The faiths practiced in other Azish member countries vary, but most worship one or more of the Heralds, the Almighty, or a combination thereof.

Herdaz. Herdazians typically follow a less dogmatic form of Vorinism with emphasis on community.

BURNING A PRAYER FOR JUSTICE



Horneater Peaks. The Unkalaki revere spren whom they know as the gods of the waters, the gods of the mountains, and the gods of the trees.

Iri and Rira. The Iriali worship the One. They believe that the Iriali are the many who'll one day return to and become one with their deity. Meanwhile, many Rirans blend elements of Iriali and Vorin faith with various Riran folk traditions.

Listeners. While most singers have lost the knowledge of their people's faith traditions, they originally worshipped the "old gods": primal spren of the night, the wind, and the stone. The listener culture speaks of the Fused as cruel gods to fear and spurn.

Purelake. A highly religious people, Purelakers pretend to worship the god Vun Makak to avoid his spite. Meanwhile, they secretly worship their true god, his brother Nu Ralik.

Reshi Isles. Many Reshi live on and worship the Tai-na, enormous greatshells with habitable shells.

Shinovar. The Shin practice Stone Shamanism, a faith that reveres spren and focuses on preparing for the True Desolation.

Thaylenah. Though Thaylenah is a Vorin nation, many of its people also integrate belief in the Passions into their worship. This philosophy, which is influenced by Odium, urges adherents to change their fates by engaging in passionate desire.

Tukar. Tukar is a theocracy built around the worship of its god-king Tezim. The Tukari worship the Almighty, whom Tezim is considered an aspect of.

Vorinism

Vorinism is one of the primary religions practiced across Roshar, particularly in the Vorin kingdoms: Alethkar, Jah Keved, Kharbranth, New Natanan, and Thaylenah. The religion has a long history of attempting to control information and exert power across Roshar, but these aims have been thrown into chaos with the coming of the True Desolation.

This faith focuses on the worship of the Almighty (Honor, the creator of humans) and the ten Heralds (emissaries of the Almighty). Some beliefs vary between the Vorin nations—for example, some consider Jezrien and Kalak to be the greatest of the Heralds, even conflating one of them with the Stormfather.

Many of Vorinism's core tenets are in service to its creation myth. According to Vorinism, humans originated in a paradise called the Tranquiline Halls. There, they were driven out by the Voidbringers—wicked creatures from Damnation. The Voidbringers followed them to Roshar, trying to destroy the humans or drive them into Damnation, but the humans were

ANTTI HAKOSAARI

saved by the Heralds, heroes of humankind. These divine warriors defended the humans ninety-nine times in eras known as the Desolations, then finally defeated the Voidbringers in the Last Desolation and banished them back to the Tranquiline Halls. The Heralds followed the Voidbringers there and waged war to force them out of heaven.

The following sections discuss Vorinism as a religion, culture, and political entity; for more information on its history, see "Era of Solitude" in chapter 4.

Core Tenets

Vorinism worships the Almighty as a force of good. This section discusses some of its core tenets that Vorins follow in both their faith and culture.

Callings and Glory

Vorins must choose a Calling—a talent or skill—and practice it until they die. In Alethkar, the holiest Calling is warfare, as Alethi believe they'll join the Heralds' army after death.

Practitioners also choose a Glory—an attribute of the Almighty to emulate in pursuit of their Calling. The two are meant to be intertwined; someone with a Calling of a warrior would desire to choose a Glory of strength, determination, bravery, or something similar.

After the death of someone who flourished in their Calling, they're believed to join the Heralds in the fight to win back the Tranquiline Halls. There, each faithful serves in the manner of their Calling; farmers grow crops for the Heralds, healers tend to the Heralds and other combatants, warriors fight alongside the Heralds, and so on. These noble followers are granted powers to fulfill their Calling in greater measure—for example, a spearman might create thunder with his shield and lightning with his spear.

Those who fall short of their potential in their Calling are instead trapped in a dreamless sleep until the Tranquiline Halls are won from the Voidbringers. Meanwhile, those who commit great sins are cast into Damnation.

Prayers

Glyphwards are used to carry prayers, which are usually written in glyphs on paper or cloth, then burned. It's believed that doing so carries the soul of the prayer to the Almighty (and, at times, the Heralds).

Oaths

Vorinism places the utmost importance on oaths. Entering certain relationships requires all parties to swear oaths; this can include taking a spouse of any gender, as well as other forms of partnership.

Symmetry

In Vorinism, symmetry is holy. Glyphs and the alphabet are symmetrical, the Heralds' names are symmetrical, and many people's names are nearly symmetrical—but not too symmetrical, as that's impious.

Religion and Character Development

Religion in the cosmere is a deeply complex and personal experience, which can add a compelling facet to player characters and non-player characters alike. From Vorinism to the Passions to the theocracy of Tukar, orthodoxy is constantly being challenged in ways that shake the foundations of Rosharan religions. A character's relationship with their religion can be influenced by both external and internal factors, making it a personal experience to explore.

Externally, new discoveries and developments can throw traditional knowledge into question. When considering a character's relationship with religion, examine how story events may (or may not!) shake their faith. For example, the revelation that the Almighty is dead—along with other core tenets of Vorinism being proven wrong—has prompted many to question the religion's validity. Many people have withdrawn their support of the Passions because of the cultural similarities with the Voidbringers. And meeting a Herald in their current state may cause a character to question whether the Heralds are truly semi-divine protectors of humankind.

Character development or advancement may also create internal questions. A woman who joins the Knights Radiant may question the Vorin teachings and strict gender roles she was raised with. Gaining divination powers, encountering other religions or cultures, traveling in nations without a caste system, and similar experiences may create inner turmoil as a character's journey clashes with what they believed to be true.

Consider the following questions when thinking about Rosharan characters: Why do they follow the religion they do, and what draws them to it? How strongly do they adhere to their religion's orthodoxy? Do they challenge any teachings—and was this on their own or because a revelation disproved a core belief? How do historical events throw their faith into question? Can they retain their faith while new knowledge of the Shards, the Heralds, and the Almighty unfolds—and if not, do they abandon belief entirely or ground their faith somewhere new?

Vorin Culture

The culture of the Vorin kingdoms is based on the book *Arts and Majesty*, which outlines "proper" behavior for men and women. This section presents the core beliefs from its pages, along with other cultural norms for Vorins.

Gender Divisions

In Vorinism, only women read, write, and pursue scholarship. They're the only ones who can use women's script, a written version of the Alethi language; writing and reading are considered "feminine arts," along with other pursuits like painting and music. Some women serve in the military, though they're not generally sent to the front lines. In Vorin cultures, women's food prioritizes sweetness.

Women are expected to start covering their left hand—the "safehand"—when they reach adolescence, and revealing it is considered obscene. Most Vorin women completely cover their hands with sleeves or, less commonly, with gloves. Many women wear a bright one-piece silk dress known as the Vorin havah. This dress shields a woman's safehand from view with a buttoned cuff on the left sleeve. Among working women (and in some less rigid Vorin nations), safehands are generally covered with a glove, and apparel is simpler and more pragmatic.

"Masculine arts," meanwhile, include pursuits like politics and physical labor. Men are forbidden to read, and their writing is restricted to glyphs that communicate basic concepts. While Vorin society doesn't approve of men becoming scientists or artifabrians, military officers are encouraged to listen to books on history and politics. In Vorin cultures, men's food prioritizes bold, spicy flavors.

When work involves both "masculine" and "feminine" arts, a wife and her husband often work as a team. For example, a woman who owns a shop typically manages and administers the overall business, while her husband engages in sales and haggles with suppliers.

By contrast, ardents of all genders are generally free from the gender expectations imposed on other people (see the "Ardentia" section).

Lighteyes and Darkeyes

Vorin culture divides people into two main castes, determined by the lightness of their eyes. The majority of people in Vorin nations are members of the lower caste. These people, called darkeyes, have eyes resembling those of most Rosharans: darker shades of brown, green, blue, gray, or purple.

Members of the upper caste are called lighteyes; they have eyes in bright shades of tan, amber, emerald green, glassy blue, and violet. These people believe their eyes are a mark of superiority to darkeyed people, and they claim to be closer to the Almighty, more holy, and more fit to rule than darkeyes.

Many Vorin nations, such as Alethkar, also implement additional ranks within each caste. In the "Alethkar" section of chapter 2, see "Caste System" and the "Eye Color and Castes in Roshar" sidebar for more information on this hierarchy and its use of eye color.

This pillar of Vorin culture is driven by half-forgotten legends and misunderstood history, dating back to the Desolations when Heralds and Knights Radiant were marked by glowing eyes.

Vorin Law

Across all Vorin kingdoms, the law protects certain rights, but only for citizens of higher ranks.

Right of Challenge

The Right of Challenge allows distinguished "lighteyed" warriors to demand justice from those who have wronged them through combat. Rank-and-file soldiers aren't allowed the same right and can be executed for attempting to invoke it.

Right to Learn

Most people in Vorin kingdoms—aside from the lowest nahn rank—can learn professions in any temple of the Almighty. The largest temples are staffed with ardents who are experts in an art or trade. These ardents train all who come seeking to learn.

Right of Travel

People of first or second nahn are considered full citizens and can freely travel Vorin lands unless they have joined the military.

Ardentia

Ardents are Vorin priests, collectively referred to as the ardentia. They are led by a council of curates who reside in Valath, a city in Jah Keved, and operate out of the Holy Enclave. Ardents are under a voluntary contract of service to lighteyed nobles or to their nation. While not permitted to possess land or property, ardents are highly respected and treated well. They can't participate in politics or hold office, but they're given utmost authority in spiritual matters.

Societally, ardents are considered genderless; this is less about restricting their gender and more about not needing to define it. Some ardents eschew gender identities entirely. Doctrine allows them to pursue both masculine and feminine arts, eat any food, and ignore gender norms around reading, writing, fighting, and safehands. Some ardents still feel cultural pressure to follow the rules of their gender; however, many others thrive outside the strict gender expectations. This freedom leads some people to join the ardentia for personal reasons, rather than as a matter of faith.

In Alethkar, only ardents can use Soulcasters, something they do with great secrecy. They can also wield Shardblades, as they teach lighteyed warriors how to use them.

Devotaries

Ardents are divided into devotaries. These sects prize different aspects of Vorinism and are meant to aid the believers' Callings. Examples of devotaries include the following:

Devotary of Denial. The Devotary of Denial emphasizes denying desires and living an austere life.

Devotary of Insight. The Devotary of Insight is dedicated to the study of Vorin religious texts.

Devotary of Kelek. The Devotary of Kelek helps those seeking to make difficult judgments or decisions.

Devotary of Mercy. The Devotary of Mercy cares for those who grapple with their own minds.

Devotary of Purity. The Devotary of Purity is dedicated to honesty and wholesomeness, and it encourages the pure pursuit of talents, such as religious art for painters.

Devotary of Sincerity. The Devotary of Sincerity is dedicated to seeking truth. It's one of the smallest Devotaries, likely because it encourages scrutiny of everything—even Vorinism itself.

Devotary of Talenelat. The Devotary of Talenelat honors Taln and focuses on developing a steadfast, resourceful spirit. Its followers dislike theological debates.

Fall From Grace

During the Era of Solitude, the Vorin church attempted to assert control and conquer all of Roshar. This government, known as the Hierocracy, put Vorinism at odds with many throughout the continent. During that time, the ardents were determined to control the flow of information across the world—altering, mythologizing, and even censoring knowledge to ensure the Hierocracy could command its subjects.

Predictably, this attempt at global domination has backfired on the church. Several core tenets of Vorinism have been shaken by the Everstorm, the return of the Knights Radiant, and the coming of the Voidbringers. Contrary to Vorin doctrine, the Almighty (Honor)

VORIN ARDENT (LEFT) AND CURATE



SVETLANA KOSTINA

is dead, the Last Desolation wasn't the final Desolation, and the Heralds remain on Roshar with broken minds and spirits. Vorin leaders continue attempting to force their hand and maintain control, as exemplified in Dalinar Kholin's excommunication. But this hasn't stopped the surge of new information and the rising belief that Vorinism should be abandoned.

The Passions

Though the people of Thaylenah primarily practice Vorinism, the Passions are culturally ingrained in its people as a way of life. The tenets are more of a philosophy than a formal theology, yet the Passions are religiously followed.

At its core, the Passions assert that luck and fate are created by desire—that by wanting something enough, you make it a reality. In addition, followers of the Passions derive meaning from events around them, seeing them as good or bad omens. But even these omens don't simply happen; the Passions preach that your internal attitude guides them. Bad omens are thought to follow those mired in dread and fear, while positivity draws good omens.

The Passions and Spren

For followers of the Passions, the existence of spren reinforces their belief, as spren appear in response to strong emotions.

The Passions and Vorinism

In the regions where Vorinism dominates, the Passions are disregarded and, at times, quietly smothered. Some Vorins respond with mere skepticism and dismissal, but others regard the Passions as heretical, pressuring Thaylen leaders to convert to and practice Vorinism.

When Dalinar was excommunicated, some of these attitudes shifted. In the wake of his heresy, Queen Fen of Thaylen witnessed the populace call for the county to abandon Vorinism for the Passions. Still, this mindset was restricted to Thaylenah alone, and the Passions faced another challenge: the return of the Voidbringers.

The Passions and Odium

The philosophy of the Passions mirrors that of Rayse, Vessel of Odium, who saw himself as a force of passion and self-determination. The belief system dates back to Ashyn, where humans worshipped Odium as the god Passion; some humans later brought this belief to Roshar. While modern Thaylens are unaware of this connection, the religion lost support during the True Desolation as humans recognized its connection to the philosophy of Odium's forces.

Listener Gods: The Fused

Long ago, Odium empowered some ancient singers as a weapon in his war against Honor and Cultivation. Upon dying, these singers were highly Invested with his power, transforming them into Cognitive Shadows so they could avoid passing to the Beyond. These immortal singers—who became known as the Fused—gained access to the surges, which they channel through Voidlight, a form of Investiture granted by Odium.

However, this immortality comes at the cost of living singers, who must willingly sacrifice themselves to supply the Fused with new bodies. To perpetuate this cycle of continuous reincarnation, the Fused encouraged singers to obey them as gods.

Rejected Gods

Some singers refused to continue the war against humans and rejected the singer "gods." These singers left, abandoning their forms. Calling themselves the listeners, they settled near the Shattered Plains. To avoid forgetting their history and forms, the listeners recorded this information in songs passed down through many generations.

FANNAHN-IM
(ALTERED ONE)



When modern humans discovered the listeners, a translation error led the humans to believe the listeners revered chasmfiends. But the truth was much more grim: The listeners' songs taught that the Fused were terrible gods and the listeners must take every measure to prevent their return. Consequently, when the listeners learned King Gavilar Kholin planned to restore the listener gods and spark a new Desolation, the listeners arranged his assassination. This led to the War of Reckoning (discussed in chapter 4).

Return of the Fused

After years of war between listeners and Alethi, Odium's sapient Voidspren manipulated listeners into assuming Regal forms, summoning the Everstorm, and bringing the Fused back to continue the war against humans. When listeners continue to resist their gods and sympathize with humans, the Fused mock them by calling them "essai"—human lovers, though the term more literally means hairy.

Brands of Fused

Each Fused can only access a single surge, determined by their brand (their type). The Fused Brands table lists the singer names of the nine brands, the translated meaning of each, and the surge they can access. No Fused can access the surge of Adhesion.

For more information on the Fused brands, see "Fused" in chapter 8.

Fused Brands

Brand	Meaning	Surge
Fannahn-im	The Altered Ones	Transformation
Makay-im	The Deepest Ones	Cohesion
Tatak-im	The Devastating Ones	Division
Shetel-im	The Flowing Ones	Abrasion
Metacha-im	The Focused Ones	Tension
Shanay-im	The Heavenly Ones	Gravitation
Nex-im	The Husked Ones	Transportation
Yazed-im	The Magnified Ones	Progression
Mavset-im	The Masked Ones	Illumination

A Fused could also will their spirit from their body, freeing it to seek another host. Indeed, the humans had tried imprisoning Fused as a method of defeating them, but had found it to be futile.

Stone Shamanism

The Stone Shamans preach a religion of sin, forgiveness, and judgment. This faith is based on memories of history that have been forgotten in other parts of Rosar.

The people of Shinovar revere the spirits of stones—and other spren—in a land where both are rare. Stone Shamanism considers many things holy, including fields, farms, stones, and any metal mined from the earth. Foreigners aren't allowed near Shin fields and farms, and stepping on a stone is considered a profane act. This reverence dates back to humanity's flight from Ashyn, when many refugees carried statues and stone carvings to remember their lost homeworld. Over millennia, as memories faded, those cherished heirlooms became holy relics.

The Stone Shamans' prohibition against touching stone is lifted for two groups: the society's least and most holy. Shinovar's ten monasteries are built on stone; here, both soldiers and Stone Shaman acolytes learn how to wield steel. Each monastery is led by an Honorbearer, an elite Stone Shaman who has won and mastered an Honorblade after intensive ritual combat. Only the Stoneward Monastery, where acolytes train to emulate the Herald Taln, has stood for thousands of years without an Honorbearer.

The God Beyond

Most, if not all, planets in the cosmere have entities in their mythology and powers whom they worship as deities. However, the God Beyond (also known as the Unknown God) is a force that transcends these planar deities. Little is known about the God Beyond—including whether it's related to Adonalsium or to the Beyond, the place where souls are drawn after they die.

Rosharans have no formal knowledge of the God Beyond, but some—such as Dalinar—have intuited the presence of an "Almighty" greater than Honor.

PETAR PENEV



CHAPTER 4

HISTORY OF ROSHAR

The world of Roshar, which predates the Shattering, has a long and storied history. The significant events of its past pave the way for modern conflicts—the climactic stage that'll determine the fate of Roshar, its people, and perhaps even the rest of the cosmere.

Scope of History

Human scholars commonly divide Roshar's history into four major eras, though extant human records have been significantly shaped by bias and falsification. These eras include the following:

Prehistory and the Expulsion. This era began at Roshar's creation and includes the dawn of the singers, the Shattering, the arrival of Cultivation and Honor, and the coming of humans to Roshar. This era ended at the onset of the First Desolation, when humans invaded Roshar and came into conflict with the singers.

The Heraldic Epochs. The Heraldic Epochs began during the First Desolation, as the Heralds of the Almighty forged the Oathpact with Honor to seal Odium's forces away on Braize. This era was marked by the cycle of Desolations, the coalition of the Silver Kingdoms, and the founding of the Knights Radiant. It came to a close at Aharietiam—which was supposedly the Last Desolation.

The Era of Solitude. The Era of Solitude began in the wake of the Last Desolation. This period included the False Desolation, the Day of Recreance and the fall of the Knights Radiant, the dissolution of the Silver Kingdoms, and the rise of the Hierocracy. These four thousand years were marked by unprecedented developments in human culture, technology, and science. This era ended with the War of Reckoning and the summoning of the Everstorm.

The True Desolation. The True Desolation is the modern era of Roshar, which began with the Everstorm and the return of Odium's forces. This period is marked by chaos and war, but also by the return of the Knights Radiant and the uncovering of lost history.

Historical Negationism

One of the greatest tragedies of Roshar's past is the "cleansing" of history performed by the Vorin church during the Hierocracy. Innumerable historical documents and primary sources were altered to repress the truth of pre-Hierocracy history.

Knowledge of the Knights Radiant was buried, obfuscated, or rewritten to fit new narratives pushed by the church. The Recreance became a failure of Vorinism, and references to Urithiru, Voidbringers, and Surgebinding were erased or discredited. The truth of history was supplanted by mythology, which then became the common human understanding.

While scholars of the modern era are slowly uncovering and repairing the damage done by the Hierocracy, the truth hasn't always had the opportunity to be widely disseminated. The information presented in this chapter is the truth of history as presently known by some human and singer scholars, undamaged by the Hierocracy. However, the sections labeled "False History" provide context for what most humans used to—or still do—believe about these historical events.

Secret History

This chapter compiles information revealed in the first five books of the Stormlight Archive. During the Era of Solitude, most of Rosharan history is lost or misunderstood. Many events in this chapter are important revelations in the novels, which the reader learns alongside the books' protagonists. As such, this chapter contains major spoilers for all five novels. The first sections of this chapter ("Prehistory" through "False Desolation") contain details about the origins of Roshar first revealed in the fifth novel, *Wind and Truth*.



Radiants clash with the Fused during one of the Desolations.

PETAR PENEV

Prehistory

The prehistory of Roshar belongs to the Dawnsingers, the singers who lived on Roshar long before the Shards and humans arrived. Humans have attempted to rewrite the planet's origins, centering this era around themselves.

Before Humankind

The continent of Roshar was created by Adonalsium prior to the Shattering. In those times, the world was shaped by three primal spren: the stone, the wind, and the night. As far back as its inception, life on Roshar has been shaped by storms, though they were less destructive in earlier epochs. The first people to inhabit the world were the Dawnsingers. These ancient ancestors of the modern singers worshipped Adonalsium as the Origin of Songs.

Ten thousand years ago, after the Shattering of Adonalsium, the Shards Honor and Cultivation traveled to the Rosharan system. They Invested together in Roshar, granting the world their pure tones and creating new spren who responded to more complex ideas than Roshar's native emotion and nature spren.

The Dawnsingers understood Honor and Cultivation to be outsiders to Roshar, and they debated whether to accept the Shards as gods. Cultivation had no desire to be worshipped, but Honor felt responsible for the people whose god they had slain. He granted them the power to sing songs that could shape the stone itself.

Tanavast and Koravellium Avast, the Vessels of Honor and Cultivation, loved one another deeply. However, by residing together on Roshar, they broke a vow the Shards had made: that they would settle on separate planets after slaying Adonalsium. That choice was the first of many that drove a wedge between Tanavast and the power of oaths and law that he held.

False History

As with much of Roshar's early history, the Vorin church obfuscated the truth of the Dawnsingers. Vorin doctrine asserted that humans were expelled from the Tranquiline Halls, and the Almighty sent spren called Dawnsingers to be caretakers of humankind.

This falsehood was refuted when the Eila Stele was translated, revealing the Dawnsingers were the singers, Roshar's first people.



Ashyn Expulsion

Before arriving on Roshar, humans occupied another planet in the Rosharan system—Alaswha, later called Ashyn. Eight thousand years ago, Odium arrived there and saw a world fit for experimentation. Choosing one empire to worship him, he called himself Passion and granted those humans the power to manipulate the fundamental surges of existence. The empire began a war of conquest, easily defeating other city-states.

Honor, perceiving Odium's arrival and machinations, took immediate action to oppose him. The power of Honor hated Odium, just as their Vessels Tanavast and Rayse had always been rivals. Honor granted surges to the city-states resisting Odium's empire, but this only served to escalate the conflict that consumed Ashyn. Humans chose sides, declared war, and burned the skies.

Cradling the corpse of a child on the world he helped destroy, Tanavast felt shame and horror—but the power he held was content that the people had died with Honor. Tanavast told himself he would never let the same fate befall his people.

To escape the burning ruins the humans made of their home, they opened a portal from Ashyn to Roshar, the nearest livable planet. Refugees with little more than stone weapons and the clothes on their backs, they arrived in the muddy highlands that would eventually become Shinovar. The men and women who would later become the Heralds were part of this group, led by the Bondsmith Ishar.

The Dawnsingers eyed humans with suspicion, but the outsiders had arrived in a sparsely populated region. These ancient singers took pity on the human refugees and kept their distance. They granted that portion of Roshar to the humans, believing that peaceful coexistence would be possible.

False History

Vorinism mythologized the flight from Ashyn to Roshar. It became known as the Expulsion, when the humans were expelled from the Tranquiline Halls by evil Voidbringers, who then followed them to Roshar and began the cycle of Desolations.

Odium's Influence

Relations between singers and humans were peaceful at first, but Odium's influence exacerbated growing tensions between the two peoples.

Humans didn't easily adapt to Roshar, struggling to grow plants from Ashyn in the crem-laced mud of their new home. A group of malcontent rebels sought to claim land beyond their allotted borders. When singers resisted those invaders, humans accused them of murder. Despite efforts by Ishar and the singer envoy Elodi, conflict continued to escalate.

Honor and Cultivation confronted Odium, eager to stop him from igniting another war. They knew that he had Splintered other Shards, and that their combined power could stop them. However, Odium demonstrated that the resulting clash would utterly destroy Roshar. The Shards agreed to a contract: They wouldn't oppose one another directly, and none would give mortals the unbound powers that brought an end to Ashyn.

False History

Until the advent of the True Desolation, Voidbringers were largely considered folklore rather than fact. Even those few who believed in their existence didn't understand the truth: Humans were the original Voidbringers, so named for bringing Odium to Roshar.



KEVIN SIDHARTA (LEFT); LINDA LITHÉN (RIGHT)

Heraldic Epochs

The Heraldic Epochs mark the rise of humankind to dominance on Roshar. Humans, unaware of how much knowledge was lost during this time, commonly view this era as Roshar's golden age.

First Desolation

The First Desolation wasn't a continent-spanning war, but a series of bloody skirmishes as humans sought to steal land from the Dawnsingers. Wearing furs and wielding weapons of stone or carapace, the humans aggressively attacked the singers. It was then that Odium saw an opportunity: Manipulating certain singers, he turned their justified anger toward thoughts of vengeance and reprisal.

Odium offered the singers a priceless weapon in the fight against human invaders: immortality. He created the immortal Fused, whose ability to return from death made them inexorable foes.

Even before the Fused learned to command the power of Surgebinding, their presence turned the tide of the war in the singers' favor. The humans couldn't overcome an enemy whose most experienced generals and champions were unable to truly die.

During this time, Honor and Cultivation didn't choose a side between singers and humans. Instead, they focused on creating new beings in their own image: the ten orders of sapient spren.

Oathpact

Decades after their arrival on Roshar, humans found themselves in a desperate battle against an unkillable enemy. Ten people—five men and five women—sought a power of their own. Some had worshipped Honor on Ashyn, though most had followed Odium. Now they approached Tanavast, Vessel of Honor, and offered their allegiance.

Under Honor's supervision, Ishar forged the Oathpact. Their number included kings, queens, and—to stand for commonfolk—a horsekeeper named Taln. Together, the ten humans created a binding to keep the Fused from returning. Honor granted them immortality and surges, like the power Odium once gave them, but this time limited by oaths to protect Roshar from Ashyn's fate.

As part of the Oathpact, Honor bestowed each of these humans with an Honorblade: a powerful sword that granted its wielder the ability to manipulate two of the ten surges.

These ten humans became known as the Heralds of the Almighty (see "Heralds" in chapter 3) and changed the future of Roshar. The Oathpact created a binding that would remain unbreakable—unless any of the Heralds broke.

Binding the Enemy

The Heralds knew that by binding away the enemy, the Heralds would be bound with them. Honor shaped the world of Braize into a prison, but the Oathpact was the lock that kept it sealed. During each Desolation, as long as the Heralds remained on Braize, the Fused couldn't reincarnate on Roshar, thus allowing humans to win the war.

Cycle of Desolations

Under the terms of the Oathpact, all ten Heralds worked together to bind Odium's forces. If a single Herald broke under torture, fleeing back to Roshar, the Fused would return. During each Desolation, the Heralds would train human armies and defeat the Fused, then return to Braize and endure more torture.

And so the cycle repeated itself: The Heralds remained hidden on Braize for as long as they could, but inevitably, they were captured and tortured anew. When one of them broke, the Fused found new hosts on Roshar, and the remaining Heralds returned to lead the human nations. At the start of the Oathpact, the Heralds were able to endure torture for centuries, but as millennia passed, their wills began to erode.

Knights Radiant

"Rayse and I had been in an arms race. First, his Fused, then my Heralds, then his Unmade, then my Radiants—which were not my conscious creation, but formed by pieces of me working independently."

—Tanavast

With each Desolation, the war between humans and singers became more dire. In response to the emergence of the Heralds, Odium created his Unmade and granted surges to the Fused. However, the balance shifted with the unexpected appearance of human Surgebinders on Roshar.

The Surgebinders gained access to surges by bonding with sapient spren—pieces of Honor and Cultivation. These powers mimicked the abilities Honor granted the Heralds through their Honorblades. Though surprised, the Heralds readily took advantage of this new resource during the Desolations.



SCOTT MURPHY

Forming the Orders

The Herald Ishar, working with a human king named Nohadon, forced a structured organization on the human Surgebinders. They founded the ten orders of the Knights Radiant, each associated with one of the pairings of surges. In time, each Herald became the patron of the order that represented the surges of that Herald's Honorblade. (You can learn about each Radiant order in chapter 5 of the *Stormlight Handbook*.)

The Radiants were entrusted with watching for Desolations. The tower city of Urithiru served as their center of operations, connected to each of the Silver Kingdoms by way of the Oathgates. However, to maintain the ways of war, many Knights Radiant lived throughout the Silver Kingdom of Alethela (later known as Alethkar).

Between Desolations, these powerful warriors defended humankind from threats, such as those posed by the Unmade (see "The Unmade" in chapter 3). When a Desolation began and the Heralds came to Roshar, the Knights Radiant fought alongside them and the rest of humankind against Odium's forces. Once that Desolation ended and the Heralds returned to Braize, the Radiants helped Rosharans rebuild their societies.

Ideals of the Immortal Words

The Ideals of the Knights Radiant are Immortal Words that grant greater shares of power and deepen the Radiant's Nahel bond with their spren. These oaths represent commitments each member of the Knights Radiant voluntarily enters once they prove themselves ready. There are five Ideals for each order, but the First Ideal is the same for all:

"Life before death.
Strength before weakness.
Journey before destination."

Preparation and intent are the most important aspects of swearing the Ideals. When a Radiant is ready to speak the words, they find them in their mind. However, knowing an Ideal's words doesn't permit a person to swear them if they're not ready.

It's not uncommon for an earnest Radiant to only successfully swear the first three Ideals, as the Immortal Words become progressively more demanding and exceptional.

Last Desolation

The Last Desolation, known as Aharietiam in Vorinism, marked the end of the cycle of Desolations.

However, it wasn't a true end. Millennia of torture on Braize had worn down the Heralds, ever shortening the length of time between Desolations, until less than a year passed between the last two.

The Desolation that became known as Aharietiam ended like many others, with battlefields of corpses on both sides. This time, however, just one Herald died: Talenel, the only Herald who never broke and started a Desolation. The other nine, terrified to endure more torture, sought a way to forsake their duty. Seeing no other solution, Ishar begged Honor to change the Oathpact and allow Talenel to carry its full weight on his back. Honor allowed it, but this was his last boon. Afterward, he turned away from humankind, distant and uncaring.

The Heralds' abandoned Honorblades were later discovered by a Shin soldier, who retrieved them and took them back to Shinovar.

False History

Vorinism preaches that the Heralds and the Knights Radiant defeated the Voidbringers ninety-nine times before casting their enemies back to the Tranquiline Halls. The Heralds then pursued the Voidbringers, intent to drive them from heaven as well.

False Desolation

Between the Heraldic Epochs and the modern era of Roshar came two thousand years when the Silver Kingdoms reigned. It was a time of relative peace when human and singer civilizations progressed and thrived, until it ended in a new conflict: the False Desolation. During these bitter years, the Radiants won an apparent victory, singers suffered a devastating betrayal, and Honor was defeated.

Historians estimate that the False Desolation occurred 2,500 years after the Last Desolation. During this period, humans and singers clashed yet again.



Ba-Ado-Mishram Connects With the Singers

Since the Fused and Voidspren were still sealed on Braize, the False Desolation was instigated by one of the Unmade: Ba-Ado-Mishram (see "The Unmade" in chapter 3). Mishram found Odium's Perpendicularity on Roshar—the pool of power containing his concentrated Investiture—and took its power for herself. This also created a powerful Connection between Mishram and every singer on Roshar.

During this time, singers lived in their own great cities, but humans occupied much of Roshar. For the singers, Mishram's gifts were a chance to tip the balance of power and reclaim their land. Voidlight and Regal forms gave singers the strength to oppose the Knights Radiant. The fighting thus intensified, reminiscent of the Desolations that came before.

Rayse saw this transpire and recognized that Mishram was a legitimate rival to his power, but he also saw an opportunity. He approached Tanavast once more, threatening to fight Honor regardless of the consequences. Honor desired the conflict, but Tanavast, still clinging to some compassion, desperately sought a solution that would protect Roshar. Tanavast proposed a contest of champions, and Odium agreed on one condition: Tanavast must agree to eliminate Rayse's rival.

Ending the Conflict

As the False Desolation raged on, the Knights Radiant grew weary of war. The power sustaining Urithiru began to falter as the Bondsmith Melishi began experimenting with fabrials that trapped spren against their will. Neither Honor nor the Heralds were there to aid the Radiants, and the orders were split by bitter infighting.

Amid this conflict, a Windrunner named Garith advocated an armistice with the singers. After they proved willing to negotiate, he convinced a delegation of Radiants to speak directly with Mishram. At that meeting, Garith revealed the impetus for his belief in unity between the two peoples of Roshar: the love he shared with a direform singer named Shmone.

Moved by Garith and Shmone, Mishram was ready to negotiate, but then the unthinkable occurred: Melishi, wielding a perfect gemstone and acting on Tanavast's direct orders, attacked Mishram. After trapping the Unmade, Melishi fled to the Spiritual Realm to imprison her.

In that moment, Mishram's imprisonment reverberated through every singer Connected to her. Shmone and every singer on Roshar dropped to the ground as their forms and Identity were stolen from them. Their minds and souls were suppressed, leaving them alive but with a diminished ability to act for themselves. They obeyed orders to survive, asserting themselves only in minor ways.

This devastating betrayal from Tanavast, who had already compromised his Ideals so many times, was too much for the Shard of oaths and bonds. In that moment, the power of Honor rejected its Vessel, leaving Tanavast vulnerable to an attack from Odium.

Aftermath

Singers across Roshar, unable to fight or advocate for themselves, remained without forms. They became known as parshmen, and for generations, humans exploited and enslaved them.

Odium believed that he'd killed Tanavast, but a remnant of Tanavast's soul that held his memories narrowly escaped. This piece became part of the Stormfather. Honor's power continued to be Invested in Roshar through the highstorms, but Tanavast's actions brought an end to the Knights Radiant.

False History

Vorinism considers the False Desolation a pseudo-historical event, insisting that no Voidbringers survived the Last Desolation.

Day of Recreance

As Tanavast was forsaken by Honor, he touched the minds of the Knights Radiant. In a tragically misguided attempt to give them a final warning, he shared a vision of the future—one in which the Knights Radiant destroyed Roshar with their surges.

Consequence

To prevent Roshar from meeting the same fate as Ashyn, the Knights Radiant and their spren agreed the Radiants should break their oaths. Each of those Radiants abandoned their Blade and Plate, unexpectedly killing their bonded spren as a result. Only one order didn't participate: the Skybreakers, who instead withdrew to ensure the other Radiants never rose again.

Chaos reigned in the aftermath. Humans killed each other to retrieve the dead spren left behind as Shardblades and Shardplate. Across Roshar, people were shocked and enraged by the Radiants' apparent betrayal.

The spren societies of Shadesmar were even more grievously impacted by these broken oaths. The death of so many spren was viewed as genocide. "Deadeyes" wandered Shadesmar without purpose, in a tragic parallel to the imprisoned souls of Roshar's singers. The remaining sapient spren struggled to recover their culture and population, and they deeply resented humans.

MICAH EPSTEIN

False History

Until recently, it was believed the Knights Radiant turned on the rest of humankind during the Recreance. The surviving sapient spren also assumed the Radiants betrayed their bonded spren, unaware that spren and Radiants made the decision together.

Era of Solitude

The Era of Solitude truly began with the Last Desolation when Taln was left on Braize as the bearer of agonies. It encompasses the two thousand years before the False Desolation, and more than two thousand years since. However, Vorin scholars don't acknowledge the False Desolation, so this term has become shorthand for the "modern era" after the Recreance. It was an age when singers were without forms and humans were no longer Radiant. Humans continued to fight one another in a near-constant state of war, and Odium's machinations paved the way for his return to power.



Fall of Kingdoms and Honor

In the wake of the Recreance, Roshar was forever changed. The Silver Kingdoms were isolated and collapsed, as they were no longer united by the Oathgates at Urithiru and supported by the Knights Radiant. Alethela splintered into princedoms.

Over the next two thousand years, humans forgot that singers had been a people with their own civilization and history. Across Roshar, human societies enslaved the parshmen rather than caring for them.

Shardbearers rose to power, creating an upheaval of human society. This directly led to the division of "masculine" and "feminine" arts in the Vorin nations—as men tried to keep Shardblades and Shardplate out of the hands of women, the women in turn claimed literacy for themselves.

Rise of the Hierocracy

During the Era of Solitude, the Vorin church sought to unite the entirety of Roshar under a theocracy led by the ardents. At the height of this Hierocracy's power, the church had conquered most of eastern Roshar, with intentions to spread their influence westward.

To legitimize their rule but obfuscate Vorinism for commonfolk, the ardents claimed to receive visions from the Almighty. They also tampered with historical records, seeking to purge evidence and knowledge of the Knights Radiant, the Recreance, Urithiru, and even the existence of Shadesmar. The Vorin church's revised version of history became common knowledge.

War of Loss

To combat the Hierocracy, a man named Sadees, better known as the Sunmaker, united the princedoms of Alethkar and waged the War of Loss against the Vorin church. Weakened by its growing size, the Hierocracy was cast down by the Sunmaker.

In the aftermath, the Vorin church became decentralized, and Alethkar took measures to prevent the church from gaining that much power ever again.

Legacy of the Sunmaker

After defeating the Hierocracy, the Sunmaker crowned himself king of Alethkar and sought to conquer Roshar himself—a dream that failed when he suddenly died. His empire didn't last long, fracturing into divided princedoms as his ten sons warred.

Almost five centuries later, Gavilar Kholin was inspired by the Sunmaker's legacy. He united the Alethi princedoms under his rule with the aid of his brother Dalinar Kholin and their close friend Torol Sadeas.

CLINT LOCKWOOD



ALETHI AND LISTENER SOLDIERS CLASH ON THE SHATTERED PLAINS.

IRINA KUZMINA

Modern History

While the previous sections of this chapter contain spoilers for Roshar's ancient history, the remaining sections summarize the events directly affecting the protagonists of the Stormlight Archive. These sections are full of major plot points and character arcs, so readers may wish to avoid the rest of this chapter if encountering the novels for the first time.

War of Reckoning

The turning of eras was marked by a conflict known as the War of Reckoning, waged between the listeners and Alethkar.

The Parshendi

After Gavilar Kholin was crowned king of a reunified Alethkar, he and his brother encountered a group of listeners while on an expedition south of the Shattered Plains. Unaware of the history of the listeners and enslaved singers, the Alethi named them Parshendi, which translates to "parshmen who can think."

Gavilar established diplomatic relations with the listeners and invited them to Kholinar for a feast to sign a treaty between their two peoples. Most assumed this was a ploy to claim the listeners' Shards. In truth, Gavilar was a member of the secretive Sons of Honor and sought to incite a Desolation to bring back the Heralds.

On the night of the feast, Gavilar conveyed to the listeners that he intended to bring back their "gods"—the Fused—expecting the listeners to be pleased. He was unaware their ancestors had intentionally abandoned the Fused.

The Assassination

Determined to prevent the Fused from returning, the Five—the leading council of the listeners—decided to assassinate Gavilar during his feast. To carry out the deed, the listeners made use of a Shin Truthless, Szeth, who wielded an Honorblade.

In a complex web of intrigue on the night of the feast, Szeth successfully assassinated King Gavilar Kholin. Due to his attire, the Alethi called him the Assassin in White.

Three members of the Five spoke on behalf of the listeners and took responsibility for the assassination. They were subsequently hanged. At Gavilar's funeral, his son Elhokar—the new Alethi king—and the ten Alethi highprinces swore the Vengeance Pact, declaring war on the listeners to avenge Gavilar's murder.

War on the Shattered Plains

Bent on war, the highprinces led their armies to the Shattered Plains, each establishing a warcamp in one of the ten craters along the leeward edge of the region. Meanwhile, the listeners established themselves in a ruined city at the center of the Shattered Plains, naming it Narak.

Due to the Shattered Plains' terrain, highstorms made a major assault on the listeners impossible. Instead, the highprinces besieged the listeners, hoping starvation would drive their foe to engage them directly.

Gemhearts

Near the beginning of the siege, the Alethi discovered the value of chasmfiends. These greatshells had massive gemhearts that were valuable resources for Soulcasting, providing the Alethi armies with needed food and materials. However, the listeners also used these gemhearts to grow their crops. The highprinces and listeners raced to reach each pupating chasmfiend—either extracting the gemheart before the other army arrived or engaging in battle.

Over time, the Alethi army's unity crumbled as the highprinces began competing among themselves to reach gemhearts before the other highprinces. Before long, the desire for competition and riches distracted them from the Vengeance Pact.

Battle of the Tower

Seeking to unify the highprinces, Dalinar Kholin coordinated with Highprince Torol Sadeas in hopes of defeating the listeners at the Tower plateau, though that battlefield favored the listener army. Rather than cooperate as planned, Sadeas and his men abandoned Dalinar's army at the Tower, leaving them to die.

Dalinar, his son Adolin, and their soldiers were only rescued due to the intervention of Kaladin Stormblessed and the men of Bridge Four (see "Kaladin and Bridge Four" in chapter 5). In the wake of Sadeas's betrayal, Dalinar deepened his commitment to uniting the highprinces and fulfilling the Vengeance Pact. To that end, he forced King Elhokar to name him Highprince of War. Dalinar also confronted Sadeas and exchanged his Shardblade in exchange for all 2,600 of Sadeas's enslaved bridge crew, including Kaladin and Bridge Four.

Stormform

While the Alethi armies were embroiled in political tensions and disunity, the listeners were faring no better. The long conflict had taken its toll on the listeners and their dwindling numbers. Their general and Shardbearer, Eshonai, sought to finally end the war and arranged a diplomatic meeting with Dalinar.

However, Venli—a listener scholar and Eshonai's sister—had other plans. Years prior, when Gavilar first met the listeners, Venli received a gemstone from the worldhopper Axindweth containing a Voidspren named Ulim. Taking advantage of Venli's ambitious and jealous nature, Ulim maneuvered her into manipulating the listeners.

Venli pretended to be researching mediationform, but in truth she was capturing stormspren. A few days before the scheduled meeting with Dalinar, she sought to persuade the listeners into adopting a long-lost form of power—stormform. Despite initial resistance, the listeners eventually agreed, aware they would eventually lose the war with the Alethi.

Eshonai volunteered to be the first to take on stormform. Influenced by the stormspren inside her gemheart, Eshonai tyrannically took charge of the listeners, pushed them to adopt stormform, and undermined her own peace talks.

A small group of listeners refused to take on stormform. Fleeing the threat of execution, these dissidents escaped east through the chasms along with Venli's mother, Jaxlim.

Waves of Change

The ongoing troubles on the Shattered Plains weren't the only significant events happening on Roshar.

Princess Jasnah Kholin was seemingly assassinated by the Ghostbloods, but in truth, she escaped to Shadesmar using the surge of Transportation.

Across the continent, a few brave Radiant spren—aware of a coming catastrophe—crossed into the Physical Realm and started forming Nahel bonds, creating new Surgebinders.

The Herald Talenel arrived in Kholinar, having returned to Roshar without breaking under torture. He tried to warn of the oncoming Desolation but was dismissed as a madman.

GAL OR

King Taravangian of Kharbranth, creator of the Diagram—a brutal and cryptic plan to unite humankind—assassinated Rosharan world leaders through the Assassin in White. This triggered civil war in Jah Keved, leading to Taravangian becoming king of that nation as well.

These events pushed and pulled against the fabric of Roshar, precursors to the conflict that would soon plunge the continent into further chaos.

The Battle of Narak

In response to the failed peace talks, Dalinar and three other Alethi highprinces joined forces to assault Narak, the listeners' seat of operations at the center of the Shattered Plains. The Alethi armies were accompanied by Shallan Davar, Jasnah Kholin's ward. She sought an Oathgate she speculated was in Narak, which could transport them to the legendary city of Urithiru.

Once the Alethi armies reached Narak, they engaged in battle with the listeners' stormform army. During the skirmish, Shallan discovered the Oathgate. Meanwhile, Adolin Kholin—Dalinar's son—defeated Eshonai in combat, pushing her into a chasm where she would later drown.

The Everstorm

Despite the Alethi emerging triumphant from battle, the stormform listeners succeeded in summoning the Everstorm—a new Invested storm of Odium that travels the opposite way across the continent. As the Everstorm began to move, the Stormfather also summoned an unforeseen highstorm, hoping to destroy all involved in this debacle and wipe the slate clean. The two storms collided over Narak, decimating the Alethi forces. Kaladin Stormblessed, the leader of Bridge Four, confronted the Assassin in White in the sky above

KALADIN AND SZETH IN THE SKIES ABOVE THE BATTLE OF NARAK



the storms. Though the clashing storms claimed Szeth's life, the assassin was later brought back from death by the Herald Nale, then given the sword Nightblood.

The remnants of the Alethi army were able to flee Narak when Shallan activated the Oathgate, transporting the survivors to the tower city of Urithiru.

Roshar's Timeline and Storytelling

Choosing when to set your Rosharan campaign is a significant decision. The events depicted in the first five novels of the Stormlight Archive cover the end of the Era of Solitude (in *The Way of Kings* and *Words of Radiance*) and the advent of the True Desolation (*Oathbringer*, *Rhythm of War*, and *Wind and Truth*). Consider which era is the best starting point for your campaign, as the world of Roshar changes dramatically once the True Desolation begins.

The end of the Era of Solitude provides a backdrop for more personal stories, especially ones of self-identity and personal healing. The wide-reaching consequences of the True Desolation provide heroic opportunities with global stakes. If your group is interested in a longer story, following a narrative that transitions from the Era of Solitude into the True Desolation could give your characters a chance to be part of the return of the Knights Radiant. Entire campaigns could take place during the year of upheaval following *Oathbringer*.

Alternatively, you could set a campaign at some point during the history of Roshar, such as during the False Desolation. The novels reference and sometimes depict events from earlier eras, but many details—such as dates, concepts, and specific events—have yet to be fully explored. If your play group doesn't mind working with fewer canonical details, a setting like this allows for considerable creative freedom.

"This will cause chaos," Szeth whispered. "Infighting. War. Confusion and pain such as the world has rarely known."

True Desolation

After the arrival of the Everstorm, the world entered a time of global war that ushered in the era of the True Desolation.

A World at War

Following the Battle of Narak, the Everstorm swept across Roshar—and in so doing, it restored Identity and Connection to the soul of every enslaved singer on the continent. Additionally, this storm of Odium returned the Voidbringers to Roshar. The Fused possessed the bodies of all surviving stormform listeners—save Venli, whom Odium spared as the "Last Listener." Voidspren gathered the newly awakened singers, leading them to the Fused to join Odium's army.

The Everstorm, traveling the opposite direction to a highstorm, threw Roshar into chaos. Amid this turmoil, Alethkar was seized by Odium's overwhelming forces, becoming occupied territory as the Voidbringers pushed toward Kholinar.

Monarchs and Radiants

As a new era—the True Desolation—began, the Alethi refugees from the Shattered Plains settled within Urithiru, ancient home of the Knights Radiant. Dalinar Kholin bonded the Stormfather, becoming a Bondsmith, and officially refounded the Knights Radiant.

Afterward, Dalinar sought to create an alliance of major world leaders, aiming to secure allies in the fight against Odium and to gain control over more Oathgates. His initial overtures were rejected by all but Taravangian, now king of Kharbranth and Jah Keved. Taravangian accepted this alliance to manipulate Dalinar, plotting to unite all humans under Taravangian's control in accordance with his Diagram.

Securing Urithiru

The new occupants of Urithiru slowly uncovered its secrets. One such discovery was the presence of the Unmade Re-Shephir (see "The Unmade" in chapter 3). Shallan—a Lightweaver—threatened her with support from Adolin and Bridge Four. Shallan was ultimately able to chase Re-Shephir from the tower, freeing Urithiru from the Unmade's influence.

Within the basement area Re-Shephir had occupied, Dalinar's younger son Renarin discovered an archive of gemstones—each containing records left by the old orders of Knights Radiant.

Not long afterward, Jasnah unexpectedly returned to her family and allies, having escaped Shadesmar.

DARKO STOJANOVIC

Coalition of Monarchs

Despite initial setbacks, Dalinar persisted in reaching out to other Rosharan leaders. Using his new skills as a Bondsmith, he was able to convince both Queen Fen Rnamdi of Thaylenah and Prime Aqasix Yanagawn of Azir to join his alliance—thus finally forming the foundation for his Coalition of Monarchs.

Oathgates and Armies

While many recipients of Dalinar's overtures either ignored him or simply refused to join the Coalition of Monarchs, the nation of Iri wrote back that they decided to join with the Voidbringers.

Dalinar's coalition initially sought to reinforce Jah Keved from invasion, but they eventually realized the enemy's true target was Thaylen City. At the same time, Elhokar set out to save his wife and son, as Kholinar had gone dark in the middle of the Voidbringers' occupation of Alethkar, and no spanreed communications were functioning.

Fall of Kholinar

Near the end of the War of Reckoning, Alethkar's capital city of Kholinar erupted into riots when Queen Aesudan executed an ardent for accusing her of negligence and debauchery.

Led by Elhokar, a small strike team left Urithiru to investigate Kholinar and activate its Oathgate. They arrived to find the city besieged by the Voidbringers, with Voidspren and Fused deliberately destroying spanreeds in the city.

Two Unmade—Sja-anat and Ashertmarn—had influenced the city. A third, Yelig-nar, was bonded by Aesudan, though she was consumed by his power after the strike team confronted her. Despite the strike team's best efforts to seize the palace, the Fused breached the city, Elhokar was slain, and Kholinar fell to the Voidbringers.

DALINAR SUMMONS A PERPENDICULARITY DURING THE BATTLE OF THAYLEN FIELD.



Battle of Thaylen Field

Meanwhile, the Coalition of Monarchs nearly dissolved. Taravangian orchestrated the release of terrible revelations about Roshar's history. This pushed Azir to abandon the coalition, leaving Alethi and Thaylen forces to defend the city alone.

On the arrival of the Everstorm, Odium unleashed the bloodlust known as the Thrill, which was actually the Unmade Nergaoul; this turned the Alethi troops under Meridas Amaram's command against their coalition's armies.

In the midst of the battle, Odium sought to claim Dalinar as his champion but failed. Dalinar used his Bondsmith powers to unite the three realms—Physical, Cognitive, and Spiritual—and opened Honor's Perpendicularity, declaring "I am Unity." This infused every gem in the city with Stormlight, empowered the Knights Radiant, and allowed reinforcements from Shadesmar.

Seeing this, Odium fled. Radiants trapped Nergaoul in a perfect gemstone, and the Voidbringer army was routed from Thaylen City. During this battle, Venli swore the First Ideal, taking her first step away from servitude to Odium.

Looking Ahead

As noted in this book's introduction, the *Stormlight World Guide* uses the year after *Oathbringer* as its default setting. Other chapters look back on the Era of Solitude and describe life just after the arrival of the Everstorm. The remaining sections of this chapter are the only parts of this guide that directly reference the events that transpire in *Rhythm of War* and *Wind and Truth*.

The armies started charging the wall. No pause, no breather. Odium would keep pushing forces at this wall as long as it took to crack Thaylen City.

A New Normal

Despite earlier setbacks, the Coalition of Monarchs reunited in the aftermath of the Battle of Thaylen Field. Over the following year, the coalition's armies became better acquainted with fighting against the Fused and Odium's forces.

Developments in fabrial science led to the creation of a flying airship. The coalition acknowledged Dalinar as king of Urithiru, and Jasnah was subsequently crowned queen of Alethkar. Her consort was Hoid, a worldhopper who disguised himself on Roshar as a sharp-tongued jester named Wit.

In addition, the Knights Radiant rescued a famous Herdazian general—the Mink—and secured an alliance with Herdaz, bringing them into the coalition's fold.

Two initiatives were then undertaken: The coalition agreed to push into Emul to strike at Odium's forces, and the people of Urithiru organized an envoy into Shadesmar in hopes of convincing the honorspren to bond more Windrunners.

Occupation of Urithiru

Not long after the coalition armies left for Emul, one of the Fused—Raboniel, the Lady of Wishes—led an offense on Urithiru and captured the tower. She pressured Navani Kholin, now a captive, to help her study Light. Together, Navani and Raboniel created Warlight. They also rediscovered anti-Investiture, in the forms of anti-Voidlight and anti-Stormlight (see "Science and Technology" in chapter 1).

Odium's forces were finally routed from Urithiru through the combined efforts of Kaladin Stormblessed and a rebellion within the Voidbringer ranks—the latter of which was undertaken by Venli and a Fused named Leshwi.

Raboniel was killed and Navani bonded the Sibling, the spren of Urithiru, becoming another Bondsmith.

Envoys to Shadesmar

Within Shadesmar, the Urithiru delegation reached Lasting Integrity, the stronghold of the honorspren. The honorspren immediately rejected the delegation, so in hopes of changing their minds, Adolin Kholin offered himself up to be put on trial for the Recreance.

The trial revealed a divide within the honorspren: the older generation had instituted the isolationist policy, but the younger generation wanted to bond Radiants and fight Odium.

The gathered spren were shocked when the deadeye of Adolin's Shardblade—the cultivationspren Mayalaran—was partially revived through the bond

PETAR PENEV

Adolin forged with her. She caused an uproar when she testified that the Recreance wasn't a betrayal, but a mutual decision between the old Knights Radiant and their spren. This revelation ultimately resulted in the young generation of honorspren being allowed to bond new Radiants.

Battle of Emul

During the coalition's advance on Emul, Odium convinced Taravangian to turn the forces of Jah Keved on the rest of the army. The rest of the coalition anticipated such treachery and cleanly dealt with the betrayal.

Under the expert command of the Mink, the coalition's armies secured a victory in Emul. Odium met with Dalinar under terms that Wit helped set, and the two agreed to a contest of champions. If Odium's champion won, he'd claim Roshar and take Dalinar as his general. If Dalinar won, Odium would be forced to withdraw for another thousand years.

Shortly thereafter, Szeth killed Taravangian in a fit of anger. However, before he died, Taravangian drew Nightblood and used it to consume Odium's Vessel; upon doing so, Taravangian Ascended and became the new Vessel of Odium.

Contest of Champions

With just ten days left until the contest of champions, Dalinar determined he needed to claim Honor's power to defeat Odium. He and Navani entered the Spiritual Realm in search of answers, joined by other Radiants: his daughter-in-law Shallan, his son Renarin, and Rlain (the listener member of Bridge Four). They were followed by two Ghostbloods, Iyatil and Mraize, who hoped the Bondsmiths would lead them to the Ghostbloods' own goal: the prison of Ba-Ado-Mishram.

The Ghostbloods' interference sent Dalinar's mission awry. Lost in the Spiritual Realm, Dalinar and Navani were unable to lend their aid to the coalition for two crucial weeks.

Surprise Attacks

The coalition had hoped for a reprieve leading up to the contest of champions, but Odium had other plans. The contract he signed with Dalinar would freeze the borders in place at the time of the contest, but that gave Odium ten days to claim as much of Roshar as he could.

CLAD IN SHARDPLATE, JASNAH FIGHTS A MAGNIFIED ONE AT THE BATTLE OF EMUL.



Adolin discovered this treachery during a mission to Shadesmar, as he saw Odium's troops moving through the Cognitive Realm. He rushed to the defense of Azimir while the Windrunner leader Sigzil led efforts at Narak and Jasnah commanded Thaylen City. Each was a bastion of power for the coalition, and now their forces were split trying to defend against a final overwhelming attack.

Journeys of Discovery

Kaladin, the hero who had led the coalition to victory in previous battles, was on another mission: to travel with Szeth to Shinovar and cleanse the Shin of their false leaders. Advised by Wit, Kaladin understood his mission was to provide emotional counsel to Szeth—and possibly even to Ishar himself. The Skybreaker and Windrunner flew together to Shinovar, where Szeth claimed the Honorblades from each Stone Shaman monastery. A sense of profound wrongness pervaded the nation, and the Honorbearers became shadows of their former selves.

On the other side of Roshar, the Willshaper Venli found her lost people: the listeners who rejected stormform. They were approached by chasmfiends, who they discovered they could communicate with. Thude wrote a song to record this remarkable discovery. Venli formed a group of new Willshapers, working with Fused like Leshwi who had turned their backs on Odium. They traveled together with the chasmfiends toward the new battle at Narak.

Lessons of History

The Radiants lost in the Spiritual Realm experienced a series of visions that conveyed the lost history of Roshar. Dalinar learned of why Tanavast had weakened over time, and of the terrible betrayal that broke him—but also of the world-ending consequences of wielding Honor's power.

While Shallan overcame her Ghostblood mentors, Renarin and Rlain came to understand singer history. They reached the conclusion that Ba-Ado-Mishram must be freed.

KALADIN AND SZETH INVESTIGATE CORRUPTION IN SHINOVAR.



Last Stand

With the calculating brilliance of its new Vessel, Taravangian, Odium scored victories as nations across Roshar surrendered to his forces. Those nations included coalition allies Emul, Tashikk, and—in spite of Jasnah Kholin's concerted efforts—Thaylenah. An army of singers and Fused overwhelmed the Oathgate in Azimir, overpowering the Azish army.

A few stood strong. The Knights Radiant, led by Sigzil, managed to hold the Shattered Plains until just before the final day. Venli and her listeners, having secured a secret treaty with Jasnah, switched sides and held Narak for themselves. Emperor Yanagawn, assisted by Adolin Kholin and ten deadeye spren, managed to retake his throne room and hold Azir for the coalition.

In Shinovar, Kaladin and Szeth faced Nale, then Ishar. Szeth swore the Fifth Ideal of the Skybreakers and wielded Nightblood to defeat Ishar's "human Fused" Honorbearers. Kaladin found a new connection to the primal windspren of Roshar, and he helped both Heralds confront the delusions afflicting them.

The Contest of Champions

When the contest of champions arrived, Odium revealed his champion, Gavinor—Dalinar's five-year-old nephew, except Gavinor was now older, having spent years in the Spiritual Realm training under Odium. Dalinar, refusing to kill even one innocent to save his world, sought another solution. In the same moment, Renarin and Rlain freed Mishram from her prison in the Spiritual Realm. The power of Honor, which had eschewed humans for millennia because of Tanavast's betrayal, returned to Dalinar.

As the new Vessel of Honor, Dalinar was overwhelmed by its Intent. Honor demanded to oppose Odium directly, even if it meant mutual annihilation. Mountains shook and cracked as Taravangian and Dalinar harnessed the power of Odium and Honor.

But Dalinar had learned not only from his life of violence and redemption, but also from his time in the Spiritual Realm, where he saw the mistakes Tanavast made by trying to reconcile his own humanity with the deific power of a Shard. Dalinar rejected that power, renouncing his oaths and breaking every contract between Honor and Odium.

Dalinar's gambit relied on understanding his foe and the nature of power. As he predicted, Taravangian claimed Honor's unbound power for himself. Combining the power of two Shards, Taravangian became Retribution, the most powerful being in the cosmere. Retribution rejoiced, but Dalinar's plan had worked: Across the cosmere, the other Shards turned their attention to Retribution, resolving to stop him.

With his final breaths, as a tempest assaulted him, Dalinar sent love and courage to those most closely Connected to him.

The Night of Sorrows

Taravangian quickly realized his victory wasn't as complete as it seemed. He moved to destroy Gavinor but found Odium's hate held in check by Honor's principles. Taravangian had expected to spend centuries building an army on Roshar before taking his war to the cosmere, but as Retribution, he couldn't hope to escape the notice of other Shards. The flow of time on Roshar slowed, distorted by the massive energies unleashed at the birth of Retribution. During Roshar's next decade, the rest of the cosmere would have around eighty years to prepare for war.

Still, Taravangian had won this battle, and Retribution reigned on Roshar. With the Stormfather destroyed, the Everstorm was unopposed by highstorms. The surviving Knights Radiant would now be without Stormlight. Only Azir, Urithiru, and a few plateaus in the Shattered Plains had escaped the Voidbringer armies. Cultivation fled Roshar and her perpendicularity closed. Worst of all, Retribution claimed the nascent spren of the Blackthorn, shaped by the collective terror of people throughout Roshar, who had thought of Dalinar's younger self as something akin to a terrible force of nature. Dalinar himself was beyond Retribution's reach, but this version of him would be a loyal general to lead Retribution's armies to the stars.

Hope lives on despite this time of darkness. Dalinar and Navani's children have survived. Rlain and Venli have proven that singers and humans can stand united. Ba-Ado-Mishram is free. Urithiru remains a Radiant stronghold. And in Shinovar, Kaladin took his next step, becoming a new Herald.

What Comes Next

The *Stormlight Handbook* and the *Stormlight World Guide* encompass the first five books of the Stormlight Archive, but they don't reveal the stories that can be told in a world where Stormlight itself is now in short supply. As new novels are written, the Cosmere RPG will grow to incorporate new character options and lore.

Until that time, the end of the Era of Solitude and the year leading up the True Desolation are a rich setting for storytelling. Campaigns can also extend into the wider cosmere with the help of other Cosmere RPG releases like the *Mistborn Handbook* and online supplements. As the Night of Sorrows approaches, will your characters stay to defend Roshar, or will they cross into Shadesmar and find an entire universe of adventure?

RANDY VARGAS



CHAPTER 5

ALLIES AND ORGANIZATIONS

The Era of Solitude and the True Desolation are shaped by key figures who tug the threads of fate in different directions, plunging Roshar into chaos. Yet despite the importance of these powerful entities to Roshar's future, the narrative of the Stormlight Archive series continuously asserts the necessity of unity, cooperation, and connection. These themes are present everywhere—in the heart of Bridge Four, in the communal rhythms of singer society, in the bonds between Surgebinders and spren, in the forming of the heroic Knights Radiant, and elsewhere.

In this world, being a hero means trusting others and trusting oneself, growing alongside those who are also growing. This chapter discusses the main figures on the Stormlight Archive's global stage, exploring their significant achievements and the connections they offer player characters. The chapter also presents organizations that characters can join—or conflict with, depending on their actions and ideals.

Using This Chapter

No matter what shape your campaign's allies and organizations take, relying on them will help Roshar feel like a living, interconnected setting. And as the player characters (PCs) make allies and enemies in this global conflict, the PCs can become important nexuses as well.

PCs can connect with these figures and groups in many ways. They might gain patronage or mentoring from individuals or organizations, seek allies to solve problems or combat a threat, bond with friends through adversity, or integrate these figures into their personal history or future aspirations.

Each entry's "Goals and Rewards" section overviews the benefits of allying with and supporting that individual or organization. In addition, these entries discuss their history, achievements, specialties, and areas of oversight, providing details to help connect them to your narrative.

Character Connections

This section provides some guidance for using canonical organizations and individuals to draw the PCs into a cohesive group. However, the players can certainly create their own networks of new connections that aren't detailed in the books. Roshar is a vast international stage, and the PCs can find unlikely allies and dangerous enemies anywhere.

Patrons and Mentors

Canonical characters can be used to support PCs both personally and distantly. Bridgemen might be defended by Kaladin or promoted to soldiers by Dalinar. Scholars could be aided by Shallan or Jasnah, or artifabrians might be given monetary support and oversight by Navani.

The game master (GM) can include any of these people as a non-player character (NPC), but players and GMs also have the option to tie them directly into the rules for patrons and mentors; see chapter 8 of the *Stormlight Handbook* for guidance on using patron amenities and similar rewards. A Surgebinder can be mentored and taught by a canonical Surgebinder of their order—Windrunners by Kaladin, Lightweavers by Shallan, Truthwatchers by Renarin, and so forth. And if a PC is interested in becoming a Surgebinder but hasn't yet bonded a spren of their own, they might gain a Knight Radiant as a patron and become a squire to that order, gaining early access to the power of their surges while they are in proximity to their patron (as discussed in chapter 8 of the *Stormlight Handbook*).

Seeking Allies

Characters in dire straits may need to seek aid, which can be given in many ways. PCs researching a mystery may be directed to Jasnah Kholin—or be tempted into the waiting arms of the secretive Diagram, who could claim to see the future for them. PCs seeking military aid could seek out Dalinar Kholin, Bridge Four, the Knights Radiant, or another group, depending on their needs.

Sigzil, Renarin, Jasnah, and Rlain at Urithiru.

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Bonding Through Adversity

Adversity brings strangers together. This could happen in an obvious way, such as through the War of Reckoning or the True Desolation, but there is potential in any ally or organization. Bridge crews can suffer and bond with Bridge Four, and Surgebinders can fight alongside and receive aid from the Knights Radiant. But what about characters who can glimpse the future? Or characters who have lost many loved ones? Characters like Renarin and Kaladin provide empathetic allies who can understand and provide unique perspectives on a PC's challenges.

Recruited

When the True Desolation begins, many people—important people—begin seeking recruits for their causes. Surgebinders may be swept up into Dalinar's Knights Radiant, but he's hardly the only one looking for allies.

The organizations in the second half of this chapter (including Odium's forces, the Diagram, the Ghostbloods, the Skybreakers, the Sons of Honor, and the Worldsingers) are most dynamic when used to either recruit the PCs into their schemes or to actively oppose them. For example, if the Diagram deems the PCs dangerous to their cause, the party may be targeted by assassins, while the Ghostbloods might try to recruit skilled PCs into their ranks.

Singer PCs may find themselves pulled in opposite directions—Venli may try to gather them away from the Voidbringers, while the Fused may try to sway them to join Odium's side in the war.

A Moment in Time

This chapter includes backstories for several of the Stormlight Archive's key characters. In keeping with the overall setting of this book, it summarizes these characters as they existed during the year following *Oathbringer*. For the events of *Rhythm of War* and *Wind and Truth*, see "True Desolation" in chapter 4.

Coalition of Monarchs

The Coalition of Monarchs is an alliance of nations on Roshar that works to oppose Odium and the Voidbringers following the True Desolation. Founded by Dalinar Kholin after the Battle of Narak, this coalition includes Urithiru, Alethkar, Azir and its member states, Herdaz, Jah Keved, Kharbranth, and Thaylenah. Urithiru serves as the coalition's headquarters.

Dalinar Kholin

The Alethi king of Urithiru, Dalinar Kholin, also serves as leader of the Knights Radiant. He's a Bondsmith of the Third Ideal who has bonded the Stormfather.

In his youth, Dalinar was a very different man. Known as the Blackthorn, he was heavily addicted to the Thrill and sought only to kill, carrying both immense pride and a fearsome reputation. Today, he has taken responsibility for his past wrongdoings, becoming a man of deep honor who strives to lead Roshar wisely. His Calling is to be a leader, his Glory is determination—and though the Vorin church has excommunicated him, he has never wavered in his duty to Roshar.

An Unstable Union

Dalinar's commitment to the people of Roshar led him to form the Coalition of Monarchs in an attempt to unite humans against Odium. Convincing the leaders of other nations proved a difficult task, but it culminated in the first meeting of monarchs. In addition to Dalinar and Navani Kholin, attendees included leaders from Alethkar, Azir, Emul, Yezier, Tashikk, Thaylenah, Kharbranth, and New Natanan, as well as guards, scribes, interpreters, and guests. The meeting devolved into arguments, but attendees calmed when Dalinar promised to send troops to Jah Keved.

Unbeknownst to Dalinar, Taravangian—the leader of Jah Keved—was working to steal the coalition from him. Dalinar sought to mobilize forces to the true target of Odium's forces, Thaylen City. However, Taravangian released explosive information about Roshar's history, manipulating the other leaders into doubting Dalinar's motivations. The Azish abandoned the coalition, as did Jah Keved.

ISAAC STEWART & AUSTIN HARTELL

Coalition Reformed

Despite this setback, Dalinar successfully organized Alethi troops and aided the Thaylens in defending Thaylen City from Odium's army. Following this victory, the Azish rejoined, though wary of Dalinar. Taravangian also returned, still plotting to take control.

The coalition organized a successful expedition to Akinah, claiming new Soulcasters. Meanwhile, fabrial research led to stunning new inventions, and the coalition commanded the southern seas following the Thaylen navy's victory. After this string of successes, the coalition officially recognized Dalinar as king of Urithiru, with the stipulation that he renounce any ambition to rule them.

Current Members

Following Taravangian's betrayal in the Battle of Thaylen Field, Kharbranth declared itself neutral and Jah Keved sided with Odium. Dalinar's remaining coalition members include Urithiru, Alethkar, Herdaz, Thaylenah, and Azir and its member states. However, Alethkar and Herdaz are occupied by the Voidbringers.

Goals and Rewards

If you're using the Coalition of Monarchs in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

The coalition might offer goals like the following:

Recruit for the Coalition. Find and recruit a meaningful new member for the coalition. This could be a faction that isn't already allied with them, or someone with skills the coalition needs.

Spy on Odium. Discover key information on the movements and plans of Odium's forces around Roshar.

NATIONS OF ROSHAR IN 1174: ODIUM'S FORCES (GOLD), COALITION (BLUE/RED), AND INDEPENDENT (GREEN)



Patron Benefit: Coalition of Monarchs

In addition to offering amenities, the coalition's authority extends in part to you. When in member nations, you can invoke their patronage to gain an advantage on various tests, as shown on the Coalition Patron Advantages table. However, when you invoke the coalition's name, the GM might spend from this test to introduce various challenges, as not everyone in the member nations feels the same way about Dalinar's coalition.

Coalition Patron Advantages

Tier	Tests	Bonus
1	Persuasion	One advantage
2	Intimidation, Persuasion	One advantage
3	Intimidation, Persuasion, Leadership	Two advantages
4+	Deception, Intimidation, Persuasion, Leadership	Two advantages

Jasnah

Few have dedicated themselves to history as much as Jasnah Kholin, the queen of Alethkar, a leading scholar of her time, and an Elsecaller of the Knights Radiant. Born to Gavilar and Navani Kholin, she was changed forever by the assassination of her father. On that dark night, she plunged into Shadesmar, witnessed Szeth defy gravity and murder Gavilar, and learned the listeners sought Gavilar's death because of his plans to bring back their gods.

From then on, she became a historian first and a royal second, seeking information about the Assassin in White and drawing parallels between the listeners and the Voidbringers. Jasnah had always been a scholar, but now she risked heresy to uncover the truth about Roshar and her own abilities as a nascent Radiant.

"A woman's strength should not be in her role, whatever she chooses it to be, but in the power to choose that role."

—Jasnah



JULIA MADDALINA

Unparalleled Scholar

Jasnah is a Veristitalian—a member of a scholarly order dedicated to reconstructing the facts of history, unmarred by bias or misunderstanding. Jasnah's notes predicted the parshmen were Voidbringers and the Desolation was coming; later, she discovered humans were the original Voidbringers. Her work led to the rediscovery of Urithiru and much information about Radiants, and she paved the way for Shallan to save thousands on the day of the True Desolation.

As a leader and scholar, Jasnah possesses wisdom, passion, and thoughtfulness. Often stern and sometimes curt, she has alienated some and been ostracized by others due to her atheism, and the Vorin church has branded her a heretic. Though uncompromising and confident, she isn't so stubborn as to believe she can't be wrong. With her vast network of scholars, Jasnah is adept at unearthing information when questions or problems arise.

Knight Radiant

Jasnah is the only known Elsecaller on Roshar, and she was the first modern Radiant to achieve the Fourth Ideal. Her bond with the inkspren Ivory allows her to access the surges of Transformation and Transportation. These empower her in Soulcasting skillfully without using a Soulcaster, hunting information, and transporting herself and others to and from Shadesmar.

Queen of Alethkar

Jasnah defied Vorin tradition to become queen of Alethkar as a ruler in her own right, rather than through marriage. After King Elhokar's death, she was chosen for the throne, as neither Dalinar nor Adolin Kholin wanted to take the throne.

Since becoming queen, she has worked closely with Dalinar and the Coalition of Monarchs to oppose Odium's forces. She has also shattered institutionalized traditions throughout Alethkar, opposing the caste system and pushing for the abolition of slavery.

Relationship With Hoid

Following Jasnah's return from Shadesmar, she and the worldhopper Hoid became romantically involved. They share a deep mutual admiration for each other's intelligence and curiosity. Hoid also admires Jasnah's careful paranoia, through which she has avoided numerous assassination attempts. (Hoid is further described in the "Worldsingers" section at the end of this chapter.)

In the Action

One of Jasnah's greatest strengths is her unwillingness to sit idly by. Instead, she seeks out experiences, expands her knowledge, and aims for self-betterment. While she sees herself as a scholar first, she throws herself into dangerous situations to train her skills as a Surgebinder and Shardbearer.

At her best, Jasnah encourages others to be their best and to never accept what seems to be true and inevitable. Her philosophies have undoubtedly shaped the future of Roshar.

Goals and Rewards

If you're using Jasnah in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Jasnah might offer goals like the following:

Veristitalian Research. Uncover a previously undiscovered piece of history and present it to Jasnah's network of Veristitalians.

Break Down Alethi Institutions. Help increase equality in Alethkar by breaking down a vestige of its old institutions.

Patron Benefit: Jasnah

In addition to offering amenities, Jasnah can provide you with access to a spanreed network of deeply knowledgeable scholars around Roshar. After a long rest during which you can access a spanreed to Jasnah and her network, you can choose one cultural or utility expertise you don't already have. You temporarily gain that expertise until after your next long rest. (If you gain the Erudition talent from the Scholar path, this expertise counts as being granted by Erudition.)

Alternatively, Jasnah can take you on as an Elsecaller squire instead of granting the above benefit. However, she's very selective in her choice of squires.



IVORY, JASNAH'S INKSPREN, AS A SHARDBLADE

PETAR PENEV

Kaladin and Bridge Four

Kaladin Stormblessed is an Alethi soldier and a Windrunner of the Knights Radiant. He has bonded the honorspren Sylphrena and sworn the Third Ideal. Many people admire Kaladin for his intense desire to protect others and for his natural leadership. Kaladin has struggled with melancholy and self-doubt for most of his life, and he has applied his skills as a healer to treating others who face similar feelings of despair.

"Honor is dead, but I'll see what I can do."

—Kaladin

Surgeon and Slave

Kaladin was born to Lirin and Hesina in northwest Alethkar. Kaladin assisted his surgeon father over the years, though he yearned to be a soldier.

After his younger brother Tien was conscripted, Kaladin enlisted in the army to protect Tien—but a string of tragedies followed. Tien was placed on the front lines as bait and died. Thereafter, Kaladin dedicated himself to training to protect others. He saved the life of Highmarshal Meridas Amaram, and in so doing, won a Shardblade and Shardplate from his foe—but Kaladin refused to wield them, giving them to one of his men instead. Amaram coveted the Shards and stole them for himself, covering up his deeds by ambushing Kaladin and selling him into slavery.



Bridge Four

Almost a year after being enslaved, Kaladin was sold into Highprince Sadeas's army. There, he was assigned to Bridge Four, the crew with the worst casualty rate. Kaladin grew close to them, trained them, and bonded with them, renewing the crew's lost hope.

When Kaladin prioritized his men's safety over winning a battle for Sadeas, Kaladin was strung up outside during a highstorm to receive the Stormfather's judgment. Against all odds, he survived, gaining the reverence and loyalty of his men.

From then on, "Bridge Four" became a rallying cry—a place for the downtrodden, a family for men sent to die. Even as Kaladin and his men were freed from slavery and rose to become Dalinar's soldiers, Windrunners, and Knights Radiant, most clung to the loyalty they felt to Bridge Four and to Kaladin, the man who protected them when no one else would.

Bridge Crew

Bridge Four's notable original members include Kaladin, Lunamor (also known as Rock), Moash, Teft, Skar, Sigzil, Dabbid, Drehy, Hobber, Leyten, Lopen, and Rlain. (Teft, Rock, and Moash are no longer with Bridge Four.)

After transferring to Dalinar's warcamp, the crew's roster has expanded, adding Prince Renarin, Colot, and several women—Lyn, Kara, and Laran, among others. Most noteworthy of all, the members of Bridge Four have joined the Knights Radiant and are now Windrunners.

Anger and Vengeance

Kaladin's life is marked by protectiveness and bravery—but also bitterness and prejudice. He has suffered at the hands of many nobles and he clings to a deep distrust of lighteyes. Consequently, when he became a Knight Radiant and his eyes glowed with blue light, he despised himself. He has only recently begun to overcome this hatred, largely through knowing people like Dalinar, Adolin, and Shallan.

Despair

Through most of Kaladin's life, he has wrestled with feelings of dejection and hopelessness. These challenges are heightened when sunlight is scarce, such as during the Weeping. Kaladin also struggles with the weight of others' high expectations; self-doubt plagues him, and he believes he's cursed to survive while ruining everything he touches. He feels each loss deeply and has only recently begun to realize that saving everyone is impossible, and that he isn't responsible for the deaths around him.



BRIDGE FOUR SYMBOL

JULIA MADDALINA (LEFT)

Syl

Beyond Kaladin and Sylphrena's relationship as Surgebinder and spren, she acts as his guide and confidant—perhaps even his best friend. Syl strives to understand concepts such as grief, sorrow, and loss so she can empathize with and support her dear friend in the darkest of times.

Goals and Rewards

If you're using Kaladin and Bridge Four in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

Kaladin and Bridge Four might offer goals like the following:

Build Bridges. Help a member of Bridge Four reestablish contact with someone from their life before their time in the bridge crews.

Locate Squires. The Windrunners are always looking for worthy squires. Locate someone who embodies the Ideals of the Windrunners and recruit them into the order's ranks.

Patron Benefit: Kaladin and Bridge Four

Bridge Four doesn't have access to the normal amenities of a patron. However, if you can get in touch with Urithiru, they can dispatch a member of the Windrunners to fly your group across Roshar. This Windrunner won't knowingly fly you into any kind of danger or enemy territory that would require Gravitation tests to navigate. The amount of time it takes for them to arrive and help you is at the GM's discretion based on your current circumstances. The Windrunner Flight Frequency table lists how often you can call for this help, depending on your tier.

Alternatively, one of the members of Bridge Four can take you on as a Windrunner squire instead of granting the above benefit.

Windrunner Flight Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

Shallan

Shallan Davar is a Veden scholar and a Lightweaver of the Knights Radiant. Witty, clever, and brave, she discovered Urithiru and saved her allies during the rise of the Everstorm. Though Shallan has faced great adversity, she's learning not to be suffocated by her past, and instead to boldly stride toward the future.

Early Life

Shallan's childhood was shaped by violence. Her mother and a Skybreaker acolyte discovered that young Shallan had bonded a Cryptic and spoken Ideals. The two tried to kill her, but Shallan instinctively slew them with her Shardblade. After her mother's death, Shallan sought forgetfulness and withdrew from her Shardblade—which severed her bond and turned her Cryptic into a deadeye.

Shallan's father became cold and abusive, and after many years of violence, Shallan killed him too.

The trauma of Shallan's childhood influenced much of her life, causing her to regress in her Ideals. It would be many years before she spoke them again.

Personas

To navigate precarious or frightening situations, Shallan develops separate personalities that she can escape into. These compartmentalized identities help her to meet new challenges with whichever traits and knowledge will best support and protect her. Using her Lightweaver abilities to craft different appearances for each, she has long relied on these personas. However, Shallan is increasingly self-aware and doesn't withdraw into her personas as often, now using them as a tool rather than a desperate escape. Shallan's personas include the following:

Veil. Veil protects Shallan from her worst memories and interacts with the Ghostbloods—an organization Shallan was caught up with while pretending to be a member's apprentice (see "Ghostbloods" later in this chapter). Veil acts as a con artist and spy, throwing herself into daring, dangerous plans.

Radiant. Radiant allows Shallan to fit the ideal image of a Knight Radiant. She's serious, disciplined, and thoughtful, and—unlike Shallan—she cares little for what other people think of her.

Formless. Rather than being a full personality, Formless is more of the person Shallan believes she must be, a coping mechanism to distance herself from her self-loathing. Veil is trying to help Shallan realize that Formless is just part of herself, a Shallan she doesn't want to face after the deaths she has caused.



JULIA MADDALINA

Scholarship and Artistry

Shallan is an eager scholar who shows a great interest in the world around her. She often stops to "take a Memory" of things that fill her with wonder—such as when she managed to sketch a santhid, a rarely seen creature. Her Calling pertains to natural history, and thus she makes many notes on the world around her, cataloging and capturing it in her drawings.

Over time, she has developed considerable artistic talent. Her Memories allow her to exactly reproduce images she has captured on paper, but even without

using this ability, she has a good memory and great artistic skill. She uses her drawings to aid in her illusions, as she finds it easier to hold an illusion if she draws it first.

Relationship With Adolin

Shallan is married to Adolin Kholin. They met when Jasnah arranged a causal betrothal between them to give Shallan the means to save her family's finances. The two were quickly taken with one another and have since developed a deep trust, sharing their darkest secrets with one another. They were married by the Vorin church after the Battle of Thaylen Field.

Goals and Rewards

If you're using Shallan in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Shallan might offer goals like the following:

Undermine the Ghostbloods. Infiltrate the Ghostbloods or otherwise uncover a key piece of information about them that Shallan can use. (She plays a constant game of cat and mouse with the Ghostbloods, though it's often unclear who is in which role.)

Patron Benefit: Shallan

In addition to offering amenities, Shallan can provide help from one of her Lightweavers from the Unseen Court. If you can get in touch with Urithiru while in a location where a Lightweaver could safely and quickly reach you (such as a city with an Oathgate or an area where a Lightweaver might be operating), a Lightweaver can meet you after you finish a long rest and apply Lightweavings to a number of members of your group up to your current tier. These Lightweavings last for 4 hours, and if they would be opposed by another character, the wearer of the Lightweaving rolls a skill test using a modifier based on their current tier, as shown on the Opposed Lightweaving Tests table.

Alternatively, Shallan can take you on as a Lightweaver squire instead of granting the above benefit.

Opposed Lightweaving Tests

Tier	Modifier
1	+4
2	+6
3	+8
4+	+10



JULIA MADDALINA

Szeth

Szeth-son-Honor is a Shin man and a skilled assassin. While wielding Jezrien's Honorblade, he was the infamous Assassin in White. He has since bonded with a highspren named 12124 (who bears a number for a name, as is highspren tradition), becoming a Skybreaker of the Third Ideal in Dalinar's service. Szeth now wields both a Shardblade and Nightblood, a sentient sword.

As an ally, Szeth is loyal, serious, and respectful. His combat skills are largely unparalleled, and he can kill quickly and effectively.

At the age of twenty-seven, Szeth was named Truthless after attempting to lead a rebellion against the Voice controlling the other Honorbearers of Shinovar. As Truthless, he followed only the commands of his "master"—whomever held his Oathstone. He has long relied on different masters to guide his thinking, most recently Taravangian and Dalinar. He's learning to rely on himself, but he sees himself as an irredeemable killer.

Goals and Rewards

If you're using Szeth in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

Patron Goals

Szeth might offer goals like the following:

Relic of Home. Procure the special tea and incense used in meditation by Shin Stone Shamans.

Patron Benefit: Szeth

Szeth doesn't have access to the normal amenities of a patron. However, he has a deep well of knowledge about the surges, which he gained from practicing with the Honorblades in his youth. If you gain Szeth as a patron and train with him during downtime (see "Downtime" in chapter 9 of the *Stormlight Handbook*), you can gain the Shardblade expertise. Additionally, for each day you spend training with him, you gain an advantage you can use on a future surge skill roll. You can't gain more of these advantages than your highest rank in a surge skill, and these advantages last until you use them or next train with Szeth.



Renarin

Truthwatcher Renarin Kholin has struggled to find his place. A prince of House Kholin and the second son of Dalinar and Evi, he felt most at home with Bridge Four. His mistspren, Glys, was "Enlightened" by the Unmade Sja-anat, granting Renarin visions of the future. The Vorin church condemns future sight as evil, so he entrusts the secret of his power to very few.

As a Knight Radiant, Renarin is thoughtful, loyal, inquisitive, and courageous. His future sight and his Progression surges have aided many. He often volunteers knowledge of niche subjects, and his visions are immensely valuable despite only offering possible outcomes, not certain ones. Renarin has paved the way for other Radiants to bond with corrupted spren, allowing for more seers—and more black spots in Odium's own future sight.

Goals and Rewards

If you're using Renarin in your campaign, individual PCs who complete goals for him may be able to gain him as a patron, and in so doing, gain his patron benefit.

"What's wrong with me? Why do I see these things? I thought I was doing something right, with Glys, but somehow it's all wrong…"

—Renarin

JULIA MADDALINA

Patron Goals

Renarin might offer goals like the following:

Touch of Sja-anat. Locate a person who has bonded another spren Enlightened by Sja-anat—or bond one yourself—and introduce them to Renarin.

Patron Benefit: Renarin

In addition to offering amenities, Renarin can provide you with insights into the future. After a long rest during which you can access a spanreed to Renarin, roll a number of d20s equal to your tier and record each result. When an enemy or willing ally you can sense makes a test, you can use a reaction to replace the test's d20 roll with one of your recorded numbers. You can replace that number after you see their die roll and after they apply any advantages, but you must do so before the effects of the test are resolved. You lose a recorded number after you use it to replace a d20 roll or after a long rest.

Alternatively, Renarin can take you on as a Truthwatcher squire instead of granting the above benefit.



JULIA MADDALINA

Lift

Lift is a Reshi Edgedancer and a thief enshrouded in mysteries. After a difficult childhood in Rall Elorim, she sought the Nightwatcher, but instead, she unknowingly gained an audience with Cultivation herself. After requesting to "stay the same," Lift gained a unique ability to exist partially in the Cognitive Realm and to metabolize food into Lifelight, fueling her surges. As a child, Lift used her "awesomeness" and her cultivationspren, Wyndle, to survive as a thief in Azir.

She narrowly avoided being killed by the Herald Nale several times. The last time she encountered him, she spoke her Third Ideal and convinced him there was no use in killing Surgebinders, as the True Desolation had come. She has joined the Knights Radiant and now resides in Urithiru.

Goals and Rewards

If you're using Lift in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Lift might offer goals like the following:

Find New Cuisine. Locate a food Lift has never tried before. It's okay if it's a little stale by the time it gets to her—she'll still eat it.

Patron Benefit: Lift

Lift doesn't have access to the normal amenities of a patron. However, she has the uncanny ability to "acquire" whatever might be needed. Once per week, if Lift is available and willing, you can request that she acquire something for you, but it's up to the GM whether she can do so. For example, while she's capable of entering heavily guarded locations, she might not be able to obtain certain plot-critical items—knowing Lift, she's likely to instead get distracted by a new type of chouta.

Alternatively, Lift can take you on as an Edgedancer squire instead of granting the above benefit.

"You're my pet Voidbringer, and no lies are going to change that. I got you captured. No stealing souls, now."

—Lift

Venli

Venli is a listener scholar and Willshaper, bonded with her lightspren Timbre. She was a keeper of songs and developed the listeners' writing system. Venli is credited for rediscovering nimbleform and stormform, though her knowledge of the forms came from the Voidspren Ulim.

For some time, Venli was Odium's foremost propagandist, but she eventually felt remorse for summoning the Fused and wished she could be more like Eshonai, her sister. Since that confession, Venli has been trying to draw singers away from the Fused, gathering them to desert the Voidbringers.

Goals and Rewards

If you're using Venli in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Venli might offer goals like the following:

Liberate Singers. Identify singers who want to be free of Fused control, then help them escape and contact Venli and the listeners.

Patron Benefit: Venli

Venli can provide you with connections to singers who resist Odium's authority, and she can provide amenities when you're traveling in areas inhabited by singers. Additionally, she can teach you much about Fused society because of her time working for them. When using her knowledge while in Odium-held territory, you gain an advantage on various tests based on your tier, as shown on the Venli Advantages table. However, the GM might spend ✵ from these tests to introduce various challenges, as some of Venli's information is out of date.

Alternatively, Venli can take you on as a Willshaper squire instead of granting the above benefit.

Venli Patron Advantages

Tier	Tests	Bonus
1	Persuasion	One advantage
2	Intimidation, Persuasion	One advantage
3	Intimidation, Persuasion, Leadership	Two advantages
4+	Deception, Intimidation, Persuasion, Leadership	Two advantages



"I'm not here to help the humans. I can barely help my own kind."

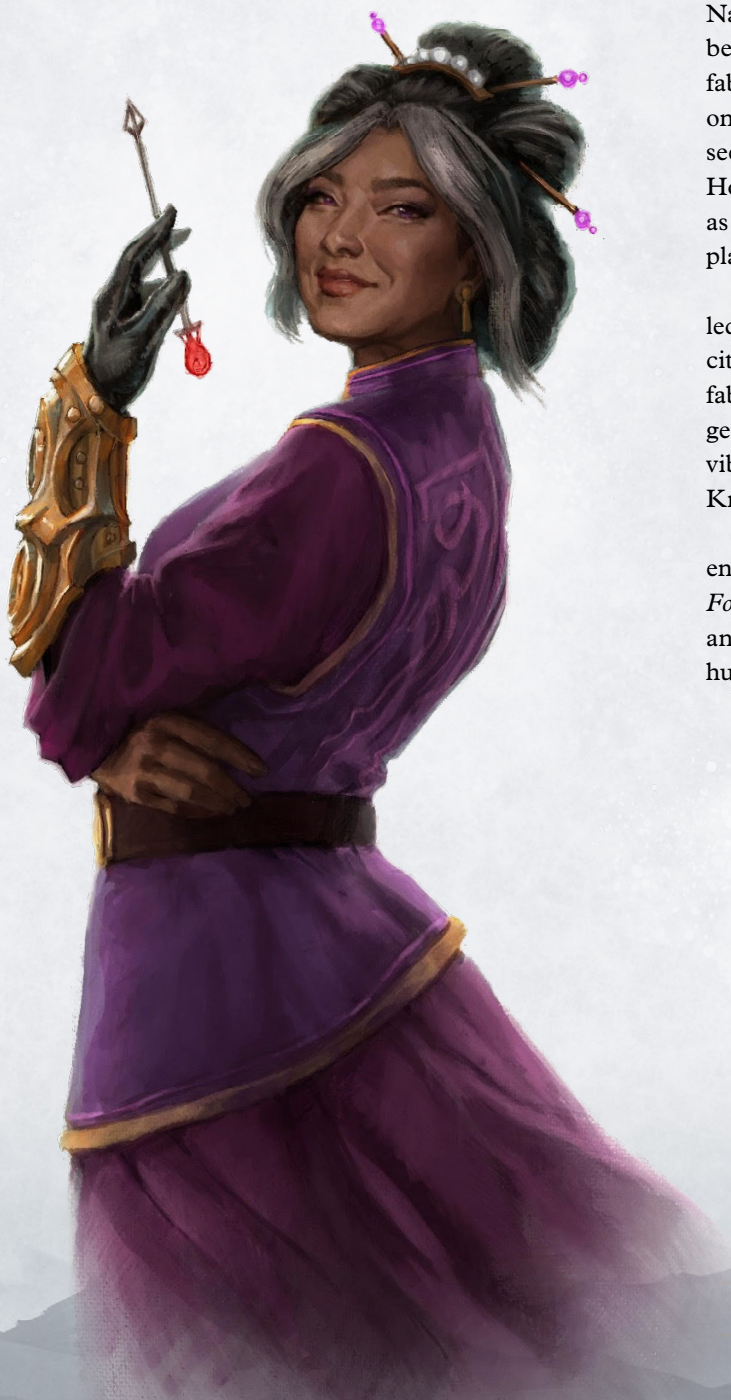
—Venli

JULIA MADDALINA

Navani

Navani Kholin is the former queen of Alethkar, widow of Gavilar Kholin, wife of Dalinar Kholin, and the Coalition of Monarchs' leading mind in fabrial science. She's mother to Jasnah and Elhokar Kholin (by birth) and Adolin and Renarin Kholin (by marriage). Though an insightful scholar, Navani is an orthodox theist and traditionalist; this presents challenges as she seeks to reconcile her beliefs with the remarkable discoveries occurring before her very eyes.

With her political cunning, scholarly mind, and access to both scholars and fabrials, Navani is a valuable ally for any character.



JULIA MADDALINA

Dalinar's Visions

Dalinar trusted Navani to record his visions, and she excelled at the task. Navani realized his rambling was too ordered to be nonsense, so she researched his babbling and realized he had repeated a phrase from the Analectics—a book of chants written in the Dawnchant, the language of the singers. Using Dalinar's visions, Navani jump-started the project to translate the Dawnchant.

She published Dalinar's visions (after removing sensitive information) and added historical references to support his descriptions. Later, she taught Dalinar to read and write, helping him with his autobiography *Oathbringer, My Glory and My Shame*.

Scholar and Artifabrian

Navani is a renowned scholar and artifabrian who has been pivotal in the development and refinement of new fabrials, including grandbows and the painrial. Navani once doubted herself as both a scholar and artifabrian, seeing herself as a mere patron of these sciences. However, her skills proved highly valuable to Alethkar, as her designs for a painrial and a floating archery platform appealed to their militaristic priorities.

When most of Alethkar moved to Urithiru, Navani led the way in uncovering much about the ancient city. She discovered and deciphered the workings of a fabrial lift. When Renarin found an archive of inscribed gemstones in the library of Urithiru, Navani used vibrations to reveal recorded messages from the ancient Knights Radiant.

Navani is currently leading a team of ardents and engineers in the creation of Roshar's first airship, the *Fourth Bridge*. A hundred feet long, sixty feet wide, and forty feet high, it will move through the air using hundreds of conjoiner fabrials.

> *"Merely another problem to solve, through application of logic and hope, in equal measure."*
>
> —Navani

Goals and Rewards

If you're using Navani in your campaign, individual PCs who complete goals for her may be able to gain her as a patron, and in so doing, gain her patron benefit.

Patron Goals

Navani might offer goals like the following:

Fabrial Breakthrough. Make a discovery in fabrial creation. This could be a new device or a new interaction that unlocks new potential for fabrial technology.

Unearth Ancient Secrets. Uncover secrets of fabrials from before the Recreance.

Patron Benefit: Navani

In addition to offering amenities, Navani can provide you with access to the best equipment and facilities for crafting fabrials, granting an advantage on crafting tests when using facilities she provides or recommends.

Additionally, Navani can provide you with a powerful fabrial or gemstone suitable for your party's tier (see "Fabrials and High-Quality Gems" in chapter 8 of the *Stormlight Handbook*). The specifics of this reward are at the GM's discretion. When you return to Urithiru or otherwise meet up with Navani, you can swap out the fabrial and gemstone for a new one.

Odium's Forces

The Shard Odium has at his disposal an array of dangerous allies, from the Unmade and Fused to individual humans and singers he has manipulated.

Odium's forces seek to conquer all of Roshar, but this is merely the prelude to a larger war. Odium has always sought to make Roshar a world torn by war, a crucible in which to forge the cosmere's fiercest warriors.

Voidbringers

Throughout history, Odium's elite forces have been called Voidbringers, though the term was misunderstood during the Era of Solitude. As the True Desolation begins, that term refers to the Fused, Regals, Voidspren, and Unmade.

Fused

The Fused are ancient, immortal singers whose souls can take over the bodies of willing singers.

Fused are undoubtedly at the heart of the True Desolation and unfolding global events, as they've

LESHWI, VYRE, AND LEZIAN



served Odium for millennia. Some have become unstable, stretched thin by so many Returns, but many are brilliant leaders and scholars. (For more information on the nine brands of Fused, see their profiles in chapter 8.)

Regals

Regals are singers who have bonded with a lesser Voidspren to assume a singer form of power (see "Singers and Listeners" in chapter 2). Each form grants a different ability, from the deadly lightning of stormform to the prophetic visions of nightform.

In singer hierarchy, Regal is the highest rank aside from the immortal Fused, whom other singers serve dutifully. Only singers who prove especially capable and loyal are given the opportunity to become a Regal.

Voidspren

Voidspren are spren composed of Odium's Investiture. Most are lesser Voidspren who exhibit only simple or instinctive intelligence, such as stormspren (who bond with singers to create stormform) and secretspren (crackling orbs of yellow energy who "scream" when fabrials or surges are activated).

Though less common, there are intelligent sapient Voidspren with memories dating back to the human arrival on Roshar. One such Voidspren, Ulim, manipulated the listener Venli into causing the Everstorm.

In Shadesmar, Voidspren have seized several spren cities and expanded Odium's influence using warships and Fused patrols. In the Physical Realm, they track and monitor independent groups of singers, guiding them to the Fused to be converted to Odium's cause.

Unmade

The ancient Unmade are among Odium's most fearsome and powerful forces. These nine Splinters of Odium are each endowed with formidable abilities such as corrupting spren, influencing the emotions of an entire region, or seeing the future. Some are intelligent, showing cunning and patience, while others are mindless forces of wrath. (See "The Unmade" in chapter 3 for more information on the Unmade.)

Thunderclasts

Thunderclasts are enormous stone monsters who serve Odium and fight at the front of his forces. Though they have a physical form, each is controlled by a Cognitive Shadow who animates stones around them. Thunderclasts appear throughout history, dating back to the Desolations, and they've slain Radiants—and even Heralds—countless times. (See "Thunderclast" in chapter 8 for more information on these gargantuan entities.)

Singer Allies

When humans first arrived on Roshar, many of them had served Odium in the war that destroyed Ashyn. Odium sought a new people to manipulate and empower—and he found the singers. When humans encroached on singer lands, Odium shaped the singers' frustration into fury. Over the ensuing centuries and millennia, he repeatedly tempted them with power and guided them toward war.

With the return of the Everstorm and the awakening of singers across Roshar, Odium knew he had another chance to harness the singers' righteous anger and wield it as destructive wrath. Employing the Fused as overseers and lieutenants, he drafted formerly enslaved singers into an army of warform soldiers and empowered Regals.

However, not all singers accept Odium's rule. Some celebrate him as a liberator, giving them the chance to reclaim their rightful home. Others see him as just another master demanding to be obeyed, and they have no interest in fighting his war. Each singer's experience is individual, and some have even sworn to oppose him as Knights Radiant. (For more information, see "Singers and Listeners" in chapter 2.)

Human Allies

Odium has many human allies and puppets across Roshar. While Taravangian was his most effective servant, he also manipulated individuals like Queen Aesudan, Meridas Amaram, and the former bridgeman Moash. Some human nations have capitulated to Odium's overwhelming power, while others have been destroyed by infighting that Odium orchestrated.

The Skybreakers—the only order of Knights Radiant who didn't disband at the Recreance—have also found themselves serving Odium. Supporting the singers' claim to Roshar, they joined the war on the side of the Voidbringers.

Voidbringer Objectives

The Voidbringers pursue many smaller objectives while they advance their primary goal: conquering Roshar for Odium. Voidspren bond with singers to bring soldiers into Odium's army. The Fused maintain power by capturing and controlling strategic areas such as Alethkar, Urithiru, and the Oathgates. The Fused and Voidspren both spread their influence through Shadesmar, converting spren to their cause. Fused,

Regals, and thunderclasts fight on the frontlines against the Coalition of Monarchs. With many tactics at their disposal, Odium's Voidbringers now command vast regions of Roshar, leaving the humans scrambling to respond.

However, the Voidbringers aren't a monolith and their goals sometimes differ. For example, some seek a military victory while avoiding collateral damage, while others aim to drive humans to extinction.

Goals and Rewards

Odium's forces often play an important role in campaigns, usually as the main adversary. However, individual PCs may wish to align themselves with Odium. Such PCs may be able to complete goals for Odium's forces to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

For PCs who are willing to risk association, Odium's forces might offer goals like the following:

Spy on Dalinar's Coalition. Discover key information on the movements and plans of Dalinar and his coalition, then report this information to the Fused.

Patron Benefit: Odium's Forces

In addition to offering amenities, Odium's forces can offer great power to singer and human characters.

Singer Benefit. As a singer, you gain the Ambitious Mind talent from chapter 2 of the *Stormlight Handbook*. If you later break your ties with Odium's forces, you lose this talent and can't benefit from later talents in the tree until you regain this talent through other means.

Human Benefit. As a human, you gain a Voidspren who accompanies you. Though you can't bond with this spren, they follow the rules in "Playing With Spren" in chapter 5 of the *Stormlight Handbook*.

RABONIEL LEADS DEEPEST ONES IN THE INVASION OF URITHIRU.



The Diagram

In hopes of saving Roshar from the Everstorm and the True Desolation, King Taravangian of Kharbranth approached Cultivation (whom he believed was the Nightwatcher) and asked for the compassion and acumen to save the world. Cultivation granted him both, but with a curse: He would never possess both to their fullest at the same time. On any given day, he might be brilliant but heartless, or compassionate with a clouded mind, or an entirely unremarkable blend of the two.

One fateful day, Taravangian awoke with incredible genius, allowing him to determine the likely course of future events—and thus to devise a plan to save humankind from the True Desolation. He covered his bedroom walls and furniture with writings and calculations.

After these enigmatic writings—which he called the Diagram—were copied into one volume, Taravangian gathered people he trusted to aid in deciphering and interpreting it. Thus the group of the same name was formed. The members of the Diagram believe that correctly interpreting and carrying out the Diagram will unite and save humankind. However, Taravangian's actions have thus far destabilized much and saved nothing.

The Text

The Diagram is written in codes, diagrams, poetry, and invented languages. This slows down the process of interpreting it, as it first must be translated into plain speech, and these translations can get muddied and allow for multiple interpretations. Members sometimes disagree on what they think the Diagram is instructing them to do, and each member acts based on their individual interpretations.

Death Rattles

To sharpen their understanding of the future, the Diagram systematically analyzed "death rattles"—the last words of dying people. These prophecies of the future come from an ancient spren of Odium, the Unmade Moelach. To expedite the collection of death rattles, Taravangian enacted one of his most callous policies: he bled hospital patients to death.

Obsessed with obtaining even more prophecies, Taravangian instituted a program to take hospital patients whose disappearances wouldn't be noticed—the terminally ill, the vulnerable, the forgotten. They were slowly and intentionally bled to death while Silent Gatherers recorded the death rattles.

After Moelach settled elsewhere on Roshar, death rattles became less frequent, restricting Taravangian's access to them.



"The Diagram has served its purpose. We have protected Kharbranth. We have fulfilled the Diagram. Both the book and the organization we named after it were merely tools."

PETAR PENEV (LEFT); ARI IBARRA (RIGHT)

Assassinations of Leaders

One of Taravangian's most significant actions was the assassination of numerous world leaders. He obtained Szeth's Oathstone and ordered him to kill important leaders. Among many others, these murders included two Azish Primes, King Hanavanar of Jah Keved, and several Veden highprinces, creating a succession crisis and triggering a Veden civil war.

Taravangian also sought Dalinar Kholin's death, as Dalinar's attempts to unite the highprinces threatened Taravangian's ability to rule Roshar. However, Szeth was routed by Kaladin Stormblessed before he could finish the job.

Rule of Jah Keved

Taravangian's machinations put him in a position to claim the throne of Jah Keved. He posed as a kindly foreign king hoping to aid Jah Keved in the wake of its deadly civil war, while concealing his own role in fomenting that conflict. The Veden highprince Valam who emerged as king was on his deathbed by the time he realized Taravangian's neutrality was feigned. His last act was to name Taravangian as his successor.

Graves and Elhokar

One notable repercussion of the Diagram began with Graves, an Alethi Shardbearer. According to his interpretation of Taravangian's writings, the Diagram needed to ally themselves with Dalinar Kholin—but to do that, they would need to assassinate King Elhokar.

Though Graves ultimately died to the Fused, he recruited Moash, a member of Bridge Four, to the cause. He also tried to recruit Kaladin, but Kaladin saved Elhokar instead.

Betrayal of the Coalition

After the Everstorm marked the beginning of the True Desolation, Taravangian joined Dalinar's coalition in Urithiru. He had reevaluated the Diagram and determined that he could unite Roshar by replacing Dalinar as the coalition's leader.

He discovered three secrets: Roshar was originally inhabited only by the singers, King Elhokar had sworn allegiance to Dalinar as highking, and Dalinar's visions involved talking with Odium. Taravangian released a twisted version of these facts to the public, casting Dalinar as a man who was hungry for the throne and fraternizing with the enemy. The revelation also called the coalition's goals into question, as the humans seemed to be invaders bent on invading again. With this, Dalinar's coalition temporarily crumbled, though it reunited after the Battle of Thaylen Field.

Allying With Odium

Continuing to follow the Diagram, Taravangian confronted Odium, offering to ally with him if Odium promised to save the people of Kharbranth. When Odium agreed, Taravangian gave his forces Jezrien's Honorblade.

Goals and Rewards

If you're using the Diagram in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit. However, the Diagram's motivations might not always align with those of everyone in the party.

Patron Goals

For PCs who are willing to risk association, the Diagram might offer goals like the following:

Trust the Diagram. Complete a task of sabotage or subterfuge given to you by a member of the Diagram. You're unlikely to fully understand why you need to complete this task, but it's important that you trust it serves the needs of the Diagram.

Patron Benefit: The Diagram

In addition to offering amenities, the Diagram has a vast network of spies and assassins. Once per week, if you name a target that aligns with the Diagram's interests (as determined by the GM), the Diagram will eliminate them for you. But if you make requests that don't align with the Diagram, you can quickly find yourself on the wrong side of its plans.

Ghostbloods

A powerful but highly secretive organization, the Ghostbloods were formed to protect the world of Scadrial at all costs. They've since spread to many planets throughout the cosmere, Roshar included.

The Rosharan branch of the Ghostbloods has one particular focus: to carry vast quantities of Stormlight offworld and into the hands of their leader, Thaidakar. He seeks the secrets of Stormlight as a source of freedom and power.

Rosharan Ghostbloods serve Scadrial and Thaidakar in several ways. First, the Ghostbloods seek control of the Oathgates, and they search for perfect gemstones they can use to transport Stormlight through Shadesmar. Second, they're obsessed with finding Ba-Ado-Mishram. Third, they seek to recruit the Unmade Sja-anat and bond the spren she has Enlightened. Finally, they seek to imprison Heralds, hoping to eliminate potential adversaries and gain information to help Thaidakar.

These disparate goals—some reasonable, others mysterious in their motivation—have led the Scadrian Ghostbloods to view the Rosharan branch as chaotic, but few can deny that the Ghostbloods have significantly impacted Roshar's current events.

Structure

Deeply loyal, Ghostbloods trust their own. Their strict hierarchy reinforces this, and Ghostbloods don't keep secrets from their fellow members. Those who break ties with the group may be hunted, and those who share information outside of the group are assassinated.

Each Ghostblood has a tattoo somewhere on their body in the shape of three overlapping diamonds.

Cosmere Travelers

Many Ghostbloods are worldhoppers, and thus carry with them useful things from other worlds in the cosmere, such as Aviar (birds from First of the Sun), seons (spren-like beings from Sel), and white sand (a material from Taldain that can detect the presence of Investiture).

Actions on Roshar

The Ghostbloods have meddled in many events on Roshar, some more successfully than others. Some highlights include the following:

Bonding Corrupted Spren. The Ghostbloods seek "Enlightened" spren from the Unmade Sja-anat.

Targeting Jasnah. For reasons unknown to Jasnah Kholin, the Ghostbloods have tried to assassinate her several times.

Thwarting the Sons of Honor. Ghostbloods have clashed with this rival society. They currently have highprinces Thanadal and Vamah—who are both leaders of the Sons of Honor—in their sights.

Notable Members

Though most Ghostbloods work across the cosmere or on other worlds, some members are based on Roshar.

Thaidakar

Thaidakar—the Lord of Scars—leads the Ghostbloods from the shadows. As a Cognitive Shadow tied to Scadrial, Thaidakar can't leave his planet via Shadesmar like living worldhoppers can, so he relies heavily on the Ghostbloods to enact his cunning long-term plans.

His primary goal is to prepare Scadrial for potential threats throughout the cosmere. On Roshar, his Ghostbloods search for ways for him to leave the Scadrian subastral, as well as ways to avoid the maladies of the mind observed in other Cognitive Shadows (like the Fused and Heralds).

Thaidakar and Hoid (introduced in the upcoming "Worldsingers" entry) are rather antagonistic to each other, as Hoid considers him dangerous and would prefer he didn't meddle with Roshar.

Iyatil

Iyatil is Master Thaidakar's pupil and Mraize's master. Though she was born in Silverlight, she's of Southern Scadrian heritage and always wears a lacquered wood mask that marks her as a member of a Scadrian tribe.

> *"Are you the hunter, or are you the quarry?"*
>
> —Iyatil



ESTHER SCHRADER

Mraize

The man whom Shallan knows by the title of Mraize—whose real name is Betd—is a worldhopper from Thaylenah and a high-ranking member of the Ghostbloods. As Shallan's direct mentor, he gives Shallan her assignments for the Ghostbloods.

Shallan

Shallan met and worked with the Ghostbloods under her persona of Veil. Manipulating her way into a meeting, she impressed Mraize, and he began giving her increasingly important assignments. When Mraize eventually discovered her true identity, he used it to lure her into further work with the Ghostbloods. Under Mraize's direction, Shallan infiltrated Meridas Amaram's manor, investigated the Herald Taln while he was detained by Dalinar, communicated with Sja-anat, and more.



Kabsal

Kabsal was a Ghostblood who went undercover as an ardent in the Palanaeum. He feigned romantic interest in Shallan to get close to Jasnah Kholin, then tried to assassinate Jasnah via poisoned bread. His attempt ultimately failed, and through Jasnah's Soulcasting, he accidentally poisoned himself and died.

Goals and Rewards

If you're using the Ghostbloods in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit. Though the Ghostbloods' motivations may not always align with other party members, they're no strangers to agents with divided loyalties.

Patron Goals

For PCs who are willing to risk association, the Ghostbloods might offer goals like the following:

Find a Perfect Gemstone. Locate and obtain a gemstone cut so well that it leaks negligible Stormlight, then deliver it to the Ghostbloods.

Patron Benefit: Ghostbloods

The Ghostbloods can provide access to very discreet and secretive amenities. Additionally, they can acquire exotic items from places in the cosmere beyond Roshar. At the GM's discretion, the Ghostbloods can give or loan you an item from another world, such as:

- A black sand that turns white when exposed to Investiture.
- A strange cube that allows instantaneous communication with the Ghostbloods or other people with access to them.
- Spores that explode into a tangle of vines when exposed to water, dealing 2d8 impact damage to everything within 10 feet and creating difficult terrain in that area.
- Items from other books in the Cosmere RPG (at the GM's discretion).

You can exchange this item for a new one when you next meet with your Ghostblood handler. The Ghostbloods can't provide items that are restricted to characters above your tier.

"The truth destroys more people than it saves."

—Mraize

ESTHER SCHRADER

Skybreakers

The Skybreakers are the only order of the Knights Radiant that didn't abandon their oaths on the Day of Recreance—and the only order that has sided with the Voidbringers during the True Desolation. Though their leader, the Herald Nale, morally opposes Odium, he recognizes the singers' lawful claim to Roshar. He thus directs his Skybreakers to do the same, assisting Odium's military efforts when they involve reclaiming land from humans.

The Skybreakers can use the surges of Gravitation and Division, making them dangerous combatants. Meanwhile, their training imparts a deep understanding of legal codes and techniques to recognize guilt or deceit.

The "Skybreaker" entry in chapter 8 presents stat blocks for Skybreaker NPCs in your game.

The Ancient Skybreakers

Before the Recreance, the Skybreakers followed a strong moral code that drove them to oppose anarchy and tyranny. They relied on law and legal structures to fight for justice, even going so far as to ensure the other orders of Radiants didn't misuse their powers. To them, law was a higher ideal to follow, something to strive for despite its potential imperfections.

Uniquely, the Skybreakers acted as a military force that policed the other Radiants, ensuring none would become tyrants acting above the law. This created some conflict with other orders, especially the Dustbringers (whom the Skybreakers considered to skirt the line of morality) and the Windrunners (who often disregarded the law to do what they considered right).

After the Recreance

After the Day of Recreance, the Skybreakers went into hiding, operating out of a fortress on the northern edge of the Purelake in Marabethia. Here, potential Radiants faced exacting tests, and Nale only granted spren bonds to those he deemed worthy.

During the Era of Solitude, Ishar told Nale that if the other orders returned, it would bring about the return of the Voidbringers—so prospective Radiants must either be killed or recruited into the Skybreakers. Thus began Nale's crusade to stop others from bonding spren, preventing the return of the Knights Radiant.

Modern Era

Nale began to influence the minds of new Skybreakers he recruited, and over the years, the order has become merciless and unyielding. Nale has abandoned his empathy, and he drives the Skybreakers to enforce uncompromising punishments to suit their needs. Where the order was once loyal to the ideal of the law, they now feel no guilt in exploiting loopholes in the very codes they swear to follow.

As the Voidbringers returned, Nale's crusade drew near its end. In one key moment, Nale traveled to Yeddaw, a city in Tashikk, where the young Edgedancer Lift stopped him from killing a Truthwatcher who ran a local orphanage. Lift convinced him the True Desolation had come, and Nale wept and fled Yeddaw.

The Truth of the Recreance

After this truth was revealed, Nale left the Skybreakers for some time, grappling with the Everstorm's arrival and seeking Ishar's guidance. He returned to the Skybreakers and told them the origins of the Desolations. There, he declared his intention to side with the singers who had lawful claim over Roshar as its original inhabitants.

Squires and Masters

The Ideal of Justice, taken by Skybreaker squires, is an oath to seek and administer justice. The Ideal of Dedication—the last Ideal reached for most Skybreakers—is taken after they bond a highspren; in this Ideal, they dedicate themselves to a greater truth like a person or a code of conduct. Some Skybreakers take the Ideal of Crusade, pledging themselves to a specific personal quest; once that's completed to the satisfaction of their spren, they're elevated to the level of master and can take on squires.

The Skybreakers train their squires with unique training methods that emphasize critical thinking. In one such method, Szeth and other candidates were told of an outbreak of convicts, then instructed to find the guilty and execute them. While many obeyed, Szeth questioned the convicts and determined that the prison was cruelly run, the convicts were starving, and their wardens were strict and harsh. Szeth instead killed the prison administrator, administering a more righteous justice. For doing so, he was chosen as a squire by Ki, a master Skybreaker.

In another training regimen, squires practiced the surge of Gravitation by throwing colored powder at each other; the winner was whomever bore the least colored spots on their clothes. Szeth won this competition as well when the Purelake washed away his stains, teaching him to exploit loopholes.

Notable Skybreakers

The Skybreakers follow Nale dutifully, enacting his will across Roshar. The following individuals are notable members.

Ki

Ki is a master Skybreaker from the Iriali city of Rall Elorim. She took Szeth as a squire while he trained with the Skybreakers. A composed, ordered woman with golden hair, she reveres Nale and obeys him readily.



NALE

SVETLANA KOSTINA

Nale

Nale is a Skybreaker himself and the only Herald known to join his own order. Once an empathetic, compassionate soul, the torture he endured on Braize rid him of that empathy. His highspren, 121, encourages literal and inflexible interpretations of the law, which certainly hasn't helped temper Nale's callousness. At times, Nale is horrified at who he has become—but those moments are fleeting before trauma retakes him.

Szeth

Nale inducted Szeth into the Skybreakers and assigned him a highspren named 12124. Szeth trained under Ki, swearing the Second Ideal. When Nale decided to join the singers, Szeth left Nale's Skybreakers, deciding instead to serve Dalinar Kholin. (See the "Szeth" section earlier in this chapter for more information.)

Helaran

Helaran Davar, Shallan Davar's oldest brother, joined the Skybreakers. He intended to kill Highlord Meridas Amaram, but Kaladin killed Helaran before he could complete the job.

Goals and Rewards

If you're using the Skybreakers in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit. While the Skybreakers' motivations may not always align with everyone in the party, they'll work with enemies if the law requires.

Patron Goals

For PCs who are willing to risk association, the Skybreakers might offer goals like the following:

Enact Justice. Apprehend a criminal who has broken local laws.

Help the Singers. Work alongside awakened parshmen to rescue singers who have been captured by slavers.

Patron Benefit: Skybreakers

In addition to offering amenities (usually those of the local law enforcement), the order can dispatch a Skybreaker to fly your group around Roshar if you can contact them and persuade them that your mission aligns with their Ideals. This Skybreaker won't knowingly fly you into any kind of danger or enemy territory that would require Gravitation tests to navigate. The amount of time it takes for them to arrive and help you is at the GM's discretion based on your current circumstances. The Skybreaker Flight Frequency table lists how often you can call for this help, depending on your tier.

Skybreaker Flight Frequency

Tier	Frequency
1	Once per month
2	Once per week
3+	Unlimited

Sons of Honor

The Sons of Honor is a society that works to restore the dominion of the Vorin church, though its goals and methods aren't aligned with the church's teachings. The organization is led by Restares, who is secretly the Herald Kalak. The Sons of Honor seek to bring about the return of the Voidbringers, in hopes the Heralds will also return—and in so doing, reassert Vorin dominance and restore the power that the church claimed during the Hierocracy.

Gavilar Kholin and Meridas Amaram were both prominent members of the Sons of Honor. As Gavilar rose quickly through the ranks and brought in many new recruits, he developed his own goal: to amass godlike power. He and Restares began collaborating in secret until Gavilar was assassinated.

Following Gavilar's death, the organization and its leadership shifted. Amaram rose to a position of leadership, where he focused on researching the listeners and Voidbringers and searching for Urithiru.

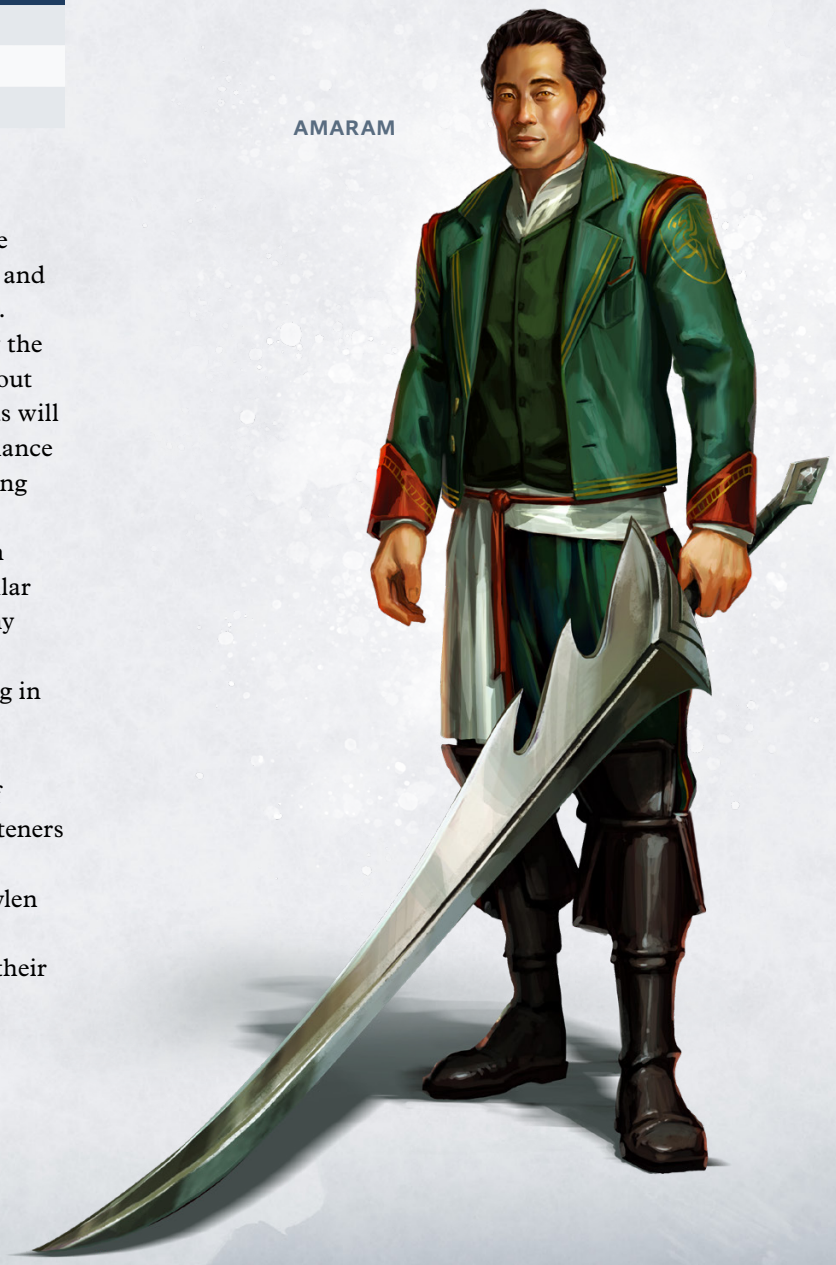
After Amaram's death during the Battle of Thaylen Field, the Sons of Honor tried to unite under Ialai Sadeas, but they remain vulnerable to attack from their most immediate rivals, the Ghostbloods.

Notable Sons of Honor

The Sons of Honor are generally ruthless, caring little for the death of innocents if it brings them closer to their goals. The following individuals are notable members.

Amaram

Meridas Amaram's primary goal was to lure the Heralds back to Roshar by unleashing the Voidbringers. A religious extremist, he was willing to go to terrible lengths to restore the Vorin church. He was also self-obsessed and saw himself as the perfect Alethi lighteyes, making him susceptible to manipulation by Odium. This ultimately resulted in his death after he swallowed the power of an Unmade (see "Servant of Yelig-Nar" in chapter 8).



AMARAM

BENIAMINO BRADI

Gavilar

Gavilar Kholin was an influential member who greatly expanded the ranks of the Sons of Honor, including bringing in Amaram. Gavilar's plan to bring back the Voidbringers ended when he was assassinated by the listeners.

Gavilar also pursued dangerous research, seeking the power to kill a god. This led him to discover anti-Light, which could be used as a deadly weapon against Invested creatures.

Ialai

Ialai Sadeas is a calculating political mastermind well-versed in intrigue. During the War of Reckoning, she managed her princedom's network of spies and assassins. When her husband was murdered, she believed Dalinar was responsible and began working with the Sons of Honor in an attempt to expose and overthrow him. After Odium took control of House Sadeas's soldiers at the Battle of Thaylen Field, she left Urithiru and returned to the warcamps to continue her schemes.

Restares

The Herald Kalak, operating under the name Restares, is the only surviving leader of the Sons of Honor. He and the Herald Nale encouraged Gavilar's work on transporting spheres across long distances, presumably to find a way out of the Rosharan system. Kalak is aware of and concerned about the deteriorating minds of the Heralds.

Though he has moved his base of operations to Shadesmar, he hasn't given up his obsession with leaving the Rosharan system and the cycle of Desolations behind.

Goals and Rewards

If you're using the Sons of Honor in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit. Though the Sons of Honor's motivations may not always align with everyone in the party, some of their missions might intrigue heroic characters.

Patron Goals

For PCs who are willing to risk association, the Sons of Honor might offer goals like the following:

Capture the Void. Capture a Voidspren in a gemstone and deliver it to the Sons of Honor.

Investigate the Ghostbloods. Stop an agent whom the Sons of Honor believe to be a Ghostblood assassin.

Patron Benefit: Sons of Honor

In addition to offering amenities, the Sons of Honor are widely connected. When you request assistance from the Sons of Honor, they can provide you with guards or other assistance for missions that align with their interests. These guards follow the rules for companions of your tier (see "Companions" in chapter 8 of the *Stormlight Handbook*) and stay with you until the stated mission is complete.

Worldsingers

Founded by the worldhopper Hoid, the Worldsingers are a group of storytellers who spread knowledge and bring peace through understanding. They traverse Roshar to learn about other peoples and cultures, then share that information with others.

A Worldsinger's knowledge is extensive, covering topics such as architecture, demographics, geography, local traditions, peoples, religion, and trade. They ask precise questions and seek precise answers to glean that knowledge—but when they disperse it, they turn to stories and allegories to disseminate knowledge and inspire peace.

Notable Worldsingers

Hoid is the founder of the Worldsingers, and Sigzil is his most prominent apprentice.

Hoid

Hoid holds the self-appointed rank of Master Worldsinger. He has long used sand, smoke, and his Trailman's flute to captivate audiences with his stories. Now, after bonding the Cryptic called Design, he has added Lightweaving to his repertoire.

However, Hoid is far more than a storyteller—or at least, the tale he tells is more expansive than the story of any single world. A traveler across the cosmere, Hoid was present at the Shattering of Adonalsium but refused to take up the power of a Shard. He has spent millennia as a worldhopper, guided by Fortune to provide counsel to those who need it.

Just as Hoid gathers stories, he collects Invested Arts. Surgebinding, Allomancy, and Awakening are just some of the magic systems he has gained in his travels.

Hoid has taken a particular interest in Roshar, from his role as the King's Wit to his courting of Queen Jasnah. Though many dismiss him as a frivolous misanthrope, he's a brilliant and calculating individual. His long-term motives are difficult to discern, but he clearly opposes the threat that Odium poses to the cosmere.

CAIO SANTOS

Sigzil

Sigzil is an Azish member of Bridge Four, a companylord of the Order of Windrunners, and a full Worldsinger—though he took quite the path to get there. In Azir, he found himself in trouble after failing his exams to become a public servant. Hoid rescued him and took him on as an apprentice, though the two sometimes clashed, as Sigzil could be judgmental and thoughtless. After Sigzil and Hoid were separated, Sigzil eventually became a bridgeman.

For a while, he hid his affiliation with the Worldsingers, but he eventually began to tell the other bridgemen about far-off lands and peoples, such as Sesemalex Dar and the Emuli. Hoid finally located him again and promoted Sigzil to a full Worldsinger.

Like other members of Bridge Four, Sigzil became a Windrunner squire and fought for the coalition during the Battle of Thaylen Field. Soon after, he bonded the honorspren Vienta. With his scholar's mind and tactical acumen, he's viewed as a leader and role model by the other Windrunners.

ON ROSHAR, HOID IS KNOWN AS WIT.

Goals and Rewards

If you're using the Worldsingers in your campaign, individual PCs who complete goals for them may be able to gain them as a patron, and in so doing, gain their patron benefit.

Patron Goals

The Worldsingers might offer goals like the following:

Observe Traditions. Participate in a festival or cultural observance in another nation, then write a treatise on your experiences.

Influence a Leader. The citylord of an Alethi settlement has held out against Odium's forces, but certain destruction is coming. Tell him a story that persuades him to retreat with his citizens, preventing needless bloodshed.

Patron Benefit: Worldsingers

In addition to offering amenities, the Worldsingers can put in a good word for you with many cultures that would normally be untrusting of outsiders, and help you make connections despite not speaking any local languages. When a Worldsinger does so, you can be given a chance in an unfamiliar culture when you wouldn't otherwise, and you can obtain an interpreter to help you get around. At the GM's discretion, this can include the cultures of worlds beyond Roshar.





CHAPTER 6

POINTS OF INTEREST

Roshar is a diverse world with countless locations you can use as a backdrop for story arcs or entire campaigns. This chapter presents five iconic locations from the Stormlight Archive. In settings like these, characters might boldly change the fate of Roshar—or they might play a subtler role in saving ordinary people, uncovering astonishing secrets, or simply preparing for the arrival of influential Radiants.

Using These Locations

This chapter describes the following locations around Roshar and presents adventure hooks to inspire new stories on Roshar:

Occupied Alethkar. Under the hostile rule of Odium's forces, Alethkar is a mere shadow of what it once was. Danger lurks overhead as the Fused and Regals survey their new domain and enslave the human masses who previously enslaved their kind.

Rall Elorim. Water flows from an ethereal mountain fount, cascading over the entrance to a grand Iriali city. Odium's forces have found a home here, though it's not as tranquil as it appears.

Shattered Plains. Plateaus divided by perilous chasms form a vast battleground where Alethi troops and listeners compete to claim the gemhearts of pupating chasmfiends.

Urithiru. A rediscovered city with a powerful spren has become the staging ground for the Coalition of Monarchs and others who defy Odium. Tucked away in the mountains of central Roshar, this tower contains vast levels, and each hides ancient secrets.

Warcamps. Bordering the Shattered Plains, the warcamps are temporary cities ruled by Alethi highprinces. Although they exist to host armies, the warcamps include more than just barracks.

Coalition agents on a mission in occupied Kholinar.

MARIE SEEBERGER

Emotion and Plot

Setting and narrative are deeply intertwined in the cosmere. The barren crem-layered Shattered Plains, the mysterious obsidian expanse of Shadesmar, the majestic spire of Urithiru towering above Roshar—each memorable location serves the narrative happening within it. To create a strong and narratively cohesive campaign, consider how the physical setting of a campaign works in tandem with the story arcs to reinforce themes and events.

The locations in the Stormlight Archive serve two functions: They reinforce *emotion*, and they unfold *plot*. Each setting not only augments the storyline, but it holds secrets or plot beats for characters to investigate and engage with.

Reinforcing Emotion

Consider the progression present in the novels: The Shattered Plains are empty of civilization aside from two enemies—the listeners and Alethi—and empty of motivation aside from war and greed. Here, the wide-open plateaus leave soldiers exposed on all sides. This strengthens Kaladin's early feelings of isolation, despair, lack of direction, and vulnerability. The chasms enclose and separate Kaladin and Bridge Four from the exploitative highprinces and lighteyes, providing Bridge Four a home—but the chasms are also filled with chasmfiends and other dangers, ensuring this home is never truly safe.

Reinforcing Plot

In addition to sparking emotions, the simple setting of the Shattered Plains is wrought with questions: What lies at the center? Why are the plateaus in a symmetrical pattern? What are the lights in the center plateau? Some of these answers are only revealed when the story moves forward through climactic scenes. The protagonists eventually learn that Stormseat and the Oathgate lie at the center, then the story advances to Urithiru—a new setting and a new stage in the story.

Repeating the Cycle

And so the cycle repeats itself. Urithiru as a setting reinforces emotions: Feelings of confusion, loss, uncertainty, and wonder are compounded by the strange architecture, empty halls, inoperative systems, intriguing murals, marvelous fabrials, and bewildering height. Gaining Urithiru feels like a tentative win—

the city holds great potential, as long as they can get the systems working—and yet it is full of untold mysteries and dangers. Since Urithiru can't function as a home for the refugees right away, this enhances their feelings of instability as the Fused wreak havoc across Roshar.

Urithiru answers questions as much as it leads to further questions. It unlocks answers about the Knights Radiant, it leads to discovering the Oathgates, and it provides a place for the protagonists to operate out of and research Odium, the Voidbringers, and Urithiru.

When the characters are pushed against the wall with their current allies and knowledge, they transition to a new setting once again—this time, Shadesmar. There, they expand their understanding of the Cognitive Realm and of spren, and they gain new allies in young honorspren.

Over and over, the cycle continues. The more the characters encounter the otherworldly and magical, the more magical locations they're then led to, pushing them further and further into the mysteries. Meanwhile, the more "grounded" regions continue to evolve over time to reinforce the stakes of the campaign; for example, Alethkar descends into a warzone ravaged by Voidbringers and Unmade, mixing the supernatural with the mundane to keep the characters grounded in the tragedy. Fighting Voidbringers in Shadesmar is one thing—saving your own countryfolk from the manipulations of an Unmade is something else entirely, something far more personal.

Using Locations

When choosing where to set a campaign or adventure, it helps to determine the desired themes, story beats, and progression of your narrative. Combat-driven campaigns could start near the Shattered Plains, engaging in the war between Alethkar and the listeners, while scholarly characters may encounter Shadesmar much earlier than other stories would call for. Campaigns can span the entire continent and other realms to expose characters to many different cultures, religions, ways of thinking, and knowledge; on the other hand, staying near Alethkar and playing out the Voidbringers' siege makes Alethkar's occupation more focused and personal.

Your adventures should never be constricted by the plot and setting progression in the novels. A story about the Knights Radiant can be told anywhere, from the Shattered Plains to the streets of Tukar. For example, imagine Tukari Radiants discovering their god-priest is a Herald; in this case, the plot might revolve around saving Radiant spren from his cruel experiments. Roshar offers boundless places to tell stories that suit your campaign—the following sections simply provide a starting point.

Occupied Alethkar

For centuries, Alethkar was known as the nation of warriors. But while King Elhokar Kholin and his highprinces warred on the Shattered Plains, they drained the nation's wealth and soldiers, inadvertently weakening their homeland.

When the Everstorm arrived, Odium was quick to strike at a vulnerable Alethkar, marshaling the newly awakened singers for a decisive capture of the Alethi capital of Kholinar.

As the True Desolation grinds onward, the Fused and singers have made Alethkar their own, and it now serves as the heart of Odium's forces.

Overview

When creating adventures in occupied Alethkar, consider the following factors.

Government

During the siege of Kholinar, Queen Aesudan Kholin provided no leadership to the city or nation. After the capital fell, Alethkar—called Avendla by the Fused—became ruled by the Nine, a group of ancient and respected singers who are entombed in stone. Outside the capital itself, Regals took over administration of the cities and villages.

Inhabitants

During the occupation, Alethkar's population remained predominantly human, but most inhabitants were farmers, tradespeople, citylords, and other non-combatants who didn't go to the Shattered Plains. Though singers only comprised one-tenth of the population, they claimed control of the country under the guidance of the Fused.

Economy

At the direction of the Fused, the singers pressed the Alethi humans into manual labor and production. Alethkar's economy turned to a new goal: supporting Odium's armies.

Culture

As the occupation began, the Alethi singers found themselves forging a new place for themselves in the world, embracing their freedom and deciding who they would become. Some were vengeful, seeing

ISAAC STEWART

Status of occupied Alethkar in 1175.


Nightstream Sea
Bay of Elibath
HERDAZ
Dalilak
Hoel Bay
Varikev
Relanas
Troops massed for Herdazian front
Hearthstone
Aladar
Roion
Sadeas
Windrunner R.
Tomat
ALETHKAR
Vamah
Danidan
Farcoast
Kholinar
Oathgate held by Odium's forces
UNCLAIMED HILLS
Ruthar
Kelathar
Kholin
JAH KEVED
Resistance fighters
Stormmaker Mountains
Savalashi
Thanadal
Rathalas
Davinar
Sea of Spears
to the Horneater Peaks
Shamel
Hatham
Sebarial
Counteroffensive here?
Shattered Plains
Darkhill
Eastern Crownlands
Rashir
Bethab
Deathbend R.
Karanak
Still under Coalition control
Mevan Bay
N
Map of Alethkar
oriented to the greatest diametrical length from the Sea North to the Sea South
0
100
200
300

an opportunity to redress generations of slavery at human hands. Others focused on emulating the Fused and embracing their newly revealed heritage.

Meanwhile, the Fused saw humanity as vermin to be exterminated, corralled, or channeled to Odium's ends. And for the Alethi humans, their lives became defined by their lack of control, a pervading sense of fear, and—in some—an abiding guilt for the atrocities they and their ancestors visited on the singers.

Kholinar

Located in the Kholin princedom, the capital city of Kholinar was built on the site of one of the Dawncities.

During the Siege

Immediately after the Everstorm, Odium's forces began to harry Kholinar. They sent refugees to overburden the city, and they used secretspren and Fused to disrupt the city's ability to communicate with its allies. These secretspren could also track some forms of Surgebinding, including the surge of Gravitation.

The wall guard, an honorable and well-organized fighting force led by the mysterious Highmarshal Azure, held for some time, but the city behind them plunged into chaos due to the presence of three Unmade.

The ardentia and populace were influenced by the Unmade Ashertmarn as well as the Cult of Moments, a group who worships spren and preaches the words of Odium. Spren in the city were corrupted by Sja-anat, the same Unmade who altered Renarin Kholin's spren Glys. A third Unmade, Yelig-nar, bonded with Queen Aesudan.

Eventually, Odium's forces mounted a massive assault and overtook the city. King Elhokar was killed on a rescue mission and the walls were broken. In the aftermath, Queen Aesudan was consumed and Jezrien, the king of Heralds, was killed.

After the Siege

Under the Fused's rulership, Kholinar's singers put the humans to work rebuilding the city. However, the most awesome feats of construction were completed by the Fused known as the Altered Ones.

Many new brands of Fused took up residence in Kholinar, such as Masked Ones (who can change their appearance) and Focused Ones (who can transform into incredibly strong and dense warrior forms).

Singers and humans alike learned to step carefully in Kholinar, because at any time, a Heavenly One could be watching from above or a Masked One could be disguised as a neighbor. Under the Fused, Kholinar became a city of harsh realities: singers must assimilate and humans must submit.

The Fused encouraged the singers in Kholinar to explore the ancient ways of their people—their art, food, music, and more—and to abandon everything Alethi that they had absorbed… everything except war.

After each storm, newly blessed Regals gathered in the former dueling arena—now used to train under capricious and volatile Fused—in preparation for rotations to the various fronts.

MARIE SEEBERGER

Important Locations

Occupied Alethkar includes areas devoted to the Fused, pockets of resistance, and opportunities for growth and change.

Karanak

Located on a delta in the Bethab princedom, Karanak is one of the last bastions of coalition control in Alethkar. Bitterly contested due to its strategic importance as a major port, Karanak is threatened by a violent singer who calls himself "Brightlord" Hathalash. This ambitious Regal strives to impress the Fused with his passion, and he frequently clashes with Karanak's besieged defenders.

Rashir

Though a key center for trade in the Sebarial princedom, Rashir lies far from constant Fused influence. The local singers are given latitude in administration, so the city is governed by an elected council of singers and humans.

However, rumors multiply regarding dark, shadowy monsters menacing nearby settlements. In truth, these creatures are Midnight Essence (described in chapter 8) spawned by Re-Shephir after she fled Urithiru.

Revolar

After the capture of Kholinar, Revolar faded into obscurity and lawlessness, with various rival organizations seizing sections of the city. Some groups, such as the overbearing Regents of Vamah, are headed by power-seeking lighteyes. Others, such as the anti-authoritarian Parshenati—"those who destroy"—are run by singers seeking to redefine the derogatory name given to their listener cousins.

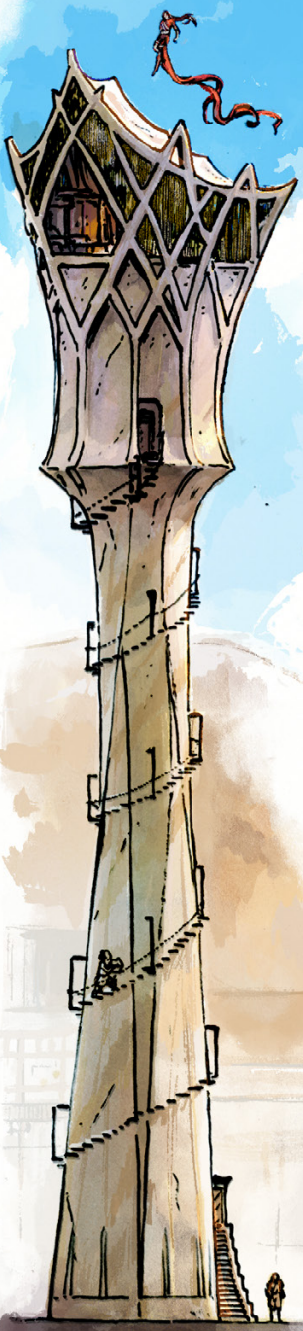
The few Fused in Revolar don't interfere as long as the city continues sending food and materials to the war effort.

Kholinar under singer occupation.



Kholinar Palace (Singer augmented)





cultivated stumpweight trees at Sunmaker Park

Take care when these Voidspren are near! Especially if you use Investiture or fabrials within the city.

Adventure Hooks

You can use the following ideas to spark an adventure set in occupied Alethkar. The parenthetical in each title indicates when such an adventure might be set in Roshar's history.

A Dangerous Delivery (True Desolation)

The characters come across a dying human spy who implores them to smuggle her notebook out of Alethkar. She asks that they either deliver it to coalition forces or to resistance groups, while avoiding singer patrols and the Fused.

An Ardent Saboteur (True Desolation)

A large singer army is marching from Revolar to the northwestern front. An Alethi ardent working with the Mink needs a group to help them Soulcast a bridge into smoke, delaying the army's progress.

Burning for Freedom (True Desolation)

A thriving firemoss trade has sprung up among the humans in Kholinar, and a bullish Focused One presses the PCs into investigating. The investigation uncovers a group of humans who are processing the addictive moss in an abandoned temple, then using the proceeds to smuggle dissident singers and humans out of Kholinar—including one Radiant.

Other Scenes

The Occupied Alethkar Scenes table presents ideas for individual scenes you can use in any campaign.

Occupied Alethkar Scenes

d6	Scene
1	A Windrunner flies by, pursued by two Heavenly Ones, and she drops something near you.
2	A Devastating One gleefully burns down human buildings.
3	A merchant claims to have a fabrial that can identify Masked Ones in disguise.
4	An envoyform Regal delivers impassioned speeches about treating humans better, while several Fused watch the proceedings.
5	A party of warform singers in Alethi takamas sets out on a whitespine hunt.
6	A direform Regal searches for an escaped prisoner.

Rall Elorim

Rall Elorim, the City of Shadows, is the capital of Iri. A vast overhang of natural stone shelters it, creating a safe haven from the highstorms—and shrouding much of the city in darkness. Freshwater cascades from the mountainous overhang, forming the Stormfalls, which collect in a reservoir that surrounds the city's Oathgate. The shelter and the spray create a rich environment for plant life, leaving the city draped in vines and slick with algae.

Overview

When creating adventures in Rall Elorim, consider the following factors.

Inhabitants

During the True Desolation, the Iriali humans of Rall Elorim made peace with the singers and Odium's forces. Many humans welcomed the Iriali singers, and some even celebrated the experiences they could offer the One, but tension still simmers beneath the surface. While the singers are acknowledged as stewards of the land, many object to Odium's rule. A secret resistance of humans and singers fights the Fused who have arrived to govern the city.

Culture

As one of the Dawncities, Rall Elorim is truly ancient. It changed hands many times during the Desolations, giving the city uniquely varied architecture tracing back to both humans and singers. The Iriali have since built myriad shrines and temples to celebrate the One. Most striking are the thousands of prayer statues along every street and canal, each celebrating a unique facet of human (or even singer) experience.

Government

The rulers of Iri preside from the palace in Rall Elorim. Before the Everstorm, the Iri Triumvirate consisted of two kings and a queen. As part of their peace with Odium's forces, the monarchs were joined by one Regal singer from Iri and two Fused, forming a ruling council. These singers also hold royal titles, but to maintain existing relationships, the human monarchs handle foreign relations.

Prominent among the monarchs is Imalei, a femalen envoyform singer, who serves as public speaker and go-between for the Fused. During her transition to a form of power, Imalei's Voidspren recognized the truth of her gemheart and freed her of her malen slaveform. Imalei now serves the Fused fervently, building a new experience for the One.

Another councillor, a malen Deepest One named Dymab, has made a mission of eliminating the resistance in "his" city. The third singer member is Lilinum, a particularly fierce femalen Devastating One with her own agenda.

Important Locations

Visitors to Rall Elorim can find the following sites of historical and cultural significance.

The Stormfalls

Climbing the crest of the Stormfalls is notoriously dangerous, especially with the unpredictable storm surges. However, successful climbers are rewarded with groves of rare plants that can be refined into expensive spices and medicines. Weary tidereaders and Truthwatchers have been known to seek peaceful meditation at the brink of the roaring waterfalls.

Elorim Reservoir

At the heart of the city, a perfectly circular reservoir collects water from the Stormfalls, ready for distribution to the region's canals. The spray attracts shimmering vaporspren who glide about the pool on gossamer wings. A stone bridge runs to the reservoir's center, where a weathered temple honors the One. This central platform is the site of Rall Elorim's Oathgate, and the temple is its control building.

In the first days of the Weeping, when rainbows spill across the Stormfalls most brightly, city dwellers take rafts onto the reservoir to celebrate their Vaporlight Festival. They sing, dance together, and don elaborate vaporspren costumes in myriad colors. However, many Iriali worry this festival will become a flashpoint for tension between the Fused and the resistance.

The Dirgehollow

At the base of the overhanging mountain where the streets are in near-constant darkness, the lawless district known as the Dirgehollow collects the poor and downtrodden. Here, the anti-Fused resistance enjoys relatively free rein.

The district earns its name and reputation from countless stories of hauntings and terrible visions. Enigmatic shadowspren, wailing songs, and wandering figures all feature in these tales. Many beggars and urchins are afraid to stay too long on the streets of the Hollow, but they often have little choice.

The stories reflect a tragic truth: The crypts beneath the Dirgehollow host the gemhearts of shadowform singers created by Ba-Ado-Mishram during the False Desolation. Trapped between the Cognitive and Physical Realms, these incorporeal singers have suffered imprisonment for millennia.

The Vaults

A maze of tunnels and caves leads beyond the Dirgehollow district, hosting hundreds of tombs and mausoleums dating back to the earliest settlement of the city. Though a haven for historians, the tunnels are difficult to navigate and cave-ins are common.

In the deepest reaches, the Herald Pailiah keeps a vault of treasured artifacts. Though Pailiah began her archiving to honor the people and places she has known during her immortal life, her passion has fallen to obsession.

The Trail of Stars

Those who learn of the migrations of the Iriali through the cosmere soon question the "where," "when," and "how." With a wry smile, an Iriali might suggest their inquisitive friend visit a local cobbler and seek the Trail of Stars.

The Trail is a carefully kept oral tradition spoken among many of Rall Elorim's shoemakers. Its countless stories teach the importance of taking the correct steps along your unique life's journey, keeping vigilant for signs along the path, and (of course) finding the proper footwear for the next leg of the Trail. Elements of the Trail's eclectic tales have become embedded throughout the architecture of the city for those who know where to look. Out-of-place prayer statues, glyphs with strange flourishes, and arches adorned in peculiar metals—anything could be a "sign" placed by a Trail adherent hoping to inspire a traveler to find their way.

Feverstone Road

Shaped during the Desolations by the Knights Radiant, Feverstone Road once cut a clean pass through the mountains from Rall Elorim to Feverstone Keep. Since the Recreance, Feverstone Road has gradually fallen to ruin, lost to memory and long buried by crem.

Nevertheless, Iriali archaeologists argue over cryptic historical references to a "betrayer's path" beginning somewhere in Rall Elorim. Daring treasure hunters sometimes launch expeditions to map the road, chasing rumors of buried Shards. However, many claim the pursuit is foolish, and some stories suggest that any Shards are kept in the clutches of jealous deathspren.

Adventure Hooks

You can use the following ideas to spark an adventure set in Rall Elorim. The parenthetical in each title indicates when such an adventure might be set in Roshar's history.

Gemheart Cultivation (True Desolation)

A singer farmer seeks greatshell gemhearts from the seas north of Rall Elorim. The gemhearts will help grow crops along the canals, so they'll need protection even after they're installed.

No Lying Low (True Desolation)

The singer King Dymab drove the resistance out of their Dirgehollow hideaway, and they need help finding a new safehouse. Ideally, the resistance wants to move closer to the palace so they can have a greater impact.

Beyond Roshar (True Desolation)

A budding Azish Willshaper received zircon-studded shoes from an Iriali shoemaker, and she now believes the Trail of Stars has set her onto a hidden path into Shadesmar. However, she first seeks to decode one more sign: a map under close guard of the Fused. The Willshaper is willing to take anyone into Shadesmar who helps her infiltrate the palace.

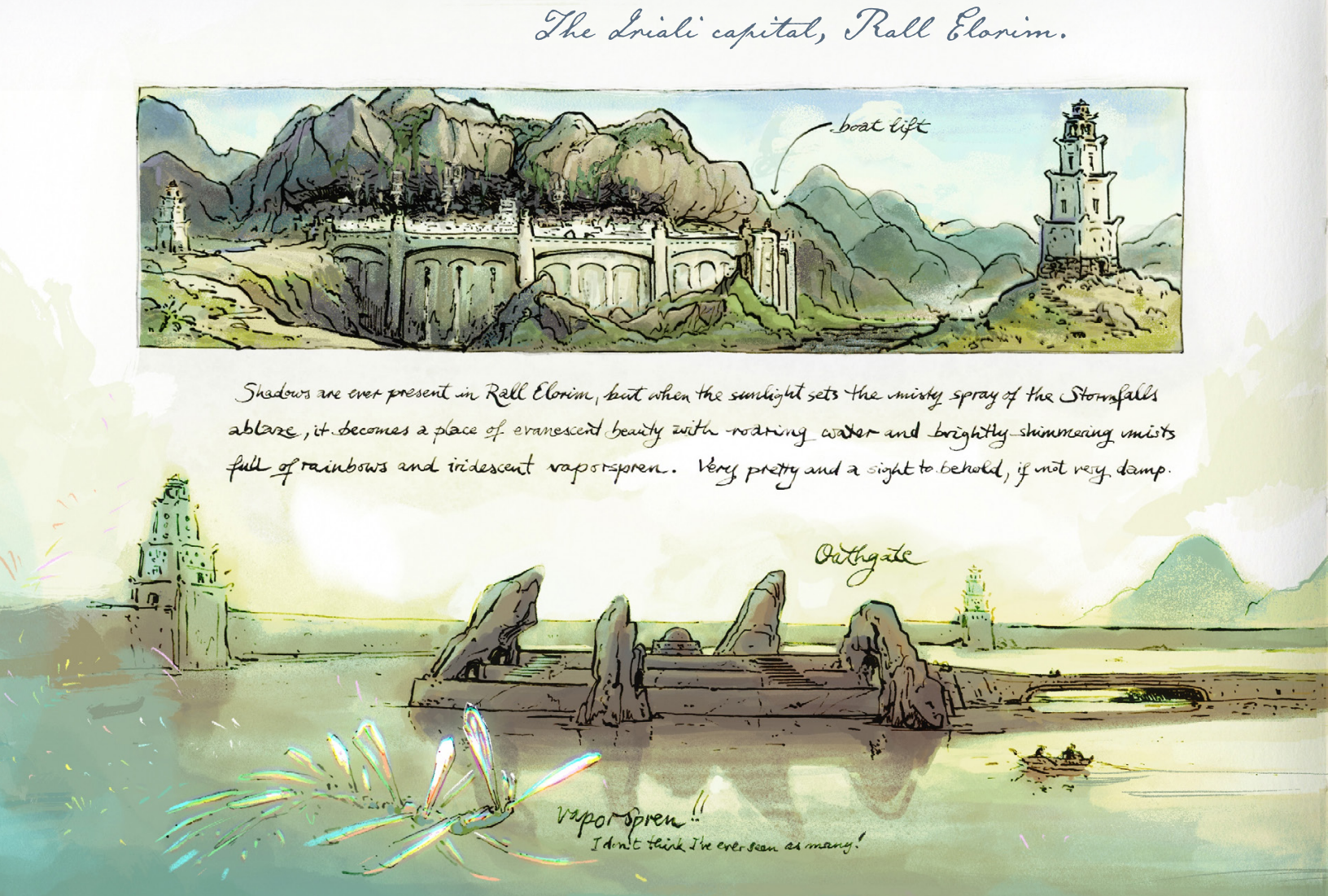
Other Scenes

The Rall Elorim Scenes table presents ideas for individual scenes you can use in any campaign.

Rall Elorim Scenes

d6	Scene
1	A colony of freshwater khornaks launches an attack from their canal nest.
2	Members of the Iriali resistance attempt to confiscate your weapons.
3	An Iriali sculptor asks passersby for a personal touch on her new prayer statue.
4	An artifabrian needs help catching a vaporspren on the Oathgate reservoir.
5	An envoyform Regal demands to question you about possible resistance ties.
6	A nervous cobbler insists you take his well-worn boots "for the journey to come." They're filled with marked spheres.

MARIE SEEBERGER





Singer architecture, old and new, is common in Kall Elorim — a testament to the city's history of repeatedly changing occupations.



Ceramic sphere lamps are favored here. They give off a much warmer and softer light than their glass equivalents.

Those prayer sculptures can be found all around the city — each individual in style and expression depicting a singular aspect of the One.

They are rarely painted. (Being of the same item alludes to their One-ness)



a singer or just a spikey personality?



mostly human figures, but also animals and spren







Shattered Plains

The Shattered Plains are a blasted land south of the Unclaimed Hills. The plains themselves are split by deep chasms, forming arid plateaus that face exceptionally dangerous high storms. These chasms break the terrain into a symmetrical pattern visible only from far above, radiating from a ruined city. The pattern seems the remnant of a great catastrophe, as if something struck the center of the plains.

Overview

When creating adventures in the Shattered Plains, consider the following factors.

Inhabitants

The longest continuous inhabitants of the Shattered Plains are the listeners. These singers turned away from Odium and the Fused during the False Desolation.

Culture

For generations, the listeners kept to themselves, unnoticed by the surrounding human nations. In preparation for the War of Reckoning, the listeners concentrated their people in the ruins of Narak, while the Alethi established warcamps in the west (discussed in the upcoming "Warcamps" section). The Shattered Plains have since become little more than a battlefield.

Economy

Travelers on the Shattered Plains are ever wary of chasmfiends: enormous greatshells who prowl the chasms to feed and fight. Chasmfiend gemhearts, usually harvested from their dormant chrysalises, have become the driving economy of the region for both listeners and the Alethi. While the listeners sing with the gemhearts to stimulate crop growth in Narak, the Alethi use them to Soulcast grain to feed their armies. The great value of these gemhearts has driven the Alethi highprinces to treat their war as a competition for gemhearts, rather than a quest for vengeance.

Important Locations

A traveler might come across the following locations while marching across the Shattered Plains.

Narak

In the center of the Shattered Plains lies the ancient city once known as Stormseat, the capital of the Silver Kingdom of Natanatan. At its height, Stormseat's strategic and economic importance was anchored by the Oathgate connecting it to Urithiru. However, the shattering of the region left the once-powerful city in ruins, split across the broken plateaus. Gradually, humans lost all knowledge of the location of Stormseat.

However, the listeners knew the location well. During the War of Reckoning, they built atop and around the structures that had best weathered the storms, transforming Stormseat into the city they named Narak, which means exile. Narak was ruled by the Five, a council chosen to represent the known singer forms; they governed from atop the city's tallest central watchtower. The listeners built new homes combining ruins with textiles and carapace defenses, constructed great halls for practicing art and science, and much more, transforming Narak into a wonder of uniquely singer culture.

At the end of the era, the listeners' city was swept away in the clash of Everstorm and highstorm. The Alethi repurposed the city again as a major supply line to Urithiru, building their stronghold on the ruins of the listener settlement.

Deep beneath Narak lies the Shattered Plains' greatest secret: Odium's Perpendicularity, the pool containing his concentrated Investiture.

Plateaus

Since chasmfiends pupate atop the barren plateaus, leaving their gemhearts defenseless, they became major strategic objectives during the War of Reckoning. Warform singers were capable of leaping the chasms, but the Alethi armies required bridges to traverse the broken terrain. The Alethi built permanent bridges close to the warcamps, but the chasms further east required the use of portable bridges. Some highprinces employed chull-drawn and fabrial bridges, but these proved slower than dedicated bridge crews of enslaved and imprisoned people who risked their lives deploying bridges during battle.

The Tower—the largest plateau known to the Alethi—stands an eight-hour march east of the warcamps. As a favored spot for chasmfiends to pupate, the Tower became a frequent battlefield. However, the Alethi never defeated the listeners there, and during the Battle of the Tower, Dalinar Kholin's forces were abandoned by Sadeas and left to a crushing defeat.

MARIE SEEBERGER

Narak under human occupation.



To my surprise, there was a survivor of the Listener nation among the Kholin guards. He was so kind to tell me stories of his people and their fascinating culture. I really want to come back to learn more and help preserve the memory of this resilient society.





My guide told me that the drawings in the Hall of Art were made in the fruitless attempt to attract creationspren. I think it looks great, but spren can be weirdly judgmental at times, or maybe the artists had difficulties getting into the spirit of the thing...



Chasms

The chasms are dark, wet, and alive with diverse flora and fauna. Their depths would attract foragers and surgeons looking for medical supplies—but the threat of roaming chasmfiends dissuades all but the most desperate from taking their chances.

Highstorms also make a death trap of the chasms. Rushing stormwaters carry debris through the narrow channels, leaving unprepared occupants drowned, buried, or crushed. These waters also tend to collect battlefield remains from atop the plateaus, creating treasure troves of weapons, armor, and even spheres at chasm choke points. Recovering these materials during "chasm duty" is a risky enterprise undertaken only by enslaved people and bridgemen.

Forgotten Ruins

Lucky travelers might uncover the remains of settlements dating back to the era of the Silver Kingdoms, when the city of Stormseat drew visitors from across Roshar. Some ruins have fallen into crevices protected from the worst of the storm waters, while others are revealed only after catastrophic storms damage the chasm walls.

These ruins are diverse in form and function. At the base of a pillar-like plateau to the east, crem has buried a stone-carved membership record of the Last Legion. Within a chasm overhang in the north, a temple of Vedeledev long ago became a favorite place for chasmfiends to come to die. Thanks to the natural protective wall created by their empty shells, much of the temple has survived.

Listener Remnants

After the Everstorm, remnants of listener culture remain scattered throughout the Shattered Plains. To the east, where chasms and plateaus turn to sandy floodplains, the singer warrior Thude is building a new home for the refugees who spurned Eshonai's coup. These listeners found a way to communicate with chasmfiends and now live peacefully among them.

A separate group of "lost listeners" have maintained a tenuous presence in the western chasms. Wary of the Alethi but skeptical of the need for war, a keeper of songs named Tlaxam never united his people with the other listeners at Narak. Instead, his people travel as nomads, seeking shelter in whatever safe hollows they can find in the chasms. Now a newly bonded Willshaper, Tlaxam protects his people during highstorms by shaping stone across their tunnels.

Adventure Hooks

You can use the following ideas to spark an adventure set around the Shattered Plains. The parenthetical in each title indicates when such an adventure might be set in Roshar's history.

Remembrance (War of Reckoning)

A soldier laments missing the Battle of the Tower after an injury kept him at camp. He's now looking for a team to help him search the chasms for the remains of his fallen squad, desperate for closure and perhaps even a memento.

Supply Lines (True Desolation)

Fused have been destroying bridges on the trail between Narak's Oathgate and the remnant warcamps. Sebarial, Highprince of Commerce, is putting together a team to establish a safer route.

The Big One (True Desolation)

The legendary chasmfiend Old Green Eyes is the largest, meanest beast out there, or so the tavern stories go. An Alethi lighteyes is willing to pay handsomely for anyone able to bring him its head. However, a singer secretly proposes an alternative: guide Old Green Eyes to the eastern floodplains to be with the listeners.

Other Scenes

The Shattered Plains Scenes table presents ideas for individual scenes you can use in any campaign.

Shattered Plains Scenes

d6	Scene
1	The ground shakes beneath the footfalls of a chasmfiend. Time is short before the beast arrives.
2	Alethi deserters cross you on the plateaus. They press you for food, weapons, and shelter—at spearpoint if necessary.
3	A team of Ghostblood researchers and spies are collecting the remains of Radiants and Fused from the chasms.
4	A listener is harvesting colorful frillblooms from the chasm walls. Tens of rotspren swarm around him.
5	Pinned by storm debris, a lost listener warpair cries for help from anyone who can hear them.
6	A Dustbringer is burning out a dangerous nest of shellmites in the chasms, but they may soon be overwhelmed.

YEVGEN GOZHENKO

Urithiru

As the True Desolation began, the Alethi rediscovered the once-lost city of the Knights Radiant and former center of the ten Silver Kingdoms.

In their early occupation, Alethi forces had to contend with isolation, lack of resources, a harsh climate, and a creeping malevolence. This infestation was eventually revealed as Re-Shephir, an Unmade who Shallan Davar drove away.

Over the following year, Dalinar Kholin established the Coalition of Monarchs while also overseeing the growing numbers of Knights Radiant. Scholars led by Navani Kholin worked to unravel the city's secrets, and the Alethi nobility plied their usual political maneuvers under a new queen, Jasnah Kholin.

Overview

When creating adventures in Urithiru, consider the following factors.

Government

The Alethi kingdom in exile was ruled first by Elhokar Kholin, and then by Jasnah after Elhokar's murder. Meanwhile, Dalinar and Navani rule as king and queen of Urithiru.

Inhabitants

When operating at full capacity, Urithiru can house around a million people. Its current Alethi occupants take up only a third of that space.

Economy

Turinad Sebarial, Highprince of Commerce, taxes trade goods through the ten Oathgates.

URITHIRU ABOVE THE APPROACHING HIGHSTORM



Culture

During the True Desolation, Urithiru fills with Radiants, soldiers, craftspeople, nobility, and laborers. Tension between these groups grows due to the social changes championed by Queen Jasnah.

Important Locations

Urithiru was built at an extremely high elevation in the mountains of Ur. The tower city has ten levels, each of which is subdivided into eighteen stories.

The Breakaway

A large open marketplace the size of a small town, the Breakaway is chaotic, crowded, and boasts a wide variety of goods and services. The various shops, eating establishments, and entertainment opportunities range in construction from roped-off areas softened by rugs to permanent Soulcast structures.

Several groups wield visible influence here, including the labor-focused water haulers' guild, the corrupt Third Watch, and the rising Vavanach family—a criminal enterprise dealing in extortion.

Citizens who desire a less chaotic experience can head to a tightly regulated subsection known as the Ten Rings. Merchants in the Ten Rings pay taxes to maintain fair trade and well-patrolled streets, a system developed by Queen Navani. The Ten Rings is also home to a popular tavern, Jez's Duty, which serves all strata of Alethi society.

The Cloudwalk

Near the heights of Urithiru, the Cloudwalk encircles the eighth tier of the city and offers an incredible view of the Mountains of Ur. Combining an open stone pathway, a garden balcony, and numerous side chambers and halls, the Cloudwalk has become a public space where people of any nation and rank can meet, relax, and exchange ideas.

Here, an Azish scholar might present a new mathematical proof in an amphitheater, or a Herdazian poet might recite lines to a pair of young lovers—all while a group of scheming Alethi nobles plots in an alcove and a Ghostblood agent strains to catch their words.

Coalition members, foreign dignitaries, and all sorts often take their leisure here, and the dense interconnectedness of the rooms and halls makes it difficult to track who is meeting with whom.

Library Rooms

Once hidden behind a wall in the lower levels of Urithiru, the library rooms hold hundreds of accounts from the lives of ancient Knights Radiant, recorded on gemstones and locked away. These rooms are now used as a research center focused on uncovering the secrets of Urithiru as well as advancing scholarly pursuits.

Artifabrians, historians, cartographers, and ardents congregate here to run projects, study the Radiants, and exchange research.

In contrast to traditional Alethi hierarchy, the scholars of Urithiru have formed a meritocracy based on achievement and notoriety. Those who demonstrate innovative designs or sharp minds rise quickly in esteem and are granted greater resources. Though these rooms don't rival the great libraries of Roshar, they're nevertheless becoming a thriving center of invention.

Mountains and Plateaus

The landscape around Urithiru is cold, desolate, and harsh. Scouting efforts have mostly been limited to overhead Radiant surveys, and so rumors abound regarding unknown spren, long-forgotten ancient treasures, and abandoned outposts. Those who've ventured out warn of monstrous greatshells better suited to the high altitude than the humans and singers.

Some occupants of Urithiru worry that the growing activity in their city will draw the attention of unknown threats better left alone. Others relish the adventure of exploring the wilderness; such bold individuals might find ancient lore, unearth valuable resources, or descend the system of tunnels leading out of Urithiru and into the mountains.

Unexplored Halls

The interior sections of Urithiru are a maze of cavernous halls, winding corridors, ventilation shafts, and rooms of all sizes. Long ago, the city was full of individual neighborhoods, each with their own style, design, and flavor. Though time has dulled the details, much remains to be discovered—but there are never enough people willing to brave the city's unmapped areas.

Reports from explorers include unstable sections, fabrial defenses, and evidence of prowling creatures in the dark. But as the population of Urithiru grows, so does the pressure to brave these hazards and expand the city's habitable areas. Hatham, the Highprince of Works, pays handsomely for groups to chart the unknown spaces, emphasizing the prestige of discovering more lost knowledge, artifacts, or infrastructure.

Adventure Hooks

You can use the following ideas to spark an adventure set in Urithiru. The parenthetical in each title indicates when such an adventure might be set in Roshar's history.

Ghosts in the Market (True Desolation)

The criminal Vavanach family in the Breakaway is rumored to include a Radiant, as they seem supernaturally able to avoid capture. In truth, the family has set up a hidden base in secret passageways around the market.

The Lurking Lurg (True Desolation)

A Kholin scribe believes a Brightlord in Roion's entourage is working against the Coalition of Monarchs. She asks the party to spy on him, gain his confidence, or search his quarters to determine his associations.

Seeking the Light (True Desolation)

Several entries in the library rooms mention a platform below Urithiru which could provide easier access to highstorms to refresh stores of Stormlight. Highprince Hatham offers a boon to any team who discovers the platform's location and a safe way to reach it.

Other Scenes

The Urithiru Scenes table presents ideas for individual scenes you can use in any campaign.

Urithiru Scenes

d6	Scene
1	Several guards eye a chouta seller who has erected a food stall in an improper location.
2	A scholar bends over a metal plate in the stone, trying to pry out its embedded ruby gemstones without damaging them.
3	Two Radiants argue about the Recreance, then one of them summons their Shardblade.
4	A stormwarden rushes by, knocking people over and shouting apologies.
5	A child's pet cremling has gotten loose! Did it climb onto the Azish diplomat's robes?
6	A PC's rival has entered an upcoming art competition, and rumor says she placed a substantial wager on herself.



"Espionage is about the careful gathering of information. Your task is to observe, but to not be observed. You must be likable enough that people talk to you, but not so interesting that they remember you."

LINDA LITHÉN

Warcamps

Ten craters sweep the western edge of the Shattered Plains, walled by storm-worn ridges. From above, it's clear the craters were once enormous stone domes, long since collapsed. Within them, Alethkar established their warcamps, along with a palace and a market. It was from these camps that the Alethi highprinces waged their war with the listeners.

When planning an adventure in the warcamps, you'll likely want to set it before the Everstorm, when the camps are most active; the information in this section focuses on that time. After the Alethi occupation of Urithiru, all warcamps (other than Vamah and Thanadal) were abandoned or left with a token force.

Overview

When creating adventures in the Alethi warcamps, consider the following factors.

Culture

Each camp reflects the values of its highprince. They're largely self-sufficient, with their own markets, taverns, and even brothels. Alethi war culture encourages whole families to follow their soldiers on campaign, so women organize the warcamps as administrators, scribes, and quartermasters, while children are expected to learn from their parents and peers.

Government

Each highprince claims the highest authority within their own warcamp. However, King Elhokar and Dalinar Kholin influence the highprinces with political and military pressure—and they also control the camps' food supplies. In the harsh environment of the Plains, Soulcast grain remains the best way to feed the Alethi armies, and all of Alethkar's Soulcasters are leased to the highprinces by the king.

The road needed a good scraping; rockbud polyps caused nearby wagons to rattle and bump as they passed. Most of the stalls had a guard prominently stationed near the goods. This wasn't the sort of place where you trusted the local soldiers to police for you.

Important Locations

The highprinces' warcamps are arranged from north to south as follows: Roion, Sadeas, Aladar, Kholin, Vamah, Ruthar, Thanadal, Hatham, Bethab, and Sebarial.

Roion

Highprince Roion is known for fielding exemplary archers, and he's eager to showcase this strength while quelling accusations of cowardice within his armies. To that end, the warcamp hosts the Range—a space for archery competitions and staged "hunts." Roion soldiers often set aside spheres to bid for a shot at the whitespines.

Sadeas

Highprince Sadeas's warcamp is a mess, and the cruelty of Sadeas soldiers is often visited on enslaved people and civilians in the Outer Market. Sadeas maintains the largest force of human bridgemen, purchased as slaves or criminals and then sent to die against listener arrows. The poor and desperate people of this warcamp often seek aid and sanctuary from the other nine.

Aladar

Highprince Aladar makes a passing attempt at shrewd politics. His camp is a hotbed of intrigue, with guards turning a blind eye to certain unsavory elements in the hope of baiting out sources of information. Gambling dens have thrived in this permissive environment. Among the most notorious is the Red Rockbud—an underground dive run by a Bavlander spy named Nel.

Kholin

Due to its close adherence to the Alethi Codes of War, the Kholin warcamp is the picture of order, from the carefully planned radial barracks to the blue uniforms on every soldier. Most buildings are stark and utilitarian Soulcast bunkers. Nevertheless, Kholin soldiers find the time and place to indulge in drinking and other entertainment. Bars such as the Ornery Chull offer rowdy common rooms for darkeyed soldiers, along with private dining for the rich.

After the True Desolation began, a small contingent remained behind to maintain the remnants of the warcamp, while Brightness Jasalai led the bulk of the force to relocate to Urithiru.

EREL MAATITA

Ruthar

The aggression of Ruthar's soldiers is well known. They're often seen as an easy target, and dueling culture is rife. While nobles duel for politics and Shards, many enlisted men in the Ruthar warcamp take part in brutal fights in secret underground rings. Soldiers often pool their earnings to create a prize pool for the fights, and the winners have been known to fund their own desertion.

Thanadal and Vamah

Both Thanadal and Vamah have attempted to make gains out of the conflicts between the other highprinces. When the Alethi armies relocated to Urithiru in the wake of the Everstorm, Vamah and Thanadal carved out a new kingdom for themselves in the Shattered Plains. To consolidate their power, Thanadal started building his information sources into a spanreed network to rival Tashikk, while Vamah indulged his lighteyed subjects with wine tastings and feasts.

The Sons of Honor accepted both highprinces into their ranks. The two treat their warcamps as princedoms-in-exile, plotting against the Kholin family while making dangerous allies. This has attracted the attention of the Ghostbloods, who seek to infiltrate or assassinate the Sons of Honor.

Hatham

Hatham's use of ardents as political tools has earned him an unfavorable reputation. Masquerading as a devoted Vorin, Hatham has cultivated a strong ardentia presence in his warcamp. The camp's Devotary of Kelek is perhaps the largest monastery on the Shattered Plains. Rumors circulate that beneath the monastery, a Soulcaster secretly experiments with unusual metals at Hatham's behest.

Bethab

At the center of Bethab politics lies the keen mind of Mishinah, the highprince's wife. In a deliberate attempt to rival Navani's scientific prowess, Mishinah hosts the Bethab Society—a lighteyed ladies' scholarly club. Its ornate chapterhouse rivals the highprince's manor, and romantic trysts between the women working as scribes and scientists are not uncommon within its halls.

CRIMINALS, SLAVERS, AND SECRET SOCIETIES THRIVE IN THE REMNANT WARCAMPS.



Sebarial

Recognizing how long the Alethi would be fighting their war, Highprince Turinad Sebarial planned for long-term settlement of the Plains. His warcamp has therefore developed more advanced amenities and integrates Soulcast bunkers with traditional buildings. Cultivated fields to the southwest produce lavis grain, reducing his reliance on Soulcasters.

The thriving economy of the Sebarial camp is well known, and stewards from other camps send envoys to barter for in-demand goods and military equipment. Brightness Chanan, a distant Sebarial cousin, runs an auction each dawn.

Owing to the influence of Sebarial's mistress Palona, the warcamp hosts the largest Herdazian community outside the nation itself. Little Herdaz is the perfect place to meet a new cousin.

The Outer Market

Operating outside the purview of any one highprince, the centrally located Outer Market is an eclectic mix of shops, restaurants, and winehouses. As neutral ground, this market is a battlefield for politics and courtship—as well as for fights between drunken soldiers from rival camps.

Thaylen merchants were quick to take advantage of the unregulated markets, and throughout the War of Reckoning, they offered the best place to acquire luxuries and contraband from distant lands. However, since the relocation to Urithiru, the markets have fallen into disrepair.

The Pinnacle

King Elhokar's palace—the Pinnacle—rises from a hill beside the Outer Market. The Pinnacle was carved from the hill and embellished with Soulcast stone. Protected on most sides by a sheer drop, this palace is a fitting bastion for a wartime monarch. Surrounding the palace grounds lie gardens, the feasting basin (which hosts the king's parties), and the dueling arena (where the lighteyes delight in formal contests).

Adventure Hooks

You can use the following ideas to spark an adventure set in the warcamps. The parenthetical in each title indicates when such an adventure might be set in Roshar's history.

Enslaved No More (War of Reckoning)

A bridge crew has escaped their servitude to Sadeas and hidden themselves in Thanadal's warcamp, but they need safe passage away from the Shattered Plains.

A New Kingdom (True Desolation)

After the Everstorm and the subsequent abandonment of the warcamps, a Vamah captain has occupied the arena at the Pinnacle. He demands a tournament to legitimize Vamah's claim to the Shattered Plains.

Fused Infiltration (True Desolation)

Sebarial, Highprince of Commerce, suspects that Masked Ones have seized control of the seedy underworld in the remnant warcamps, compromising supply lines to Urithiru. Infiltration of the worst gambling dens and criminal hideouts is the only way to root them out.

Other Scenes

The Warcamp Scenes table presents ideas for individual scenes you can use in any campaign.

Warcamp Scenes

d6	Scene
1	Scavenging for discarded food in a back alley, a pack of feral axehounds strike.
2	An escaped bridgeman tries to pickpocket something valuable, then flees.
3	A drunken would-be duelist demands restitution for an imagined slight.
4	Listener scouts in warform launch a raid to burn down a silo of lavis grain.
5	A scribe needs help delivering news to her highprince as quickly as possible.
6	An ill-tempered chull shoves a wooden tower, and the barrels and soldiers atop it risk falling off the battlements.

MARIE SEEBERGER

Inside an Alethi warcamp.


view southeast from the western lumberyards
warcamps
UNCLAIMED HILLS
Shattered Plains
fastened with bolts
SIDESLIDING STORMSHUTTERS
variations on fur tavern glyphs
PUBLIC STORMSHELTER



CHAPTER 7

SHADESMAR

The Cognitive Realm is the realm of thought and the home of the cognitive aspects of living and non-living things. If the Physical Realm is the body and the Spiritual Realm is the soul, the Cognitive Realm is the mind, giving form to the sheer concepts of things normally without form.

As the birthplace of spren, Shadesmar and the Cognitive Realm are deeply important to Roshar. While inhabitants of every planet can use the Cognitive Realm to travel to new worlds, Roshar's past, present, and future are inextricably tied to Shadesmar.

The Cognitive Realm encompasses all worlds, as described in this book's introduction. The name Shadesmar—Rosharan for Cognitive Realm—is sometimes applied specifically to the areas of the realm that correspond to Roshar, but many worldhoppers use it as a term for the entire Cognitive Realm. This chapter focuses on the areas of Shadesmar within the Rosharan system.

Geography

The Cognitive Realm is a single infinite plane of connected subastrals—areas which correspond to planetary systems in the cosmere. However, its geography often appears as an inverted version of the Physical Realm: Shadesmar's "seas" of beads mirror Roshar's lands, while Shadesmar's obsidian lands correspond with Roshar's oceans, rivers, and lakes.

Though these areas reflect each other, they aren't an exact replica, as Shadesmar is affected by people's perceptions of objects, space, and dimension. For example, the size of each area within Shadesmar is influenced by how many people think within and about that area in the Physical Realm. As a result, the empty space between planets is vastly smaller in Shadesmar, while populated areas are much closer in size to their physical counterparts.

Jasnah manifests a platform to save Shallan from drowning.

AUDREY HOTTE

Three Seas

The Rosharan subastral includes three large seas:

Sea of Lost Lights. This sea encompasses the eastern areas of Roshar, including Alethkar, Jah Keved, Herdaz, Thaylenah, and the Frostlands. It notably contains the trading port Celebrant.

Sea of Regret. This sea encompasses the western areas of Roshar, including Shinovar, Iri, and Rira.

Sea of Souls. This sea encompasses the central areas of Roshar, including most of the Azish Empire. It notably contains the honorspren capital Lasting Integrity and the trading village Nameless.

Seas of Beads

Oceans, lakes, and rivers in Shadesmar aren't made of liquid, but of small beads of dark glass approximately the size of a fingernail. It's impossible for humans to swim through these strange "waters." The beads drag people down, fill their mouths and throats, and capture them in strong, deep currents. This is especially true for Surgebinders, as the beads are drawn to Stormlight and they respond unpredictably when surges are used nearby.

Though each bead is simply a piece of glass in the Cognitive Realm, it represents the soul of a non-living item in the Physical Realm. The beads swirl together in a vast expanse of dark, clacking glass, but they stay roughly in the area corresponding to their objects' locations in the Physical Realm. If a bead is picked up, moved, then dropped, it slowly makes its way back to its original location, as it's drawn to the object it represents.

As discussed in the following sections, some people can sense the souls of beads, temporarily manifest those objects in Shadesmar, shape the beads into simple structures, and even Soulcast objects in the Physical Realm.

Cosmere RPG Rules

For those playing the Cosmere RPG, this chapter includes special rules for adventuring in Shadesmar. The *Stormlight Handbook* provides full definitions for the game terms used in this chapter.

Gleaning Impressions From Beads

Some people—especially those who are Invested—can glean impressions from a bead to determine which object it represents in the Physical Realm.

When you touch a bead with your bare hand, if you're currently Invested (with 1 Investiture or more) or if you succeed on a DC 15 Insight test, you gain a brief glimpse in your mind of that bead's object. This usually happens immediately, but if you're touching too many beads at once, the impressions become overwhelming, making it hard to disentangle all the impressions simultaneously flashing before your mind.

Locating Beads

The seas of Shadesmar are filled with an incalculable number of objects. If you're seeking a particular object among the roiling and clacking spheres (usually with the intent of manifesting its object, as described in the next section), this presents a formidable challenge.

The most reliable way to find the bead you want is to spend time sorting through hundreds of them. When you take a short rest, you can forgo recovery and instead spend your time searching through the beads of the sea. When you do, you can usually identify a bead that matches the general criteria you're looking for, which you can then carry with you for later use. The beads you can find are up to the GM's discretion; you're unlikely to find a specific unique object, but within reason, you can usually find something that meets your general needs.

If you instead need to find a bead quickly, you can Use a Skill to make an Insight test; on a success, you find that bead. The DC of this test is set by the GM based on how specific and rare of an object you're looking for. The GM is encouraged to raise the stakes on this test, and they can spend ✵ to present an object that has challenging consequences. For example, if you're looking for a lantern but roll a Complication, you might find a piece of broken glass instead.

Manifesting Objects From Beads

Manifesting the souls of beads is rare but drives much of the trade within Shadesmar. A skillful wielder of Stormlight can expose a bead to Investiture, and in so doing, create a facsimile in Shadesmar of the object it represents. The time a manifested item lasts depends on how much Stormlight is infused into it.

An object replicated in this way continues to exist in the Physical Realm while manifested in Shadesmar.

Object Size

Your ranks in Discipline determine how large of an object you can attempt to manifest, as shown on the Manifested Bead Size chart. The object can't exceed that size in width, length, or height.

Manifested Bead Size

Ranks	Size
1	Small (2.5 feet)
2	Medium (5 feet)
3	Large (10 feet)
4	Huge (15 feet)
5	Gargantuan (20 feet)

Manifesting an Object

Once you've located a bead you want to manifest, make a Discipline test; the DC for this test is usually 10, but the GM might increase or decrease it based on the object's complexity. On a success, you must infuse 1 Investiture or more into the bead, then it immediately transforms into the physical object it represents. The object expends 1 Investiture each day; when all infused Investiture is expended, the object reverts back to a bead.

If you don't have Investiture yourself, manifesting an object becomes more difficult. You can instead infuse Investiture from an unencased gem you're carrying, but when you attempt to manifest in this way, the DC of your Discipline test increases by 5.



Shaping Beads Into Structures

Skilled Surgebinders can channel Stormlight to build simple structures, drawing beads into a latticework. These structures are strong, able to bear weight and resist impact while Invested with Stormlight.

As with manifesting, you still need a bead to pattern your structure after; however, since you don't need to test Discipline with this technique, it's commonly used to build more complicated objects like bridges, platforms, and tunnels that allow Surgebinders to navigate the bead sea.

Structure Size

Your ranks in Crafting determine how large of an object or structure you can attempt to create, as shown on the Bead Structure Size chart. The object can't exceed that size in either width, length, or height.

Bead Structure Size

Ranks	Size
1	Small (2.5 feet)
2	Medium (5 feet)
3	Large (10 feet)
4	Huge (15 feet)
5	Gargantuan (20 feet)

Creating a Structure

To create an object or structure from beads, choose a bead that represents the object you want to create, then infuse 1 Investiture or more into it. Other nearby beads immediately form around it to create the structure. The structure expends 1 Investiture each round; when all infused Investiture is expended, the latticework collapses and the beads scatter.

You can create armor or weapons in this way, but they aren't as sturdy as their physical counterparts. Each time you're hit by an attack while wearing such armor, its deflect value reduces by 1, and all weapons created in this way have the Fragile trait.

Soulcasting From Shadesmar

Skilled Lightweavers and Elsecallers can even Soulcast from Shadesmar. If you have 3 or more ranks in the Transformation skill, you can use your Transformation surge on a bead within reach, spending an additional 1 Investiture to do so. When you do, you Soulcast the bead's Physical aspect, transforming it in the Physical Realm as if you were there instead of in Shadesmar.

Dangers of the Seas

The beads of Shadesmar are seemingly drawn to Investiture. In their masses, they can form waves and swirl dangerously around Surgebinders who are using their powers.

When you test a surge skill while near a sea of beads, raise the stakes. You can spend ◈ to direct the flow of the beads around yourself, allowing you to move up to 15 feet without triggering a Reactive Strike. However, the GM can spend ✳ to cause the swirling beads to knock you off your feet, dealing 1d6 impact damage and potentially pushing you into the sea.

Flames of People

If Shadesmar's beads represent the souls of objects, the small flames found throughout the realm represent the souls of living creatures. These flames hover just above the ground, producing small pockets of light (but not heat). Sapient beings have larger flames than those of other creatures.

Reading the Flames

You can gain impressions of a person by looking at their flame with a discerning eye. A soul's flame turns a vivid red if corrupted by Odium or Sja-anat, while a Fused's soul is a darker, pulsing flame.

When you touch a flame, you can Use a Skill to make an Insight test against the Spiritual defense of the character whose flame you're touching. On a success, you gain an impression of the person it represents, often accompanied by their emotions and thoughts.

Land and Sky

Shadesmar's lands are an expanse of cold black obsidian. The glassy obsidian can be used for tools or building materials. As it shatters easily, the inhabitants of Shadesmar don't rely on it, but this obsidian is easily Soulcast into other materials.

The velvet-black sky of Shadesmar has only a small white sun. This sun doesn't light the sky and only softly illuminates the land. It never moves, regardless of time or location. Shadows created by the sun point toward it instead of away, but other light sources (such as manifested fires) create normal shadows that point away from the light.

ARI IBARRA

Flora

Trees and other plants in Shadesmar are made of obsidian, glass, or crystal, and they come in a variety of colors. Some are reminiscent of the Physical Realm, while others—such as Shadesmar's mushroom-shaped trees—aren't related at all. Many plants shatter if touched, but others can withstand more force. They sometimes form forests, such as the ones that surround the Thaylenah Oathgate and the honorspren capital Lasting Integrity.

Fauna

Creatures from the Physical Realm can be transported—sometimes unwittingly—into Shadesmar via a perpendicularity or Oathgate.

Animals typically appear the same in Shadesmar as they do in the Physical Realm. However, Ryshadium horses are trailed by faint outlines of light, leaving afterimages of themselves that disappear; these lines are created by the musicspren who bonded them.

Climate and Weather

Shadesmar's unusual climate doesn't have humidity, precipitation, or temperature changes. Instead, its weather can include visible phenomena, changes in plant growth, and fluctuations in the emotions and well-being of spren. The following are examples of Shadesmar weather patterns:

Crystalline Days. Plants grow faster during crystalline days, when shimmering violet-pink haze drifts along the horizon.

Energetic Weather. On energetic days, spren become cheerful and talkative thanks to a faint, upbeat drumming in the back of their minds.

Highstorms. A highstorm creates vibrant ripples and colors in the sky as well as luminescent, shimmering clouds. In Shadesmar, these storms don't infuse spheres with Stormlight, but they do revitalize Radiant spren.

When he reached the top of the wall, he could see a faint shimmer to the air. It was only visible if you could look a long distance. A kind of violet-pink haze. Crystalline, they called it.

Diplomatic Relations

The interactions of Roshar's people, worldhoppers, Radiant spren, and Odium's forces have political ramifications throughout Shadesmar, particularly regarding Radiant spren.

Radiants and Spren

Since the Recreance, the relationship between humans and spren has ranged from tense to directly hostile. The Recreance wiped out many Radiant spren, leaving their societies mistrustful and furious.

The Knights Radiant of Urithiru recently reforged diplomatic relationships with the honorspren (see "Oathgates and Armies" in chapter 4). As a result, the relationship between humans and spren has begun to mend, though some spren still have reservations and withhold their complete trust.

Trade and Stormlight

Lightspren and peakspren are traders and sailors who transport goods between Shadesmar's port cities. Trade focuses on items imported from the Physical Realm, which are much rarer and last indefinitely. Items like non-manifested weapons and Rosharan wines are particularly popular.

Stormlight serves not only as Shadesmar's major currency, but as a valued commodity. It can be used to manifest objects for later sale; each manifested item's price reflects how long it'll last in Shadesmar.

Spren are no strangers to trading with worldhoppers and have some knowledge of other planets and the inhabitants thereof. Many worldhoppers, particularly the Ghostbloods, are keenly interested in finding a way to transport Investiture off Roshar and through the Cognitive Realm. To this end, they're trying to set up a trade route.

Voidspren and Fused

As the True Desolation begins, Odium's forces control regions of Shadesmar, including Celebrant and Cultivation's Perpendicularity. Voidspren spread their influence across the realm while the Fused patrol occupied cities and seek to capture even more. Odium's forces are aggressively laying the groundwork for an empire in the Cognitive Realm.

Honorspren and Fused have a strained relationship, but some honorspren suggest that because singers are the rightful heirs of Roshar, the honorspren should follow the example of the highspren and side with the Fused and Odium. Such a decision would likely influence other spren cultures to follow suit.

Shadesmar Spren

Spren comprise most of Shadesmar's population. These beings are created when Investiture coalesces in one place and becomes imprinted with a collective concept. Particularly strong concepts can even become personified, creating a sapient spren—a rare event that sometimes occurs quickly and other times spans centuries.

The following sections discuss spren in relation to Shadesmar, including their societies and culture. To learn about the different types of spren, see "Spren" in chapter 1.

Categories of Shadesmar Spren

Radiant spren take on a humanoid shape and size while in Shadesmar. These sapient spren have organized into settlements and cities, typically divided by spren type.

Meanwhile, lesser spren roam Shadesmar, feeding on emotions. These non-sapient spren are especially active in the seas, as they're drawn to cities and other large masses of people. When a person experiences strong emotions, the corresponding emotion spren can be partially pulled into the Physical Realm. Natural phenomena in the Physical Realm can also draw lesser spren through.

Some spren are trapped in the Physical Realm, confined to gemstones in fabrials and Soulcasters. These typically manifest in the Cognitive Realm as small, unresponsive beings with closed eyes. One such spren is the Sibling, one of the Bondsmith spren. In the Physical Realm, the Sibling manifests as and controls many fabrials throughout Urithiru; in Shadesmar, they appear as a mountain of bright light resembling the city-tower.

Deadeyes are seemingly mindless spren who were "killed" when their Nahel bond was broken in the Recreance. They exist physically in Shadesmar, appearing much the same as they once did, but their form is more decrepit and their eyes are scratched out. Deadeyes can be drawn into the Physical Realm as Shardblades—making them temporarily disappear from Shadesmar—but their Shardblade form can't be summoned in the Cognitive Realm. Left to their own devices, deadeyes wander Shadesmar, trying to reach the location of whomever has bonded their Shardblade; however, spren societies typically imprison or care for deadeyes to keep them from wandering off and being hurt.

Lesser Spren

Shadesmar doesn't have creatures like those inhabiting the Physical Realm. Instead, it's filled with the many lesser spren who crawl, swim and fly around the oceans of beads. These are primarily emotion spren, as most nature spren have a stronger anchor to the Physical Realm.

When people travel through Shadesmar, emotion spren respond to their emotions in much the same way they do in the Physical Realm. A strong emotion can prompt spren to come flocking out of the sea of beads. In some cases, this simply makes it harder to hide your true feelings—but with more aggressive spren like angerspren, this can become dangerous.

Emotion Spren Appearances

In Shadesmar, emotion spren appear very different from their representations in the Physical Realm. In the Physical Realm, you might see merely a glowing orb or a red streamer, but that's just one part of a much larger, complex creature. Each of these beings has mass and substance in the Cognitive Realm, and some spren can even pose significant danger to people who travel in Shadesmar.

The following list describes how some emotion spren appear in Shadesmar:

Angerspren are lithe, six-legged pack predators with whip-like tails and spines. Their toothy maws constantly drool blood. (Chapter 8 presents a stat block for these spren.)

Anticipationspren are lurg-like creatures with round, bulbous bodies. When one senses anticipation, they unfurl their mouth, revealing the red, streamer-like tongue that's seen in the Physical Realm.

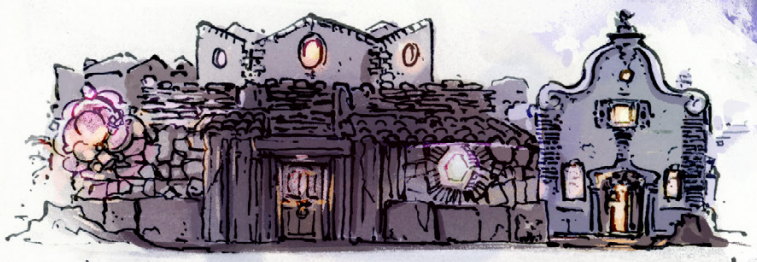
Fearspren are sizable eel-like creatures with stumpy legs. The part of them that manifests in the Physical Realm is the purple glob at the end of their single spindly antenna.

Painspren are diminutive orange humanoids, faceless and gaunt. Their sinewy, grasping hands appear in the Physical Realm. (Chapter 8 presents a stat block for these spren.)

Luckspren, known as mandras in Shadesmar, are far larger than their Physical Realm manifestations, with sinuous bodies and arrow-shaped heads. Radiant spren sailors use mandras to pull their vessels through the bead ocean.

Starspren resemble enormous greatshells with seven sets of wings. They are trailed by clouds and dotted by pinpricks of light, which are all that can be seen of them from the Physical Realm.





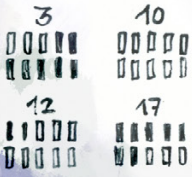
Such a wild mix of both materials and architectural styles!



There are so many spren! (But no, you don't want to meet angerspren)

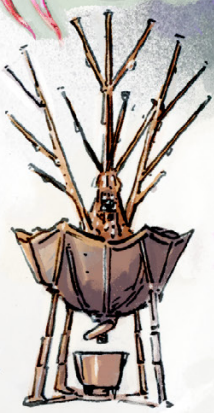
passionspren

The clocktower is easy to read once you figure out the system. It is based on the same 20-hour system as the Vorin hourly count.









Mind your food supply, especially water! Now I had plenty of opportunities to practice Soulcasting water, but if that is not an option, a working hydrator is what you really should look for.

MARIE SEEBERGER

Using Lesser Spren

During gameplay, lesser spren mostly act as interesting set dressing for the group's travels through Shadesmar. However, they have two significant effects:

Discerning Emotions. Since emotion spren are more visible than in the Physical Realm, characters gain an advantage on tests to discern the true emotions or motives of a person in Shadesmar.

Flaring Tempers. When tempers begin to heat and negative emotions begin to flare, the GM should raise the stakes on social tests. The GM can spend ✵ to cause nearby angerspren to take interest (see chapter 8 for their stat block).

Radiant Spren Societies

Many Radiant spren settlements, cities, and trading ports thrive throughout Shadesmar. The following are some of the notable ones.

Celebrant

Celebrant is in the Sea of Lost Lights. This major population center and trading port has docks longer than the city itself and a bountiful open-stall market. The Voidspren have taken command of Celebrant, though only a few Fused remain in the city and their control is limited.

Humans can find passage at the docks, provided they can find a crew willing to take passengers. The market sells clothing, building materials, art, weapons, and food (primarily canned).

Lasting Integrity

Lasting Integrity is the honorspren capital in the Sea of Souls. This hollow, roofless fortress of blue stone is hundreds of feet tall, and its walls are fortified and heavily guarded. Each wall has its own gravitational field, allowing inhabitants to walk up the vertical surface as if it were ground. These walls serve as foundations for the many buildings that rise toward the interior of the city. However, buildings remain short—typically one story tall—as anything too far from a wall exits the gravitational field and plummets.

Within the fortress stand statues of the honorspren killed during the Recreance, as well as a library, an amphitheater-like forum, an Investiture storehouse, and residential areas. Official buildings, such as the building of justice, are clustered on the western wall near the base. Stone walkways connect the city's buildings with its beautiful, orderly gardens.

Lasting Integrity is the home of the Herald Kalak, who serves as the honorspren High Judge.

The Shadesmar city of Celebrant.

Nameless

Nameless is a port and coastal outpost in the Sea of Souls. Built outside lands controlled by spren nations (or the Fused), it operates independently and is a relative safe haven for humans. The small outpost and its four streets offer a wealth of trading opportunities. Most shops are run by cultivationspren, and many merchants speak human languages. Here, travelers can buy and sell many goods, including books, weapons, food, and water.

Traveling to Shadesmar

Three primary methods allow travel to Shadesmar from Roshar: the Oathgates, Cultivation's Perpendicularity, and the surge of Transportation.

Oathgates

It's relatively easy to travel to Shadesmar via an Oathgate. These remarkable fabrials use the surge of Transportation to create a network of gateways, enabling near-instantaneous travel between them.

The Oathgates exist simultaneously in the Physical Realm and in Shadesmar. In the Physical Realm, each appears as an arena-sized platform of marble, with a bridge leading up to the platform. In Shadesmar, the platform is merely the size of the control building, and only people and things inside the control building are transferred. The Oathgate spren—two enormous armored spren, one black and one white—hold spears and keep sharp vigil.

At some point in the past, the Oathgates were closed off when the Sibling forbade the Oathgate spren from facilitating travel to the Cognitive Realm. However, some Oathgate spren have since recognized the Stormfather's authority in the Sibling's absence, allowing travel to Shadesmar after the Everstorm's arrival.

Operating an Oathgate

Anyone wielding a living Shardblade or an Honorblade can operate the Oathgate, choosing to travel either to another Oathgate in the Physical Realm or to an Oathgate's counterpart in Shadesmar.

Oathgates also require Stormlight to function. Each Oathgate can hold a small amount of Stormlight in its ten gemstones—enough to transport a single person. Transporting larger groups usually expends 3 marks worth of infused gems for each additional person

transported; however, if the Stormlight in the Oathgate's gemstones has already been depleted, it requires an additional 50 marks to activate. Notably, Radiants of higher Ideals require less Stormlight to operate these fabrials; a Radiant of the Fourth Ideal needs only 2 marks per person (plus 35 to activate the gate), and a Radiant of the Fifth Ideal needs only 1 mark per person (plus 20 to activate the gate).

Oathgate Locations

During the Silver Kingdoms era, each of the ten nations possessed one Oathgate. They correspond to the following locations in modern Roshar:

Akinah. The Aimia Oathgate is located in Akinah. Once believed destroyed, it has since been uncovered, though it remains locked.

Alethkar. The Alethela Oathgate is located in Kholinar. The Oathgate spren were corrupted by the Unmade Sja-anat. Though unlocked, the Voidbringers currently control this Oathgate.

Azir. The Makabakam Oathgate is located in Azimir. It's unlocked and operational.

Babatharnam. The Sela Tales Oathgate is located in Panatham. It remains locked and is believed to be under the control of Iriali forces allied with Odium.

Iri. The Iri Oathgate is located in Rall Elorim. It remains locked, and as the Iri leaders have allied with Odium, the Oathgate is under their control.

Jah Keved. The Valhav Oathgate is located in Vedenar, which has allied with Odium. It's unlocked and operational.

Rira. The Rishir Oathgate is located in Kurth. It remains locked and is believed to be under the control of Iriali forces allied with Odium.

Shattered Plains. The Natanatan Oathgate is located in the center of the Shattered Plains. It's unlocked and operational.

Shinovar. The Shin Kak Nish Oathgate is hidden in Shinovar. It remains locked.

Thaylenah. The Thalath Oathgate is located in Thaylen City. It's unlocked and operational.

Cultivation's Perpendicularity

Cultivation's Perpendicularity is located in the Horneater oceans on the Horneater Peaks in Roshar. The only known stable perpendicularity on Roshar, it allows for travel between the Physical Realm and Shadesmar. The Unkalaki know it as the "water of life," and through it, they occasionally visit the "place of the gods."

While the perpendicularity's stability should allow for safe travel between realms, there is a complication: Voidbringers control its region in the Cognitive Realm, thus restricting travel through the perpendicularity. Some humans believe it's still the safest way to travel back to the Physical Realm, but the Fused have increased their influence through warships that haunt the region's waters.

Surge of Transportation

The surge of Transportation allows Elsecallers and Willshapers to travel between the Cognitive and Physical Realms. A less experienced Surgebinder can move themself between realms, while a Radiant of higher Ideals can create a temporary perpendicularity to transport not only themself, but other beings as well.

It's easier to enter the Cognitive Realm; leaving it is much more difficult. To travel back to the Physical Realm, inexperienced Surgebinders must find a point where the Physical Realm and the Cognitive Realm touch.

Worldhopping

The nature of the Cognitive Realm allows travel between other worlds of the cosmere. As discussed in "Geography" earlier in this chapter, distances in Shadesmar are highly relative. As a result, it's possible to quickly travel the vast empty spaces between worlds. This enables individuals (such as Hoid) and organizations (such as the Ghostbloods) to operate on a cosmere-wide scale.

Odium's Forces

Odium can move Cognitive Shadows and certain Unmade between realms by giving them command of a physical host's body.

GM Tip: Stormlight in Shadesmar

Stormlight (and Investiture in general) is a precious resource in Shadesmar. It's the primary currency used in spren society and it can manifest items from beads, but Stormlight doesn't replenish in a highstorm like it does in the Physical Realm. Worst of all, spheres slowly leak their light until they go dun.

This means that most adventures in the Cognitive Realm are defined by how the party conserves Stormlight. If your game doesn't usually keep track of infused spheres, you're encouraged to start doing so while adventuring in Shadesmar. This can create an interesting and tense adventure as the group carefully conserves their Stormlight for the right trade, surge, or fabrial.

Adventuring in Shadesmar

When your characters travel to Shadesmar, it's much the same as adventuring anywhere else. You travel across mountains, sail ships across the seas, negotiate with merchants, and fight hostile creatures—just in an environment that's a bit more alien than the Physical Realm.

Most rules from the *Stormlight Handbook* apply in the Cognitive Realm. However, food and water, as well as some of the most sought-after pieces of gear on Roshar, work very differently.

Gear in the Cognitive Realm

Most gear carries over normally into Shadesmar. However, items that are a physical manifestation of a cognitive entity may appear differently. This primarily affects Shardblades, Soulcasters, and Shardplate.

Shardblades

Radiant Shardblades and dead Shardblades can't be summoned while in Shadesmar. Instead, the Blade's spren accompanies the Blade's bonded wielder.

By contrast, Honorblades aren't formed out of spren, and thus these Blades maintain their usual form and powers in Shadesmar.

Radiant Shardblades

As a Radiant character in Shadesmar, your bonded spren appears as a full-sized person with unique features determined by their spren type (see "Spren" in chapter 1). They're fixed in that form, just as you're fixed to yours in the Physical Realm.

In Shadesmar, Radiant spren can't change shape, fly, or disappear as they would in the Physical Realm. As a result, they can't use their Covert Scouting or Sudden Warning ability here.

Dead Shardblades

Like Radiant Shardblades, "dead" Shardblades are made from spren—but these spren died when their Radiant betrayed their oaths during the Recreance. When you travel to Shadesmar, your Blade's deadeye appears by your side. As long as you maintain the bond to your Blade, they follow you—placid, silent, and watching with their scratched-out eyes.

You can't interact with your Blade's deadeye. Most attempts elicit silence—plus the occasional blood-curdling scream. However, rumors claim that Adolin Kholin has connected with his blade's spren, Mayalaran, in a way thought impossible. If Adolin has gotten through to Maya through consideration, persistence, and likely a dose of his incontestable charisma, maybe others can as well?

Shardplate

Shardplate can't travel over to Shadesmar, whether the Plate is Radiant or dead. However, unlike Shardblades, nothing appears in the Cognitive Realm. Instead, dead Plate is left in the Physical Realm where you departed from. Meanwhile, the spren that comprise your Radiant Plate might appear around you at times (depending on the spren type and their connection to the Cognitive Realm).

Soulcasters

Like Shardblades, your Soulcaster can't travel with you to Shadesmar. In its place appears a small, unresponsive spren, hovering with their eyes closed. As a result, if you usually use a Soulcaster for the Transformation surge, you can't do so in Shadesmar.

CULTIVATIONSPREN IN SHADESMAR



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Food, Water, and Survival

Being attacked by angerspren or drowning under an oppressive sea of beads might seem like the greatest dangers of traveling through Shadesmar. In reality, the greatest dangers are far simpler: dehydration and starvation.

The Cognitive Realm doesn't have food or water readily available in the wilderness, so foraging for basic needs is out of the question. A group who finds themselves stranded in Shadesmar without supplies can be in a difficult situation. Luckily, enough humans visit this realm that spren traders usually have physical food ready and available for trade. If you have Stormlight, you can trade it for rations, or even for food packed in a strange metal tin.

Hydrator fabrials, which condense water from the air, are the best source of water in Shadesmar. Many traders use them, so water is readily available for trade.

If you run out of food and water, chapter 9 of the *Stormlight Handbook* describes the effects in the "Food and Water" section.

Opportunities and Complications in Shadesmar

The Shadesmar Opportunities and Complications table suggests some ideas for potential outcomes when you raise the stakes on a test in Shadesmar.

Shadesmar Opportunities and Complications

Opportunities	Complications
The weather becomes more energetic, revitalizing the spren in your group and boosting their mood.	Your emotions attract a spren. It might not be dangerous, but it certainly starts getting in the way and disrupting your activities.
You spot a trader ship on the sea of beads that might offer supplies, transport, or insight.	A ship passes through from the Physical Realm to where you're standing. Flames dance around you, distracting from your task.
A deadeye in your group suddenly reacts to something, giving a key piece of insight.	A deadeye in your group begins screaming at the worst possible time.
An old friend of a Radiant spren in you party shows up, willing to lend you a hand in this bizarre realm.	An old acquaintance of a Radiant spren in your party shows up—and isn't happy to see them.
You brush against a bead and it's just the item you needed!	You fall into the sea of beads!

AMIRUL HHF

Shadesmar Scenes

Shadesmar is rife with strange experiences and lurking dangers. As the adventurers traverse this realm, the GM can use scenes to escalate the narrative. For each day of travel (or at the GM's discretion), roll a d20 and consult the Shadesmar Scenes table; a random scene occurs on a roll of 11 or higher.

When a scene occurs, use the scene indicated on the table or choose your own. The following descriptions suggest details for each scene. If you roll a scene you've already used, feel free to change some details (like the type of spren or Fused encountered), choose a new scene, or create one of your own.

Shadesmar Scenes

d20	Scene
1–10	No scene
11–12	Bandits
13–14	Drowning
15–16	High Tensions
17–18	Lesser Spren
19	Fused
20	Worldhopper

Bandits

Shadesmar has seen no small number of greedy human traders hoping to capitalize on Roshar's wealth of Investiture. The party is attacked by a group of human bandits (see chapter 8) who aim to take everything they have to trade with spren and worldhoppers.

Drowning

Panicked cries echo off the obsidian from somewhere nearby. A trader hoping to reach Celebrant is being dragged down into the ocean, beads already garbling his cries as they press into his mouth.

High Tensions

A group of human travelers are attacking an honorspren. The travelers claim she attacked a highspren who was accompanying them, but the honorspren appears to be the only spren present.

Lesser Spren

Aggressive lesser spren—such as angerspren or painspren (see chapter 8)—swarm the characters. They might be seeking Investiture, or they might be drawn by the group's emotions.

Fused

A group of Fused scouts patrols the area, searching for spren settlements or pushing back human travelers. These Fused could be flying Heavenly Ones, elusive Husked Ones, armored Magnified Ones, or any of the other brands (see chapter 8).

Worldhopper

The characters encounter a friendly Worldhopper who is willing to trade intriguing items from other worlds for Stormlight.



Sailing past Lasting Integrity.

BRUCE BRENNEISE




HOWARD LYON



CHAPTER 8

ADVERSARIES AND BESTIARY

The world of Roshar is an epic stage for heroic stories, for tales of remarkable people who become Radiant, but the road to Radiance isn't an easy one. Just as our favorite heroes—Kaladin, Shallan, Dalinar, and more—persevered through hardship, so too should yours.

Adversaries offer a variety of fearsome and intriguing challenges for player characters. Some battles are fought with a quick blade, others with a sharp tongue. Even the mightiest heroes know better than to underestimate an opponent's cleverness, ferocity, or resourcefulness.

This chapter provides tools for GMs to present archetypal friends, foes, and beasts—from the terrifying chasmfiend to the lowly cremling, and from the proud Shardbearer to the ancient Fused.

Using Adversaries

Each **adversary** in this chapter represents a type of character you can include in your adventures. The adversary's **profile** begins with a description of who or what they are, meant to spark creativity and help you fit them into your unfolding narrative. At the end of each profile, you'll find a **stat block** that represents the adversary's statistics and abilities, along with a sidebar describing their common tactics in combat.

The upcoming "Reading Stat Blocks" section summarizes how to use each adversary's stat block. Chapter 13 of the *Stormlight Handbook* presents full adversary rules, and chapter 10 presents general rules for combat.

Choosing Stat Blocks

If you're using a prewritten adventure and a scene calls for you to introduce an adversary, the adventure likely tells you which adversaries to use, and their names appear in bold to indicate there's a stat block available. For example, if the adventure says "two **axehounds** approach," use the axehound stat block twice.

A Thunderclast breaches a city's defenses.

ANTHONY AVON

If you're creating a scene of your own, see "Building Combat Scenes" in chapter 13 of the *Stormlight Handbook*; there, you'll find guidance on creating a good balance of interesting adversaries.

At the end of this book, an appendix presents an alphabetical list of all stat blocks in this chapter. You can find additional adversaries in other Cosmere RPG products. This includes NPCs from published adventures, animal companions for PCs (found in the appendix of the *Stormlight Handbook*), and characters from other worlds (found in other world guides in the Cosmere RPG).

Allies or Opponents?

Though the language of "adversary" implies opposition, none of the listed NPCs and creatures detailed in this chapter need be encountered in a hostile context. In the events of the Stormlight Archive novels, even the Fused—servants of Odium—can be encountered in contexts of cooperation and mutual respect.

Similarly, adversaries who oppose the party might not be doing so out of malice, but rather to encourage growth. For example, a swordmaster ardent might challenge a PC to test their skills with a Shardblade.

Other adversaries encountered by your party might not be opponents or opposition, but simply friends. These could be fellow soldiers or Shardbearers rendering aid on the battlefield, or a PC's loyal Ryshadium or axehound defending their chosen companion.

Adversaries and the World State

This chapter presents a diverse range of people and creatures found across Roshar, but not every adversary is appropriate for every Rosharan campaign. When crafting scenes and choosing allies or enemies for the party to meet, create an authentic experience by considering which era your story is set in. For example, PCs who are on the Shattered Plains during the events of *The Way of Kings* won't encounter the Fused—unless you decide to make a creative exception and cleverly subvert your players' expectations.

Where to Encounter Adversaries

Many profiles provide ideas of where you can encounter those adversaries, but it can feel overwhelming to navigate all the possibilities, especially if you're new to the world of Roshar.

Chapter 6 of this book offers scene ideas for each point of interest in that chapter. Similarly, chapter 7 provides inspiration in the "Shadesmar Scenes" section.

The upcoming sections offer further ideas for scenes in general environments like the city, wilderness, or ocean. You can roll on or choose from the table in each section to inspire a related scene. Feel free to use these ideas wholesale or creatively adapt them for your own story.

City Scenes

Major city centers across Roshar allow the characters to explore unique cultures, meet new people, and discover new information.

d6	City Scene
1	The PCs are accosted by a city **guard** who claims the PCs are suspects in a murder investigation.
2	The PCs are offered an audience with a local **brightlord** who could become their patron.
3	The PCs witness a **Skybreaker of the Second Ideal** grappling someone who is crying out for help.
4	The PCs are confronted by two **thieves** who try to sell them a stolen pair of spanreeds at half the usual price.
5	The PCs learn that the information they need is being held by a stubborn **swordmaster ardent** at the local devotary.
6	An earnest **Windrunner squire** entreats the characters to free her mentor, who has been imprisoned by the citylord.

Wilderness Scenes

While traveling from one location to another, the characters might encounter danger in Roshar's unforgiving wilderness.

d4	Wilderness Scene
1	The characters encounter a pack of wild **axehounds**.
2	The characters come across a herd of wild **Ryshadium**.
3	An unexpected highstorm hits, and as the characters seek shelter, they enter the territory of a **whitespine**.
4	While days away from the nearest city, the party's transportation unexpectedly breaks down. Is it a simple accident, or a trap by **bandits**?

Ocean Scenes

The continent of Roshar is surrounded by ocean, and people brave the seas for travel and trade.

d4	Ocean Scene
1	While PCs are ashore during a break or sheltering from a highstorm, hungry **khornaks** surround the party's boat.
2	A sudden and unexpected storm besets the ship. Amid the winds and rains, swooping figures begin plucking crew members off the rigging. **Heavenly Ones** are concealing themselves in the storm and attacking the ship.
3	The party sails toward what appears to be a friendly Thaylen ship, only to realize it has been seized by Fused. Now the only choices are to flee or face a ship filled with singer **spear infantry** and **archers**.
4	While navigating the shallows, the PCs hear scuttling on the sides of their ship. A **yu-nerig** hauls itself on to the deck and attacks—but why is it so enraged?



Reading Stat Blocks

This section summarizes the most important things you need to know about adversary stat blocks. In chapter 13 of the *Stormlight Handbook*, the "Using Adversaries" section presents complete rules for using adversary stat blocks and building your own combat scenes.

Adversary stat blocks include some or all of the following information:

Title. An adversary's title includes helpful information like their species, function, or other descriptors.

Tier. An adversary's tier helps you choose challenging adversaries for each scene.

Role. Adversaries are divided into three roles: Minion, Rival, and Boss. Minion and Boss adversaries have a special feature of that name in their stat blocks; Rival adversaries follow no additional rules.

Size. As with PCs, an adversary's size reflects the space they control in combat: Small (2.5 feet), Medium (5 feet), Large (10 feet), Huge (15 feet), and Gargantuan (20 feet or more, at GM discretion).

Type. An adversary's type doesn't have rules associated with it, but it describes their fundamental nature (such as humanoid or animal). It's up to the GM how this interacts with the story.

Basic Statistics. An adversary uses the same basic statistics as PCs. This includes the six attributes (Strength, Speed, Intellect, Willpower, Awareness, and Presence), three defenses (Physical, Cognitive, and Spiritual), health, focus, and (in some cases) Investiture.

Deflect Value. As with PCs, an adversary's deflect value reduces all incoming impact, keen, and energy damage by the listed deflect value. If an adversary has no deflect value listed, it is 0.

Movement. As with PCs, an adversary's movement rate determines how far they can travel during the Move action. If an adversary has a special movement type (such as swimming), they aren't Slowed when using it, even if a PC usually would be.

Senses. As with PCs, an adversary's senses range determines the limit of their senses when their primary sense is obscured. Each stat block suggests a primary sense for each adversary, but you can change it to best fit the story.

Immunities. Some adversaries are immune to certain effects (such as conditions) when it suits the story.

Skills. An adversary can use any skill from chapter 3 of the *Stormlight Handbook*, though their stat block only lists the skills they have ranks in.

Surge Skills. If an adversary can wield Investiture, their stat block also lists their surge skills, along with the number of ranks they have in those skills.

Languages. If an adversary can speak or understand languages, their stat block suggests which languages to use.

Features. An adversary's features provide special rules that affect them but don't directly require an action, free action, or reaction to use.

Actions. As with PCs, an adversary can use any action, free action, or reaction from chapter 10 of the *Stormlight Handbook*. They can also use any action, free action, or reaction listed in their stat block; these follow the same rules as PC actions, and each can be used only once per turn. See the upcoming "Using Actions" section for details.

Opportunities and Complications. A few stat blocks list special effects that can trigger when a character gains an Opportunity or Complication. Adversaries don't roll the plot die, but they occasionally gain an Opportunity or Complication from their d20 roll; if an adversary gains an Opportunity or Complication, see the "Adversary Opportunities and Complications" sidebar for potential effects.

Adversary Opportunities and Complications

If an adversary rolls an Opportunity (), you can use any of their features or actions that allow them to spend an Opportunity, or you can choose another effect that fits the story. Consider the following ideas:

- The adversary or their ally gains an advantage on their next test.
- The adversary gains 1 focus, up to their maximum.
- The adversary doesn't have to spend focus or Investiture on their next action that would usually have a cost.
- The adversary inflicts a condition on their target until the start of the adversary's next turn.
- The narrative shifts slightly in the adversary's favor.

If an adversary rolls a Complication (), allow the players to suggest how that unfolds. Consider the following ideas:

- The adversary or their ally gains a disadvantage on their next test.
- The adversary loses 1 focus.
- The adversary suffers a condition until the end of their next turn.
- The narrative shifts slightly in the party's favor.

RANDY VARGAS

Using Actions

Each stat block provides unique actions, free actions, and/or reactions for that adversary. Adversaries can also use the actions, free actions, and reactions listed in chapter 10 of the *Stormlight Handbook*; for example, any adversary can (and often should) use the Move action, the Gain Advantage action, and the Reactive Strike reaction. Rosharan adversaries with an Investiture pool can also use the Breathe Stormlight, Enhance, and Regenerate actions from chapter 5 of the *Stormlight Handbook* (though Fused and Regal characters breathe Voidlight from their infused spheres, not Stormlight).

Adversary actions follow the same rules as PC actions do, and you can't use an action with the same name more than once per turn.

Attacks

Most adversaries have at least one attack, which lists the outcome of a graze (if that attack can graze) and a hit. Unless otherwise specified, all adversary attacks are made against the target's Physical defense.

Damage

Actions that deal damage include two options for determining damage: a single number followed by parentheses with a formula for rolling dice. For example, if an attack deals "8 (1d4 + 6) keen damage," you can choose to simply deal 8 damage, or you can roll a d4 then add 6 to the result.

Reactive Strikes

Adversaries can use the Reactive Strike reaction like PCs, spending 1 focus to attack when an enemy voluntarily leaves their reach. The adversary can make this attack using any attack action that costs ▶ and that lists a reach, but not one with only a range listed.

Spending Resources

If an action (or other feature) requires spending the adversary's focus or Investiture, this cost is noted either in parentheses after the action name (if you always spend it to use that action), or in the text of the action (if other considerations affect when you spend that resource).

Defeated Adversaries

When an adversary is reduced to 0 health, they're defeated.

In battle, most adversaries are assumed dead after being reduced to 0 health. However, the GM can choose for an important NPC to instead fall Unconscious and make injury rolls like PCs do.

If the PCs are trying to defeat any adversary with non-lethal means, the PC who deals the final blow can choose for the NPC to fall Unconscious with an injury.

Defeated NPCs remain Unconscious until they recover at least 1 health from another source; they can't voluntarily regain consciousness like a PC.

Ancestries and Abilities

Some of the stat blocks for humanoids indicate a particular ancestry; for example, a **warform singer** is clearly a singer. However, many stat blocks (such as the **thief**, **guard**, or **duelist Shardbearer**) are intended to function for any humanoid ancestry.

Feel free to alter stat blocks to represent an adversary's ancestry or other unique abilities. For example, you could represent a singer **guard** by borrowing some of the **warform singer's** features and actions, or even by adapting a couple PC talents from the *Stormlight Handbook*.



JASON SMITH

Ardent

Ardents, the priests of the Vorin church, are all trained as religious teachers and spiritual advisors. They also play many other roles in society, and most dedicate themselves to becoming experts in various skills or trades. These experts take up residence in Vorin temples and teach citizens in accordance with the Right to Learn.

Ardents are visually distinguished by their shaved heads and gray robes (which don't have safehand sleeves for any gender). Ardents who specialize in Soulcasting, such as the **Soulcaster savant** later in this chapter, wear red robes. The curates, a council of church leaders based in Jah Keved, wear ostentatious blue robes and carry bejeweled staves.

See the "Vorinism" section of chapter 3 for more details on ardents and Vorinism.

Swordmasters

Though Vorinism classifies fighting as a "masculine" art, people who join the ardentia aren't limited by gender or caste, so all ardents are allowed to wield swords. Those who choose to specialize in fighting are known as swordmasters.

Alethkar's battle-focused culture especially prizes swordmasters, and it's common for lighteyed boys to be chosen at the age of ten for training by a swordmaster.

Swordmasters can teach their students to wield Shardblades, doing so either with Blades dulled through a specialized guard or with wooden practice swords that mimic the feel of a real Blade. These ardents train students in the ten Shardblade stances, used for both dueling and war.

Swordmaster Ardent Tactics

A **swordmaster ardent** skillfully analyzes their opponents and adjusts tactics accordingly. Against a reckless or aggressive opponent, a swordmaster strikes decisively, taking a slow turn to Gain Advantage and use their Staggering Blow, then following with a fast turn to deliver a meaningful message through Disarm Opponent. When facing a cautious or unknown opposition, a swordmaster gauges their opponent's strength through attacks with their blade, uses Parry to limit injury, and waits for an opportune time to unleash their full force.

Swordmaster Ardent

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	0	11	1	3	16	3

Health: 22 (18–26) **Focus:** 3 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5, Heavy Weaponry +3, Light Weaponry +5
Cognitive Skills: Discipline +3, Lore +2, Medicine +2
Spiritual Skills: Insight +5, Leadership +5, Perception +4
Languages: defined by culture

Features

Swordmaster. The swordmaster gains an advantage on Insight tests against any humanoid they've instructed before.

Actions

▶ **Strike: Sidesword.** Attack +5, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 8 (1d6 + 5) keen damage.

▶▶ **Staggering Blow.** Attack +5, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 8 (1d6 + 5) impact damage, and the target gains a disadvantage on the next Discipline test they make before the end of the swordmaster's next turn.

▶▶ **Disarm Opponent (Costs 1 Focus).** The swordmaster moves up to 10 feet then attempts to disarm an enemy within reach who is wielding a melee weapon. The target must succeed on a DC 15 Discipline test or drop their weapon and have it flung up to 15 feet away in any direction.

⮌ **Parry.** Before the swordmaster is hit by a melee attack, they increase their Physical defense by 3 against that attack, potentially causing it to miss. To do so, the swordmaster must sense the attacker and be wielding a melee weapon.



Assassin

In the intricate game of politics played across Roshar, assassins are the cards held under the table by every savvy player. Many important figures—from high-ranking military officers to government officials to royalty themselves—treat with assassins behind closed doors. Not all their contracts are put to immediate use, but when bureaucratic cunning and underhanded trickery fail, an assassin can often deliver success.

A proficient assassin is adept not only at killing, but also a half dozen other trades. Deception, forgery, infiltration—their many skills make it easier to reach a target then escape without notice, often by hiding in plain sight. Some assassins are members of secret societies, such as the Ghostbloods or the Diagram, while others are loyal only to money.

Assassin Tactics

When surprising opponents from the shadows, an **assassin** can Gain Advantage and use their Shortbow to hamstring their target. On their next turn, they pursue the Slowed foe, triggering Killer Instinct and following with a lethal Dagger strike. Should an assassin fail to hit, they have no qualms about using Twist the Knife to make up for it before slipping into the darkness to live another day.

Assassin

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	16	5	2	15	3	3	15	2

Health: 40 (32–48) **Focus:** 5 **Investiture:** 0

Deflect: 1 (leather)
Movement: 40 ft.
Senses: 20 ft. (sight)
Immunities: Surprised
Physical Skills: Agility +8, Athletics +4, Light Weaponry +8, Stealth +8
Cognitive Skills: Crafting +5, Deduction +5, Intimidation +6
Spiritual Skills: Deception +5, Perception +6
Languages: defined by culture

Features

Skulking Approach. At the start of each scene, if the assassin is in cover or an area where their enemy's primary sense is obscured, the assassin can make a Stealth test (no action required) with an advantage against the Spiritual defense of each enemy who can sense them. Each enemy they succeed against loses track of them and can no longer sense them until the assassin attacks or takes another action that would expose them.

Stay in the Shadows. While the assassin is in cover or an area where their enemy's primary sense is obscured, their Physical defense increases by 2 (to 18) against that enemy.

Actions

▶ **Strike: Dagger.** Attack +8, reach 5 ft. or range 20/60 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 10 (1d4 + 8) keen damage, and if the assassin had at least one advantage on this attack, they can spend 1 focus to deal an extra 10 (4d4) keen damage.

▶ **Strike: Shortbow.** Attack +8, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 11 (1d6 + 8) keen damage, and the target must succeed on a DC 13 Athletics test or be Slowed until the end of the target's next turn.

▷ **Killer Instinct.** After the assassin ends a Move action within 5 feet of an enemy, if the assassin moved at least 20 feet this turn, they can use the Gain Advantage action as ▷.

▷ **Twist the Knife (Costs 1 Focus).** Once per turn, when the assassin grazes, they can add their attack test modifier to that graze's damage.

STEPHEN SHAN (LEFT); GEORGE BENNETT (RIGHT)

Axehound

Axehounds are a motley species, and many distinct breeds are popular in various regions across the Rosharan continent. Unlike many creatures on Roshar, an axehound isn't covered in hard carapace; they instead sport a flexible, smooth hide of interlocking segments. An axehound has six legs, fish-like tails, and ear holes on the sides of their head. On both sides of their jaw, they possess small mandibles they use to open the shells of prey.

Axehounds communicate their mood by moving their feathery antennae and by trumping—making a unique call that sounds like two voices overlapping and echoing. When content, an axehound's trumping reverberates like a hum, but this lowers to a bellow when they're in pain or enraged.

An axehound's size is influenced by their breed. Larger stock can reach the height of an average human or singer's waist; smaller breeds are often prized for their speed. Axehounds are predators and hunt creatures as small as cremlings and as large as hogs. In the wild, they live in packs and hunt together. Mother axehounds are viciously protective of their pups.

Axehound Tactics

An **axehound** is rarely encountered alone, as they hunt best with a pack. Their immediate goal is to knock an enemy Prone with their Bite (with an advantage from Pack Instincts, if possible), allowing other axehounds to move in for the kill with their On the Hunt reaction. Axehounds typically swarm a single foe rather than dispersing themselves amongst a party, and they often drag an unwitting enemy away from allies to more easily defeat them.

Axehound

Tier 1 Minion – Small Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	0	10	0	3	13	0

Health: 12 (9–15) **Focus:** 2 **Investiture:** 0

Movement: 40 ft.
Senses: 40 ft. (smell)
Physical Skills: Agility +4, Athletics +4, Stealth +3
Spiritual Skills: Perception +5, Survival +4
Languages: none

Features

Enhanced Senses. The axehound gains an advantage on non-attack tests that rely on smell.

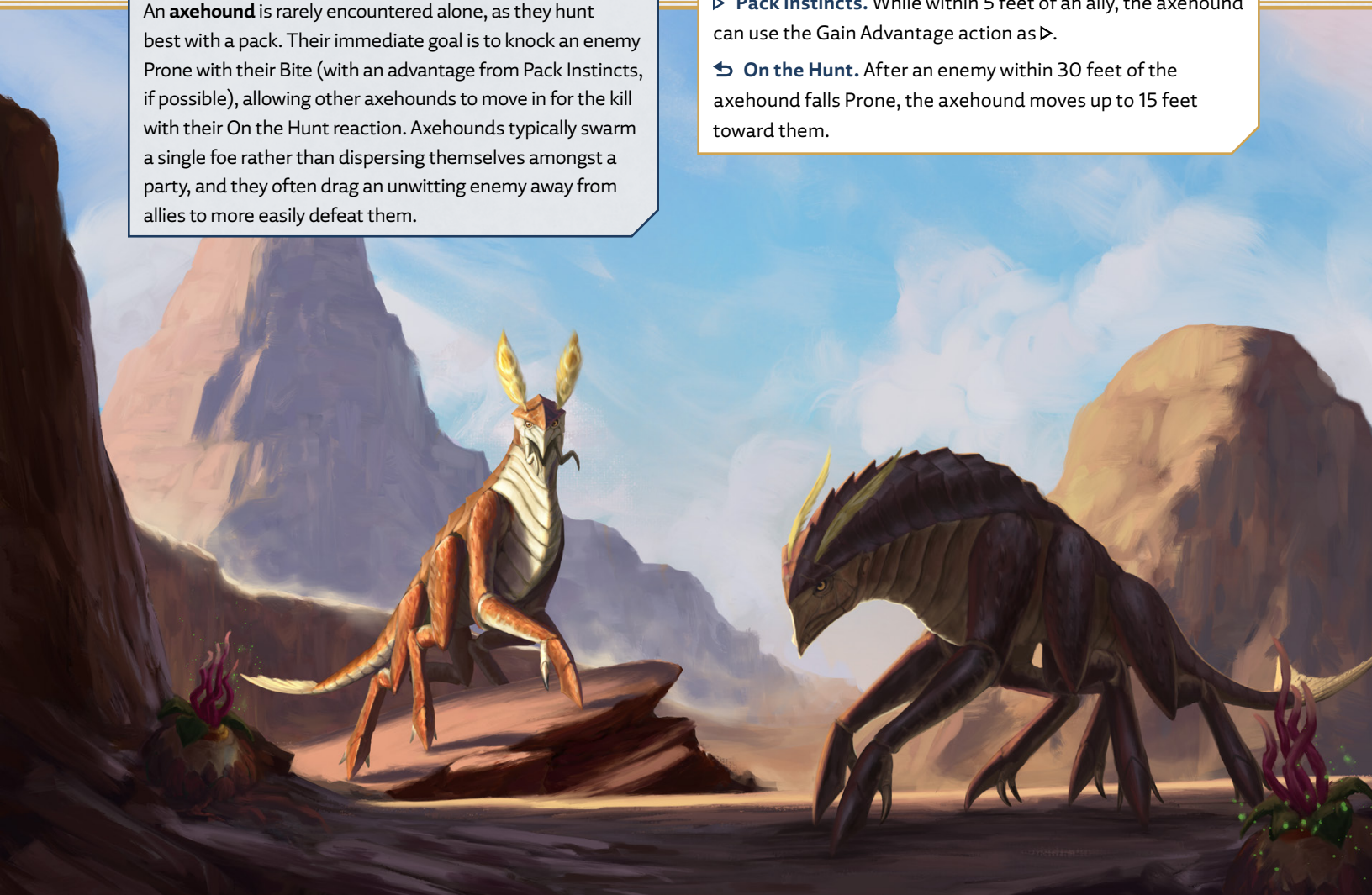
Minion. The axehound's attacks can't critically hit, and they're immediately defeated when they suffer an injury.

Actions

▶ **Strike: Bite.** Attack +4, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 6 (1d4 + 4) keen damage, and if the target is Medium or smaller, the axehound can spend 1 focus to knock the target Prone, then move up to 10 feet while dragging the target behind them.

▷ **Pack Instincts.** While within 5 feet of an ally, the axehound can use the Gain Advantage action as ▷.

⮌ **On the Hunt.** After an enemy within 30 feet of the axehound falls Prone, the axehound moves up to 15 feet toward them.



Bandit

Where there is conflict, there are those opportunistic enough to take advantage of it. Across the countrysides of Roshar, people stoop to banditry when making an honest living proves too difficult—or when the cruelty of the world simply gives them no other option.

Even with the best efforts of lawkeepers and sharpened steel, not every winding trade route or traveler's road can be dutifully patrolled. Bandits stake out these roadways between highstorms, restlessly waiting for passing merchant caravans loaded with valuable goods. When the opportunity to strike presents itself, the bandits lighten these caravans and claim their spoils through threats, violence, and even death.

Bandits typically work in small, highly skilled groups; though larger groups prevent them from being outnumbered by travelers, potential victims can grow wary if a band grows too large.



Bandit

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	12	1	1	11	0	2	13	1

Health: 11 (8–14) **Focus:** 2 **Investiture:** 0

Deflect: 1 (leather)
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +3, Athletics +3, Light Weaponry +2
Cognitive Skills: Discipline +1, Intimidation +3
Spiritual Skills: Perception +3, Survival +3
Languages: defined by culture

Features

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

Momentum. If the bandit moves at least 10 feet in a straight line toward a target then makes a Mace attack against them on that turn, the bandit gains an advantage on that attack.

Actions

▶ **Strike: Mace.** Attack +2, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 5 (1d6 + 2) impact damage.

▶ **Strike: Shortbow.** Attack +2, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 5 (1d6 + 2) keen damage.

▶ **Trip (Costs 1 Focus).** The bandit makes an Athletics test against a target within 5 feet of them, opposed by the target's choice of Athletics or Agility. If the bandit succeeds on this test, the target is knocked Prone.

Bandit Tactics

A **bandit** is a simple but efficient attacker. They attack with their Shortbow from a distance, chipping away at an unsuspecting caravanner's health as they move in. Once within range, the bandit charges their target to gain Momentum, then ruthlessly debilitates them with their Mace. After overcoming the civilians (and usually ending their lives), the bandit makes off with their ill-gotten gains.

ARTUR MÓSCA

Brightlord

The Vorin kingdoms practice a strict social hierarchy and caste system, dictated largely by the lightness of a person's eyes (see "Vorinism" in chapter 3). To show proper respect, a lighteyed man of sufficient rank is addressed as Brightlord. The corresponding title for a woman is Brightlady, or more commonly, Brightness. Sitting at the top of an oppressive hierarchy, these aristocrats see life as a competition—and they never forgive a slight.

Brightlord Tactics

In battle, the **brightlord** is typically found flanked by spear infantry and archers—and if they're important enough, occasionally a **duelist Shardbearer** or **elite Shardbearer**. Brightlords use Influential Instruction and Inspiring Leadership to strengthen and protect their troops, as well as their Diversion to cut down significant threats. When they must engage, they swiftly disarm with their Sidesword.



DARKO STOJANOVIC

Brightlord

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	1	14	3	2	16	4

Health: 38 (30–46) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +7, Light Weaponry +7
Cognitive Skills: Deduction +4, Discipline +6, Intimidation +7
Spiritual Skills: Insight +5, Leadership +7, Persuasion +6
Languages: defined by culture

Features

Inspiring Leadership. When the brightlord successfully uses the Gain Advantage action, they can choose one ally they can influence. That ally also gains an advantage on the next test they make against the brightlord's target.

Actions

▶ **Strike: Sidesword.** Attack +7, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 10 (1d6 + 7) keen damage, and the brightlord can spend 2 focus to attempt to disarm the target. The target must succeed on a DC 15 Athletics test or drop their weapon and have it flung up to 10 feet away in any direction.

▶ **Influential Instruction (Costs 1 Focus Per Target).** The brightlord spends 1 focus or more to influence that many allies. Each target can choose one of their defenses to increase by 2 until the end of the brightlord's next turn.

▶▶ **Diversion (Costs 1 Focus).** The brightlord distracts one enemy they can influence. The target must succeed on a DC 14 Discipline test or lose 1d4 focus and remove the Determined and Focused conditions, if they have them.

⮌ **Bulwark of Discipline.** When an enemy targets the brightlord or the brightlord's ally with an effect that causes the target to lose focus, the target can reduce the amount of focus lost by 1d4.



Chasmfiend

Chasmfiends are the largest known land animals on Roshar. These massive crustaceans, called "beasts of the chasms" by the listeners, have a sprawling width of twenty feet, a height between thirty-six and thirty-nine feet, and a length easily over seventy feet. Their unique anatomy makes them well suited for life in their native Shattered Plains; with a long, narrow body, eighteen skittering legs, and armored carapace, a chasmfiend can navigate the chasms with ease and weather the highstorms above. Their thick eyelids close sideways over their green eyes, their four nostrils are small, and their small ear holes are set slightly behind their eyes.

These ruthless hunters can batter and carve their unlucky prey with their foreclaws, but their gaping maws are perhaps even more horrifying. With two smaller foreclaws, they snatch up food and push it into their jaw, where sharp fangs and thin mandibles navigate food to the inner rings of teeth and the final circular mouth. Chasmfiends are the apex predators of the Plains, hunting any animal found in the chasms between the plateaus. Many regard them to be the deadliest predators on Roshar.

The enormous emerald gemheart growing inside each chasmfiend allows them to bond with mandras—spren related to gravity. This bond allows the chasmfiends to reach a colossal size while preventing them from being crushed by their own weight.

Chasmfiends establish a nest in a chasm, hunting and scavenging from it until they ascend a plateau to pupate. However, in this state, the hunter becomes the hunted. While pupating, a chasmfiend can't protect themself; the chrysalis that forms around them isn't enough to protect them from people who seek gemhearts, and extracting the gemheart kills the chasmfiend.

Economic Significance

The War of Reckoning was forever changed when the Alethi discovered the chasmfiends' gemhearts. Attacks on the Parshendi risked much with little return, so

MAXIME MINARD

Chasmfiend

Tier 3 Boss – Gargantuan Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	22	7	2	17	5	5	17	2

Health: 198 (168–228) **Focus:** 7 **Investiture:** 0

Deflect: 4 (carapace)
Movement: 60 ft.
Senses: 50 ft. (sight)
Immunities: Immobilized, Prone, Restrained, Stunned
Physical Skills: Agility +11, Athletics +9
Cognitive Skills: Intimidation +9
Spiritual Skills: Perception +9
Languages: none

Features

Boss. The chasmfiend can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the chasmfiend can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Thick Carapace. Before the chasmfiend is hit by an attack, they can spend 1 focus to turn the hit into a graze (no action required).

Unmatched Predator. The chasmfiend can use their Claws action twice on their turn (without spending focus to do so).

Actions

▶ **Strike: Claws.** Attack +11, reach 10 ft., one target. *Graze:* 4 (1d8) impact damage, and the chasmfiend can either deal an extra 4 (1d8) impact damage or knock the target Prone. *Hit:* 18 (1d8 + 14) keen damage, and the chasmfiend can either deal an extra 4 (1d8) impact damage or knock the target Prone.

▶ **Bite.** Attack +11, reach 5 ft., one target. *Graze:* 6 (1d12) keen damage. *Hit:* 20 (1d12 + 14) keen damage, and the target becomes Afflicted [1d8 keen] for 1 minute or until they recover at least 1 health.

▶▶ **Trumpet (Costs 2 Focus).** The chasmfiend unleashes a trumpeting roar. Each character within 30 feet of them must make a DC 15 Discipline test. On a success, a character is Disoriented until the end of the chasmfiend's next turn. On a failure, a character is Stunned and Disoriented until the end of the chasmfiend's next turn. Chasmfiends and characters who can't hear are unaffected by this action.

⮌ **Agile Blow.** Before an enemy the chasmfiend can sense within 30 feet of them spends focus, the chasmfiend moves within 5 feet of that enemy and uses their Claws action against that target. On a hit, the attack resolves as usual. On a graze, instead of the attack's usual effects, increase the focus cost of the target's action by 1. The target must pay the increased cost or choose a different action.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the chasmfiend:

Opportunity. An enemy can spend ◈ to prevent the chasmfiend from spending focus until the end of the chasmfiend's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the chasmfiend use their Trumpet action as ⮌ without spending focus.

the Alethi were delighted to learn that retrieving a gemheart was far less dangerous and resulted in great riches for the highprince who successfully extracted it. The highprinces agreed that clashes over the gemhearts fulfilled the Vengeance Pact, and the war devolved into a years-long competition for gemhearts instead.

This excessive hunting for chasmfiends has had harsh ramifications on the chasmfiends and Roshar's ecology, as the chrysalises were hunted faster than the population could recover. With their slow growth and reproduction rate, the number of chasmfiends diminished, and the highprinces were left to squabble over fewer and fewer chrysalises.

Song of the Beasts

Thude, leader of the listeners who escaped the Battle of Narak, discovered that chasmfiends possessed sapience and the ability to communicate with singers by sharing mental images and impressions. The listeners in the floodplains east of the Shattered Plains now have truly formidable allies.

Chasmfiend Tactics

Content to feed on corpses, a **chasmfiend** rarely emerges from the chasms unless baited out. Once engaged, however, they're a deadly hunter. They use terrain to their advantage, backing prey into dead ends then attacking. The chasmfiend uses Trumpet to debilitate before targeting weak prey with their Claws and Bite. They won't hesitate to use Agile Blow to disorient foes who pose a threat.

Chull

Found all across Roshar, chulls are massive crustaceans, though their many breeds vary in shape and size. A chull has a large, porous stonelike shell which they can retract their head and thick legs into when they sleep. A sleeping chull resembles a boulder—a comparison even more apt for wild chulls, as plants grow in the cracks and crevices of their shells.

Chulls move with a lumbering gait that's slower than a human's average walking pace. They sense the space ahead of them with their whip-like antennae, which grow at the same pace as their shell, allowing chulls to determine whether there's enough space to move through upcoming terrain. Their two large claws are strong enough to break bones, but chulls are typically docile and aggressive behavior is extremely unusual. Chulls aren't very bright, but what they lack in intelligence, they make up for in sheer stubbornness.

Though domesticated chulls are typically fed grain, they're actually omnivores. In the wild, their diet includes both rockbuds and small creatures like crabs and slugs.

Chull

Tier 1 Rival – Large or Huge Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	14	0	0	11	1	3	13	0

Health: 30 (23–37) **Focus:** 3 **Investiture:** 0

Deflect: 2 (shell)
Movement: 10 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +6
Spiritual Skills: Perception +5
Languages: none

Features

Beast of Burden. The chull's carrying capacity is 1,500 lbs.

Plodding Pace. The chull can only use the Move action once per turn.

Actions

▶ **Strike: Pincer.** Attack +4, reach 10 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶▶ **Defense Curl.** The chull retracts their head and legs to defend themself until the start of their next turn. While retracted, the chull's deflect value increases to 6 and they can use the Brace action as if they were in cover. At the start of each of their turns, the chull can spend 1 focus to maintain this effect for an additional round.

Cultural Influence

Chulls are valuable work animals. Despite their slow speed, they're strong enough to pull wagons, carts, and other large wheeled machinery. A chull's shell isn't made of living material, and it can be damaged—or intentionally modified—without harming the chull.

Chull shells are also valued as a lightweight but durable crafting material. Chull meat is edible and can be dried to create jerky.

Chull Tactics

Immensely docile, a **chull** almost always retreats into their shell with their Defense Curl during combat. However, once pushed to the brink, they use their large claws to defend themselves; a pinch from a chull hurts.



Citizen

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.

An expert, whether they're found in a major city or a remote village, is someone who stands out from the crowd. An expert might be a local leader, a headstrong youth, or a savvy trader. More competent than the average person, experts are memorable citizens with strong convictions.

Of high birth or circumstance, socialites ooze wealth and influence wherever they go. Typically hailing from a prominent family or organization, they've learned to wield words and politics as adeptly as weapons. While some of a socialite's dealings may seem frivolous and unimportant, their motives are as esoteric and biting as their shifting loyalties.

Citizen 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.

An **expert** usually fights cautiously with their Improvised Weapon, but unlike most commoners, they might run straight into danger if they believe in a cause or see a chance for glory. In conversations, they're more likely than commoners to stand their ground. If a PC challenges an expert's beliefs, the expert is more likely to spend focus to resist influence. If sufficiently provoked, they may use their Counter Argument and Stern Countenance to make things difficult for their opponent.

A **socialite** shines in conversations, where their Charming Personality allows them to maintain power and composure while shattering their opponent's. Their Down the Grapevine reaction gains them further leverage. Socialites are unlikely to engage in combat unless forced, and they prioritize fleeing to safety unless there's no other option. When cornered, they use their Beguiling Influence and Distracting Countenance to weaken foes for stronger allies, leaning on their Knife as a last resort.

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 breaks. *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.

Personal Items

The Personal Items table provides inspiration for items that citizens might be carrying.

Personal Items

d6	Personal Item
1	A hidden knife
2	2d10 diamond chips (commoner), marks (expert), or broams (socialite) in a small cloth bag
3	A map scratched on a flattened cremling shell
4	A hogshide belt pouch carrying tools of the citizen's trade
5	A coded message written in stylized glyphs
6	The key to a nearby door or chest

ADAM J. MARIN

Expert

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	12	1	1	13	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, Light Weaponry +2
Cognitive Skills: Crafting +2, Deduction +2
Spiritual Skills: Deception +2, Insight +4, Perception +4, Persuasion +3
Languages: defined by culture

Features

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

Stern Countenance. After the expert 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 breaks. *Graze:* 2 (1d4) impact damage. *Hit:* 3 (1d4 + 2) impact damage.

▶ **Counter Argument.** During a conversation, the expert makes a Persuasion test against a character's Spiritual defense. On a success, the target loses 3 focus.

Socialite

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	14	2	3	16	3	2	17	5

Health: 38 (30-46) **Focus:** 5 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Light Weaponry +6
Cognitive Skills: Deduction +4, Discipline +4
Spiritual Skills: Deception +8, Perception +5, Persuasion +8
Languages: defined by culture

Features

Charming Personality. Once during a conversation, after the socialite spends focus to resist a character's influence, the socialite can choose one character involved in the conversation to lose 2 focus.

Actions

▶ **Strike: Knife.** Attack +6, reach 5 ft., one target. The socialite gains an advantage on their first Knife attack during a scene. *Graze:* 2 (1d4) keen damage. *Hit:* 8 (1d4 + 6) keen damage.

▶ **Distracting Countenance (Costs 1 Focus).** The socialite chooses an enemy within 15 feet who can sense them. The target's deflect value becomes 0 until the end of the socialite's next turn.

▶▶ **Beguiling Influence.** The socialite makes a Persuasion test against the Spiritual defense of an enemy within 30 feet who can sense them. On a success, the target loses 2 focus.

⮌ **Down the Grapevine.** When a character rolls a Complication during a conversation, the socialite reveals they know a compromising secret about one of the characters involved in that conversation.



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. However, a cremling swarm—or even a single cremling by itself—may not be all it seems, as described in the Sleepless profile.

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.



MARIE SEEBERGER (LEFT); FLORIAN STITZ (RIGHT)



Criminal

At their best, laws create order and support the community, but some people are always willing to break them. In the shadows of Roshar's urban centers lurk many common criminals—petty thieves, charming con artists, cold-blooded murderers—and those who lead them. While some ply their trade in broad daylight, others keep to dubious markets and disreputable dens for gambling, wrestling, or firemoss.

Keen-eyed crooks can easily spot a person out of place and are quick to prey on seemingly defenseless people passing through unfamiliar territory.

Methodology

A petty thief might bump into their chosen mark in a bustling marketplace, snatching a loose sphere pouch or piece of jewelry before escaping into the crowd. Meanwhile, other thieves prefer to con their victims. They loiter at taverns, inns, and other places where opportunity is ripe, ready with a silver tongue to charm a fool out of wealth and dignity.

Thief

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	2	13	1	2	13	1

Health: 20 (16–24) **Focus:** 3 **Investiture:** 0

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5, Light Weaponry +5, Stealth +5, Thievery +5
Spiritual Skills: Deception +3, Perception +4, Persuasion +3
Languages: defined by culture

Features

Quick Hands. When a character triggers a Reactive Strike reaction from the thief, the thief can instead use their Pickpocket as ⮌ (without spending focus for a Reactive Strike).

Vanishing Act. At the end of the thief's turn, if they're in cover or in an area where their enemy's primary sense is obscured, the thief can make a Stealth test (no action required) with advantage against the Spiritual defense of each enemy who can sense them. Each enemy they succeed against loses track of them and can no longer sense them until the thief attacks or takes another action that would expose them.

Actions

▶ **Strike: Dagger.** Attack +5, reach 5 ft. or range 20/60 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 7 (1d4 + 5) keen damage.

On a hit or graze, if the target is Disoriented, they take an extra 2 (1d4) keen damage.

▶ **Disorienting Distraction (Costs 1 Focus).** The thief throws sand, flour, or a similar substance to distract and confuse foes. Each enemy within 10 feet of them must succeed on a DC 13 Agility test or become Disoriented until the end of the thief's next turn.

▶▶ **Pickpocket (Costs 2 Focus).** The thief attempts to rifle through the belongings of a humanoid within 5 feet of them, making an opposed Thievery test against the target's Perception. If the target is Disoriented, the target gains a disadvantage on their test. If the thief succeeds, they can choose to steal up to 50 marks or one item the target isn't wielding or wearing.

⮌ **Slippery.** After an enemy ends a Move action within 5 feet of the thief, the thief can use the Disengage action as ⮌. If the thief ends this movement in cover or in an area where an enemy's primary sense is obscured, enemies affected by that cover or obscured senses gain a disadvantage on attacks against the thief until the end of the thief's next turn.

JOEL CHAIM HOLTZMAN

Crime Boss

Tier 1 Boss – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	5	17	2	2	16	4

Health: 50 (40–60) **Focus:** 6 **Investiture:** 0

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 20 ft. (sight)
Immunities: Surprised
Physical Skills: Light Weaponry +6, Thievery +5
Cognitive Skills: Deduction +8, Discipline +6, Intimidation +6
Spiritual Skills: Deception +7, Leadership +7, Perception +5, Persuasion +6
Languages: defined by culture

Features

Boss. The crime boss can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the crime boss can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Compelling Leader. When the crime boss successfully uses the Gain Advantage action or gains an Opportunity, they can grant that advantage or Opportunity to one of their allies within 60 feet of them.

Cunning Preparations. At the start of each scene, the crime boss can reveal up to three nasty surprises (no action required). Each nasty surprise creates difficult or dangerous terrain in an area up to 5 feet square. Nasty surprises can't be revealed within 10 feet of an enemy.

Inured to Poison. The crime boss gains an advantage on tests to resist the effects of poison. Additionally, before the crime boss takes vital damage, they reduce it by 2.

Actions

▶ **Strike: Knife.** Attack +6, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 8 (1d4 + 6) keen damage plus 7 (2d6) vital damage, and the target must succeed on a DC 16 Athletics test or become Exhausted [–1].

▶ **Flash Fabrial (Costs 1 Focus).** The crime boss activates a fabrial that emits a piercing light from its gemstone. Each character within 10 feet of the crime boss must succeed on a DC 15 Discipline test or become Disoriented until the end of the crime boss's next turn.

▶ **Subdue.** The crime boss menaces a foe, making an opposed Intimidation test against the target's Discipline. If the crime boss succeeds, the target loses 1d4 focus and gains a disadvantage on tests against the crime boss until the end of the crime boss's next turn.

▶▶ **Firemoss.** The crime boss grinds firemoss and inhales the smoke, regaining 6 focus.

⮌ **Don't Disappoint Me (Costs 1 Focus).** Before an ally misses with an attack, the crime boss allows them to reroll the d20 for the attack roll, potentially changing the miss into a hit. The ally must use the new result, and they can choose to graze after seeing the result.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the crime boss:

Opportunity. An enemy can spend ◈ to prevent the crime boss from using their Compelling Leader feature and Don't Disappoint Me reaction until the end of the crime boss's next turn.

Complication. The GM can spend ✳ from an enemy's test to either have the crime boss reveal additional Cunning Preparations (no action required), or to use ⮌ to call up to 2 more underlings (such as **thieves** or **bandits**) to join them.

Criminal Tactics

A **thief** begins by using Disorienting Distraction and—if trying to avoid a fight—they immediately follow it with Pickpocket to steal away their prize. In a fight, their Disorienting Distraction is equally useful for making their Dagger strike more lethal. Should they get pinned down, they use Slippery to flee the scene.

A **crime boss** rarely engages without **thieves** or **bandits** at their side. They control the scene and debuff enemies with Subdue, Flash Fabrial, and their Knife. Meanwhile, their Compelling Leader and Don't Disappoint Me keep allies sharp and effective.

Dustbringer

The Order of Dustbringers numbers among the Knights Radiant. They form a Nahel bond with ashspren and are Surgebinders with access to the surges of Division and Abrasion.

Historically, the Dustbringers disliked the name of their order due to its similarity to the term Voidbringers. They preferred to be called Releasers. Because of the ruinous nature of their surges, the Dustbringers were frequently considered dangerous by both the public and other Radiants—especially the Skybreakers.

The Dustbringer order and its oaths focused on controlling their destructive power. Within the Knights Radiant, they often served as sappers, strategists, and engineers. After the refounding of the Radiants, the Dustbringers are fickle with their loyalty. Some have chosen to work against Dalinar's coalition, and even those who ostensibly work within it are disobedient and rebellious.

Improvising Radiant Adversaries

Under rare circumstances, PCs might engage in combat with members of the Knights Radiant, possibly motivated by conflicting Ideals, goals, or external interference. This chapter provides adversary profiles for Skybreakers and Dustbringers—two of the orders of Knights Radiant that PCs are most likely to clash with.

You can improvise Radiant adversaries from other orders with the following steps:

Choose Stat Block. Choose a humanoid stat block.

Choose Radiant Order. Choose a Radiant order (detailed in chapter 5 of the *Stormlight Handbook*). Add both of that order's surge skills to the stat block, giving both skills a number of ranks equal to the stat block's tier.

Add Investiture. Add an Investiture score of 2 + either their Awareness or Presence.

Choose Surge Talents. Using the Radiant talents and surge talents available to PCs in chapters 5 and 6 of the *Stormlight Handbook*, give the adversary a number of talents equal to their Ideal. When you choose these talents, keep an eye out for skill prerequisites, but ignore talent prerequisites.

Now you have a Radiant adversary! While you don't need to adjust the stat block's tier, be aware adding these Surgebinding abilities does increase an adversary's power.

When using Radiants as adversaries, consider how their Ideals might alter their tactics. If a Radiant acts in blatant disregard of their oaths, their bond with their spren and their access to the surges are negatively affected.

Dustbringer of the Second Ideal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	3	15	2	3	14	1

Health: 40 (30–50) **Focus:** 4 **Investiture:** 5

Deflect: 2 (chain)
Movement: 40 ft. (30 ft. while Investiture is 0)
Senses: 20 ft. (sight)
Physical Skills: Agility +6, Light Weaponry +6, Stealth +6
Cognitive Skills: Discipline +4, Intimidation +4
Spiritual Skills: Leadership +3, Perception +5
Surge Skills: Abrasion +5 (2 ranks), Division +6 (3 ranks)
Languages: defined by culture

Actions

▶ **Strike: Sidesword.** Attack +6, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage, and the Dustbringer can spend 1 focus to use the Disengage action as ▷.

▶ **Strike: Shortbow.** Attack +6, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶ **Decaying Touch (Costs 1 Investiture).** Attack +6 vs. Spiritual, reach 5 ft., one target. *Graze:* 13 (3d8) spirit damage. *Hit:* 19 (3d8 + 6) spirit damage, and the target must succeed on a DC 14 Agility test or their armor rusts and decays, permanently decreasing its deflect value by 1. Armor damaged in this way can be repaired with proper materials as a downtime activity.

▶▶▶ **Burst of Flame (Costs 2 Investiture).** The Dustbringer emits a burst of fire that deals 4 (1d8) energy damage to each character within 10 feet of them and sets unattended objects in that area ablaze. Additionally, the Dustbringer can spend 1 focus or more to shower sparks onto that many enemies within 30 feet of them; each target must succeed on a DC 14 Agility test or lose one ▶ on their next turn.

▶ **Eroding Escape (Costs 1 Investiture).** The Dustbringer targets themself or an ally in reach, ending one condition on them that is either applying the Immobilized condition, the Restrained condition, or a disadvantage on a physical test.

▷ **Regenerate (Costs 1 Investiture).** The Dustbringer recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

▷ **Skate (Costs 2 Focus).** The Dustbringer moves up to their movement rate in a straight line.

STEVE ARGYLE



Surgebinding

Through the surge of Division, Dustbringers can cause objects—or living flesh—to burn, degrade, or turn to dust. Their precise control over this surge enables them both to cause sweeping destruction and to carve a surface with intricate detail.

The surge of Abrasion allows Dustbringers to alter the friction between two surfaces. They can use this surge to move unimpeded through water and other difficult terrain.

Together, these surges grant tremendous mobility and destructive power. On the battlefield, Dustbringers often serve as formidable sappers and mobile artillery. In more peaceful times, however, they often incline toward engineering and other pursuits that emphasize precision and attention to detail.

Dustbringer Tactics

A **Dustbringer of the Second Ideal** carves a destructive path in and out of melee with their foes. They Skate to close the distance, attack with their Sidesword, then disengage. Burst of Flame is their primary tactic for groups of enemies, and Decaying Touch saps the strength of their bulkier foes. Ultimately, the Dustbringer devastates an area and is hard to pin down—and their Eroding Escape ensures that.

After they swear their next oath, a **Dustbringer of the Third Ideal** becomes stronger and better at Surgebinding, and they can wield a Shardblade.

Becoming a full Knight Radiant by swearing another Ideal, a **Dustbringer of the Fourth Ideal** is even more powerful and proficient with surgebinding, and has a swarm of gravitationspren they can summon as Shardplate.

Dustbringer of the Third Ideal

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	4	17	3	4	15	1

Health: 47 (37–57) **Focus:** 5 **Investiture:** 6

Deflect: 2 (chain)
Movement: 40 ft. (30 ft. while Investiture is 0)
Senses: 20 ft. (sight)
Physical Skills: Agility +8, Light Weaponry +8, Stealth +8
Cognitive Skills: Discipline +6, Intimidation +6
Spiritual Skills: Leadership +5, Perception +7
Surge Skills: Abrasion +7 (3 ranks), Division +8 (4 ranks)
Languages: defined by culture

Features

Slippery. While they have 1 Investiture or more, the Dustbringer can't be grazed and Reactive Strikes against them gain a disadvantage.

Actions

▶ **Strike: Shardblade.** Attack +8, reach 5 ft., one target. *Graze:* 11 (2d10) spirit damage. *Hit:* 19 (2d10 + 8) spirit damage, and the Dustbringer can spend 1 focus to use the Disengage action as ▷.

▶ **Strike: Shortbow.** Attack +8, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 11 (1d6 + 8) keen damage.

▶ **Decaying Touch (Costs 1 Investiture).** Attack +8 vs. Spiritual, reach 10 ft., one target. *Graze:* 16 (3d10) spirit damage. *Hit:* 24 (3d10 + 8) spirit damage, and the target must succeed on a DC 14 Agility test or their armor rusts and decays, permanently decreasing its deflect value by 1. Armor damaged in this way can be repaired with proper materials as a downtime activity.

▶▶ **Burst of Flame (Costs 2 Investiture).** The Dustbringer emits a burst of fire that deals 6 (1d12) energy damage to each character within 10 feet of them and sets unattended objects in that area ablaze. Additionally, the Dustbringer can spend 1 focus or more to shower sparks onto that number of enemies within 30 feet of them; each target must succeed on a DC 14 Agility test or lose one ▶ on their next turn.

▶ **Eroding Escape (Costs 1 Investiture).** The Dustbringer targets themself or an ally in reach, ending one condition on them that is either applying the Immobilized condition, the Restrained condition, or a disadvantage on any physical test.

▷ **Regenerate (Costs 1 Investiture).** The Dustbringer recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

▷ **Skate (Costs 1 Focus).** The Dustbringer moves up to their movement rate.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Dustbringer:

Opportunity. An enemy can spend ◈ to prevent the Dustbringer from using their Burst of Flame and Regenerate actions until the end of the Dustbringer's next turn.

Complication. The GM can spend ✳ from an enemy's test to remove the Investiture cost from the Dustbringer's Decaying Touch action and Skate free action until the end of the Dustbringer's next turn.

Dustbringer of the Fourth Ideal

Tier 4 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4*	16	6*	5	19	4	5	17	3

Health: 65 (50–80) **Focus:** 6 **Investiture:** 7

Deflect: 5 (Radiant Shardplate)
Movement: 50 ft. (subtract 10 ft. while Investiture is 0, and another 10 ft. without Shardplate)
Senses: 50 ft. (sight)
Physical Skills: Agility +11*, Light Weaponry +10*, Stealth +10*
Cognitive Skills: Discipline +9, Intimidation +8
Spiritual Skills: Leadership +7, Perception +8
Surge Skills: Abrasion +10* (4 ranks), Division +9 (4 ranks)
Languages: defined by culture

Features

Radiant Shardplate (4 Charges). The Dustbringer is equipped with Shardplate. Before they take damage, they can expend a charge (no action required) to increase their deflect value against that damage by 10. While the armor has charges, all Invested tests against the Dustbringer gain a disadvantage, and the armor's deflect value applies to all damage types. After the armor runs out of charges, some of the Dustbringer's attributes and skills are reduced by 2, along with their related modifiers; these statistics are marked with an asterisk (*).

Breakable Armor. After the Dustbringer is hit by an attack, the attacker can spend ◈ to cause the Dustbringer's Shardplate to lose 1 charge.

Slippery. While they have 1 Investiture or more, the Dustbringer can't be grazed and Reactive Strikes against them gain a disadvantage.

Actions

▶ **Strike: Shardblade.** Attack +10*, reach 5 ft., one target. *Graze:* 11 (2d10) spirit damage. *Hit:* 21 (2d10 + 10) spirit damage, and the Dustbringer can spend 1 focus to use the Disengage action as ▷.

▶ **Strike: Shortbow.** Attack +10*, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 13 (1d6 + 10) keen damage.

▶ **Decaying Touch (Costs 1 Investiture).** Attack +9 vs. Spiritual, reach 20 ft., one target. *Graze:* 16 (3d10) spirit damage. *Hit:* 25 (3d10 + 9) spirit damage, and the target must succeed on a DC 16 Agility test or their armor rusts and decays, permanently decreasing its deflect value by 1. Armor damaged in this way can be repaired with proper materials as a downtime activity.

▶▶ **Burst of Flame (Costs 2 Investiture).** The Dustbringer emits a burst of fire that deals 6 (1d12) energy damage to each character within 20 feet of them and sets unattended objects in that area ablaze. Additionally, the Dustbringer can spend 1 focus or more to shower sparks onto that number of enemies within 30 feet of them; each target must succeed on a DC 16 Agility test or lose one ▶ on their next turn.

▶ **Eroding Escape (Costs 1 Investiture).** The Dustbringer targets themself or an ally in reach, ending one condition on them that is either applying the Immobilized condition, the Restrained condition, or a disadvantage on any physical test.

▷ **Regenerate (Costs 1 Investiture).** The Dustbringer recovers 7 (1d6+4) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

▷ **Skate (Costs 1 Focus).** The Dustbringer moves up to their movement rate.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Dustbringer:

Opportunity. An enemy can spend ◈ to prevent the Dustbringer from using their Burst of Flame and Regenerate actions until the end of the Dustbringer's next turn.

Complication. The GM can spend ✳ from an enemy's test to remove the Investiture cost from the Dustbringer's Decaying Touch action and Skate free action until the end of the Dustbringer's next turn.

Many of the bodies around him were human; many were not. Blood mixed. Red. Orange. Violet. Though none of the bodies around him stirred, an indistinct haze of sounds hung in the air. Moans of pain, cries of grief. They did not seem like the sounds of victory. Smoke curled from the occasional patches of growth or heaps of burning corpses. Even some sections of rock smoldered. The Dustbringers had done their work well.

Fused

The Fused are the souls of ancient singers who usurp the bodies of living singers to roam Roshar during Desolations. The nine brands of Fused each can access one surge. They're able to heal themselves with Voidlight (much like how Knights Radiant heal themselves with Stormlight), making them mighty opponents.

Though a Fused's host body can be slain through typical means, their soul can return to claim another host during the next Everstorm. They do so by taking over a willing singer who has opened their gemheart to bond a spren. Permanently defeating a Fused's soul requires weapons or other means fit to end or entrap an immortal being, such as the sword known as Nightblood. (To learn about the origins of the Fused, see "Listener Gods: The Fused" in chapter 3.)



Altered One

Also known as the fannahn-im—Dawnchant for Those Ones of Alteration—Altered Ones are the brand of Fused who wield the surge of Transformation.

Even among singers, an Altered One is strikingly statuesque, standing seven feet tall with a willowy stature and long, thin fingers. Crown-like carapace covers most of their skull, with hairstrands growing at the very top of their head. They have additional armor-like carapace segments across their chest, forearms, and shins.

Throughout their long lifetimes, the Altered Ones have become experts in the fields of engineering, science, and architecture. They're regarded as great builders and, during the era of the True Desolation, they comprehensively redesigned the palace in Kholinar after it was captured by Odium's forces.

A notable Altered One was Raboniel, the Lady of Wishes (once known as the Lady of Pains), a brilliant scholar and high-ranking Fused. During the last Return, she engineered a disease that decimated the human population and also spread to some singers.

Abilities

Altered Ones can use the surge of Transformation in all the same ways a Radiant can, transforming any substance into another. However, due to mastery honed over millennia, they can achieve complex essences far beyond a mortal Radiant's capabilities, like toxins and acids.

While Altered Ones must expend Voidlight to use this surge on things around them, they can inexhaustibly transform any substances that are at least partially within their own bodies, such as by turning weapons that hit them to dust or transfiguring their breath into a toxic gas before exhaling it onto unsuspecting foes. Altered Ones also have exceptional spatial reasoning, which they have sharpened through millennia of practicing architecture and artifice, and they wield their surge as formidable tacticians.

PETAR PENEV

Altered One

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	4	20	6	4	17	3

Health: 60 (48–72) **Focus:** 8 **Investiture:** 6

Deflect: 2 (carapace)
Movement: 30 ft.
Senses: 20 ft. (sight)
Immunities: vital damage
Physical Skills: Agility +7, Light Weaponry +7
Cognitive Skills: Crafting +8, Deduction +8, Discipline +10, Intimidation +10
Spiritual Skills: Insight +7, Leadership +8, Perception +8
Surge Skills: Transformation +10 (4 ranks)
Languages: Dawnchant

Features

Ancient Architect. The Altered One gains an advantage on Crafting tests.

Self-Purity. Once per round, the Altered One can end the effects of poison on themself (no action required).

Actions

▶ **Strike: Knife.** Attack +7, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 9 (1d4 + 7) keen damage, and the Altered One can spend 1 focus to deal an extra 5 (2d4) damage.

▶▶ **Exhale Toxins.** Attack +10, reach 10 ft., one target. *Graze:* 11 (2d10) vital damage. *Hit:* 21 (2d10 + 10) vital damage, and the target is Disoriented until the end of their next turn.

▶ **Tactical Insight (Costs 1 Focus).** The Altered One makes a DC 18 Deduction test. On a success, they grant the Focused condition to one ally they can influence within 30 feet of them until the end of that ally's next turn.

▶▶ **Surge of Transformation (Costs 2 Investiture).** The Altered One chooses a Huge (15-foot) or smaller area or object within 30 feet of them that isn't being worn or held, transforming that area or object's essence into another. For example, they might transform empty air into stone or a wooden door into water.

Depending on the nature of the transformation, this can cause an effect such as dealing damage to characters in that area or making them Restrained. Each character in that area must make a DC 16 Agility or Athletics test. On a failure, a character takes 22 (4d10) damage of a type appropriate to the essence (such as vital for poison or energy for fire), or they otherwise suffer an effect that fits the transformation. On a success, a character only takes 11 (2d10) damage if the effect can deal damage, or they otherwise suffer no effect.

▷ **Regenerate (Costs 1 Investiture).** The Altered One recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Demolish Weapon.** After the Altered One is hit or grazed by a non-Invested weapon, they can turn that weapon to smoke.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Altered One:

Opportunity. An enemy can spend ◈ to prevent the Altered One from using their Tactical Insight, Surge of Transformation, and Regenerate actions until the end of the Altered One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Altered One use their Surge of Transformation action as ⮌. Each target gains a disadvantage on their Agility or Athletics test against that action's effect.

Altered One Tactics

An **Altered One** supports other forces on the field of battle by hindering foes. This Fused can break weapons with Demolish Weapon, warp the battlefield with Surge of Transformation, and disorient warriors with Exhale Toxins. They frequently use their Tactical Insight to bolster allies, and when they need to wade into the battle themselves, they use their Knife for a burst of damage.

Deepest One

Also known as the makay-im—Dawnchant for Those Ones of the Depths—Deepest Ones are the brand of Fused who manipulate the surge of Cohesion.

A Deepest One has smooth skin and entirely lacks hairstrands. Their minimal carapace covers only their genitals and their head. They have a sinuous form with long limbs, though they're not abnormally tall, and their eerie white eyes glow red from behind.

Deepest Ones enjoy gliding through uncut stone to feel the heart of Roshar through the earth. When idle, they spend their time sunken into the ground with only their faces exposed.

Abilities

In addition to wielding Cohesion like a Radiant, Deepest Ones can use Voidlight to soften and shape earth and stone around them, melding their bodies with it and flowing seamlessly through it with an unnatural grace. They can fully immerse their entire body or only parts of it, but they can't immerse objects that aren't naturally part of them. Deepest Ones vastly prefer merging with stone, though they can merge with almost any solid substance; notably, they can't merge with wood, so wooden walkways serve as an effective defense against their ambushes.

These Fused can partially emerge from whatever surface they have merged into, allowing them to entrap, shove, or trip foes using their arms and legs without exposing their full body to attack. Such abilities make the Deepest Ones quite useful as surprise troops—ambushing foes by emerging from solid stone without warning and dispatching them before any can raise an alarm. However, they aren't as capable in direct combat as other brands of Fused.

Deepest Ones can't see while submerged in a solid substance. However, they can hear and sing, and thus are guided through their temporary blindness by the pure tones of Roshar.

Deepest One Tactics

A **Deepest One** is an eerie foe, unsettling and ruthless. They freely move within solid surfaces, striking with their Carapace Nails or Trip Attack while maintaining their protection. They can reshape the battlefield with their Surge of Cohesion, hinder foes with Entrap, or drag a single enemy down to suffocate with their Grasping Hands—especially one they already knocked prone with Trip Attack.



Deepest One

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	1	17	6	4	16	2

Health: 45 (39–51) **Focus:** 8 **Investiture:** 6

Movement: 40 ft.
Senses: 20 ft. (sight, and while submerged, hearing)
Physical Skills: Agility +7, Light Weaponry +8, Stealth +7
Cognitive Skills: Discipline +9
Spiritual Skills: Insight +6, Perception +7, Survival +6
Surge Skills: Cohesion +9 (3 ranks)
Languages: Dawnchant

Features

Pure Tones. The Deepest One ignores the Disoriented condition while standing on or submerged in solid stone.

Swim Through Stone. The Deepest One can move through solid surfaces as if moving along the ground, ignoring difficult terrain. While fully submerged, the Deepest One must spend 1 focus each time they use an action other than the Move action or their Regenerate free action. The Deepest One can't use this feature on surfaces made of wood.

Merging Form (Costs 1 Focus). Before the Deepest One takes impact or keen damage from a non-wooden source, they can increase their deflect value to 6 against that damage (no action required).

Actions

▶ **Strike: Carapace Nails.** Attack +8, reach 5 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 15 (2d6 + 8) keen damage.

▶ **Strike: Trip Attack.** Attack +8, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 11 (1d6 + 8) impact damage, and the Deepest One can knock the target Prone.

▶▶ **Grasping Hands.** The Deepest One strangles a target they can sense within 5 feet of them. The target must succeed on a DC 17 Agility test or become Restrained while the Deepest One remains within 5 feet of them. If the Restrained target is also Prone, they begin suffocating and are Afflicted [2d10 vital] until they remove either the Restrained or Prone condition.

As ▶▶, the Restrained target can make a DC 17 Agility test, removing the Restrained condition on a success. If the Deepest One takes at least 20 damage on a single turn, the target escapes and is no longer Restrained.

▶ **Surge of Cohesion (Costs 1 Investiture).** The Deepest One chooses a Large (10-foot) or smaller area or object within 30 feet of them that is made of stone or earth and that isn't being worn or held. That object or area changes shape in a manner they choose, though not violently enough to cause damage.

Depending on the nature of the reshaping, this can cause an effect such as creating or removing cover or difficult terrain, or applying the Restrained condition to characters in that area. If the effect would apply a condition, a character can avoid it with a successful DC 15 Agility or Athletics test.

▷ **Regenerate (Costs 1 Investiture).** The Deepest One recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Entrap.** When an enemy triggers a Reactive Strike from the Deepest One while the Deepest One is submerged, the Deepest One can instead use their Grasping Hands as ⮌, spending focus as if they made a Reactive Strike.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Deepest One:

Opportunity. An enemy can spend ◈ to prevent the Deepest One from using their Surge of Cohesion and Regenerate actions until the end of the Deepest One's next turn. Additionally, if the Deepest One is submerged, they immediately emerge from that surface.

Complication. The GM can spend ✳ from an enemy's test to have the Deepest One use their abilities more efficiently. Until the end of their next turn, the Deepest One becomes Focused, and they don't need to spend Investiture to use their features or actions.

PETAR PENEV

Devastating One

Also known as the tatak-im—Dawnchant for Those Ones of Devastation—Devastating Ones are the brand of Fused who unleash the surge of Division.

A Devastating One's most distinctive feature is their carapace horns, of which they can have two or more; these are usually symmetrical, beginning just above their eyes and curving out over their head, with a smaller spike growing back from each cheekbone. The moderate carapace on their chest, shins, forearms, and shoulders is covered in jagged spikes, and their fingers are tipped with carapace claws. A Devastating One grows their hairstrands in wild spikes that extend from the top and back of their scalp.

Devastating Ones usually stoop in aggressive, eager postures, and some maneuver using both their hands and feet. Capricious and volatile, Devastating Ones rarely deign to speak or socialize with others, and when they do, they tend toward monosyllabism.

In battle, Devastating Ones serve as a chaotic demolition crew. Entering a euphoric frenzy in anticipation of the pain and havoc they can wreak, they charge in with no concern for their safety or any greater strategy. They seek only to cause as much destruction and death as possible before they're killed, and they can leave entire settlements decimated if unchecked. However, their lack of caution belies the fierce intellect they instinctively use to effectively bring down enemies and destroy structures.

Abilities

In addition to harnessing the surge of Division in many of the same ways as a Radiant, turning large swaths of structures and terrain to dust, a Devastating One's body is anathema to physical objects. They can will their skin and carapace to disintegrate anything they touch, from the weapons of their foes to the very ground beneath their feet. Devastating Ones delight in leaving a trail of ash and dust in their wake.



PETAR PENEV

Devastating One

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	6	19	3	4	15	1

Health: 41 (34-48) **Focus:** 5 **Investiture:** 6

Deflect: 2 (carapace)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +7, Athletics +5, Light Weaponry +7
Cognitive Skills: Discipline +7, Intimidation +7
Spiritual Skills: Perception +6, Survival +6
Surge Skills: Division +9 (3 ranks)
Languages: Dawnchant

Features

Instinctive Aggression. It costs the Devastating One no focus to use the Reactive Strike reaction.

Shroud of Dust. When an enemy makes a ranged attack or other test against the Devastating One from at least 25 feet away, if that test relies on sight or smell, it gains a disadvantage.

Actions

▶ **Strike: Claws.** Attack +7, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage and 3 (1d6) spirit damage. *Hit:* 9 (1d4 + 7) keen damage and 3 (1d6) spirit damage.

▶▶ **Devastating Touch.** Attack +9, reach 5 ft., one target. *Graze:* 10 (3d6) spirit damage. *Hit:* 19 (3d6 + 9) spirit damage.

▶▶ **Surge of Division (Costs 2 Investiture).** The Devastating One chooses a Large (10-foot) object within 30 feet of them that isn't being worn or held, or a portion of such an object, destroying it in a manner of their choosing.

Depending on the nature of the destruction, this can cause an effect such as obscuring the area with dust, opening a passage in a wall, triggering a rockslide that deals damage or applies the Restrained condition, or electrifying the area with a blast of light and heat that applies the Disoriented condition. Each character potentially affected by that destruction must make a DC 15 Agility or Athletics test. On a failure, a character takes 18 (4d8) damage of an appropriate type, or they otherwise suffer an effect that fits the destruction. On a success, a character takes no damage and suffers no other effect.

▷ **Regenerate (Costs 1 Investiture).** The Devastating One recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Demolish Weapon.** After the Devastating One is hit or grazed by a non-Invested weapon, they can turn that weapon to dust.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Devastating One:

Opportunity. An enemy can spend ◈ to disable the Devastating One's Shroud of Dust feature and prevent them from using their Surge of Division and Regenerate actions until the end of the Devastating One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Devastating One use either their Claws or Devastating Touch action as ⮌. When they do, they gain an advantage on that attack test.

Devastating One Tactics

A **Devastating One** charges into battle with reckless abandon, often ignoring direct opposition if a nearby target holds greater potential for death and destruction. They tear into enemies with their Claws and Devastating Touch. If nearby structures shelter several characters, the Devastating One uses their Surge of Division to collapse the structure on their foes—even if allies of the Devastating One are also within that structure.

Flowing One

Also known as the shetel-im—Dawnchant for Those Ones of Flowing—Flowing Ones are the brand of Fused who use the surge of Abrasion.

Lithe and flexible, a Flowing One has some of the sleekest and most minimal carapace of all Fused brands, covering only their forehead, upper chest, groin, forearms, and shins. Their carapace is heaviest on the outer portions of their limbs. Flowing One hairstrands grow thickly from the top, back, and sides of their head. They typically wear their hairstrands braided in a long tail or several cords, and at the end of each, they weave in a metal spike. Though these spikes are primarily decorative, they serve as weapons in a pinch.

Flowing Ones serve Odium as special forces, and can even serve much like cavalry, using their incredible agility and speed to slip through battlefields. They're especially adept at flanking, usually targeting ranged units or using their raysium daggers to drain Stormlight from Radiants. The name Flowing One comes from their fighting style, which resembles a dance as they slide along the ground with flowing movements and precise strikes.

Abilities

Through Abrasion, a Flowing One can constantly manipulate their body's friction, either becoming slick and nearly impossible to pin down, or gaining additional grip and leverage on treacherous surfaces. They often use this power to climb slippery surfaces or skate along the ground while effortlessly deflecting enemy blows.

Flowing Ones can also use the surge like a Radiant can, affecting objects beyond their own bodies, though this requires them to expend their Voidlight.



PETAR PENEV

Flowing One

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	17	6	1	15	4	3	15	2

Health: 45 (35–55) **Focus:** 6 **Investiture:** 5

Deflect: 2 (carapace)
Movement: 40 ft.
Senses: 20 ft. (sight)
Immunities: Immobilized, Restrained, Stunned
Physical Skills: Agility +9, Light Weaponry +9
Cognitive Skills: Discipline +7
Spiritual Skills: Perception +6, Survival +6
Surge Skills: Abrasion +9 (3 ranks)
Languages: Dawnchant

Features

Mobile. When the Flowing One willingly moves on their turn, they can choose to pause moving and use another action before finishing their available movement. They can resume that movement as ▷ any time before the end of their turn.

Actions

▶ **Strike: Raysium Dagger.** Attack +9, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 11 (1d4 + 9) keen damage, and the target loses 1 Investiture.

▷ **Twin Daggers (Costs 2 Focus).** The Flowing One makes an additional Raysium Dagger attack (no action required).

▶ **Hair Spike.** Attack +9, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 11 (1d4 + 9) keen damage.

▶ **Surge of Abrasion (Costs 1 Investiture).** The Flowing One chooses a Large (10-foot) area or object within 30 feet of them to alter the friction of.

Depending on the nature of the alteration, this can cause an effect in that area such as making the ground into difficult terrain, making the ground slick to knock enemies Prone, or making a foe's non-Invested weapon nearly impossible to hold. If the effect would apply a condition or cause a character to drop something, they can avoid it with a successful DC 15 Agility or Athletics test.

▷ **Coarse Grip (Costs 1 Investiture).** The Flowing One strategically increases the friction of some parts of their body. Until the end of their next turn, their Physical tests have an Opportunity range of 18-20, and they can spend ◈ on any physical test to knock an enemy within 5 feet Prone.

▷ **Regenerate (Costs 1 Investiture).** The Flowing One recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

▷ **Skate.** The Flowing One moves up to their movement rate in a straight line. They can spend 1 focus (no action required) to avoid triggering Reactive Strikes during this movement.

⮌ **Deft Dodge (Costs 1 Focus).** Before an attack hits the Flowing One, they change that hit to a graze, then they can use the Disengage action as ▷.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Flowing One:

Opportunity. An enemy can spend ◈ to prevent the Flowing One from using their Mobile feature and their Surge of Abrasion, Regenerate, and Skate actions until the end of the Flowing One's next turn.

Complication. The GM can spend ✳ from an enemy's test to remove the focus costs for the Flowing One's Coarse Grip action and Skate free action until the end of the Flowing One's next turn.

Flowing One Tactics

A **Flowing One** is an adroit opponent who swiftly manipulates friction on the battlefield while vexing foes with their Surge of Abrasion. They use Mobile to split their movement, racing across the battlefield to knock opponents prone with Coarse Grip and making multiple attacks with their Raysium Dagger and Twin Daggers. They escape trouble with Deft Dodge and they Skate to put distance between them and threatening foes.

Focused One

Also known as the metacha-im—Dawnchant for Those Ones of Focus—Focused Ones are the brand of Fused who manipulate the surge of Tension.

Focused Ones are among the tallest and broadest of the Fused, with stout bodies molded through practiced indulgence. They have no carapace, allowing them full heads of hairstrands, and they utilize skin's elastic nature to cultivate a thick layer of fat throughout their bodies, obscuring their powerful musculature. A Focused One can use Tension to compact themself down to the size of a workform, creating armor-like skin that glows purple with Voidlight.

In addition to clothing that accommodates both of their sizes, Focused Ones generally wear a long necklace folded several times over their torso. This necklace is made of their own hair bound with aluminum links, and it culminates in a blade. When in close combat, this necklace can serve as both weapon and restraint; the Focused One uses it as a whip that can be wrapped around a target and stiffened with Tension to trap them, or straightened and made rigid for use as a powerful spear.

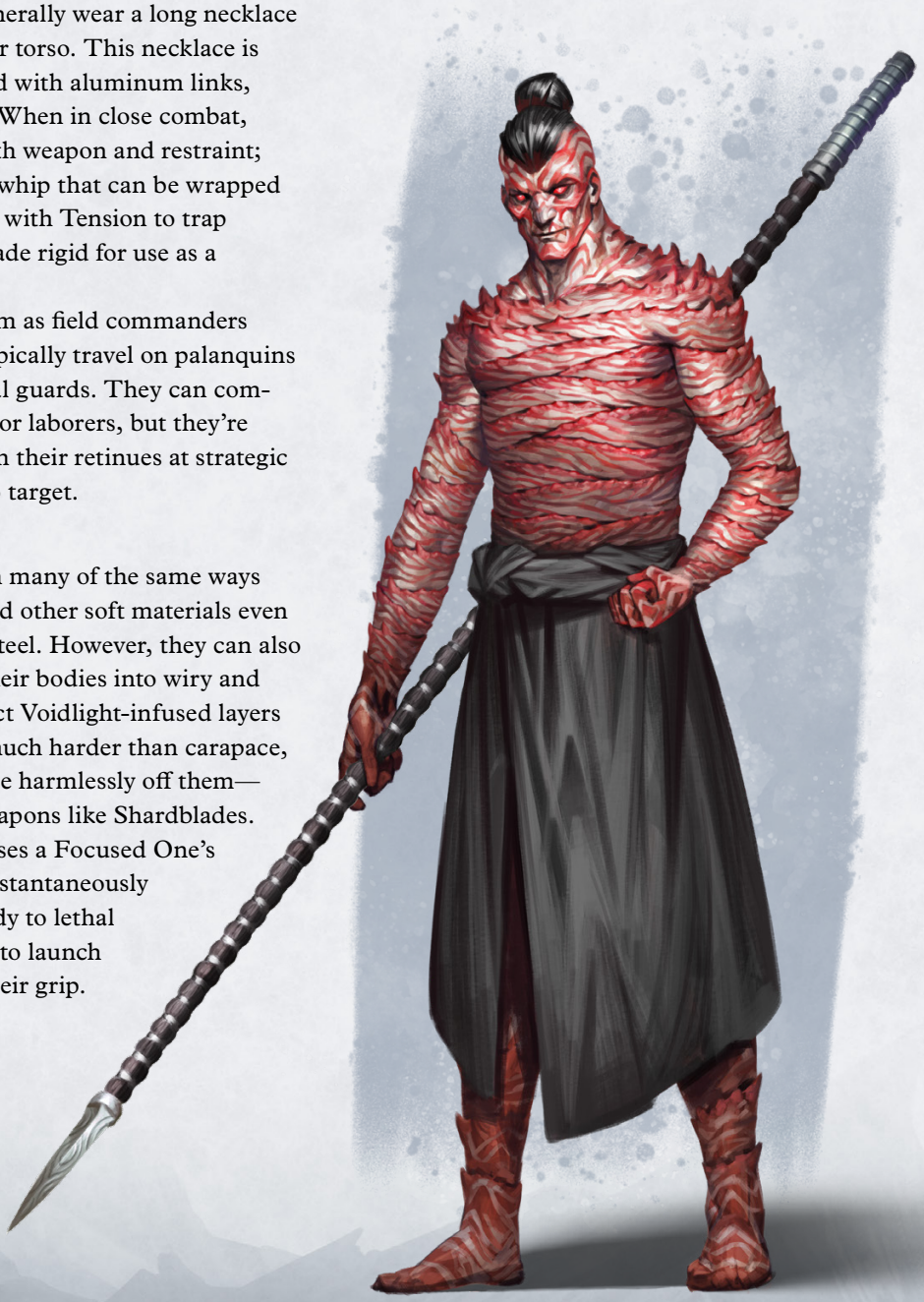
Focused Ones serve Odium as field commanders and taskmasters, and they typically travel on palanquins carried by warform and Regal guards. They can command and coordinate troops or laborers, but they're also sometimes stationed with their retinues at strategic points their enemy is likely to target.

Abilities

Focused Ones use Tension in many of the same ways as Radiants, making cloth and other soft materials even more stiff and durable than steel. However, they can also use it to drastically tighten their bodies into wiry and banded forms. These compact Voidlight-infused layers of skin, fat, and muscle are much harder than carapace, causing most attacks to glance harmlessly off them—even those from powerful weapons like Shardblades. This form also greatly increases a Focused One's mobility, enabling them to instantaneously decompress parts of their body to lethal effect, creating enough force to launch boulders and crush foes in their grip.

Focused One Tactics

A **Focused One** is almost always accompanied by at least four singer **guards** or Regals (likely **stormform Regals**). As such, this Fused is content to wait for their enemy to approach while attacking from afar with Launch Boulder. Once the enemy draws close enough to engage, the Focused One dominates by using Tight Form followed by either their Tense Spear or Whip. If faced with a particularly troublesome foe, the Focused One uses the Grapple action and their brutal Decompress Grip. However, doing so leaves the Focused One temporarily vulnerable, so they tend only to do this when they can isolate the enemy.



Focused One

Tier 4 Boss – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
9	19	0	3	18	5	4	19	5

Health: 190 (145–235) **Focus:** 11 **Investiture:** 7

Movement: 20 ft.
Senses: 20 ft. (sight)
Immunities: Stunned
Physical Skills: Athletics +14, Heavy Weaponry +14
Cognitive Skills: Discipline +10
Spiritual Skills: Insight +8, Leadership +10, Perception +8, Persuasion +10
Surge Skills: Tension +14 (5 ranks)
Languages: Dawnchant

Features

Boss. The Focused One can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Focused One can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Colossal Mass. The Focused One is always considered Gargantuan against unwanted effects, even while their size is reduced by their Tight Form.

Actions

▶ **Strike: Unarmed Attack.** Attack +14, reach 10 ft., one target. *Graze:* 11 (2d10) impact damage. *Hit:* 29 (2d10 + 18) impact damage.

▶ **Strike: Whip.** Attack +14, reach 20 ft., one target. *Graze:* 6 (1d12) keen damage. *Hit:* 24 (1d12 + 18) keen damage, and if the target is Huge or Smaller, the Focused One can spend 1 focus to pull the target any number of feet closer to them.

Alternatively, if the target is within 10 feet of the Focused One when the attack hits, the Focused One can spend 1 Investiture to make the target Restrained until the end of the target's next turn. While a character is Restrained in this way, the Focused One can't attack with their Whip or Tense Spear.

▶ **Strike: Tense Spear (Costs 1 Focus).** Attack +14, reach 15 ft., one target. *Graze:* 13 (2d12) keen damage. *Hit:* 31 (2d12 + 18) keen damage.

▶ **Surge of Tension (Costs 1 Investiture).** The Focused One chooses a Gargantuan (20-foot) or smaller object made of soft materials within their reach, causing it to become rigid and tough.

Depending on the nature of the object being stiffened, this can cause an effect such as giving an ally a +4 bonus to Physical defense, causing an enemy to be Restrained by their own clothing, or creating an improvised weapon that can be wielded as a Tense Spear without spending focus. If the effect would apply a condition to a character, they can avoid it with a successful DC 19 Agility or Athletics test.

▶ **Tight Form (Costs 2 Investiture).** Until the end of the Focused One's next turn, their size decreases to Medium and they gain the following benefits:

- Their deflect value increases to 6, and it can also reduce spirit damage.
- Their movement rate increases to 40 feet.
- Their physical tests have an Opportunity range of 18–20.
- They can't be grazed by attacks that use weapons (including Shardblades) or that deal impact or keen damage.
- If they die while in this form, the explosive decompression of their flesh deals 26 (4d12) impact damage to each character within 10 feet of them.

At the end of each of their turns, the Focused One can spend 1 Investiture to maintain this effect for an additional round.

▶▶ **Decompress Grip.** While the Focused One is in their Tight Form and has a character Restrained with the Grapple action, they end their Tight Form early to cause that character to take 52 (8d12) impact damage and suffer an injury.

▶▶ **Launch Boulder (Costs 1 Focus).** Attack +14, range 150/600 ft., one target. On a graze or hit, all other characters within 10 feet of the target must Avoid Danger (DC 19) or take the same damage. *Graze:* 9 (2d8) impact damage. *Hit:* 31 (2d8 + 22) impact damage.

▷ **Regenerate (Costs 1 Investiture).** The Focused One recovers 7 (1d6 + 4) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Focused One:

Opportunity. An enemy can spend ◈ either to end the Focused One's Tight Form early, or to prevent the Focused One from using their Tight Form and from spending Investiture until the end of the Focused One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Focused One use their Tight Form as ⮌ without spending focus. Alternatively, if they're already in Tight Form, the ✳ can be spent to use the Grapple action as ⮌, gaining an advantage on its Athletics test.

PETAR PENEV

Heavenly One

Also known as the shanay-im—Dawnchant for Those Ones of the Heavens—Heavenly Ones are the brand of Fused who manipulate the surge of Gravitation.

Heavenly Ones enjoy wearing long, trailing robes, and even when idle, they prefer to fly or hover. Many of these Fused have an honorable tradition of engaging in one-on-one duels with Windrunners. If such a duel is accepted, other Heavenly Ones respect the terms and won't interfere, even if one of their own is losing.

A notable Heavenly One is Leshwi, who was once friends with an honorspren prior to the Desolations. She frequently dueled Kaladin Stormblessed, demonstrating ruthlessness but also a sense of honor. Leshwi also played a role in recruiting Moash as an agent of Odium.

Abilities

Through the surge of Gravitation, Heavenly Ones can manipulate their own gravity without expending Voidlight. However, they're limited to a single Lashing when flying this way, causing them to accelerate more slowly than Radiant Surgebinders. Otherwise, Heavenly Ones create Basic Lashings in a similar manner to Radiants, using Voidlight to adjust the gravity of other characters and objects.

They wield long lances coated with aluminum (to block Shardblades) and inset with raysium (to drain Stormlight from Radiants). Within Odium's forces, the Heavenly Ones are aerial soldiers who not only harry ground troops from above, but also actively counter Knights Radiant who wield the surge of Gravitation.



PETAR PENEV

Heavenly One

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	1	15	4	6	18	2

Health: 58 (46–70) **Focus:** 6 **Investiture:** 8

Deflect: 1 (carapace)
Movement: 40 ft., fly 30 ft.
Senses: 50 ft. (sight)
Physical Skills: Agility +9, Heavy Weaponry +7, Light Weaponry +9
Cognitive Skills: Discipline +8, Intimidation +8
Spiritual Skills: Leadership +6, Perception +10, Survival +10
Surge Skills: Gravitation +10 (4 ranks)
Languages: Dawnchant

Features

Invariable Flight. The Heavenly One can only fly using the Move action once per turn.

Skyborn. The Heavenly One doesn't trigger Reactive Strikes while flying.

Harry the Foe. When the Heavenly One hits with an attack immediately after flying at least 15 feet, the target loses 1 focus.

Actions

▶ **Strike: Raysium Lance.** Attack +9, reach 10 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 16 (1d8 + 12) keen damage, and the target loses 1 Investiture.

▶ **Surge of Gravitation (Costs 1 Investiture).** The Heavenly One performs a Basic Lashing on a Huge (15-foot) or smaller character or non-Invested object within their reach that isn't being worn or carried. An object Lashed in this way moves up to 30 feet in any direction. An ally Lashed in this way gains a 30-foot flying rate until the end of the Heavenly One's next turn, but that ally can only fly using the Move action once per turn.

To Lash an enemy, the Heavenly One makes a Gravitation test against the enemy's Physical defense. On a success, they move the target up to 30 feet in any direction, and the target becomes Restrained until the start of the Heavenly One's next turn. If the target passes within reach of an object, they can make a DC 16 Agility test, grabbing the object and stopping this forced movement on a success.

If a Lashed object collides with a character, or if a Lashed enemy collides with an object or surface during this movement, the character takes 20 (2d10 + 9) damage of a type appropriate to the object or surface, and the Lashed target stops moving. A character can use the Avoid Danger reaction to try to escape damage from an incoming Lashed object.

▷ **Regenerate (Costs 1 Investiture).** The Heavenly One recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Reflexive Strike.** Before an enemy voluntarily moves while within 10 feet of the Heavenly One, the Heavenly One uses their Raysium Lance action against that enemy. This reaction counts as a Reactive Strike but costs no focus.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Heavenly One:

Opportunity. An enemy can spend ◈ to prevent the Heavenly One from using their Harry the Foe and Skyborn features, as well as their Surge of Gravitation and Regenerate actions, until the end of the Heavenly One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Heavenly One use their Surge of Gravitation as ⮌, without spending Investiture to do so.

Heavenly One Tactics

A **Heavenly One** uses their Skyborn feature to harass and disorient ground troops from the sky. Their Raysium Lance can attack foes—especially Radiants—but they can also focus on and lock down greater threats with their Surge of Gravitation. To opponents they deem worthy of a true fight, the Heavenly One is swift and deadly with their Raysium Lance and Reflexive Strike, using Harry the Foe to drain their enemy's focus over time.

Husked One

Also known as the nex-im—Dawnchant for Those Ones of Husks—the Husked Ones are rare Fused who use the surge of Transportation on their own bodies.

A Husked One is large-framed, with thick muscles and weighty, jagged carapace across their body that grows in fin- and horn-like shapes. They can grow hair long enough to wrap around their body in place of clothing.

A notable Husked One was Lezian, known as the Pursuer. As the first Fused to be killed by a human, Lezian sought to bury his shame by starting a tradition: he would return to Roshar and single-mindedly pursue whichever human killed him. He succeeded every Desolation. Other Fused encouraged his notorious behavior, even though his recklessness had previously endangered or ruined others' schemes.



Abilities

Through the surge of Transportation, a Husked One can eject their soul from their body, turning their soul into a ribbon of red light which resembles a spren. Unlike most other brands of Fused, this is the only way Husked Ones can use their surge, rather than wielding it as Radiants do.

When a Husked One ejects from their body, they can't take anything with them, and they leave behind a faded husk that crumbles to dust after a few moments. The Husked One can use Voidlight to reform their body, though they can only hold enough Voidlight to do so three times. After the third jump, a Husked One without access to Voidlight is trapped in their fourth body, vulnerable to a killing blow. This leads most Husked Ones to use their last jump to find a Voidlight repository so they can recharge.

The Husked Ones are skilled hit-and-run skirmishers, able to free themselves from precarious situations, flee in an instant when a battle turns against them, or deftly maneuver around an opponent in the midst of battle. Each time a Husked One reforms their body, their carapace is also restored, so they often break off the sharper pieces to use as weapons.

Husked One Tactics

A **Husked One** is a slippery foe. They begin combat with Chokehold to lock down a threat, but when the fight catches up with them, they have multiple ways to escape, using either a Carapace Spike attack to slip away or an Impairing Blow to hamstring their opponent. They can quickly flee or chase down enemies with Escape Husk—and if it's the latter, they use Reform Body then follow with a ruthless Assassinate to crush the opposition.

PETAR PENEV

Husked One

Tier 3 Boss – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	7	20	3	2	16	4

Health: 185 (148–222) **Focus:** 7 **Investiture:** 6

Deflect: 2 (carapace)
Movement: 30 ft.
Senses: 10 ft. (sight)
Immunities: Stunned
Physical Skills: Agility +8, Light Weaponry +8
Cognitive Skills: Deduction +11, Intimidation +7
Spiritual Skills: Insight +6, Leadership +8, Perception +5
Surge Skills: Transformation +11 (4 ranks)
Languages: Dawnchant

Features

Boss. The Husked One can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Husked One can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

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

Actions

▶ **Strike: Carapace Spike.** Attack +8, reach 5 ft., one target. *Graze:* 9 (2d8) keen damage. *Hit:* 20 (2d8 + 11) keen damage, and the Husked One can spend 1 focus to use the Disengage action as ▷.

▶▶ **Impairing Blow.** Attack +8, reach 5 ft., one target. *Graze:* 6 (1d12) keen damage. *Hit:* 20 (1d12 + 14) keen damage, and the Husked One strikes a vital nerve. The target must succeed on a DC 17 Athletics test or become Immobilized until they regain at least 1 health.

▶ **Chokehold.** The Husked One violently grabs a target within 5 feet of them. The target must succeed on a DC 18 Athletics test or become Restrained while the Husked One remains within 5 feet of them. The Husked One can spend 1 focus to also choke the target and make them Afflicted [2d10 vital] until the target is no longer Restrained. As ▶▶, the target or a character who can reach them can make a DC 18 Athletics test, ending the Restrained condition on a success.

▶ **Escape Husk.** The Husked One escapes their body as a ribbon of red light, leaving behind a husk and any objects they were wearing or carrying. While in ribbon form, the Husked One is under the following effects:

- They can't use any actions other than Disengage, Move, and their Reform Body.
- They have a flying rate of 30 feet.
- They still have mass and can't squeeze through gaps smaller than 1 inch.
- They're immune to all damage except for spirit damage and damage from Invested weapons.
- They're immune to the Immobilized, Prone, Restrained, and Slowed conditions.

▶ **Reform Body (Costs 2 Investiture).** While in ribbon form, the Husked One reforms their Physical body, exiting their ribbon form and recovering from all injuries. If they use their Regenerate free action on this turn, it costs them no Investiture.

▷ **Assassinate (Costs 1 Focus).** After the Husked One ends a Move action or uses their Reform Body action within 5 feet of an enemy, the Husked One can use their Impairing Blow on that enemy as ▷.

▷ **Regenerate (Costs 1 Investiture).** The Husked One recovers 6 (1d6 + 3) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Husked One:

Opportunity. An enemy can spend ◈ to prevent the Husked One from using their Escape Husk action until the end of the Husked One's next turn. Alternatively, if the Husked One is in ribbon form, the ◈ can be spent to force them to immediately use Reform Body (no action required) if the Husked One has enough Investiture to do so.

Complication. The GM can spend ✳ from an enemy's test to have the Husked One use their Impairing Blow action as ⮌. The target gains a disadvantage on their Athletics test against this action.

Magnified One

Also known as the yazed-im—Dawnchant for Those Ones of Magnification—Magnified Ones are the brand of Fused who wield the surge of Progression.

Even the most diminutive Magnified Ones are large and broad-shouldered compared to other Fused, and the tallest humans are at least a head shorter than them. Much like the plate armor of humans, a Magnified One's thick, extensive carapace encases everything but their face, emphasizing their heavy musculature. The carapace on their shoulders, back, and head is covered in spikes. Magnified Ones typically don't have hairstrands, though some grow beards.

These Fused serve Odium as heavy infantry, and they can even act as living siege weapons, breaking through lines and battlements with ease. However, Magnified Ones are far from brutish combatants; they often use Progression tactically by growing carapace that traps opponents or counters equipment, rather than relying only on sheer strength and bulk.

Abilities

Through the surge of Progression, a Magnified One can deliberately grow their own carapace with swift precision without exhausting their Voidlight. This allows them to form natural weapons—and even mundane objects, such as tools—as extensions of their own body. The edges of these weapons are wickedly sharp and jagged, often glowing purple with Voidlight. In addition, a Magnified One can reinforce their carapace to counter incoming blows or grow it to surround and entrap enemies, then snap off that section of shell to avoid being bound to it.

Unlike Radiants who wield Progression, Magnified Ones can't use the surge to heal others or grow plants; they can only use it on their own bodies.

Magnified One Tactics

A **Magnified One** is a clever and tactical foe who can respond flexibly in combat. When enemies are grouped up, they begin with a Magnified Charge to devastate the area, then strike with their Carapace Weapon. They create Carapace Spikes to wound foes in melee, and their Surge of Progression erects obstacles to hamper enemies who retreat or call for reinforcements. When the tide begins to turn, the Magnified One fights more defensively, using External Carapace, avoiding grazes with their Carapace Armor, and using Regenerate to heal wounds and injuries.



PETAR PENEV

Magnified One

Tier 3 Boss – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
7	18	1	3	16	3	6	18	2

Health: 200 (160–240) **Focus:** 7 **Investiture:** 8

Deflect: 3 (carapace)
Movement: 25 ft.
Senses: 50 ft. (sight)
Immunities: Stunned
Physical Skills: Athletics +10, Heavy Weaponry +11
Cognitive Skills: Discipline +6, Intimidation +4
Spiritual Skills: Leadership +5, Perception +10
Surge Skills: Progression +10 (4 ranks)
Languages: Dawnchant

Features

Boss. The Magnified One can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the Magnified One can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

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

Shell Binding. When the Magnified One succeeds on the Grapple action against a target, they can spend 1 Investiture to grow a carapace shell over the target, causing the target to also become Immobilized. Even if the target is no longer in the Magnified One's reach, the target remains Immobilized and Restrained until the target or a character who can reach them succeeds on a DC 18 Athletics test to free them from the carapace.

Actions

▶ **Strike: Carapace Weapon.** Attack +11, reach 5 ft., one target. *Graze:* 7 (2d6) impact or keen damage. *Hit:* 21 (2d6 + 14) impact or keen damage.

▶ **Strike: Spike Spear (Costs 1 Investiture).** Attack +11, range 60 ft., one target. *Graze:* 5 (1d10) keen damage. *Hit:* 19 (1d10 + 14) keen damage.

▶ **Grow Carapace (Costs 1 Investiture).** The Magnified One grows their carapace for additional armor or spikes, gaining the corresponding benefit:

Carapace Armor. The Magnified One can't be grazed until the end of their next turn.

Carapace Spikes. Until the end of the Magnified One's next turn, the first time each turn that a character either hits the Magnified One with a melee attack or successfully Grapples or Shoves the Magnified One, that character takes 11 (2d10) keen damage.

▶▶ **Magnified Charge (Costs 2 Focus).** The Magnified One moves up to 25 feet in a straight line without triggering Reactive Strikes. The first time the Magnified One comes within 5 feet of each enemy during this move, the Magnified One can make a Carapace Weapon attack against that enemy as ▷. On a hit, the enemy is also knocked Prone.

▶▶ **Surge of Progression (Costs 2 Investiture).** The Magnified One chooses a Huge (15-foot) or smaller area within 30 feet of them, growing their carapace with incredible speed in a way they choose, though not violently enough to cause damage.

Depending on the nature of the carapace construction, this can cause an effect such as the creation of cover, difficult terrain, or a structure, or it can cause characters in that area to become Immobilized. If the effect would apply a condition to a character, they can avoid it with a successful DC 16 Agility or Athletics test.

▷ **Regenerate (Costs 1 Investiture).** The Magnified One recovers 15 (1d10 + 10) health and recovers from up to one injury of their choice. They can use this free action even while Unconscious or otherwise prevented from using actions.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Magnified One:

Opportunity. An enemy can spend ◈ to prevent the Magnified One from using any actions that cost Investiture until the end of the Magnified One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Magnified One use their Grow Carapace action as ⮌.

Masked One

Also known as the mavset-im—Dawnchant for Those Ones of Masks—Masked Ones are the brand of Fused who use the surge of Illumination.

Masked Ones are perhaps the most unsettling of all the Fused, even to other brands. They constantly keep themselves cloaked in illusions. In the exceedingly rare moments in which a Masked One's guise drops—typically when they've been killed—their true form is revealed to be of a similar size and shape to humans, though hairless and with a subdermal carapace covering their whole body, giving parts of their skin a slightly ridged appearance.

Some Masked Ones use their illusions to unnerve others, either by completely removing their marbled skin patterns or making the patterns constantly shift—either way, this can make it nearly impossible to tell them apart from other Masked Ones. When not fully disguised, most Masked Ones garb themselves in elaborate and fanciful illusions that are limited only by their prodigious creativity. These usually include flowing fabrics that billow in a phantom breeze, skin patterns that move subtly, and rounded armor-like carapace that is black or white (rather than the natural orange- or violet-red).

The Masked Ones serve Odium as spies, assassins, and covert operatives, using their mastery of illusions to be mercurial chameleons. They are rarely, if ever, seen on the battlefield. Instead, they sow dissent, sabotage equipment, and spread false information to destabilize command structures and throw their enemy into chaos. Within Fused-occupied areas, they function as secret police, monitoring the singer and human populations for compliance.

Abilities

Through the surge of Illumination, the Masked Ones can imitate the appearances of other creatures. Their millennia of experience in clandestine activities make them master impersonators, allowing them to near-perfectly mimic any person they wish. They can use this surge in nearly all the same ways as Radiants, but the guises they assume require no Voidlight whatsoever, lasting until the Masked One is slain or chooses to end the illusion.



PETAR PENEV

Masked One Tactics

A **Masked One** is a clever infiltrator who uses Illusory Disguise, Infiltrator, and Surge of Illumination to position themselves to deftly assassinate targets. They rattle an enemy with Cunning Tongue, then use their Staff to hamper their target's escape.



A Masked One dons her illusory attire.

Masked One

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	15	4	3	15	2	3	19	6

Health: 38 (32–44) **Focus:** 4 **Investiture:** 8

Deflect: 1 (carapace)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Light Weaponry +7, Stealth +7, Thievery +6
Cognitive Skills: Deduction +5, Intimidation +5
Spiritual Skills: Deception +9, Perception +6, Persuasion +9
Surge Skills: Illumination +9 (3 ranks)
Languages: Dawnchant, two Rosharan languages

Features

Infiltrator. The Masked One can spend 1 focus to gain an advantage on a Deception, Insight, or Persuasion test.

Opportunistic. The Masked One's tests all have an Opportunity range of 18–20.

Reflexive Illusion. At the start of a scene, if the Masked One isn't Surprised, they can use their Illusory Disguise (no action required).

Actions

▶ **Strike: Staff.** Attack +7, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 10 (1d6 + 7) impact damage, and the Masked One can spend 1 focus to trip the target and knock them Prone.

▶ **Illusory Disguise (Costs 1 Investiture).** The Masked One creates an illusion to disguise themself as another character. While disguised, the Masked One has an advantage on attack tests against enemies unaware of their ruse. This disguise continues until they end it as ▷ or use this action to change it.

▶▶ **Cunning Tongue.** The Masked One weaves manipulative words around an enemy they can influence, making a Deception or Persuasion test opposed by the target's Insight. The Masked One gains an advantage on this test if they know one or more of the target's goals, their purpose, or their obstacle. If the Masked One succeeds, the target loses 1d4 focus.

▶ **Surge of Illumination (Costs 1 Investiture).** The Masked One chooses a Large (10-foot) or smaller area or willing character within 30 feet of them, creating an illusion on the target which lasts until the end of the scene or until the Masked One chooses to end it as ▷. It's an animated hologram with no sound, and it's revealed to be an illusion if something passes through it. On a character's turn, they can Use a Skill to determine it's an illusion with a successful DC 15 Deduction test.

Depending on the nature of the illusion, it can cause an effect such as disguising or duplicating an ally, blocking line of effect, or creating a flash of bright light that applies the Disoriented condition to characters within 10 feet of it. If the effect would apply a condition to a character, they can avoid it with a successful DC 15 Deduction test.

▷ **Regenerate (Costs 1 Investiture).** The Masked One recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Masked One:

Opportunity. An enemy can spend ◈ either to see through the Masked One's disguise and all their illusions (no test required), or to prevent the Masked One from using their Cunning Tongue, Surge of Illumination, and Regenerate actions until the end of the Masked One's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Masked One use their Staff as ⮌, gaining an advantage on the attack test.

Ghostblood

The Ghostbloods are a secret organization; though they operate a cell on Roshar, they originate from the planet Scadrial and are dedicated to protecting their home (see "Ghostbloods" in chapter 5). To become a member, one must be recruited by another Ghostblood. Upon joining, each member receives an identifying tattoo of three overlapping diamonds somewhere on their body.

The organization operates within a rigid structure of command and follows firm tenets. Ghostbloods freely share secrets with each other but are forbidden to do so with outsiders, and those who break this trust are at risk of being hunted and killed for endangering the organization.

In pursuit of their primary goal—defending Scadrial at all costs—the Ghostbloods have no qualms about killing those who could interfere with them. They work flexibly with or against various people and factions on Roshar, depending on what best aligns with their needs.

The Rosharan branch of the Ghostbloods is somewhat removed from the greater body, and their Scadrian associates view their actions as erratic.

Capabilities and Resources

Ghostbloods are skilled infiltrators with experience in subterfuge, sabotage, and assassination. Even those who aren't native to Roshar can seamlessly adapt their appearance and behaviors to blend in with Rosharan cultures and institutions.

As many of their members are cosmere-aware worldhoppers, the Ghostbloods have access to valuable technology and resources from other planets. Given Roshar's lack of cosmere-awareness, the Ghostbloods use these enigmatic resources to gain the upper hand over the planet's inhabitants.

Ghostblood Spy

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
0	14	4	2	14	2	1	13	2

Health: 21 (16–26) **Focus:** 4 **Investiture:** 0

Deflect: 1 (leather)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +5, Light Weaponry +6, Stealth +6
Cognitive Skills: Deduction +4, Lore +3
Spiritual Skills: Deception +4, Insight +3, Perception +3, Survival +2
Languages: defined by culture

Features

Infiltrator. The spy can spend 1 focus (no action required) to give themself an advantage on a Deception, Insight, or Persuasion test.

Inured to Poison. The spy gains an advantage on tests to resist the effects of poison. Additionally, before the spy takes vital damage, they reduce it by 2.

Skulking Approach. At the start of each scene, if the spy isn't Surprised and if they're in cover or an area where their enemy's primary sense is obscured, the spy can make a Stealth test (no action required) with an advantage against the Spiritual defense of each enemy who can sense them. Each enemy they succeed against loses track of them and can no longer sense them until the spy attacks or takes another action that would expose them.

Actions

▶ **Strike: Dagger.** Attack +6, reach 5 ft. or range 20/60 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 8 (1d4 + 6) keen damage.

▶ **Strike: Shortbow.** Attack +6, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶ **Disquiet.** The spy manipulates their knowledge of an enemy they can influence to unnerve them. If the spy knows one or more of the target's goals, their purpose, or their obstacle, the target loses 1d4 focus; otherwise, the target loses 1 focus.

▷ **Coat Weapon (Costs 1 Focus).** The spy coats either their Dagger or Shortbow in poison. The next enemy hit by an attack with the coated weapon must succeed on a DC 16 Athletics test or take 2d6 vital damage and gain a disadvantage on all tests for 1 minute.

⮌ **Uncanny Evasion (Costs 1 Focus).** Before the spy is hit by a weapon attack made by an enemy they can sense within 60 feet of them, they take evasive action. The attacker must spend 2 focus or the hit becomes a miss.

Ghostblood Enforcer

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	16	3	2	15	3	4	18	4

Health: 42 (34–50) **Focus:** 5 **Investiture:** 6

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +5, Heavy Weaponry +6, Light Weaponry +6
Cognitive Skills: Intimidation +6
Spiritual Skills: Deception +5, Perception +7
Languages: defined by culture

Features

Inured to Poison. The enforcer gains an advantage on tests to resist the effects of poison. Additionally, before the enforcer takes vital damage, they reduce it by 2.

Ruthless. After the enforcer knocks an enemy Prone, they can make an additional Strike against that target as ▷ on that turn (even if they've already used that Strike action).

Actions

▶ **Strike: Dueling Cane.** Attack +6, reach 5 ft., one target. *Graze:* 3 (1d6) impact damage. *Hit:* 11 (1d6 + 8) impact damage, and the enforcer can spend 1 focus to knock the target Prone.

▶ **Strike: Obsidian Dagger.** Attack +6, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 10 (1d4 + 8) keen damage, and if the enforcer had at least one advantage on the attack, it deals an extra 5 (2d4) keen damage. On a Complication, this weapon breaks.

▶▶ **Burn Pewter (Costs 1 Investiture).** The enforcer uses the Invested Arts of another world to gain Enhanced [Strength +2], Enhanced [Speed +2], and a deflect value of 2 until the start of their next turn. At the start of each of their turns, the enforcer can spend 1 Investiture to maintain this effect for an additional round.

▶▶ **Intimidate (Costs 1 Focus).** The enforcer makes an opposed Intimidation test against the Discipline of a target they can influence. If the enforcer succeeds, the target loses 1 focus and is no longer Focused.

Ghostblood Tactics

A **Ghostblood spy** cunningly begins combat by using Gain Advantage and Coat Weapon to enfeeble their opponent. They then attack, using Disquiet and Uncanny Evasion to keep themself alive. In social situations, they use their Infiltrator feature to keep their cover intact.

A **Ghostblood enforcer** begins combat by striking with their Dueling Cane; if they succeed in knocking their target Prone, their Ruthless feature lets them make an Obsidian Dagger strike for additional damage. They use Intimidate on foes they perceive as threatening, and if they foresee a tough scrap ahead of them, they might Burn Pewter at the start of combat.



SVETLANA KOSTINA

Guard

Guards serve as the backbone of defense for centers of civilization and persons of power throughout Roshar. In a city, a disciplined and well-trained guard force can be the difference between order and anarchy. For a person they protect, they can be the difference between life and death.

Small towns only have a few guards, if any, and those who do serve are often from a volunteer militia. Major cities employ sizable guard forces, including organized units who patrol the streets, along with dedicated guard postings for notable locations like prisons and treasuries. Palaces and other important government buildings sometimes maintain their own specialized and independent guard forces.

Some nobles hire personal guards to defend their estates. Important political and military figures, especially royalty, have honor guards trained for their personal protection.



Guard

Tier 1 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	14	1	1	13	2	3	14	1

Health: 24 (19–29) **Focus:** 4 **Investiture:** 0

Deflect: 2 (chainmail)
Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Athletics +5, Heavy Weaponry +5
Cognitive Skills: Discipline +4, Intimidation +4
Spiritual Skills: Insight +4, Perception +5
Languages: determined by culture

Features

Raise the Alert! After an enemy the guard can sense within 60 feet of them fails a Stealth test, or after the guard succeeds on a test to notice that enemy, this guard and each allied guard who can sense that enemy gain the Focused condition until the end of the scene.

Actions

▶ **Strike: Longspear.** Attack +5, reach 5 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 9 (1d8 + 5) keen damage, and the guard can spend 1 focus to knock the target Prone.

▶▶ **Debilitate (Costs 2 Focus).** Attack +5, reach 5 ft., one Prone target. *Graze:* 9 (2d8) impact damage. *Hit:* 14 (2d8 + 5) impact damage.

▷ **Work as One (Costs 1 Focus).** After the guard hits with an attack, they choose an ally they can influence, urging them to advance. That ally can immediately Disengage (no action required).

Guard Tactics

A **guard** quickly incapacitates their targets, especially those discovered committing a crime. They aim to knock an opponent prone with their Longspear, then use Debilitate to inflict significant damage. While accompanied by other guards or allies, a guard uses Work as One, quickly and efficiently coordinating to subdue opponents.

JOEL CHAIM HOLTZMAN

Khornak

Lurking in shallow coastal waters, khornaks are brutal hunters who thrive in packs—but even one can be frightening on their own. They have thick, webbed limbs protected by chunks of carapace, along with eight beady eyes, a jagged tail, and a toothy maw that sailors wisely fear.

The khornaks' bond with spren allows their hefty frames to skim through the water in search of prey, barely disturbing the surface despite their thick carapace jutting out. A khornak is most dangerous in close range, where they unveil a massive jaw lined with many rows of jagged teeth—perfect for gouging prey, latching onto skin, and dragging victims into the water where the khornak pack can descend. Should a khornak not have a pack, that matters little—they simply drown you.

Khornak Tactics

A dangerous and deadly foe, a **khornak** first ensnares and tears into their prey with their Crushing Jaw, strengthened by their Terrifying Ambush. While the khornak restrains this enemy in their jaws, they repel other opponents with their Tail Sweep, and they Drag their prey away to feast. If their meal manages to escape, the khornak hunts foes down with Ruthless Predator.



TOM BABBEY

Khornak

Tier 1 Rival – Medium Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	15	2	0	12	2	2	12	0

Health: 26 (20–32) **Focus:** 4 **Investiture:** 0

Deflect: 2 (carapace)
Movement: 25 ft., swim 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Athletics +5, Stealth +4
Spiritual Skills: Perception +3, Survival +4
Languages: none

Features

Terrifying Ambush. At the start of each scene, each enemy who can sense the khornak must make a DC 14 Discipline test (no action required). On a failure, that enemy can't take a fast turn this round unless they spend 2 focus.

Ruthless Predator. When the khornak attacks and hits an enemy who hasn't taken a turn yet this round, the attack deals an extra 1d8 damage.

Actions

▶ **Strike: Crushing Jaw.** Attack +5, reach 5 ft., one target. *Graze:* 4 (1d8) impact damage. *Hit:* 9 (1d8 + 5) impact damage, and the target becomes Restrained by the khornak's jaw while the khornak remains within 5 feet of them. The khornak can spend 1 focus to also make the target Afflicted [1d4 vital] until the target regains at least 1 health. As ▶▶, the target or a character who can reach them can make a DC 16 Agility or Athletics test, ending the Restrained condition on a success.

While the khornak is restraining this target, the khornak can't make another Crushing Jaw attack.

▶ **Tail Sweep.** Attack +5, reach 5 ft., one target. The khornak can spend up to 2 focus to target that many additional targets with the same attack. *Graze:* 3 (1d6) impact damage. *Hit:* 8 (1d6 + 5) impact damage, and the target must succeed on a DC 15 Athletics test or be knocked Prone.

▶ **Drag.** The khornak moves up to 15 feet in any direction while dragging an enemy they have Restrained behind them.

Larkin

Also known as Ancient Guardians or Guardians of Ancient Sins, larkin are crustaceans native to Aimia who are capable of flight—as well as of eating Stormlight. As an endangered species, they are highly valued, and their corpses sell for fortunes.

A juvenile larkin is around the size of a small melon and possesses a snout, a mouth, and silver eyes that shimmer. Their wings can fold in and out of their back and carry them short distances. They can understand and somewhat replicate human languages, as well as hear rhythms.

Like greatshells, larkin used to bond with spren—in this case, a large kind of luckspren found in Aimia—to grow to great sizes. After the scouring of Aimia, however, larkin haven't been able to migrate there to create the bonds, so the handful who exist across Roshar retain their small size.

Stormlight Feast

Larkin can pull Stormlight out of Surgebinders, Shardplate and gems. They can also drain Voidlight from a Fused. However, larkin can't drain someone clad in Shardplate, only the Light from the Shardplate itself. Additionally, they can't return Light once it's been sucked from its source, as they feed on the Investiture they've drawn.

There are several reasons to believe that larkin are associated with the Knights Radiant. Not only do they feed on Investiture, but Surgebinders can also sense a larkin's mood. The exact specifics of this relationship remain a mystery, but there is perhaps some historical connection.



KEVIN O'NEILL

Larkin

Tier 2 Rival – Small Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	1	13	2	3	14	1

Health: 14 (12–16) **Focus:** 4 **Investiture:** 5

Deflect: 2 (carapace)
Movement: 30 ft., fly 20 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5
Spiritual Skills: Insight +4, Perception +5, Survival +4
Languages: understands every Rosharan language, but can't speak

Features

Hungry for Light. The larkin begins the scene with 1d4 Investiture, rather than their usual maximum of 5.

Weak Wings. The larkin can't fly further than their flying rate on a turn, even if they use the Move action again.

Actions

▶ **Bite.** Attack +5, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 7 (1d4 + 5) keen damage, and the larkin can spend 2 focus to use their Drain Light (no action required) on that target or an effect infusing them. The larkin automatically succeeds on their Agility test to do so.

▶▶ **Drain Light.** If the larkin isn't at full Investiture, they choose one of the following targets within 5 feet of them, draining the chosen target of power:

- **Object with Charges.** A fabrial or other object with charges loses 2 (1d4) charges.
- **Group of Spheres.** Up to 2 (1d4) infused marks or broams within range lose the Stormlight or other Light infused in them.
- **Infused Object or Character.** The target (or effect infused in the target) loses 2 (1d4) Investiture.

If the target is a character, or if it is an object worn or held by a character, the larkin must succeed on an Agility test against that character's Spiritual defense or the target isn't drained.

The larkin regains the same amount of Investiture as they drained from the target. A character wearing Invested Shardplate can't have their Investiture drained in this way, but the Shardplate itself can be drained of charges.

▷ **Invested Healing.** The larkin can spend 1 Investiture to recover 5 (1d6 + 2) health.



The larkin was feeding off the thief. A line of light streamed from him, but it was a strange dark violet light. Chiri-Chiri flew about, drawing it from the man, whose face melted away, revealing marbled skin underneath.

Larkin Tactics

A **larkin** is more mischievous than violent by nature. They have a near-constant hunger for Stormlight and other Investiture, flitting around and using Drain Light on the nearest viable target.

Larkin are fiercely loyal, and if incensed by a character or directed by an ally, a larkin can target equipment or Investiture reserves with their Bite and Drain Light. They can use this drained power to heal themselves with Invested Healing, and the **greater larkin** can also use Invested Enhancement against more dangerous foes.

Greater Larkin

Tier 4 Rival – Small Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	17	5	2	15	3	4	16	2

Health: 42 (36–48) **Focus:** 5 **Investiture:** 6

Deflect: 2 (carapace)
Movement: 40 ft., fly 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +8
Cognitive Skills: Discipline +5
Spiritual Skills: Insight +6, Perception +7, Persuasion +4, Survival +6
Languages: understands every Rosharan language, and can speak short, simple sentences

Features

Hungry for Light. The larkin begins the scene with 1d4 Investiture, rather than their usual maximum of 6.

Skyborn. The larkin doesn't trigger Reactive Strikes while flying.

Actions

▶ **Bite.** Attack +8, reach 5 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 18 (2d6 + 11) keen damage, and the larkin can spend 1 focus to use their Drain Light (no action required) on that target or an effect infusing them. The larkin automatically succeeds on their Agility test to do so.

▶ **Invested Enhancement (Costs 1 Investiture).** The larkin becomes Enhanced [Strength +1] and Enhanced [Speed +1] until the end of their next turn. This temporarily increases each of their Physical skills by 1, including their Bite action's attack and damage rolls. At the end of each of the larkin's turns, they can spend 1 Investiture to maintain this effect for an additional round.

▶▶ **Drain Light.** If the larkin isn't at full Investiture, they choose one of the following targets within 10 feet of them, draining the chosen target of power:

- **Object with Charges.** A fabrial or other object with charges loses 3 (1d6) charges.
- **Group of Spheres.** Up to 3 (1d6) infused marks or broams within range lose the Stormlight or other Light infused in them.
- **Infused Object or Character.** The target (or effect infused in the target) loses 3 (1d6) Investiture.

If the target is a character, or if it is an object worn or held by a character, the larkin must succeed on an Agility test against that character's Spiritual defense or the target isn't drained.

The larkin regains the same amount of Investiture as they drained from the target. A character wearing Invested Shardplate can't have their Investiture drained in this way, but the Shardplate itself can be drained of charges.

▷ **Invested Healing.** The larkin can spend 1 Investiture to recover 7 (1d6 + 4) health.

FLORIAN STITZ



"Re-Shephir, the Midnight Mother, giving birth to abominations with her essence so dark, so terrible, so consuming. She is here! She watches me die!"

Midnight Essence

On Roshar, Midnight Essence is associated with one of the Unmade: Re-Shephir, the Midnight Mother. Midnight Essence is a slick black substance, as are the creatures made of it.

Midnight Essence possesses immense strength and can even damage Shardplate with its attacks. If pierced, Midnight Essence bleeds smoke; with enough damage, its form deflates, resembling a punctured wineskin made of black silk.

Midnight Essence can take different forms, from humanoid to monstrous, often imitating what it sees in its surroundings. Its form is fluid and can become amorphous to squeeze through tight spaces.

Human Mimicry

Re-Shephir took up residence in the basement of Urithiru after the old Knights Radiant abandoned the tower. When the Alethi refugees from the Shattered Plains arrived to occupy the tower-city, the Unmade became fascinated with understanding humans.

She crafted Midnight Essence's behavior to mimic humans, focusing especially on the violence they committed against each other. When confronted, Re-Shephir defended herself with Midnight Essence, shaping it loosely into imitations of the forms and faces of nearby humans.

Re-Shephir was driven from Urithiru after a confrontation with Shallan Davar, a Lightweaver. Having once been sealed away by a Knight Radiant of the same order, Re-Shephir—and the Midnight Essence creatures she creates—are terrified of Lightweaving.

Midnight Essence Tactics

A **Midnight Essence** is a close-range combatant who uses Formed Weapon and Mimic Violence to mimic the weapons and combat tactics of its enemies. If surrounded, the Midnight Essence unnerves foes with Uncanny Nature or uses Amorphous to escape where it can't be followed.

ARTEM DEMURA



Midnight Essence

Tier 3 Rival – Medium Essence

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	19	4	1	15	4	4	16	2

Health: 52 (42–62) **Focus:** 6 **Investiture:** 0

Movement: 30 ft.
Senses: 20 ft. (smell)
Immunities: Restrained
Physical Skills: Agility +8, Athletics +9
Spiritual Skills: Deception +4, Perception +7, Survival +8
Languages: none

Features

Amorphous. The Midnight Essence can move through a space as narrow as 1 inch wide.

Fear of Lightweaving. If a character uses the Illumination surge while within 60 feet of the Midnight Essence, the Midnight Essence gains a disadvantage on attack rolls until the end of its next turn.

Actions

▶ **Strike: Formed Weapon.** Attack +9, reach 10 ft., one target. *Graze:* 4 (1d8) impact or keen damage. *Hit:* 16 (1d8 + 12) impact or keen damage, and the Midnight Essence can spend 1 focus to inflict one of the following conditions on the target: Afflicted [1d8 damage of the same type], Disoriented, Prone, or Slowed.

▶▶ **Uncanny Nature.** The Midnight Essence's mannerisms unsettle its foes. Each enemy within 5 feet of the Midnight Essence must succeed on a DC 14 Discipline test or lose 1 focus.

⮌ **Mimic Violence.** After a character the Midnight Essence can sense within 60 feet of it uses a free action or an action that costs no more than ▶, the Midnight Essence crudely copies the same action, choosing a new target if it wishes. The Midnight Essence must be able to reasonably shift its form to mimic any objects or forces essential to that action, it can't use an action requiring Investiture, and it must spend focus if required by that action.

VALERIA CASALE

Regal

A Regal is a singer who bonded a Voidspren and took a form of power in a highstorm or the Everstorm. Most other singers view Regals as chosen. Some Regals serve the Fused, though they might not always agree with what the Fused call them to do. For the most part, Regals retain their identities, but their forms of power make them susceptible to the influence of Odium, who compels them to forsake their ancestral rhythms for his own corrupted rhythms. (For more on singers and rhythms, see "Rhythms of Roshar" in chapter 2.)

There are many types of Regals, but PCs are most likely to encounter those in stormform. This profile also presents a stat block for the heavily carapaced direform, which dominates in close combat, along with a stat block for the enigmatic nightform, which presents an indirect challenge.



Direform

A singer who bonds with a callousspren gains direform, one of the Regal forms of power. Even before they enhance their physical capability with Voidlight, their strength and durability are a force to be reckoned with, eclipsing even warform in raw battle prowess. Direform also causes a singer to be more obedient to Odium and their Fused commanders, even more so than other Regals, while increasing their stubbornness toward everyone else.

Direform Regals typically stand over seven feet tall, covered in thick plates of stacked, interlocking carapace resembling a full suit of plate armor. These plates are covered in wicked, curved spikes, especially on the head and shoulders. Direforms have no hairstrands, as their carapace covers most of their head—along with the rest of their body, leaving gaps only at their joints and face.

Due to the extraordinary danger a direform presents in close combat, they're often stationed as guards within structures, typically for prisoners or important provisions like gemstones. However, as the war for Roshar has escalated, an increasing number of direforms have been deployed to battlefields as heavy infantry.

Abilities

Direforms are incredibly strong and resilient with few weaknesses, especially when their strength and speed are increased with Voidlight. Their carapace is nearly as tough as Shardplate, and their empowered strength rivals a human Shardbearer. They expertly use their carapace spikes to punish foes foolish enough to engage with them in close quarters.

Direform Regal Tactics

A **direform Regal** is a brutal foe who seeks to dominate in hand-to-hand combat. Until an enemy draws close enough for the Regal to charge in with their Hammer, the direform peppers enemies with their Longbow. Once a foe nears, the direform closes the distance, uses Invested Enhancement, and begins hammering away, mixing in the Brace action to take advantage of their Spiked Carapace. When a weakened foe attempts to flee, the direform uses Tackle to cut off their escape.

WILLIAM O'BRIEN

Direform Regal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	18	3	1	14	3	3	14	1

Health: 42 (33–51) **Focus:** 5 **Investiture:** 5

Deflect: 4 (carapace)
Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5, Athletics +8, Heavy Weaponry +8, Light Weaponry +6
Cognitive Skills: Discipline +6, Intimidation +6
Spiritual Skills: Perception +5
Languages: defined by culture

Features

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

Obstinate Guard. It costs the direform 1 fewer focus to resist an enemy's influence.

Spiked Carapace. The direform can use their carapace like a shield, allowing them to use the Brace action. While benefiting from Brace, the first time on each turn that the direform either is hit or grazed by a melee attack or is successfully Grappled or Shoved by an enemy, that enemy takes 3 (1d6) keen damage.

Actions

▶ **Strike: Hammer.** Attack +8, reach 5 ft., one target. The direform gains an advantage on this attack if they moved at least 10 feet in a straight line toward the target this turn. *Graze:* 5 (1d10) impact damage. *Hit:* 13 (1d10 + 8) impact damage.

▶ **Strike: Longbow.** Attack +8, range 150/600 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 11 (1d6 + 8) keen damage.

▶ **Invested Enhancement (Costs 1 Investiture).** The direform becomes Enhanced [Strength +1] and Enhanced [Speed +1] until the end of their next turn. This temporarily increases each of their Physical skills by 1, including their Hammer and Longbow actions' attack and damage rolls. At the end of each of the direform's turns, they can spend 1 Investiture to maintain this effect for an additional round.

⮌ **Stand Firm (Costs 1 Focus).** Before the direform is unwillingly moved or knocked Prone, they ignore that effect.

⮌ **Tackle.** When an enemy triggers a Reactive Strike from the direform, the direform can instead attempt to Grapple the enemy as ⮌, spending focus as if they made a Reactive Strike. If the Grapple succeeds, the enemy also takes 3 (1d6) keen damage from the direform's carapace spikes.

Nightform

A singer who bonds with a nightspren gains nightform, one of the Regal forms of power. This grants them the Voidbinding power of future sight, through which they experience erratic visions of the future and can influence events in their proximity.

Nightform Regals have unusually pliant leather-like carapace, granting the singer nearly as much protection as does warform. Their carapace is darker than normal, closer to black than orange-red; in certain lights, the skin underneath shimmers with small patterns. This carapace covers most of the nightform's body other than their face, and a hood-like shell connects their forehead, back, and sides of the head to their shoulders and base of the neck. Though typically bald, some nightforms have hairstrands that grow from the scalp beneath this hood.

When a nightform is available, a unit of singer warriors is assigned one. This Regal uses their future sight both as an early warning system for enemy contact and as a receiver for relaying visions and directives from Odium, becoming a battle strategist who identifies enemy intentions before the enemy can even act.

Abilities

Though nightform doesn't enhance a singer's physique, it grants exceptional night vision and improves the speed at which they can absorb, process, and act on information from various stimuli. In concert with their future sight, nightform Regals can flicker their perception between present and near-future moments even amidst chaotic melees.

However, the power isn't fully reliable, as there are far too many variables and possibilities for future sight to be perfectly accurate. Nightforms can influence events, but their mastery of the course of fate is far from absolute. Even so, the mere presence of a nightform prevents enemies with their own future sight from benefiting from the power, making any attempted glimpses of the future a black void.

Nightform Regal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	4	16	2	5	16	1

Health: 32 (27–37) **Focus:** 4 **Investiture:** 7

Deflect: 1 (carapace)
Movement: 30 ft.
Senses: 50 ft. (sight; darkness doesn't obscure this sense)
Physical Skills: Light Weaponry +6, Stealth +6
Cognitive Skills: Deduction +8, Lore +8
Spiritual Skills: Insight +7, Perception +7
Languages: defined by culture

Features

Conflict of Fortune. Characters can't supernaturally view past or future events for which the Regal is present. Additionally, the Regal and each ally within 20 feet of them are immune to any unwanted effect that would force them to reroll or replace the result of their die rolls.

Glimpses of the Future (Costs 1 Investiture or More). Once per round, after the Regal rolls the dice for a test, the Regal can spend 1 Investiture or more to reroll that number of dice.

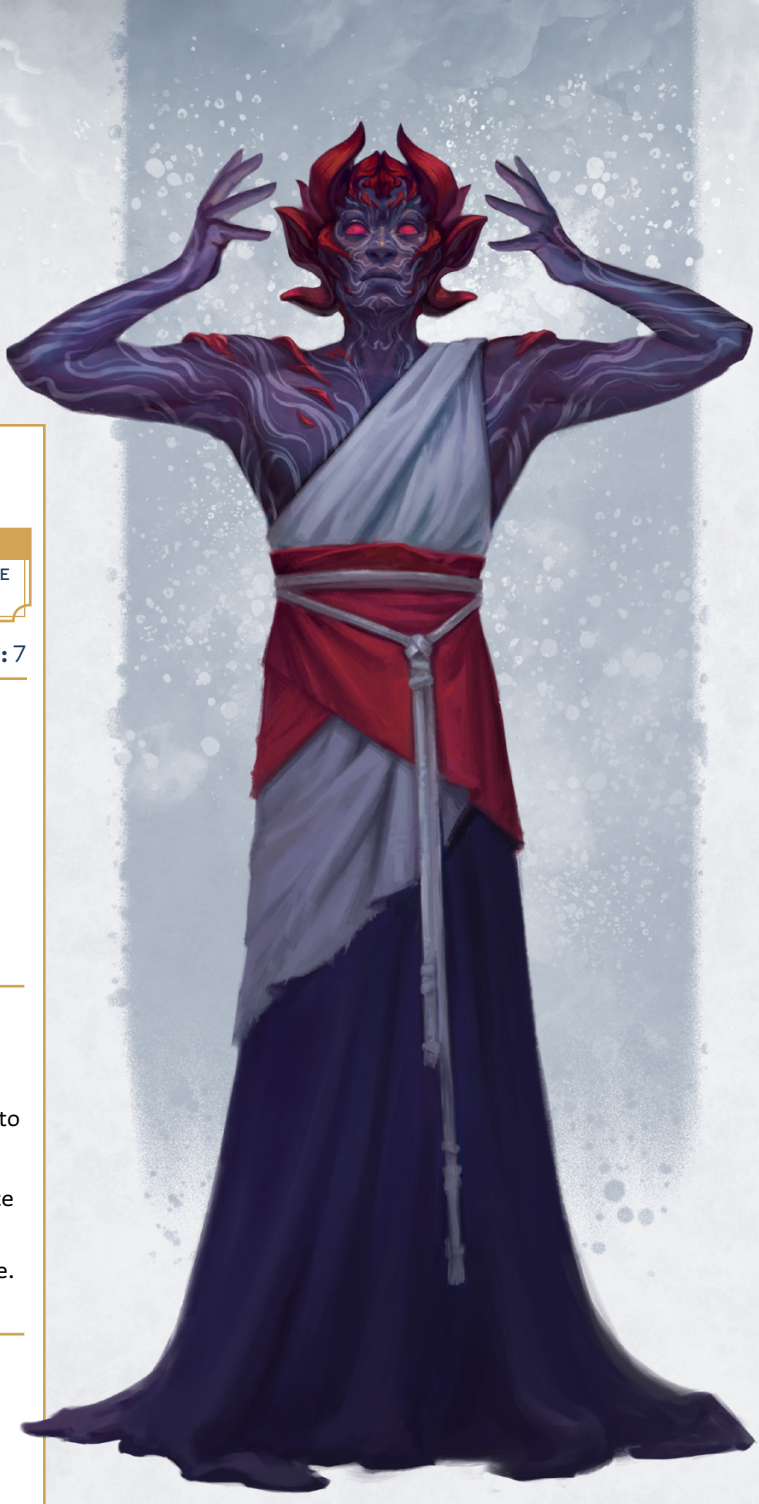
Actions

▶ **Strike: Sidesword.** Attack +6, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶ **Strike: Shortbow.** Attack +6, range 80/320 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶ **Predict (Costs 1 Focus).** The Regal makes a Deduction test against the Cognitive defense of a target they can sense, gaining an advantage if the target has already acted this round. On a success, the Regal and each ally within 20 feet of them gain an advantage on Reactive Strikes against the target until the end of the target's next turn.

⮌ **Intervening Premonition (Costs 1 Investiture).** When a character the Regal can sense makes a test, but before the test is resolved, the Regal can roll a d20, then if they wish, choose one d20 the character rolled for that test and replace it with the number the Regal rolled.



IRINA NORDSOL (LEFT & RIGHT)

Nightform Regal Tactics

A **nightform Regal** is a wily and often-unpredictable enemy who can react to events before they happen. They prefer remaining far from their opponents, using their Predict action and their Shortbow to harry their enemies while aiding their allies in doing the same. Meanwhile, they use Intervening Premonition to disrupt enemy maneuvers and tell their allies where and how to attack. When an enemy bears down on them, the nightform uses Glimpses of the Future to deal devastating blows.

Stormform

A singer who bonds with a stormspren gains stormform, one of the Regal forms of power. The listeners were manipulated into reclaiming this form at the end of the Era of Solitude. They used its power to summon the Everstorm and return the Fused and Voidspren to Roshar, beginning the True Desolation.

Stormform grants a subtle armor that shields the singer nearly as much as warform's bulky protection. The armor is accented by barbed carapace, making them difficult to grapple. The air around stormform singers is frequently electrified by flashes of red lightning.

They are used as frontline soldiers to reinforce standard troops, but also serve as elite units to carry out more specialized tasks.

Abilities

Despite the form's lithe appearance, stormform can exceed the strength of warform, allowing a singer to leap chasms with ease. Stormform's greatest power is the ability to summon lightning to electrocute foes, though wielding it accurately requires significant focus.

Stormform is weak to water. They can withstand small amounts with great effort, but if drenched, the stormform can't even summon lightning until they fully dry off.



Stormform Regal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	16	4	2	16	4	1	14	3

Health: 40 (30–50) **Focus:** 6 **Investiture:** 5

Deflect: 1 (carapace)
Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +7, Athletics +5, Light Weaponry +6
Cognitive Skills: Discipline +6, Intimidation +7
Spiritual Skills: Perception +4
Languages: defined by culture

Features

Water Weakness. While the stormform is drenched in water, they can't use their Bolt of Lightning or Electrical Charge.

Barbed Carapace. While the stormform is Restrained by the Grapple action or a similar effect, the character restraining the stormform is Afflicted [1d8 keen].

Actions

▶ **Strike: Shortspear.** Attack +6, reach 5 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 10 (1d8 + 6) keen damage.

▶▶ **Bolt of Lightning (Costs 1 Investiture).** Attack +7, range 60 ft., one target. This attack gains a disadvantage unless the Regal spends 1 focus to ignore it. *Graze:* 8 (2d8) energy damage. *Hit:* 15 (2d8 + 7) energy damage.

▶ **Storm Leap (Costs 1 Investiture).** The Regal jumps up to 60 feet. If they land within 5 feet of an enemy, the Regal can use the Gain Advantage action as ▷.

▷ **Electrical Charge.** After the Regal uses the Move action, they become electrically charged until the start of their next turn. While charged, they're immune to energy damage, and whenever the charged Regal is hit by an attack by an enemy within 5 feet of them, the attacker takes 4 (1d8) energy damage.

Stormform Regal Tactics

A **stormform Regal** is a cunning foe, one specialized in closing distances and defending themself. The Regal uses Storm Leap to jump to a weak-looking foe, hoping to goad them into taking damage from Electrical Charge. Meanwhile, the Regal alternates between using their Shortspear and Bolt of Lightning to strike injured enemies.

Ryshadium

Ryshadium are a unique species of sapient horse characterized by their size, temperament, and intelligence. Not only do they stand at least two hands taller than other horses, but they're faster, stronger, and braver. Ryshadium have stone hooves that don't need to be shod, and they're able to carry a Shardbearer in full Plate.

These horses are one of the few species who aren't native to Roshar that have developed a symbiotic bond with spren. A Ryshadium's bond with a musicspren grants the horse sapience and great resilience. A Ryshadium's bonded musicspren can be pulled into the Physical Realm, sometimes even manifesting as translucent ribbons that trail behind the Ryshadium and accentuate their natural majesty.

Ryshadium live in wild herds that roam the western part of the Rosharan continent, rarely straying eastward. Within Shadesmar, Ryshadium uniquely leave behind a glowing afterimage when they move.

Chosen Riders

Unlike regular horses, Ryshadium can't be broken or trained. They also can't be captured or taken out of the wild unless they choose a rider. Their greater intelligence grants them some understanding of people, and Ryshadium only choose "worthy" riders—though the qualifications for worthiness are unknown.

Generally, a Ryshadium only obeys their chosen rider. They're extremely loyal and will go so far as to risk their lives to find and assist their rider. Rarely, a Ryshadium may allow others to ride them, though only after being sufficiently convinced of this necessity. Sometimes they make exceptions without complaint, such as when carrying wounded people to safety.

Though rare, it's possible for a Ryshadium to choose multiple worthy riders.

ADOLIN KHOLIN RIDES HIS RYSHADIUM, SUREBLOOD.



Ryshadium

Tier 2 Rival – Large Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	19	5	1	13	2	4	15	1

Health: 48 (38–58) **Focus:** 4 **Investiture:** 0

Movement: 40 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +8, Athletics +7
Spiritual Skills: Insight +7, Perception +6
Languages: none

Features

Beast of Burden. The Ryshadium's carrying capacity is 1,000 lbs. They ignore the weight of Shardplate worn by their chosen rider.

Actions

▶ **Strike: Hooves.** Attack +7, reach 10 ft., one target. *Graze:* 5 (1d10) impact damage. *Hit:* 12 (1d10 + 7) impact damage.

▶▶ **Kick.** Attack +7, reach 10 ft., one target. *Graze:* 4 (1d8) impact damage. *Hit:* 11 (1d8 + 7) impact damage, and the target is knocked back 15 feet.

▶▶ **Charge.** The Ryshadium moves up to 40 feet in a straight line without triggering Reactive Strikes. When they do, they can move through the spaces of unwilling characters. Enemies in this line must succeed on a DC 17 Athletics test or be knocked Prone and take 11 (2d10) impact damage as they are trampled underfoot.

▷ **Loyal Companion.** While within 60 feet of their chosen rider, the Ryshadium can use the Move action as ▷.

⮌ **Danger Sense (Costs 2 Focus).** Before the Ryshadium's chosen rider is attacked by an enemy the Ryshadium can sense, the Ryshadium can increase the rider's Physical defense by 5 against the attack if the rider is within 5 feet of the Ryshadium.

Ryshadium Tactics

Few beasts are as intelligent, loyal, and strong as a **Ryshadium**. This fierce steed uses Loyal Companion and Danger Sense to stay within range of and aid their chosen rider, but they're also dangerous foes on their own. A Ryshadium's Hooves inflict a powerful blow, and their Kick controls the battlefield and gives them and their rider relief. In an opportune moment, the Ryshadium's Charge can be devastating, leaving multiple enemies reeling.

A Ryshadium and a musicspren in Shadesmar.



CHRISTINA KRAUS (LEFT); BEN MCSWEENEY & SAMI RYTKÖNEN (RIGHT)



Yelig-nar had great powers, perhaps the powers of all Surges compounded in one. He could transform any Voidbringer into an extremely dangerous enemy.

Servant of Yelig-Nar

The Unmade Yelig-nar, known as the Blightwind, is one of the ancient spren of Odium. Instead of manifesting physically, Yelig-nar enters an amethyst gem, which a singer or human can swallow to bond with him. Though this bond grants his host incredible power, they'll inevitably be consumed by it.

When a person bonds Yelig-nar, dark smoke swirls around them, and they gain the ability to manipulate nine surges as well as preternatural prowess in battle.

The host retains their own personality and memories, but as the host channels Yelig-nar's power, their entire body grows carapace armor and glowing amethyst crystals. This process eventually hollows out the host's chest and replaces their organs—including their heart—with an enormous gemstone that glows with Odium's light. If that gem is destroyed, the host is killed and Yelig-nar escapes from their body.

Those Consumed

Yelig-nar was active during past Desolations. During one, he broke into the chancery of Nohadon and killed the king's scribes. In combat, he could inhabit and consume many hosts in turn, once doing so to a dozen singers in a single battle.

During the True Desolation, Yelig-nar bonded two different hosts. The first was Queen Aesudan Kholin of Alethkar, though she was unable to control the Unmade and he consumed her sometime after the siege of Kholinar. Yelig-nar's second host was Highlord Meridas Amaram, bonded during the Battle of Thaylen Field. Though he fared better at controlling the Unmade and managed to draw on Yelig-nar's power during combat, Amaram was ultimately killed.

Servant of Yelig-Nar Tactics

A **servant of Yelig-nar** can devastate groups of foes—or divide and conquer them. They use Unmade Cohesion to trap groups of foes, then Unmade Transformation to incinerate them. Against individuals, they can use infuriating hit-and-run tactics; for example, they might close the distance with Skate or Unmade Gravitation, strike with their Shardblade or Unmade Division, and then use Unmade Gravitation to take to the skies. Their Crystal Carapace provides further protection under heavy assault.

A servant of Yelig-nar can use nine surges—all except Adhesion. The stat block presents condensed rules for four surges, but GMs can use the rules from chapter 6 of the *Stormlight Handbook* to wield all nine of their surge skills.

PETAR PENEV

Servant of Yelig-Nar

Tier 4 Boss – Large Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
7	23	6	4	20	6	5	17	2

Health: 240 (200–280) **Focus:** 10 **Investiture:** 9

Deflect: 4 (carapace)
Movement: 40 ft.
Senses: 50 ft. (sight)
Immunities: Exhausted, Stunned, Surprised
Physical Skills: Agility +11, Athletics +12, Heavy Weaponry +12, Light Weaponry +11
Cognitive Skills: Intimidation +11
Spiritual Skills: Perception +10
Surge Skills: Abrasion +10 (4 ranks), Cohesion +10 (4 ranks), Division +8 (4 ranks), Gravitation +9 (4 ranks), Illumination +6 (4 ranks), Progression +9 (4 ranks), Tension +11 (4 ranks), Transformation +10 (4 ranks), Transportation +8 (4 ranks)
Languages: those known by host

Features

Boss. The servant of Yelig-nar can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the servant of Yelig-nar can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Blightwind's Host. When the servant of Yelig-nar dies, their soul is consumed by the Unmade and unable to form in the Cognitive Realm, and Yelig-nar escapes from the corpse as black smoke.

Crystal Carapace. Before the servant of Yelig-nar is hit by an attack, they can spend 1 focus to turn it into a graze (no action required). Additionally, they can use their carapace like a shield, allowing them to use the Brace action.

Mobile. When the servant of Yelig-nar willingly moves on their turn, they can choose to pause moving and use another action before finishing their available movement. They can resume that movement as ▷ any time before the end of their turn.

Actions

▶ **Strike: Shardblade.** Attack +12, reach 5 ft., one target. *Graze:* 9 (2d8) spirit damage. *Hit:* 25 (2d8 + 16) spirit damage, and the servant of Yelig-nar can spend 1 focus to knock the target Prone.

▶▶ **Unmade Division (Costs 1 Investiture).** Attack +8 vs. Spiritual, reach 5 ft., one target. *Graze:* 16 (3d10) energy damage. *Hit:* 24 (3d10 + 8) energy damage, and the target becomes Exhausted [–1].

▶ **Unmade Cohesion (Costs 1 Investiture).** The servant of Yelig-nar chooses a Huge (15-foot) space within 30 feet of them, turning all stone in it to liquid. Each enemy standing on stone within that area sinks into the ground and becomes Slowed for as long as they're in the liquid stone.

At the start of each round, the servant of Yelig-nar can spend 1 Investiture to maintain this effect for another round. If they don't, the stone hardens and any characters in it are Immobilized. A trapped target or a character who can reach them can Use a Skill to make an DC 20 Athletics test, freeing the trapped target on a success; otherwise, the target remains trapped until they're dug out of the stone.

▶ **Unmade Gravitation (Costs 1 Investiture).** The servant of Yelig-nar chooses one of the following effects:

Deadly Leap. They leap up to 40 feet without triggering Reactive Strikes, then use their Shardblade as ▷ against a character within reach. When they do so, they can't spend focus to knock the target Prone.

Flight. The servant of Yelig-nar gains a flying rate of 40 feet until the start of their next turn. At the start of each of their turns, they can spend 1 Investiture to maintain this effect for an additional round.

▶▶ **Unmade Transformation (Costs 1 Investiture).** The servant of Yelig-nar chooses a Huge (15-foot) space within 60 feet of them, transforming all air in it to fire. Each character in that area takes 11 (2d10) energy damage, and unaccompanied flammable objects in that area catch on fire.

▷ **Skate (Costs 1 Focus).** The servant of Yelig-nar moves up to their movement rate in a straight line.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the servant of Yelig-nar:

Opportunity. An enemy can spend ◈ to use the Strike action as ▷ against the servant of Yelig-nar. This Strike doesn't count toward the number of Strikes the enemy can use on their turn.

Complication. The GM can spend ✳ from an enemy's test to have the servant of Yelig-nar regain 2 Investiture then use their Unmade Gravitation action as ⮌ without spending Investiture.

Shadesmar Spren

Lesser spren vary in how much they exist in the Physical Realm versus the Cognitive. For those who abide primarily in Shadesmar, only a small part of their body is visible to inhabitants of the Physical Realm. For example, the boiling pools of blood known as angerspren in the Physical Realm are in truth only the drool from the maw of the spren's full form.

In stark contrast to the congregated societies of Radiant spren, the lesser spren of Shadesmar tend to be nomadic. Many inhabit the bead ocean, drawn to people and phenomena in the equivalent locations in the Physical Realm. Of those spren, many are emotion spren, and several of their types are considered incredibly dangerous in Shadesmar.

Even within Shadesmar, emotion spren are drawn to emotions in the Physical Realm, and they gravitate toward the places in Shadesmar that correspond to those locations. They are also drawn to Stormlight and significant uses of Surgebinding.

Shadesmar Appearances

Most spren aren't dangerous, even in Shadesmar, but some—like angerspren and painspren—can pose significant threats to travelers in that realm. Angerspren are drawn to anger, so travelers in Shadesmar are wise to control their tempers. Otherwise, they're likely to encounter these lithe, six-legged predators with whip-like tails and spines. Their toothy maws constantly drool blood—and they hunt in packs, so you rarely encounter just one.

In the Physical Realm, painspren harmlessly flock to painful wounds, but in the Cognitive Realm, their attraction to agony makes them far more dangerous. These diminutive orange humanoids, faceless and gaunt, are weak on their own—but as they swarm a wounded character, their sinewy hands grasping hungrily, the effect can be debilitating.

See "Spren" in chapter 1 for details on the spren of Roshar, and see "Shadesmar Spren" in chapter 7 for examples of how spren appear in the Cognitive Realm.



Shadesmar Spren Tactics

An **angerspren** can track individuals from afar by sensing their prey's anger. This spren is a vicious attacker who quickly draws close to Bite their prey. Should a target try to flee, the angerspren's retribution is swift; they use Tail Wrap to trap their prey and Rend to heavily injure them.

A **painspren** latches onto the wounds of the injured after finding them with their Painsense or Investiture Hunger. They take hold with their Grip Enemy, then hang onto the creature and continue inflicting damage until defeated.

Painspren take interest in a traveler.

CAIO SANTOS

Angerspren

Tier 2 Rival – Medium Entity

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	18	5	0	14	4	2	14	2

Health: 38 (30–46) **Focus:** 6 **Investiture:** 0

Movement: 50 ft., swim 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +8, Athletics +6
Cognitive Skills: Intimidation +7
Spiritual Skills: Perception +5
Languages: none

Features

Investiture Hunger. The angerspren can sense the use of Investiture within 5 miles of them.

Actions

▶ **Strike: Bite.** Attack +8, reach 5 ft., one target. *Graze:* 5 (1d10) keen damage. *Hit:* 13 (1d10 + 8) keen damage.

▶▶ **Rend (Costs 2 Focus).** The angerspren scrapes their claws and spines against one enemy they have Restrained with their Tail Wrap. That enemy takes 11 (2d10) keen damage at the start of each round while they remain Restrained in this way.

▷ **Pack Instincts.** While within 5 feet of an ally, the angerspren uses the Gain Advantage action as ▷.

⮌ **Tail Wrap (Costs 1 Focus).** When an enemy triggers a Reactive Strike from the angerspren, the angerspren can instead use their tail to attempt to Grapple the enemy as ⮌, spending focus as if they made a Reactive Strike. While the angerspren is grappling an enemy in this way, the effect ends if the target is more than 5 feet from the angerspren, if the target succeeds on a DC 14 Discipline test, or if the angerspren uses their Tail Wrap against another target.

Painspren

Tier 1 Minion – Small Entity

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	14	3	0	13	3	0	10	0

Health: 12 (9–15) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 5 ft. (sight)
Physical Skills: Agility +5
Spiritual Skills: Perception +2
Languages: none

Features

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

Investiture Hunger. The painspren can sense the use of Investiture within 5 miles of them.

Actions

▶▶ **Grip Enemy.** Attack +3, reach 5 ft., one target. *Graze:* 2 (1d4) impact damage. *Hit:* 5 (1d4 + 3) impact damage, and the painspren can spend 1 focus to attach to the target, making them Restrained while the painspren remains within 5 feet of them. At the start of this Restrained target's turn, they take 2 (1d4) vital damage from each attached painspren. The Restrained target or a character who can reach them can make a DC 10 Discipline test as ▶, freeing the target from one attached painspren on a success. While attached to a target, the painspren can't use their Grip Enemy action.

⮌ **Painsense.** After a character within 60 feet of the painspren takes damage, the painspren moves up to 10 feet toward them.

Angerspren in Shadesmar.



BEN MCSWEENEY

Shardbearer

Following the Day of Recreance, the dead Shards left behind by the old Knights Radiant became coveted objects and symbols of power. In the millennia to come, in an era devoid of Radiants, the political and martial power created by Shards only grew. When the Hierocracy buried their origins, Shards gained new mythologies, becoming gifts from the Almighty.

The term Shardbearer refers to anyone in possession of either a Shardblade or Shardplate. "Full Shardbearer" is used to indicate someone who possesses both a Blade and Plate.

During the modern era of the True Desolation, a Shardbearer can also refer to a member of the new Knights Radiant wielding a living Blade or wearing living Plate. However, this profile specifically covers Shardbearers wielding dead Shards. (See chapter 7 of the *Stormlight Handbook* for more details on Shardblades and Shardplate.)

Shardblades

Shardblades are massive swords, typically six feet in length or longer. Despite their size, they are lighter than other blades. A person can bond to a dead Shardblade using the gemstone embedded in its hilt. Once bound, the Shardbearer can summon or dismiss their Blade at will—though resummoning the Blade requires waiting ten heartbeats.

A Shardblade cleanly cuts through non-living material, but when used against a living target, a Shardblade doesn't leave physical wounds. Instead, the Blade cuts the soul. Limbs damaged by a Shardblade turn grey, becoming limp and numb, and if the Blade strikes the spine or head, the victim's eyes burn out and they die.

Stopping a Shardblade

The only things that can stop a Shardblade are another Blade, Shardplate, a half-shard (a fabrial shield that can withstand a Blade), or aluminum. A skilled enemy who gets close enough can turn the Blade's long reach into an unwieldy liability.

When a Shardbearer dies, the bond with their Blade is broken. If the Shardblade was dismissed, it appears beside the corpse at the moment the bond breaks.

Shardplate

Dead Shardplate is fueled by Stormlight from gemstones embedded on the inside of the armor. Plate greatly enhances the strength and speed of its wearer, enabling them to leap long distances, run at high speeds, carry items of significant weight, and withstand blows that would crush a person in regular armor.



JASON ENGLE

Fields of Battle

In the Vorin nations, especially Alethkar, Shards are used on two important battlegrounds: the dueling arena and the field of war. Swordmaster ardents teach young boys to wield Shardblades using the ten Shardblade stances—fighting styles used for both duels and war. Each stance is named after one of the Ten Essences (see the "Soulcaster Savant" profile later in this chapter).

Dueling

The Vorin kingdoms consider a duel between Shardbearers to be a form of art. These fights are grand spectacles, with many rules enforced by tradition rather than law. Duelists are expected to use traditional dueling styles and to fight with slow grace, rather than finishing the fight as quickly as possible.

Duels are moderated by a highjudge. Some duels are fought merely with Blades, but in a duel between full Shardbearers, the winner is typically determined by the number of shattered pieces of Plate. Duels are normally declared for one of three reasons: for enjoyment, for competition, or for recompense.

War

During war, Shardbearers typically only join the most important battles, as their strategic assignment can turn the tide of nearly any battle.

One common tactic is for the Shardbearer to lead at the front of a formation, cutting through the enemy line, sowing indiscriminate chaos, and leaving openings for regular soldiers to exploit. In a defensive fight, a Shardbearer might reinforce areas where the soldiers are flagging, giving them a chance to recuperate before moving elsewhere along the defensive line.

On the battlefield, Shardbearers must be cautious not to hurt their own allies with wild, uncontrolled swings. A Shardbearer's honor guard often supports them from a cautious distance—far enough to avoid the carnage, but close enough to help the Shardbearer retreat in an emergency.

Duelist Shardbearer

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	17	4	2	15	3	2	16	4

Health: 40 (31–49) **Focus:** 5 **Investiture:** 0

Movement: 30 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +6, Heavy Weaponry +6, Light Weaponry +7
Cognitive Skills: Discipline +4, Intimidation +5
Spiritual Skills: Insight +4, Leadership +6, Persuasion +6
Languages: defined by culture

Features

Inspiring Leadership. When the duelist successfully uses the Gain Advantage action, they can choose one ally they can influence. That ally also gains an advantage on the next test they make against the duelist's target.

Actions

▶ **Strike: Shardblade.** Attack +6, reach 5 ft., one target. *Graze:* 9 (2d8) spirit damage. *Hit:* 22 (2d8 + 6) spirit damage.

▶ **Change Stance (Costs 1 Focus).** The duelist shifts into one of the following stances, losing the effects of any previous stance and gaining the effects of the new stance:

Flamestance. While there's only one enemy within 5 feet of the duelist and no allies within 5 feet of them or that enemy, the duelist can use ▷ to gain ▶, which they can spend only on the Gain Advantage action or on an action that includes an attack test.

Windstance. While there are two or more enemies within 5 feet of the duelist, the duelist can use ▷ to gain ▶, which they can spend only on the Disengage action or on an action that includes an attack test.

▶ **Feint (Costs 1 Focus).** The duelist tests Heavy Weaponry against the Cognitive defense of a target within 5 feet of them. If the duelist succeeds, the target loses ⮌ and 1d4 focus. If the dueslist fails, the target loses 1 focus. The duelist can spend ◈ from this test to use their Change Stance action as ▷ without spending focus.

▶ **Jarring Insight.** The duelist reads their enemy with practiced ease, making an opposed Insight test against the target's Discipline. If the duelist succeeds, the target loses one ▶ at the beginning of their next turn, or if they're in a conversation, the target gains a disadvantage on their next contribution.

⮌ **Reposition (Costs 1 Focus).** Before the duelist is unwillingly moved, they ignore that effect and use the Disengage action as ▷.



Shardbearer Tactics

Shardbearers are incredible warriors who control the battlefield. A **duelist Shardbearer** disrupts their opponents with Feint and uses their exceptional mobility to position themselves for Flamestance or Windstance. With Jarring Insight, a duelist is a threat to their opponent's plans both in and out of combat.

An **elite Shardbearer** carefully gauges their opponent and adapts accordingly. They may use Ironstance or Flamestance alongside Distracting Banter to quickly brutalize an enemy, or they might use Bloodstance to play with risk. Their Test Blow helps them to target an opponent's weak spots with future attacks.

Elite Shardbearer

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5*	17	6*	1	16	5	3	17	4

Health: 55 (44–66) **Focus:** 7 **Investiture:** 0

Deflect: 5 (Shardplate)
Movement: 40 ft. (30 ft. without Shardplate)
Senses: 20 ft. (sight)
Physical Skills: Agility +10*, Heavy Weaponry +10*, Light Weaponry +10*
Cognitive Skills: Discipline +8, Intimidation +9
Spiritual Skills: Leadership +9, Perception +7, Persuasion +8
Languages: defined by culture

Features

Shardplate (4 Charges). The elite is equipped with Shardplate. Before they take damage, they can expend a charge (no action required) to increase their deflect value against that damage by 10. While the armor has charges, all Invested tests against the elite gain a disadvantage, and the armor's deflect value applies to all damage types. After the armor runs out of charges, some of the elite's attributes and skills are reduced by 2, along with their related modifiers; these statistics are marked with an asterisk (*).

Breakable Armor. After the elite is hit by an attack, the attacker can spend ◈ to cause the elite's Shardplate to lose 1 charge.

Actions

▶ **Strike: Shardblade.** Attack +10*, reach 5 ft., one target. *Graze:* 9 (2d8) spirit damage. *Hit:* 22 (2d8 + 10*) spirit damage.

▶ **Test Blow.** Attack +10*, reach 5 ft., one target. *Graze:* no effect. *Hit:* The target takes no damage, but their Physical defense is reduced by 2 until the end of their next turn.

▶ **Change Stance (Costs 1 Focus).** The elite shifts into one of the following stances, losing the effects of any previous stance and gaining the effects of the new stance:

Bloodstance. The elite's Opportunity range for attack tests and physical tests increases by 2, and their Physical, Cognitive, and Spiritual defenses decrease by 2.

Flamestance. While there's only one enemy within 5 feet of the elite and no allies within 5 feet of them or that enemy, the elite can use ▷ to gain ▶, which they can spend only on the Gain Advantage action or on an action that includes an attack test.

Ironstance. After an enemy within 5 feet of the elite misses or grazes them with an attack, the elite can use the Reactive Strike reaction against that enemy as if they had voluntarily left the elite's reach.

▶▶ **Distracting Banter.** The elite baits their enemy into a smug repartee, making an opposed Intimidation test against the target's Discipline. If the elite succeeds, the target loses 1d4 focus.

⮌ **Stand Firm (Costs 1 Focus).** Before the elite is unwillingly moved or knocked Prone, they ignore that effect.

SONDERFLEX STUDIO

Shellmite

Tier 1 Minion – Small Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	13	1	0	11	1	2	12	0

Health: 9 (7–11) **Focus:** 3 **Investiture:** 0

Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Stealth +3
Spiritual Skills: Perception +4
Languages: none

Features

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

Rugged Camouflage. An undetected shellmite gains an advantage on attack tests. While the shellmite is motionless, they're almost indistinguishable from a normal rock, requiring a successful DC 14 Survival test to identify them. This test gains a disadvantage when the shellmite is in cover or in an area where the other character's primary sense is obscured.

Actions

▶▶ **Strike: Pincer.** Attack +2, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 4 (1d4 + 2) keen damage.

▶▶ **Feeding Frenzy (Costs 2 Focus).** The shellmite whips up a frenzy against an enemy within 5 feet of them. Each shellmite within 5 feet of the target can use ⮌ to join the frenzy. The target takes 2 (1d4) keen damage per frenzied shellmite.

Shellmite

Shellmites are crustaceans who live in large nests, working together to support a single colony. They resemble plate-sized crabs with rocky shells, but when they retract their limbs, they're almost perfectly camouflaged as rocks. Different shellmites play specialized roles to support their nest, from lighter-shelled workers to sharp-shelled soldiers. An individual shellmite presents little threat, and their exoskeletons contain succulent meat. But a group of shellmites can be a death trap, and hunters mark suspected nests with bright red paint as a warning to steer clear.

Shellmite Tactics

A **shellmite** uses their Rugged Camouflage to hide among common rocks. When unlucky travelers walk into a nest of shellmites, these crustaceans strike quickly with a Pincer, gaining an advantage on their first attack. Shellmites then use their Feeding Frenzy to overwhelm intruders, tearing and ripping at clothing and armor with their strong claws, while sticking together to take advantage of their numbers.

Shellmites are reliant on surprise, so try placing multiple hidden shellmites throughout an area to keep PCs on their toes.



TOM BABBEY



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 orange or red, and their bodies are typically covered at least in part by 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. They have since been healed by the Everstorm and restored to full self-determination. (See "Singers and Listeners" in chapter 2 for more details on the singers.)

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.

When Odium's forces first clashed with Dalinar's coalition, many singers were inexperienced in battle or uncertain about their role in the conflict. As the True Desolation continues, under the supervision of the immortal Fused, singer armies have become a deadly match for human forces.

CAIO SANTOS

A Culture in Conflict

Singers are one of the major cultural forces on Roshar. As parshmen subjugated by humans, they became a large part of the economic engine of many nations and kingdoms. In addition, the listeners—a community of singers based in the city of Narak—have been in conflict with the Alethi for years in the War of the Reckoning. Complicating both of these relationships are the Fused, ancient singer souls who can possess the bodies of living singers. The Fused, who hold deep hatred for humans, command the newly formed singers to conquer Roshar in Odium's name.

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:** 4 **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:* 3 (1d6) keen damage. *Hit:* 7 (1d6+ 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.

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:* 3 (1d6) impact damage. *Hit:* 8 (1d6 + 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.

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.

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.

Skybreaker

Widely seen as fanatics, members of the Skybreaker order of the Knights Radiant believe in a strict moral code and uphold the law above nearly all other things. They were the only order not to abandon their oaths during the Recreance, instead operating in secret for millennia under the guidance of Nale, the Herald of Justice. In the aftermath of the Everstorm, Nale and most other Skybreakers have chosen to follow the singers, believing that the singers have the right to Roshar as the original owners of the land.

Surgebinding

Skybreakers use the surges of Gravitation and Division, which they receive from bonding with highspren. Through the surge of Gravitation, Skybreakers can change the direction and strength of an object's gravitational attraction; they can use this to fly and run up walls, or even to send other people and objects flying.

Using the surge of Division, Skybreakers can touch an object and cause it (or part of it) to burn, turn to dust, or decay, such as by burning a pattern on a piece of wood. Most Skybreakers don't gain this ability until they declare the Third Ideal of their order; this progression is slowed compared to other orders, so few Skybreakers gain this surge.

Skybreaker Tactics

A **Skybreaker of the Second Ideal** is an aerial combatant who wields Gravitation to devastating effect. They begin combat with Gravitational Support to gain a tactical advantage, then use Offensive Gravitation and Lashing Shot against foes both near and far. They freely Menace combatants—and if they're a powerful **Skybreaker of the Fourth Ideal**, they also add the Division surge to their repertoire, using Inescapable Decay to weaken their heavily armored foes.

Skybreakers dedicate themselves to pursuing justice. As such, they're likely to prioritize foes whom they deem criminals, initially ignoring others whom they don't feel the need to apprehend and punish.



SONDERFLEX STUDIO

Skybreaker of the Second Ideal

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	15	3	2	15	3	4	15	1

Health: 40 (30–50) **Focus:** 5 **Investiture:** 6

Movement: 30 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +6, Heavy Weaponry +5, Light Weaponry +6
Cognitive Skills: Deduction +5, Discipline +6, Intimidation +6, Lore +4
Spiritual Skills: Insight +7, Perception +6
Surge Skills: Gravitation +6 (2 ranks)
Languages: defined by culture

Features

Truthseeker. The Skybreaker gains an advantage on Deduction and Insight tests made to ascertain truth.

Actions

▶ **Strike: Sidesword.** Attack +6, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 9 (1d6 + 6) keen damage.

▶ **Lashing Shot (Costs 1 Investiture).** Attack +6, range 30 ft., one target. The Skybreaker touches a Medium or smaller unattended object and launches it at the target. *Graze:* 9 (2d8) impact or keen damage. *Hit:* 15 (2d8 + 6) impact or keen damage.

▶ **Offensive Gravitation (Costs 1 Investiture).** The Skybreaker makes a Gravitation test against the Physical defense of a target within reach. On a success, the Skybreaker moves the target up to 25 feet in any direction, and the target becomes Restrained until the start of the Skybreaker's next turn. If the target hits an object or surface, they take 9 (2d8) impact damage. If the target passes within reach of an object that they aren't going to hit, they can make a DC 16 Agility test, grabbing the object and stopping this forced movement on a success.

▶ **Gravitational Support (Costs 1 Investiture).** The Skybreaker gains a flying rate of 25 feet until the start of their next turn. At the start of each of their turns, they can spend 1 Investiture to maintain this effect for an additional round.

Alternatively, they can infuse an ally with a flying rate of 25 feet until the end of the ally's next turn. When the Skybreaker does so, they can spend additional Investiture to extend this effect for a number of rounds equal to the Investiture spent.

▷ **Regenerate (Costs 1 Investiture).** The Skybreaker recovers 5 (1d6 + 2) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Menace.** After the Skybreaker is hit with an attack, they make an Intimidation test against the attacker's Cognitive defense. On a success, the attacker loses 1 focus.

"Your quarry will make mistakes—they will break the law. The other orders always did consider themselves beyond the reach of the law. Only the Skybreakers ever understood the importance of boundaries. Of picking something external to yourself and using it as a guide."

Skybreaker of the Fourth Ideal

Tier 4 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5*	16	5*	5	19	4	5	18	3

Health: 65 (50–80) **Focus:** 6 **Investiture:** 7

Deflect: 5 (Radiant Shardplate)
Movement: 40 ft. (30 ft. without Shardplate)
Senses: 50 ft. (sight)
Physical Skills: Agility +10*, Heavy Weaponry +9*, Light Weaponry +10*
Cognitive Skills: Deduction +9, Discipline +8, Intimidation +9, Lore +8
Spiritual Skills: Insight +9, Leadership +8, Perception +8
Surge Skills: Division +8 (3 ranks), Gravitation +9 (4 ranks)
Languages: defined by culture

Features

Radiant Shardplate (4 Charges). The Skybreaker is equipped with Shardplate. Before they take damage, they can expend a charge (no action required) to increase their deflect value against that damage by 10. While the armor has charges, all Invested tests against the Skybreaker gain a disadvantage, and the armor's deflect value applies to all damage types. After the armor runs out of charges, some of the Skybreaker's attributes and skills are reduced by 2, along with their related modifiers; these statistics are marked with an asterisk (*).

Breakable Armor. After the Skybreaker is hit by an attack, the attacker can spend ◈ to cause the Skybreaker's Shardplate to lose 1 charge.

Truthseeker. The Skybreaker gains an advantage on Deduction and Insight tests made to ascertain truth.

Actions

▶ **Strike: Shardblade.** Attack +9*, reach 5 ft., one target. *Graze:* 11 (2d10) spirit damage. *Hit:* 20 (2d10 + 9) spirit damage.

▶ **Lashing Shot (Costs 1 Investiture).** Attack +9*, range 30 ft., one target. *Graze:* 13 (2d12) keen or impact damage. *Hit:* 22 (2d12 + 9*) keen or impact damage.

▶▶ **Inescapable Decay (Costs 1 Investiture).** Attack +8, range 30 ft., one target who is touching the same solid surface as the Skybreaker. *Graze:* 18 (4d8) spirit damage. *Hit:* 26 (4d8 + 8) spirit damage, and the target must succeed on a DC 16 Agility test or their armor rusts and decays, permanently decreasing its deflect value by 1. Armor damaged in this way can be repaired with proper materials as a downtime activity.

▶ **Gravitational Support (Costs 1 Investiture).** The Skybreaker gains a flying rate of 40 feet until the start of their next turn. At the start of each of their turns, they can spend 1 Investiture to maintain this effect for an additional round.

Alternatively, they can infuse an ally with a flying rate of 40 feet until the end of the ally's next turn. When the Skybreaker does so, they can spend additional Investiture to extend this effect for a number of rounds equal to the Investiture spent.

▶ **Offensive Gravitation (Costs 1 Investiture).** The Skybreaker makes a Gravitation test against the Physical defense of a target within reach. On a success, they move the target up to 40 feet in any direction, and the target becomes Restrained until the start of the Skybreaker's next turn. If the target hits an object or surface, they take 13 (2d12) impact damage. If the target passes within reach of an object that they aren't going to hit, they can make a DC 16 Agility test, grabbing the object and stopping this forced movement on a success.

▷ **Regenerate (Costs 1 Investiture).** The Skybreaker recovers 7 (1d6 + 4) health. They can use this free action even while Unconscious or otherwise prevented from using actions.

⮌ **Menace.** After the Skybreaker is hit with an attack, they make an Intimidation test against the attacker's Cognitive defense. On a success, the attacker loses 1d4 focus.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Skybreaker:

Opportunity. An enemy can spend ◈ to prevent the Skybreaker from using their Offensive Gravitation, Distant Decay, and Regenerate actions until the end of the Skybreaker's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the Skybreaker use their Distant Decay action as ⮌.

STEVE ARGYLE



Sleepless (Aimian)

Dysian Aimians are from a sapient, non-human race that isn't native to Roshar. Each "individual" Aimian is actually a collective mind comprised of many small creatures called hordelings. Dysian Aimians call themselves the Sleepless because some of their hordelings are always awake.

A Sleepless's hordelings can arrange themselves in any shape, allowing them to mimic the form of other creatures (such as humans). The Sleepless selectively breed their hordelings to evolve specific traits to better blend in with their local ecosystem, though this work takes generations. Some Sleepless have even cultivated protrusions and body shapes that convincingly mimic human features and appendages.



On Roshar, the Sleepless have bred their hordelings to resemble cremlings. They can separate an individual hordeling from their main body, allowing it to move independently from the main host while maintaining a connection that allows it to act as a spy.

As a Sleepless can create new hordelings to replace lost ones, each Sleepless is functionally immortal so long as they don't lose all their essential hordelings.

Dawnshard Protectors

During the Heraldic Epochs, the Sleepless made their home in the Silver Kingdom of Aimia. A few survived the scouring of Aimia, but rather than flee the isles as other survivors did, most Sleepless continued guarding the Dawnshard mural hidden beneath the ruins of Akinah.

The Sleepless are aware of the wider cosmere and know that evil forces search for the Dawnshard. To protect the Dawnshard, the Sleepless were merciless, sabotaging vessels bound for Aimia and slaughtering their crews.

During the True Desolation, their vigil as they knew it came to an end. An expedition led by Rysn Ftori succeeded in reaching Aimia, and the Dawnshard joined with her. While many of the Sleepless monitor her to ensure the Dawnshard's safety, others are now more willing to work with humans and Radiants.

Sleepless Tactics

In combat, a **Sleepless** aims to rapidly destabilize and overwhelm foes. First they Ravage to begin ongoing damage, then Overwhelm in an attempt to smother their foe. Each time they take impact or keen damage, they use Divisible to send out a hordeling. If the combat goes awry, their Swarm Weapon can give them an edge. When they have an action to spare, they often Unsettle their foes.

Outside combat, the Sleepless uses their Divide when they need to create one or more hordelings for reconnaissance.

IRINA NORDSOL

Sleepless

Tier 3 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
3	16	3	4	18	4	6	19	3

Health: 60 (40–72) **Focus:** 6 **Investiture:** 0

Movement: 30 ft.
Senses: 50 ft. (sight)
Immunities: Stunned, Surprised
Physical Skills: Agility +6, Stealth +7
Cognitive Skills: Discipline +7, Intimidation +8, Lore +6
Spiritual Skills: Deception +6, Insight +10, Perception +10
Languages: Sleepless language, two other languages

Features

Divisible. After the Sleepless takes impact or keen damage, they can immediately use their Divide to send out one hordeling (no action required).

Actions

▶ **Overwhelm.** Attack +7, reach 5 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 17 (2d6 + 10) keen damage, and if the Sleepless has at least 25 health, they can smother the target. While smothering a target, the Sleepless occupies the target's space and can't attack other enemies. At the start of each of the Sleepless's turns, a smothered target takes 7 (2d6) vital damage. If the Sleepless takes more than 20 damage from a single attack or is reduced below 25 health, they release the smothered target, fall Prone within 5 feet of the target, and no longer occupy the target's space.

▶▶ **Ravage.** Attack +7, reach 5 ft., one target. *Graze:* 11 (2d10) keen damage. *Hit:* 24 (2d10 + 13) keen damage, and the target becomes Afflicted [1d8 keen] for 2 rounds.

▶ **Unsettle (Costs 1 Focus).** The Sleepless eerily distorts their form toward an enemy they can sense within 30 feet of them. The target must succeed on a DC 15 Discipline test or lose 1d4 focus.

▷ **Divide.** The Sleepless can divide the swarm that comprises them, decreasing their health by 5 per hordeling sent out. Each hordeling is a Small character with 5 health who otherwise uses the statistics of a Sleepless. These hordelings immediately gain a reaction, but they can't use actions until the next round. Anything a hordeling learns is known by the rest of their horde.

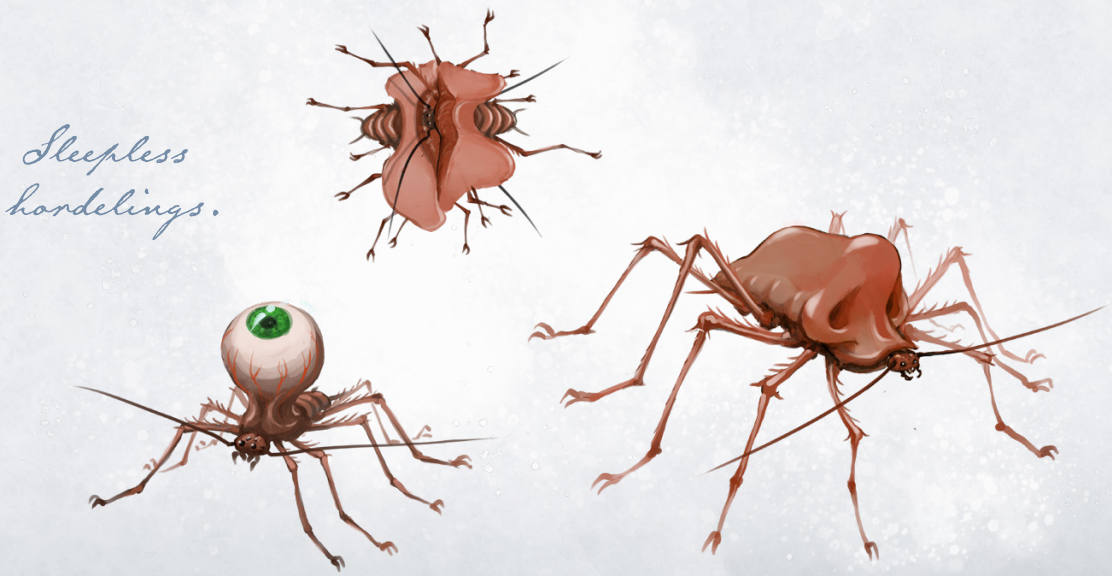
⮌ **Swarm Weapon.** After the Sleepless is hit by a melee attack, the hordelings that comprise them can momentarily swarm the attacker's weapon, giving the attacker a disadvantage on their next test against the Sleepless.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the Sleepless:

Opportunity. An enemy can spend ◈ to prevent the Sleepless from using their Ravage action or Swarm Weapon reaction until the start of the enemy's next turn.

Complication. The Sleepless can spend ✳ from an enemy's test to use the Unsettle action as ⮌ against one or more enemies within 30 feet of them. The Sleepless must spend 1 focus per enemy targeted (maximum 5).



BEN MCSWEENEY

Soldier

Life on Roshar often involves war, and there is no war without soldiers. As battles play out across the world stage, some leaders may be tempted to treat soldiers as expendable, willing to throw sheer numbers at the enemy without concern for the cost. However, Roshar's military powers would be nothing without their soldiers on the ground.

Roles of Soldiers

The role and skill of soldiers varies from military to military, but generally they fall into three groups: rank-and-file soldiers, soldiers with specialized training, and officers and military leaders. Depending on their training, experience, and expertise, each type of soldier may pose a different threat and opportunity to those they encounter.

Rank-and-File Soldiers

Most foot soldiers are trained in one or two weapons and used as ground troops on the front lines, typically to fight for a specific position or resource. The individual weapons used by these soldiers vary widely from one region to another. In the Azish Empire, soldiers wield bows, spears, and greatshields, and they don colorful caps along with plated mail. Meanwhile, in Alethkar—which has the largest standing military force on Roshar—most ground troops wield spears or bows, and the use of swords is restricted to officers. And in Jah Keved, troops are known not for their weapons, but for their strategy of harrying the enemy without engaging in direct conflict.



ANTTI HAKOSAARI

Specialized Soldiers

Some Rosharan militaries use specialized groups of soldiers. Many of these soldiers receive dedicated training, while others simply need to be separated from the troops around them for logistical reasons. For example, the Alethi and Azish militaries both use cavalry where horses are available, creating a specialized role both for the officers who ride in the cavalry and the horse grooms who care for the animals.

Meanwhile, the bridge crews of Alethkar aren't prized specialists—but they carry heavy bridges that allow other soldiers to cross the chasms of the Shattered Plains. These bridge crews are an attractive target to enemy soldiers, and because of this high casualty rate, officers fill the crews with enslaved people, deserters, criminals, and those without anywhere else to go.

Officers and Leaders

During battle, most Rosharan military forces have officers who command a group of ground and specialized troops. Some officer positions hold little authority, and merely reflect the soldier's rank and ability, but many officers oversee either large or small groupings of their fellow soldiers.

The Azish Empire's army is divided into battalions of approximately one thousand soldiers each. Groups of cavalry are directed by officers known as cavalrylords, whose bright red trousers stand out on the battlefield.

Among the Alethi, who have a more militaristic culture and strict rules about caste and social mobility, officer roles are prescribed, ranging from sergeants (who oversee a subsquad of six to eight soldiers) to battalionlords and generals (who command groups of one thousand and two thousand soldiers, respectively). Alethi officers, who must be lighteyed, are the only members of the army regularly permitted to use swords.

While soldiers usually serve similar functions from one military force to another, the role of officers can shift depending on the needs and focus of an individual military power. In Thaylenah, for example, many officers specialize in naval combat because of the nation's reliance on ships.

Becoming a Soldier

There are many routes to becoming a soldier; some pursue it as a passion or calling, some are forced to join, and others view it as a way out of difficult circumstances. In the Vorin kingdoms, joining the military is one of the easiest ways for people of the lower classes to advance; in so doing, they automatically increase their rank in the caste—or nahn—by one. For people of low enough nahn, they might even be forcibly conscripted if their role in their local community isn't seen as valuable. Even for lighteyes, advancing as an officer also increases ranking in their caste, known as dahn.

In Shinovar, soldiers live next to monasteries and follow the command of the General, who answers to the Farmer. A select few warriors serve as acolytes to Honorbearers inside the monasteries, learning advanced combat techniques and training with the Blades themselves. In extreme cases, Oathstones are given to soldiers as a method of punishment only surpassed in severity by death.

The Thrill

The Thrill is a phenomenon documented in a few regions throughout Roshar. Caused by the Unmade Nergaoul, the Thrill instills what's described as a combination of a desire to compete and win, an ability to ignore pain and other concerns that distract from victory, and increased focus. Though most often associated with battle, the Thrill can be experienced at any time.

Alethi soldiers, specifically, desire to feel the Thrill, though they think of it as an intensely private experience and don't speak of it if they've felt it. While experiencing the Thrill is exhilarating, it can lead a soldier under its influence to commit especially heinous acts, as it gives that person the ability to ignore their empathy and inclination toward mercy during the heat of battle.

Soldier Tactics

Soldiers are trained to be effective on a battlefield in their specialized roles. An **archer** fights at a distance. They use Immobilizing Shot to immediately take the upper hand, then follow up with Longbow.

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.

A **Thrill berserker** rushes into battle, undeterred by formidable enemies and careful fortifications. They fight with alarming ferocity, using Berserker Rage and Shield Bash to cleave their path, regardless of whether friend or foe stands in the way.

Archer

Tier 1 Minion – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
2	13	1	2	13	1	2	13	1

Health: 12 (9–15) **Focus:** 3 **Investiture:** 0

Deflect: 1 (leather)
Movement: 25 ft.
Senses: 10 ft. (sight)
Physical Skills: Agility +3, Heavy Weaponry +4, Light Weaponry +3
Cognitive Skills: Discipline +3
Spiritual Skills: Perception +4, Survival +3
Languages: defined by culture

Features

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

Actions

▶ **Strike: Knife.** Attack +3, reach 5 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit: 5* (1d4 + 3) keen damage.

▶ **Strike: Longbow.** Attack +4, range 150/600 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 7 (1d6 + 4) keen damage.

▷ **Take Aim.** On the archer's first turn of each scene, if they aren't Surprised, they can use the Gain Advantage action as ▷.

⮌ **Immobilizing Shot (Costs 1 Focus).** When an enemy the archer can sense moves while the archer is within 150 feet of them, the archer makes a Longbow attack against them. On a hit, the target is also Immobilized until the end of the archer's next turn.



ANDREA TENTORI MONTALTO

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)
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 turn.

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 +3, reach 5 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 7 (1d8 + 3) keen damage, and if the target is Prone, they take an extra 4 (1d8) 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.

Thrill Berserker

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: defined by culture

Features

Infectious Thrill. When an enemy rolls a ✵ on an attack test against the berserker, 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 the berserker, 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.

▶ **Strike: Dagger.** Attack +3, range 20/60 ft., one target. *Graze:* 2 (1d4) keen damage. *Hit:* 5 (1d4+ 3) keen damage.

▶ **Shield Bash (Costs 1 Focus).** The berserker makes an Athletics test against the Physical defense of a Large or smaller character within 5 feet of them, knocking them Prone on a success.

▷ **Berserker Rage (Costs 2 Focus).** The Thrill surges within the berserker. Their next Strike targets each character within 5 feet of them and deals an extra 3 (1d6) damage on a hit.

⮌ **Lash Out (Costs 1 Focus).** After the berserker is attacked by an enemy within 5 feet of them, the berserker deals 4 (1d8) keen damage to the attacker.

Soulcaster Savant

The people known as Soulcasters use the surge of Transformation to convert one material into another. The work of Soulcasters can be one of the literal building blocks of a community. In addition to creating food out of inedible materials, Soulcasting can transform cheaper building materials into more durable or luxurious ones, dispose of waste in lieu of plumbing, and obtain metals that are difficult to mine or extract. Because of how valued these skills are, the gems needed for Soulcasting can be in great demand. Emeralds are particularly prized, as they fuel the work of Soulcasters who create food.

Soulcasting With Fabrials

Most Soulcasters are aided in their work by ancient fabrials worn on their hands, which bear the same name of Soulcasters. These fabrials require specific gemstones imbued with Stormlight; the type depends on which Essence a Soulcaster wishes to produce (see the upcoming "Soulcasting Essences" section).

In Vorin society, Soulcasters can only be used by ardents, and their use is shrouded in secrecy. The person Soulcasting must send their mind into Shadesmar, connect with the Cognitive aspect of the object they want changed, then convince it to make that change. The effort requires large amounts of Stormlight, which can crack any gemstone used in the process.

A Soulcaster can target either an inanimate object or a person, though Soulcasting is more difficult on targets with high levels of Investiture. Soulcasting usually requires physically touching the object being transformed, but some Soulcasters can use their abilities at a distance.

Soulcasters can transform many objects, but most only work with one or two specific Essences; such Soulcasters can't transform items into any other Essences. Even with this restriction, Soulcasting is a powerful tool, used for everything from ridding the blood of poison to creating food from inedible materials. In addition to saving lives, however, Soulcasters can use their abilities in combat by Soulcasting a person into another material, killing the target in the process.

Effects on the Soulcaster

While Soulcasting isn't inherently dangerous, doing so long-term can have irreversible effects on the user. Over time, a Soulcaster can become a savant—a person whose body slowly transforms into the Essence they most frequently use. As a Soulcaster continues to work with that Essence, they lose more and more of their body to it.



IRINA NORDSOL

Soulcaster Savant

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	13	2	2	16	4	5	18	3

Health: 32 (25–39) **Focus:** 6 **Investiture:** 0

Movement: 25 ft.
Senses: 50 ft. (sight)
Cognitive Skills: Discipline +7, Intimidation +6, Lore +4
Spiritual Skills: Insight +8, Survival +8
Languages: determined by culture

Features

Soulcaster Essences. The Soulcaster's fabrial is set with a smokestone (smoke), a ruby (fire), and a topaz (stone). If one of the Soulcaster's attacks reduces an enemy to 0 health, the enemy is killed and transforms into the Essence corresponding to that attack.

Actions

▶ **Stone.** Attack +7 vs. Spiritual, reach 5 ft., one target. *Graze:* 3 (1d6) spirit damage. *Hit:* 10 (1d6 + 7) spirit damage, and the Soulcaster can spend 1 focus to make the target Slowed until the end of the target's next turn.

▶▶ **Smoke.** Attack +7 vs. Spiritual, reach 5 ft., one target. *Graze:* 7 (2d6) spirit damage. *Hit:* 14 (2d6 + 7) spirit damage.

▶▶ **Soulcasting.** The Soulcaster touches a Medium or smaller object and makes a DC 17 Discipline test. On a success, they transform the object into one of their Essences. They can spend 2 focus to target a Large object instead.

▶▶ **Fire.** The Soulcaster transforms air into fire around their foes. Each enemy within 5 feet of them takes 9 (2d8) energy damage. The Soulcaster can spend 1 focus per enemy in range to cause that fire to set the enemies' clothes aflame. A character in burning clothes becomes Afflicted [2d8 energy] until they or a character who can reach them uses ▶ to put out the fire.

⮌ **Soulcast Protection (Costs 2 Focus).** Before a ranged attack hits the Soulcaster or an ally within 5 feet of them, the Soulcaster makes a Discipline test. If their result is greater than the triggering attack test, the Soulcaster transforms the attack's projectile into one of their Essences and causes the attack to miss.

Soulcasting Essences

In the Vorin religion, the Ten Essences are linked to individual Heralds and are believed to encompass different aspects of human, elemental, and divine attributes. These Essences include forms of matter that can be manipulated via Soulcasting.

Soulcasting focuses on transforming items into an Essence, each of which is associated with a specific gem and type of material, as listed on the Soulcasting Essences table.

Soulcasting Essences

Gemstone	Essence
Sapphire	Translucent gas and air
Smokestone	Opaque gas, smoke, and fog
Ruby	Fire
Diamond	Quartz, glass, crystal
Emerald	Wood, plants, moss
Garnet	Blood, non-oil liquids
Zircon	Oils
Amethyst	Metal
Topaz	Rock and stone
Heliodor	Meat and flesh

Soulcaster Savant Tactics

A **Soulcaster savant** transforms material around them into one of the Ten Essences. By custom, ardents trained as Soulcasters don't use these abilities against living people; if attacked, such a devout ardent would likely flee while using Soulcast Protection, or perhaps transform objects in their environment to help them escape (such as by creating cover with Smoke or Fire).

However, a Soulcaster savant who is driven to extremes—or one bearing a stolen fabrial—could be a formidable foe. They can attempt to transform a target's body into an Essence with Smoke, Fire, or Stone. Against a myriad of foes, such a Soulcaster begins with Fire against a group, hoping to damage as many foes as possible. They use Stone against a single foe to slow them down, especially if they can use Soulcast Protection to evade ranged attacks. After the enemy is either aflame or Slowed, the Soulcaster uses Smoke for heavy damage.

Most Soulcaster fabrials only allow their user to wield one or two Essences; however, the precious fabrial used in this profile's stat block grants the Soulcaster savant control over three Essences.

Squire

Some Knights Radiant are accompanied by squires, to whom the Radiant grants a limited ability to use Stormlight and the Radiant's surges. Squires hold Stormlight less efficiently than Knights Radiant do, though some believe their abilities in this area grow as they spend more time with the Knights Radiant they follow.

The role of squires varies widely from order to order, and several orders are said to not take squires at all. For those who do, the squire usually has sworn the First Ideal of the Knights Radiant and is thought to be a potential Radiant themself. However, this isn't a requirement; at minimum, squires are usually asked to share the belief system of their Radiant's order.

While some squires do become full Knights Radiant, this isn't required or expected, and some remain squires all their lives. Many believe that spren gauge a squire's readiness for a bond during the squire's time with a Knight Radiant, reducing the chances of a spren being harmed by a failed oath.

A squire isn't committed to bonding the spren associated with their order, nor to being a squire of only one order. Their powers, though, are tied to the power of the Knight Radiant they are a squire for and that Radiant's spren. Squires must be within approximately 50 miles of their Radiant to use their powers, but their powers already weaken significantly after 30 miles. If a squire and their Radiant are suddenly separated, the squire can continue to use their power for only an hour or two.

Squires and Orders

Becoming a squire offers an entry point into specific orders for those who wish to join the work of the Knights Radiant but can't immediately become Radiants themselves. Squires gain valuable training in Surgebinding and offer support to the Knights Radiant and their order.

The requirements to become a squire vary from order to order. The Windrunners have created a system of ranks within the overall title of squire that fits with their militaristic culture, giving squires a sense of progression before they become Knights Radiant (if they become Knights Radiant at all). Perhaps as a result, they have more squires than most other orders.

Skybreakers, by contrast, can only take squires if they complete the Fourth Ideal and become masters. Other orders known to take squires include the Dustbringers, Lightweavers, Willshapers, Stonewards, and Bondsmiths.

Windrunner Squire

Tier 2 Rival – Medium Humanoid

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
1	13	2	1	13	2	3	16	3

Health: 40 (32–48) **Focus:** 4 **Investiture:** 2

Movement: 25 ft.
Senses: 20 ft. (sight)
Physical Skills: Agility +5, Heavy Weaponry +4, Light Weaponry +5
Cognitive Skills: Discipline +5
Spiritual Skills: Insight +6, Perception +6, Survival +6
Surge Skills: Adhesion +4 (1 rank), Gravitation +4 (1 rank)
Languages: defined by culture

Features

Squire. The squire can only use surge skills and actions that cost Investiture while they're within 50 miles of their Knight Radiant.

Actions

▶ **Strike: Shortspear.** Attack +5, reach 5 ft., one target. *Graze:* 4 (1d8) keen damage. *Hit:* 9 (1d8 + 5) keen damage, and the squire can spend 1 focus to gain the Determined condition until the end of their next turn.

▶ **Adhesion (Costs 1 Investiture or More).** The squire uses Adhesion to infuse two Small objects, sticking them together for a number of rounds equal to the Investiture spent. The squire can infuse a surface of any size in place of one of the objects. If this action is used during combat, the squire must make a DC 15 Adhesion test. On a failure, the objects aren't infused and the Investiture isn't spent.

▶▶ **Gravitation (Costs 1 Investiture).** The squire gives themself a flying rate of 25 feet until the start of their next turn. At the start of each of their turns, they can spend 1 Investiture to maintain this effect for an additional round.

⮌ **Parry (Costs 1 Focus).** Before the squire is hit by a melee attack, they increase their Physical defense by 3 against that attack, potentially causing it to miss. To do so, the squire must sense the attacker and be wielding a melee weapon.

Squire Tactics

A **Windrunner squire** uses their Shortspear to assail combatants while their Parry keeps them safe in melee range. Their Adhesion allows them to creatively defend themselves, such as by sticking their opponent's weapon to the ground, while their Gravitation allows a quick escape if necessary.



A Windrunner squire attracts windspren.

ANNA PAZYNIUK

Creating Other Squire Adversaries

This chapter presents an example stat block for the Windrunner squire, but this stat block can be adjusted to reflect a squire from any Radiant order. This is useful if a Radiant PC gains a squire companion, or if an ally or enemy has a squire who appears in scenes with them.

The GM can use this stat block to create a squire from another order with the following steps:

Replace Surge Skills. Remove the stat block's surge skills of Adhesion and Gravitation, and replace them with the two surge skills gained by PCs of the desired Radiant order (see the Radiant Orders table in chapter 5 of the *Stormlight Handbook*).

Replace Surge Actions. Remove the stat block's Adhesion action and Gravitation action, and replace them with the desired Radiant order's two surge actions (see chapter 6 of the *Stormlight Handbook*).

Adjust Stats if Desired. If you wish, you can optimize the squire's statistics by moving a few points from one attribute to another, increasing their skill modifier in their surge skills. If you change any attributes, also adjust health, focus, and Investiture accordingly (see chapter 3 of the *Stormlight Handbook*).

Thunderclast

Thunderclasts are stone creatures who appear during Desolations to serve Odium. They're shaped roughly like an enormous humanoid, but five to six times that size, with long limbs and spiky, clawed fingers. Their stone body is primarily skeletal in appearance, with a chest composed of visible rib-like protrusions, ridges along their back, a narrow head that looks like a large arrowhead, and red glowing eyes. With their hands alone measuring five feet in length, they are extremely dangerous to humans and a challenge for even the strongest of Knights Radiant.

Like the Fused, thunderclasts are animated by Cognitive Shadows who assume physical form by sinking into a stone of their choice. Only three beings are capable of forming thunderclasts, and they return with each Desolation. They take on the color and characteristics of the stone they inhabit, but each individual thunderclast can be distinguished by the shape of its form. If a thunderclast's rock-body becomes incapacitated, they can inhabit a new form in just a few days, enabling them to join battle after battle.

Despite their size and strength, thunderclasts are also agile. They wield their bodies as a terrible weapon, slamming into fortifications and buildings with ease. However, they aren't confined to brute force: Thunderclasts can also throw boulders with precision, carry allied Fused without causing harm to their fragile bodies, and perform similar subtle and targeted acts.

Though thunderclasts are made of stone, they aren't injured by their attacks on stone buildings and fortifications, and they can't be destroyed through ordinary means. Shardblades can carve a thunderclast into pieces, leaving them unable to move and attack—but this endeavor can be incredibly dangerous to both Shardbearers and nearby buildings (and people). Nightblood, a sentient sword and Shardblade, is one of the only known items that can permanently kill a thunderclast, as the sword is highly destructive against manifestations in the Physical, Cognitive, and Spiritual Realms.

Thunderclasts have some sense of self, responding to individual names and obeying commands, but they don't deign to communicate with humans beyond earth-shaking roars and trumpeting sounds that express emotions.



Thunderclast

Tier 3 Boss – Gargantuan Entity

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
9	24	5	2	19	7	4	16	2

Health: 215 (170–260) **Focus:** 11 **Investiture:** 0

Movement: 40 ft.
Senses: 20 ft. (sight)
Immunities: Prone, Stunned
Physical Skills: Athletics +13
Cognitive Skills: Intimidation +11
Languages: understands every Rosharan language but doesn't speak

Features

Boss. The thunderclast can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the thunderclast can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Devastator. The thunderclast deals double damage to objects and structures.

Actions

▶ **Strike: Kick.** Attack +13, reach 15 ft., one target. *Graze:* 11 (2d10) impact damage. *Hit:* 27 (2d10 + 16) impact damage, and the thunderclast can spend 1 focus to fling the target up to 60 feet away from them. If the target hits another character or an object during this movement, both take 11 (2d10) impact damage from the collision; a character who succeeds on a DC 19 Agility test takes half as much damage instead.

▶ **Strike: Smash.** Attack +13, reach 15 ft., one target. *Graze:* 11 (2d10) impact damage. *Hit:* 27 (2d10 + 16) impact damage, and the thunderclast can spend 1 focus to cause a violent quake. The attack's target and each enemy within 15 feet of them must succeed on a DC 19 Agility test or be knocked Prone.

▶▶ **Throw Boulder.** The thunderclast throws a boulder at an enemy they can sense within 120 feet of them. The target and each other character within 15 feet of them must make a DC 19 Agility test. On a failure, that character takes 22 (4d10) impact damage. On a success, they take 11 (2d10) impact damage.

▶▶ **Crushing Palm.** The thunderclast uses their palm to grind an enemy against the ground. The target must make a DC 19 Athletics test. On a failure, the target takes 26 (4d12) impact damage and is Stunned until the end of their next turn. On a success, the target takes 13 (2d12) impact damage and is Disoriented until the end of their next turn.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the thunderclast:

Opportunity. An enemy can spend ◈ to prevent the thunderclast from using their Crushing Palm action or spending focus until the end of the thunderclast's next turn.

Complication. The GM can spend ✳ from an enemy's test to have the thunderclast use their Crushing Palm action as ⮌. The target gains a disadvantage on the Athletics test against this action.

History

Thousands of years ago, three thunderclasts—Kai-garnis, Terushal, and Yushah—were created from the souls of ancient singers. These thunderclasts were seen in previous ages, but they eventually passed into the realm of myth and legend. Some stories spoke of Voidbringers with bodies of stone, but while this may have been a reference to cultural memory of the thunderclasts, they weren't referred to more definitively than this for generations.

A thunderclast first reappeared in the modern age at the siege of Kholinar, destroying the city's wall and killing many of its defenders. During the Battle of Thaylen Field, Odium called upon Kai-garnis and Yushah to again take physical form; Yushah was ultimately sundered by Nightblood, permanently kiling her.

Thunderclast Tactics

A **thunderclast** is a brutal foe capable of leveling cities. They use Smash and Throw Boulder against groups of harrying enemies, but they can also focus damage on one target with Kick, and even temporarily remove a threat with Crushing Palm. Thunderclasts sometimes act to protect Fused or harass the Fused's targets.

MARIUS BOTA

Whitespine

Whitespines are deadly horse-sized predators, named for the row of spikes that runs down the carapace on their backs. They move on two legs and have two sets of arms with long, wicked claws. Whitespines possess a pair of tusks that they use to impale prey. After puncturing a creature, these tusks can snap, remaining stuck inside the wound; the subsequent blood loss and infection can cause serious damage or death.

Whitespines have large nostrils and rely on their sense of smell; while their small recessed eyes allow for good peripheral vision, their long-distance sight is very limited. To more easily find meals, whitespines make their dens near frequently traveled roads and prey on travelers. After stripping the meat from a kill, a whitespine hides nearby, then ambushes the scavengers that come to feast on the remains. A whitespine den is strewn with the bones of their meals.

Whitespines hibernate by entering a dormant state and covering themselves in a crystalline substance, though highstorms and other water can wash it off before it accumulates and hardens. They fare poorly in captivity.

Cultural Influence

Lighteyed nobles often take their darkeyed retainers to hunt whitespines together. While sometimes done for sport, these hunts are also organized when a whitespine becomes a danger to humans. Whitespine tusks are prized trophies, and over time, their color transitions from a bone grey to a polished white. The tusks can be displayed as is, or an artisan can engrave the surface or carve it into different forms.

Infamously dangerous, whitespines are often referenced in idioms. "Whitespine's den" is used as a metaphor for dangerous situations. People can be compared to whitespines to either underscore their unpleasantness or the danger they pose. Wet whitespines also have a notoriously awful smell that can be referenced as an insult.

Whitespine

Tier 2 Rival – Large Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
4	17	3	0	12	2	4	14	0

Health: 42 (33–51) **Focus:** 4 **Investiture:** 0

Deflect: 1 (carapace)
Movement: 60 ft.
Senses: 40 ft. (smell)
Physical Skills: Agility +6, Athletics +7, Stealth +6
Cognitive Skills: Intimidation +5
Spiritual Skills: Perception +6, Survival +6
Languages: none

Features

Enhanced Senses. The whitespine gains an advantage on non-attack tests that rely on smell.

Spined Carapace. After an enemy within 5 feet of the whitespine grazes them with a weapon attack, that enemy takes 3 (1d6) keen damage.

Actions

▶ **Strike: Claws.** Attack +7, reach 5 ft., one target. *Graze:* 3 (1d6) keen damage. *Hit:* 10 (1d6 + 7) keen damage, and the whitespine can spend 1 focus to make the target Afflicted [1d4 vital] until the target regains at least 1 health.

▶ **Goring Tusks.** Attack +7, reach 5 ft., one target. *Graze:* 5 (1d10) impact damage. *Hit:* 12 (1d10 + 7) impact damage. If the whitespine hits with this attack immediately after moving at least 15 feet, the target takes an extra 5 (1d10) impact damage and must succeed on a DC 14 Athletics test or be knocked Prone.

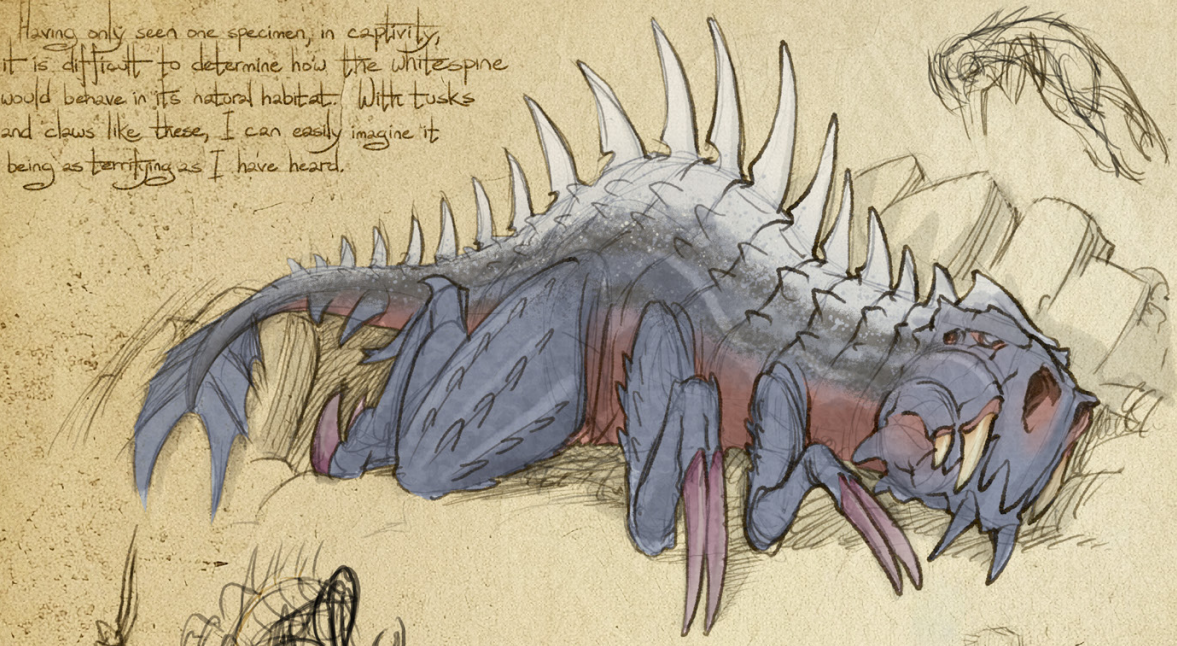
▶▶ **Pheromone Release (Costs 1 Focus).** The whitespine releases foul pheromones. Each non-whitespine character within 10 feet of them must succeed on a DC 15 Discipline test or become Stunned until the end of the whitespine's next turn.

Whitespine Tactics

As a dangerous predator, a **whitespine** stalks their prey with intent to ambush and surprise them. The whitespine charges at weak opponents in the distance, dealing extra damage with their Tusks, then they follow with their Claws to leave prey bleeding out. Whitespines don't fear leaving an enemy's reach to charge another, as only precise blows can avoid the whitespine's Spined Carapace. When a fight goes poorly, whitespines use Pheromone Release to stupefy their opponents so the whitespine can either retreat or overwhelm them.

BEN MCSWEENEY & DARREN CALVERT

Having only seen one specimen, in captivity, it is difficult to determine how the whitespine would behave in its natural habitat. With tusks and claws like these, I can easily imagine it being as terrifying as I have heard.







The whitespine possesses tiny eyes in recessed cavities. It may have good peripheral vision, but poor focus at long distances.

The large nasal cavities suggest that it depends greatly on its sense of smell.

The tusks are highly prized as trophies. Artisans engrave the surface, or carve them into various shapes. The tusks will change in color, over time, from the natural hue into a smooth, polished white.



Yu-nerig

Yu-nerig are a species of aquatic greatshell with massive claws. They reside underwater, emerging to pupate or seek prey along the Marabethian coast. Their bonds with spren cause them to grow to large sizes, though they aren't as feared as chasmfiends—and in fact, yu-nerig are considered delicacies.

Hog Wrestling

Brightlord Sheler, a commander in Meridas Amaram's army, was taken captive by the Herdazians for murder and robbery. He was given three options: beheading, torture, or wrestling "the hog." He chose the latter, assuming it was a pig, only to find himself doused in oil and left on the beach. The "hog" emerged—a massive yu-nerig with horrible claws. Sheler didn't survive the encounter.

Eyes of Red and Blue

Marabethia has a similar practice to hog wrestling. Prisoners sentenced to capital punishment are given a unique alternative: They're dangled over a cliff at high tide with gashes in their cheeks as bait for the yu-nerig. If they survive a week without being eaten, they can go free. Prisoners are nearly always attacked within a day, yet many take the chance. This practice produced a Marabethian figure of speech about someone with false hope; this saying, "You have eyes of red and blue," refers to the prisoners seeing crimson blood dripping down and the endless expanse of blue sea.

Yu-Nerig Tactics

A **yu-nerig** is a brutal combatant who grips an enemy in their deadly Claw. Depending on the battle, they might Hurl this enemy at another target, or they might use their Vital Slam for massive damage. When surrounded, the yu-nerig attacks with their Hammer Claw, while their Thick Carapace provides powerful defense.

TOM BABBEY

Yu-Nerig

Tier 2 Boss – Large Animal

Physical			Cognitive			Spiritual		
STR	DEF	SPD	INT	DEF	WIL	AWA	DEF	PRE
5	18	3	2	15	3	4	16	2

Health: 144 (120–168) **Focus:** 5 **Investiture:** 0

Deflect: 2 (carapace)
Movement: 15 ft., swim 30 ft.
Senses: 20 ft. (sight)
Immunities: Stunned
Physical Skills: Agility +6, Athletics +8
Cognitive Skills: Intimidation +6
Spiritual Skills: Perception +5
Languages: none

Features

Boss. The yu-nerig can take both a fast turn and a slow turn each round. After an enemy finishes a turn, the yu-nerig can spend 1 focus to immediately use an extra ▶ or ▷. Additionally, they can spend 1 focus on their turn to remove a condition from themself.

Thick Carapace. Before the yu-nerig is hit by an attack, they can spend 1 focus to turn the hit into a graze (no action required).

Actions

▶ **Strike: Claw.** Attack +8, reach 5 ft., one target. *Graze:* 7 (2d6) keen damage. *Hit:* 15 (2d6 + 8) keen damage, and the target becomes Restrained by one of the yu-nerig's claws while the yu-nerig remains within 5 feet of them. As ▶▶, the target or a character who can reach them can make a DC 16 Agility or Athletics test, ending the Restrained condition on a success.

The yu-nerig has two claws, each of which can restrain one enemy. While restraining an enemy in a claw, that claw can only attack the Restrained enemy.

▶▶ **Hammer Claw.** Attack +8, reach 5 ft., up to five targets. The yu-nerig can't use this action if both claws are restraining enemies. *Graze:* 9 (2d8) impact damage. *Hit:* 17 (2d8 + 8) impact damage.

▶ **Hurl.** The yu-nerig throws an enemy who is Restrained in their claw to a space the yu-nerig can sense within 30 feet of them. The thrown enemy must make a DC 16 Agility test. On a failure, the thrown enemy takes 1d8 impact damage for every 10 feet they were thrown. On a success, the thrown enemy takes half that much damage.

If the enemy is thrown at a space occupied by another character, the thrown enemy lands in the nearest unoccupied space, and the other character must succeed on a DC 16 Agility test or take the same damage as the thrown enemy.

▶▶ **Vital Slam (Costs 1 Focus).** The yu-nerig flips an enemy who is Restrained in their claw and slams them against the ground. The target must make a DC 16 Athletics test. On a success, the target takes 6 (1d10) impact damage. On a failure, the target takes 16 (3d10) impact damage and is knocked Prone.

Opportunities and Complications

The following options are available when an enemy gains an Opportunity or Complication during a scene with the yu-nerig:

Opportunity. An enemy can spend ◈ to prevent the yu-nerig from using their Hurl and Vital Toss actions until the end of the yu-nerig's next turn.

Complication. The GM can spend ✵ from an enemy's test to have the yu-nerig use their Hammer Claw action as ⮌.






RANDY VARGAS

APPENDIX A

PRONUNCIATION GUIDE

The Pronunciations table lists the pronunciations of notable people, places, and other terms in this book.

As with all worlds in the cosmere, the Rosharan pronunciation of words varies by region and dialect. If a pronunciation here doesn't match how you or your players say it, that doesn't mean you're wrong! It's far more likely that you simply hail from a different land than the worldhopper who wrote this guide.

Pronunciations

Name	Pronunciation
Adolin	AY-doh-lin
Adonalsium	AY-doh-NAHL-see-uhm
Aharietiam	ah-HAR-YET-yahm
Aimia	AY-mee-uh
Aladar	AL-uh-dar
Alethi	uh-LETH-ee
Alethkar	AL-eth-kar
Aqasix	AH-kha-siks
artifabrian	ar-tih-FAB-ree-uhn
Ashertmarn	ah-SHIRT-mahrn
Ashyn	ASH-in
Azimir	AY-zi-meer
Azir	AY-zeer
Ba-Ado-Mishram	BAH AY-doh MISH-rahm
babsk	BAHBSK
Battar	buh-TAR
Bethab	beh-THAB
Braize	BRAYZ
Chana	CHAN-ah
Chanaranach	chah-nah-RAH-nahk
Chemoarish	CHEH-moh-ah-rish
chouta	CHOW-tah
chull	CHUL
cosmere	KOZ-meer
crem	KREM
Dabbid	DAB-id
dahn	DAHN
Dai-Gonarthis	DIE goh-NAR-thiss
Dalinar	DAL-in-ar
Davar	duh-VAR
Elhokar	EL-oh-kar
Emul	EH-muhl
Eshonai	ESH-oh-nai
essai	ESS-ai
fabrial	FAB-ree-uhl
fannahn-im	fuh-NAN-eem
Gavilar	GAV-uh-lar
Hatham	HATH-uhm
havah	HAH-vah
Herdaz / Herdazian	HAYR-daz / hayr-DAZ-ee-uhn
Hexi	HEK-see
Hoid	HOYD
Iri / Iriali	IR-ee/ee-ree-AH-lee
Ishar	ih-SHAR
Iyatil	ee-YAH-til
Jah Keved	YAH kuh-VED
Jasnah	YASS-nah
Kadasix	KAD-uh-siks
Kaladin	KAL-uh-din
Karanak	KAR-uh-nak
Kharbranth	kar-BRANTH
Kholin	koh-LIN
Kholinar	KOH-lin-ar
khornak	KHOR-nak
Koravellium Avast	kor-uh-VEL-ee-um uh-VAST
lanceryn	LAN-suh-rin
larkin	LAR-kin
lavis	LAH-viss

Name	Pronunciation
Leshwi	LESH-wee
Lunamor	LOO-nuh-mor
Makabaki	MAK-uh-bak-ee
makay-im	muh-KAY-eem
mavset-im	mav-SEHT-eem
Meridas Amaram	MER-ih-dahs AM-uh-ram
metacha-im	meh-TAH-chuh eem
Moash	MOH-ash
Moelach	MOH-uh-lak
Mraize	m-RAYZ
Nahel bond	NAH-el
nahn	NAHN
Nale	NAIL
Narak	nuh-ROCK
Natanatan	NAH-tuh-NAH-tuhn
Navani	nuh-VAH-nee
Nergaoul	NAYR-gowl
nex-im	NEKS-eem
Nohadon	NOH-uh-don
Pailiah	PAY-lee-uh
Parshendi	par-SHEN-dee
Rall Elorim	RAL eh-LOR-im
Rathalas	RATH-uh-lass
Rayse	RAYZ
Re-Shephir	RAY-shuh-feer
Realmatic	RELM-at-ick
Recreance	REK-ree-uhns
Renarin	ruh-NAR-in
Reshi	RESH-ee
Rira / Riran	REER-uh/REER-uhn
Rlain	ruh-LAYN
Roion	ROY-ohn
Roshar	ro-SHAR
Ruthar	ROO-thar
Ryshadium	ri-SHAY-dee-um
Rysn Ftori	RIZZ-in FTOH-ree
santhid	SAN-thid
Sebarial	suh-BAR-ee-uhl

Name	Pronunciation
Selay	SEE-lay
Sesemalex Dar	sih-SEHM-uh-lex dar
Shadesmar	SHAYDZ-mar
Shalash	shuh-LAHSH
Shallan	shuh-LAHN
shanay-im	shuh-NAY-eem
shetel-im	shuh-TEL-eem
Shinovar	SHIN-oh-var
Sigzil	SIG-zil
Sja-anat	ZHAH-uh-naht
spren	SPREN
stagm	STAG-uhm
Sylphrena / Syl	sil-FREN-uh/SIL
Szeth-son-son-Vallano	ZETH sun-sun vuh-LAH-noh
Tai-na	TIE-nah
Talenel'Elin	TAL-uh-nel ee-LIN
Taln	TALN
Tanavast	TAN-uh-vast
Taravangian	TAYR-uh-VAN-jee-uhn
Tashikk / Tashikki	TASH-ik/ta-SHI-kee
Taszo	TAH-zo
Thaidakar	THIE-duh-kar
Thaylenah	THAY-len-ah
Torol Sadeas	TOR-uhl SAH-dee-uhs
Tukar / Tukari	too-KAR / too-KAR-ee
Unkalaki	oon-kah-LAH-kee
Urithiru	yur-ith-EE-roo
Valam	vuh-LAHM
Vamah	VAH-muh
Veden	VAY-din
Venli	VEN-lee
Vorin	VOR-in
Yezier	YEZ-eer
yu-nerig	YOO NEH-rig
Zahel	ZAH-el

APPENDIX B

STAT BLOCK INDEX

This book contains the following stat blocks, listed here in alphabetical order.

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BEN MCSWEENEY & SAMI RYTKÖNEN



Atrium window

Atrium space

open space

Gates only open when level with floor.

An infused gem placed here seems to power the lifts.

We speculate that these larger lifts are intended for cargo and large groups.

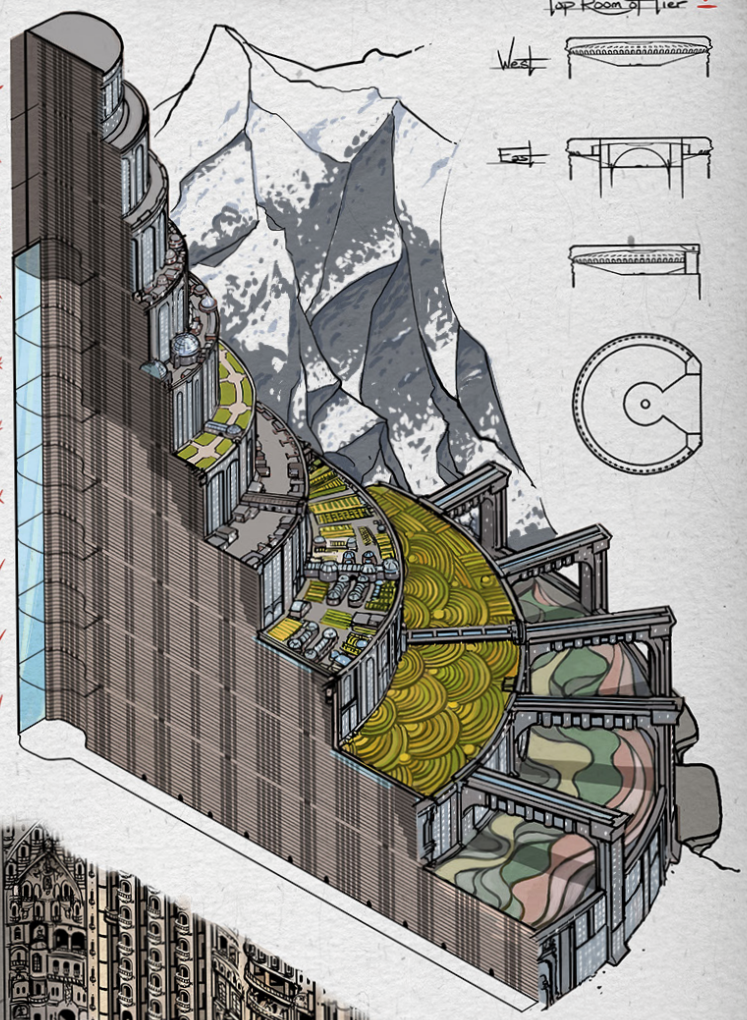
These lifts have gates at either end. A dhul cart could easily fit.

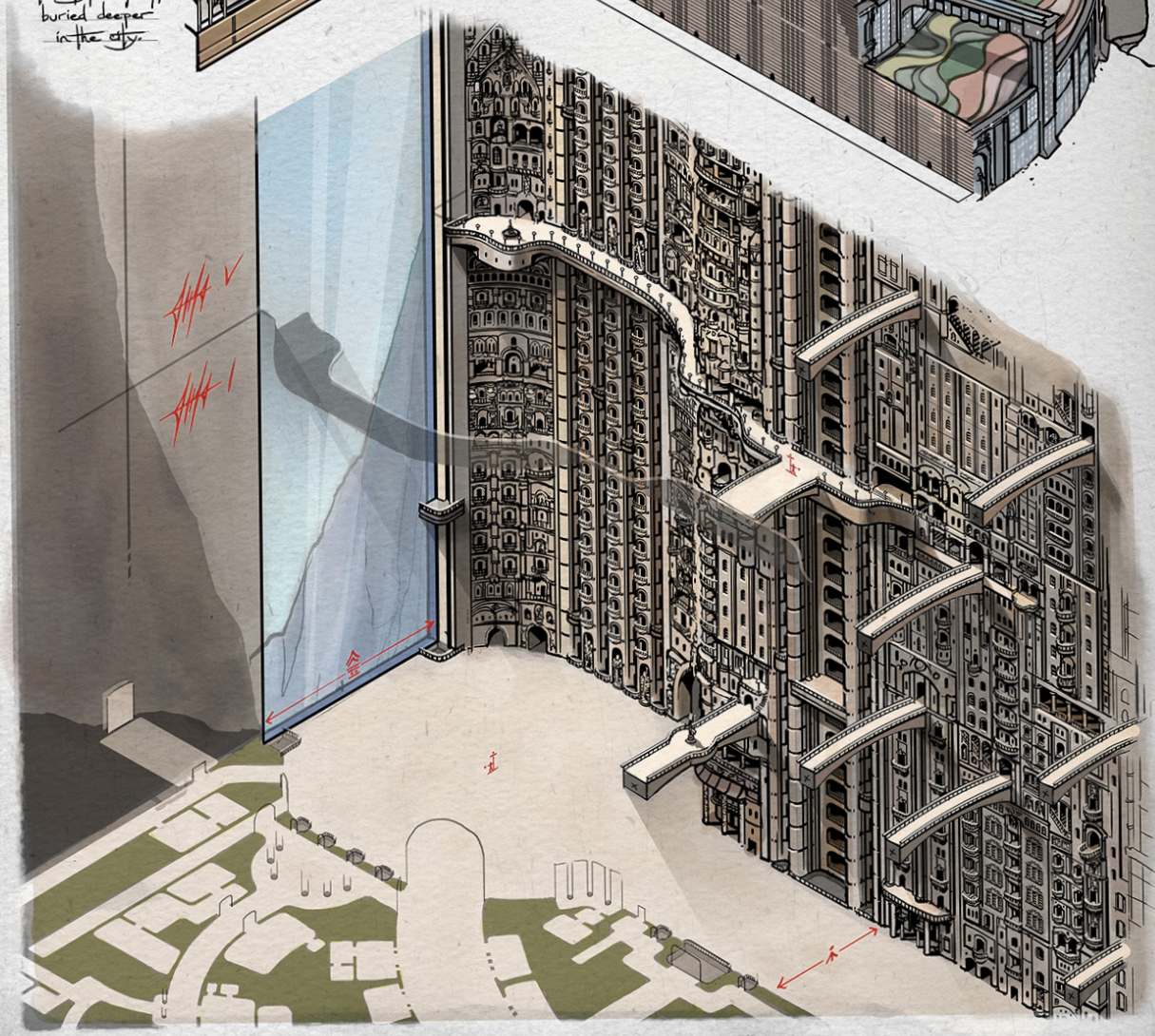
There are many other types of lift buried deeper in the city.

Top Room of Tier

West

East





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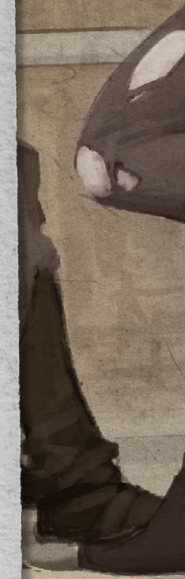



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