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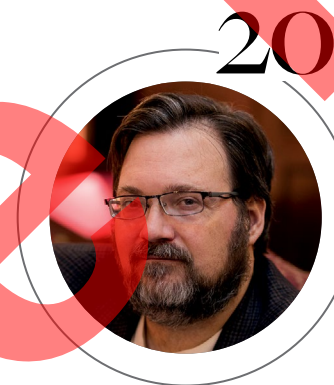
ON THE COVER
Elhokar and Dalinar face a Chasmfiend in this stunning original piece by Wayne Reynolds. See below for his original thumbnail of the two Shardbearers.



STORMLIGHT THUMBNAIL 01

CHASMFIEND MAGAZINE

KEY ARTICLES



BRANDON SANDERSON

The Cosmere® author talks about how roleplaying games influenced his writing, and share his goals for the new Stormlight RPG.



ANDREW FISCHER

The Stormlight RPG Lead Designer shares details and development stories in this in-depth design diary.



WIND AND TRUTH INTERLUDE

An Iriali girl faces a trio of Worldhoppers in this excerpt from Stormlight Book 5, with an exclusive illustration by Marie Seeberger!



A MESSAGE FROM THE TEAM



BY LYDIA SUEN
Stormlight RPG Lead Writer

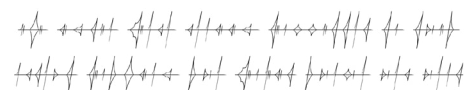
Hey there, fellow Cosmere fan! I'm Lydia, resident Elsecaller of the Stormlight RPG team. Welcome to *Chasmfiend*, an homage to classic RPG magazines and an exclusive peek at upcoming releases from Dragonsteel and Brotherwise Games. Most of these articles focus on the highly-anticipated Stormlight RPG, but we're also sharing a first look at the Mistborn

Deckbuilding Game! This magazine is our love letter to these dream projects, and we can't wait to share some juicy details.

As Lead Writer of the RPG, my role includes organizing and working alongside our talented writers, contributing to core design, and facilitating our sensitivity review process. From narrative meetings with Brandon, Dan, and Isaac at Dragonsteel HQ to discussing hilarious mechanics interactions at internal playtests (ask us about Shardplate Gravitation Chull), this job has been a dream come true every step of the way! Be sure to read on for behind-the-scenes revelations from Brandon Sanderson, Creative Director Johnny O'Neal, Lead Designer Andrew Fischer, Art Director Katie Payne, and Designer & Writer Ross Leiser.

Our team consists of industry legends and up-and-coming designers who are passionate about creating a dynamic, inclusive game of the highest quality. The key to our success is active listening — to each other, Brandon and his team, our insightful playtesters, and the Stormlight fan in each of us. We have worked incredibly hard and played even harder to bring Roshar to your table in all its rhythmic, tempestuous, stormin' glory. We can't wait for you to journey from the murky chasms of the Shattered Plains to the tranquil waterfalls of Rall Elorim. Until then, see you in Shadesmar!

Lydia Suen





PREVIEW

MISTBORN DECKBUILDING GAME

BY CHRIS O'NEAL

This fall, Brotherwise Games will release the first deckbuilding game based on Brandon Sanderson's best-selling *Mistborn* series. Designed by John D Clair, the *Mistborn Deckbuilding Game* gives players the role of super-powered "Mistborn" fighting for power in the mist-cloaked city of Luthadel. Powered by the different types of metal they ingest, Mistborn are able to achieve superhuman feats of Allomantic power: strength, movement, senses, and emotional manipulation of others.

The mystery at the heart of Allomancy drives the epic conflict that spans the original trilogy of the books. These powers, and the heroes and villains that use them, have captured the imagination of readers since the first book came out in 2006. As exclusive game publishers for the Cosmere, Brotherwise knew we wanted to do a fast-paced, head-to-head game that captured the unique magic system behind the Mistborn's powers. We asked famed designer John D Clair (himself a fan of the books) to do just that, and we think fans will love what he delivered.

As in many deckbuilders, players in Mistborn start with a limited deck of "starter" cards, then improve that deck over the course of the game, buying better cards from a common market to achieve their particular goals. All of your cards represent the different powers a Mistborn is able to use based on eight metals they can ingest and "burn." To use a card, you have to be able to assign and burn a specific metal token to it to activate its power. Early in the game, when you're a Mistborn in training, you'll only be able to burn one or two metals at a time, limiting your abilities and actions. As the game goes on, your Mistborn will grow in power, burning multiple metals in the same turn to hammer opponents with steel-pushed coins, pewter-powered strength, and brass-powered emotional dampening.

We love the metal-burning system that John's created. It's an entirely new take on the deckbuilder, and when using it, you actually feel like a Mistborn using your Allomantic powers to outwit and overpower your opponent. Each power card also comes with a vial of its associated metals, so a card can be "burned" just like one of your tokens, allowing you to power up more powerful cards and specialize in one metal or

another. This ability to focus broadly or specifically on one strategy makes every game you play unique.

Victory and loss also feel faithful to the books. You can win by depleting all of your opponents' health, or you can achieve the three missions that are randomly drawn at the beginning of the game. Each mission track is unique and you gain bonuses as you increase your standing on each mission. Raid the Pits of Hathsini? Infiltrate the Canton of Orthodoxy? It's thrilling and rewarding to focus your deck on getting mission points, but beware the other Mistborn working to complete the same missions, or to sabotage your attempts.

And of course, just like the books, players have the option of playing head-to-head, or uniting to face off against the enigmatic and powerful Lord Ruler. John has crafted a solo/co-op mode powered by a punishing AI deck that sees the Lord Ruler summoning Steel Inquisitors to thwart your Mistborn, kill off your allies, and directly damage you with punishing attacks.

Amazing art and graphic design finish off what we think is the best possible incarnation of Mistborn on the tabletop. The *Mistborn Deckbuilding Game* is coming soon, with the goal of hitting game store shelves in November 2024.



Q&A WITH JOHN D CLAIR

Q: What's your favorite thing about the Mistborn books, and how did you incorporate that into the game?

Like many folks, I imagine, I find the magic system in Mistborn very intricate and compelling. The reader's imagination suggests uses for the magic while they read, and the characters sometimes do exactly that or other times something else. Therefore, I thought capturing the experience of balancing the different metals as resources and powers was the most important element to imbue in the game mechanisms in order for the game to be a Mistborn game rather than just a game with a Mistborn theme.

Q: What makes for a good deckbuilder? How did that inform your design process?

Deckbuilding in the original *Dominion* tradition, with the standard loop of draw-a-hand, play-a-hand, buy new cards, has some great advantages for a game set in a known universe. It has a core system gamers don't need to relearn, while acting as a whiteboard for the people, places, and themes of that universe to be adapted into cards, with images and effects that help ground the gameplay in the setting. Making sure the gameplay allowed for this kind of fast-learning and thematic grounding was, I suppose, the key insight from other games in the deckbuilding category, though it was crucial to me that this was not just a cut-and-paste IP game.

Q: What's different about creating a game in someone else's world?

My path with Mistborn was not to reinvent or greatly innovate the proven deckbuilding system, though I did try that with my first draft and it kinda worked and that idea may end up in a different non-IP-based design one day. Instead, I took learnings from other great deckbuilding games and retained those parts that fit with the Mistborn world while adding my own innovations as strictly needed to make it a fundamentally Mistborn game, particularly the coin/metals system as the game's core resource management and power growth element.



ART BEHIND THE SCENES

BY KATIE PAYNE

Greetings, Radiants! My name is Katie Payne. I'm the Art Director for these Cosmere games and an artist Lightweaver who's been a fantasy-loving fan like you for as long as I can remember. I'm so excited to be playing a significant part in bringing these games to life.

My first memory of Brotherwise Games was the vendor hall of the Dragonsteel 2021 convention, where we ran neighboring booths (a funny memory as the size of that convention grew ten-fold the following year). After that, Brotherwise was hard for me to ignore with the exquisite miniature figurines they made for Dragonsteel. That's why I was delighted when Johnny approached me in February 2023 to join the front lines of bringing these grand undertakings to fruition.

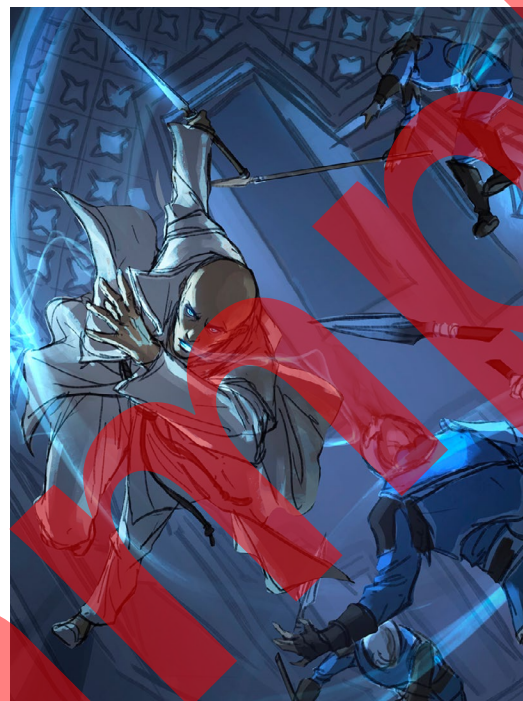


The Artist as the Paintbrush

Like Raboniel and Navani singing harmoniously, Brandon's books have always resonated with me, and I have expressed my admiration by creating a lot of art based on them. In turn I found that I enjoy art direction because it allows me to involve artists who may not have read the books and create more art in general, and I enjoyed working directly with those artists to make that happen. Tapping into their artistic strengths and seeing them pour that into a Stormlight-themed artwork has been amazing.

Before hiring an artist, it is fundamental to research the visual details of the characters thoroughly and, if applicable, the scene from the book. Once thoroughly researched, written and visual briefs are created with as much clearly stated information as possible. This step is key as it is the best way of communicating our illustration idea to the artists. Anything that streamlines the process is utilized, including, at times, creating a 3D mockup of complex scenes (while being careful not to have this limit an artist's interpretative creativity).

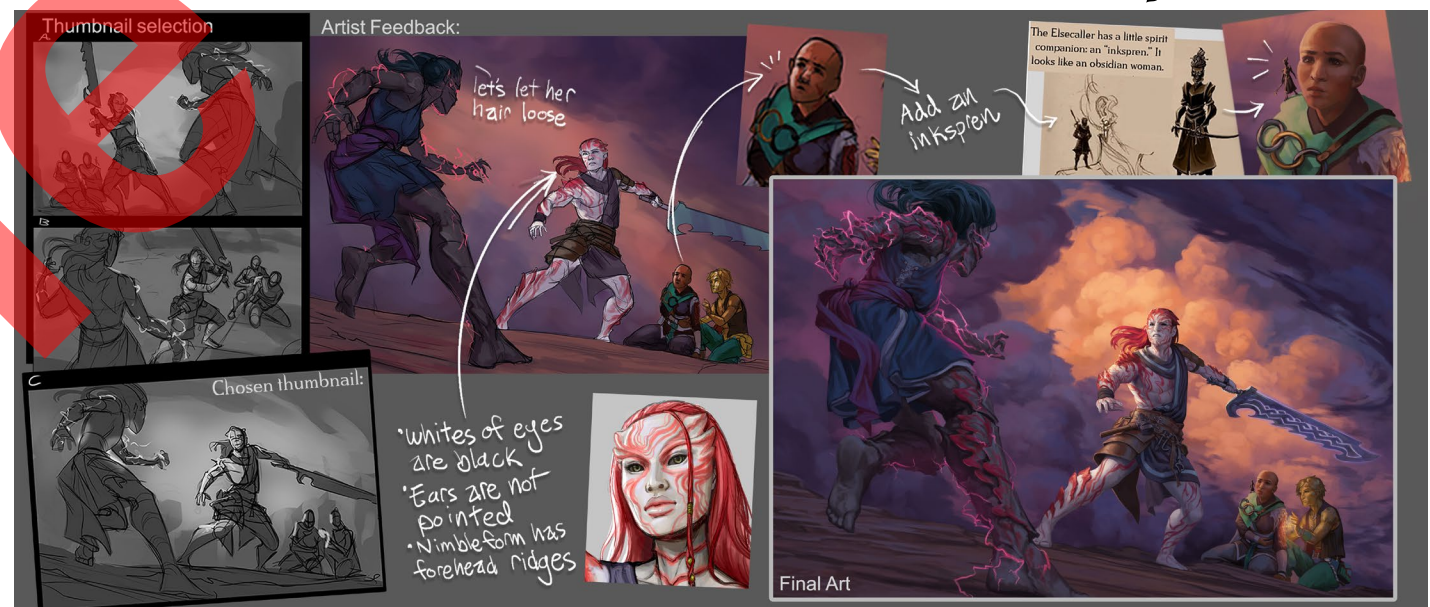
After the artist sends a few thumbnails for consideration, we follow up with back-and-forth feedback (including review meetings with Dragonsteel Creative) until the final piece is just right — a process that's repeated a couple of hundred times for the finished project!



This initial sketch from Lee Setiawan is what we used to move forward with the final illustration. Check out the finished piece later in this magazine!



SVETLANA KOSTINA



LINDA LITHÉN

Trust in the Shardfork

While many top illustrators are already Stormlight fans, others need a bit of extra direction. One funny example of this was a vignette of Lift. The artist initially understood the brief to be about an innocent young girl scrounging for a meal. I had to explain, "Lift does not feel remorse for stealing food, so make her unrepentant. Also, let's change her companion into a grand magical Shardfork." To which the artist responded: "Could you please check this sketch and

let me know if I understood the idea correctly? The concept of turning into a fork sounds unusual and I'm afraid I got it wrong." Haha, totally understandable!

As I wanted to be sure I directed every illustration correctly, I found myself carefully watching out for lore details like the social implications of a lighteyes drinking a dark blue wine versus a light blue, who should have their safehand covered, who shouldn't, and more. And don't get me started on singers — I've often joked about mailing a "I Survived

Drawing a Singer Award" to those artists (who all received a laundry list of tricky canonical details to follow).

Journey Before Destination

Being part of all this new Cosmere art, created by these talented artists, has been incredible. It's also been a lot of work, but I always think of the fans for whom this is all for. May you feel the same joy in the artwork that I have felt, and may it enrich your lives!

Rosharan Style

AS DICTATED BY ADOLIN KHOLIN

Choosing the right outfit is like choosing the right sword: you can never have too many options! I've scoured the finest fashion folios from Liafor, Thaylenah, and beyond to bring you one man's perspective on who's wearing it best across Roshar.



“ Alethkar is famous for military might, but we also have some of the greatest tailors in the world! The right suit can make a backwater citylord look like a conquering hero, and this one conveys the perfect amount of understated sophistication. Just make sure your pants aren't too tight, your sidesword sheath matches your boots, and you never have any collar gap. ”

“ Azish fashion hits the mark on all fronts: color, flow, pattern, shape, and accessories. The complexity of this vizier's ensemble is balanced, and every element complements the others. When it comes to bold patterns and beautiful layering, Azir's clothiers are second to none. ”

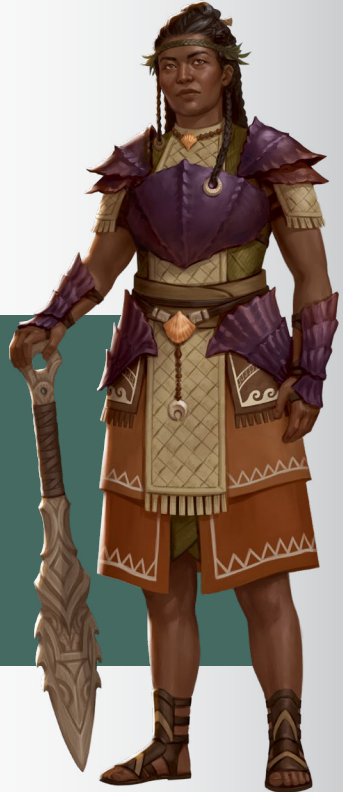


“ Fashion from Iri is truly out-of-this-world. While it might seem a little scandalous from a Vorin perspective, you can't deny the elegance of a classic Iriali wrap. Adorning themselves in body paint to pair with effortless-looking drapes, the Iriali make the most of their golden skin and metallic-blond hair. ”



“ Sometimes, you can't beat the classics! This Veden scholar is wearing the type of havah you might find in any Vorin nation, but the dress's pleating is a subtle nod to the *vakama*, a traditional warrior's skirt from Jah Keved. While the color is a safe choice, the pleating and border details make this havah stand out. Plus, Veden girls are pretty cute, so you can't go wrong there! ”

“ Horneater fashion always leaves me intrigued. I'd expect it to be freezing up there in the Peaks, but Unkalaki apparel has an almost tropical flair. The real showstopper of this outfit is the belt with the large buckle holding the patterned sash together. And the green print against the red-orange kilt? It just works, doesn't it? ”





THE FIRST STEP

Building your next RPG Character with Call to Adventure

BY JOHNNY O'NEAL

In 2020, Brotherwise Games released our first collaboration with Dragonsteel Entertainment: a licensed version of our *Call to Adventure* card game based on *The Stormlight Archive*. Featuring over 150 beautifully illustrated cards, this “hero-building card game” invites you to create your own Knight Radiant. Players begin with an Origin, Motivation, and Destiny. Each turn represents an event in the life of your character. By the end of the game, win or lose, you’ll have the framework for a character’s backstory.

When I designed *Call to Adventure*, I had three goals: make a fun engine-building game (inspired by the modern classic *Splendor*), deliver a cool storytelling experience, and create a unique tool for building RPG characters. Now, with the Stormlight RPG just around the corner, I’m excited to share some rules that link the

two games. You certainly don’t need *Call to Adventure* to play the Stormlight RPG, but having both unlocks a unique character-building experience! At the end of a *Call to Adventure* game, the cards and runes in your final “story” tableau can be converted directly into stats and backstory for your Stormlight RPG character.

ATTRIBUTES

The six runes in *Call to Adventure* correspond directly to the six attributes in the Stormlight RPG. Use the runes in your tableau to set your attributes, then adjust your scores up or down until you have 12 total attribute points.

Strength

Speed

Willpower

Intellect

Awareness

Presence

# of Runes	Example	Attribute Score
0	Zero	0
1		1
2-3	 	2
4+	   	3

ORIGIN AND STORY

Your character’s origin and story include the cultural expertises that reflect their upbringing, an obstacle they strive to overcome, and an inner purpose that drives them. Use your Origin, Motivation, and Destiny cards to set your backstory and inform your character’s goals!

Origin Card	Cultural Expertise
Aristocrat	Veden or High Society
Farmer	Shin or Unkalaki
Fisher	Reshi or Natan
Healer	Kharbranthian or Iriali
Merchant	Thaylen or Tashikki
Messenger	Alethi or Herdazian
Parshendi	Listener
Peasant	Herdazian or Alethi
Pickpocket	Underworld
Scribe	Azish or Iriali
Student	Alethi or Azish
Warrior	Alethi or Veden

Motivation	Obstacle
Consumed by Hatred	You feel deep-seated anger toward a powerful person or group
Corrupted by Odium	You believe that Odium is influencing your beliefs and actions
Driven by Guilt	You blame yourself for a past tragedy
Free Spirit	You feel constrained by society’s expectations
Haunted Past	You are haunted by traumatic memories
Horizon Seeker	You are restless, rarely satisfied with your present
Redemption Seeker	You committed terrible acts in the past
Reluctant Villain	You falsely believe yourself to be evil
Thirst for Knowledge	Your love of discovery can cause you to ignore others’ welfare
Trained by a Master	You struggle to live up to your mentor’s expectations

Destiny Card	Purpose
Bondsmith	Bring people together
Dustbringer	Use your power responsibly
Edgedancer	Help the forgotten and ignored
Elsecaller	Reach your potential
Lightweaver	Speak your truth
Mastermind	Save the world...at any cost
Odium’s Champion	Reject Odium’s influence
Skybreaker	Seek justice
Stoneward	Stand beside others
Truthwatcher	Speak truth to power
Willshaper	Seek freedom for the oppressed
Windrunner	Protect those in need

STARTING PATH

Your character’s path provides access to unique talents. Over the course of a campaign you can focus on one path, or pursue many ...including Radiant paths!

Trait Card	Starting Path
Ardent	Envoy (Faithful)
Artifabrian	Scholar (Artifabrian)
Bodyguard	Hunter (Assassin)
Duelist	Warrior (Duelist)
Leader	Leader (Champion)
Officer	Leader (Officer)
Scholar	Scholar (Strategist)
Spy	Agent (Spy)
Thief	Agent (Thief)
Veteran	Warrior (Soldier)
Worldsinger	Envoy (Mentor)

The tables on this page provide a sneak peek at just some of the connections between *Call to Adventure* and the Stormlight RPG. For step-by-step instructions, check out the full conversion guide here: <https://www.brotherwisegames.com/cta-to-rpg>

