
BRANDON SANDERSON'S
WHITESAND
A COSMERE GRAPHIC NOVEL
HOSKIN ~ STEWART ~ GOPEZ ~ CASAS ~ ZITRO

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BRANDON SANDERSON'S

WHITE SAND

A COSMERE GRAPHIC NOVEL

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Dan dos Santos's interstitial illustrations are beautiful and evocative—what a clever use of sand mastery! Jian Guo created an amazing map based on the original, and we're honored to continue to get to work with him. The cover for this edition was drawn by Nabetse Zitro and painted by Justyna Dura—thank you both for such a grand depiction of Kenton and Khriss.

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Sample file

ARS ARCANUM

Glossary . . . 10
Map . . . 11
Astronomy . . . 12
Timekeeping . . . 13
Sand Masters . . . 44
The Kerla . . . 45
Kerzta, Lossand, Religion, and DaiKeen . . . 95
The Professions . . . 143
Assassins & Zinkallin . . . 217
Sand Mastery on Darkside? . . . 267
Sand Mastery, Starmarks Connection? . . . 291
Dayside Food . . . 315
Sand Mastery Test . . . 339
Sand Mastery Observations . . . 367
Zo'Ken . . . 482
Energy of the Unseen World . . . 489

PROLOGUE

Connections . . . 14

PART ONE

Chapter 1: Relentless . . . 46
Chapter 2: Advance . . . 72
Chapter 3: Currencies . . . 96
Chapter 4: Divides . . . 124
Chapter 5: Compromises . . . 144
Chapter 6: Challenges . . . 166

PART TWO

Chapter 7: Honor Bound . . . 192
Chapter 8: My Assassins . . . 218
Chapter 9: The Catch . . . 242
Chapter 10: Rising Challenges . . . 268
Chapter 11: Party Politics . . . 292
Chapter 12: About Turn . . . 316

PART THREE

Chapter 13: Delegate to Accumulate . . . 342
Chapter 14: These Lost Causes . . . 368
Chapter 15: Waves and Ripples . . . 392
Chapter 16: The Cruel Potentials . . . 418
Chapter 17: The Impossible Choice . . . 440
Chapter 18: Time, Like Sand . . . 464

COVER GALLERY

Sample file

INTRODUCTION

BRANDON SANDERSON

Over twenty years ago, I sat in the back of a bus in South Korea, scribbling the idea for a world in a sketchpad. I was a very different person at that time in my life. I'd never finished writing a book, and the only short stories I'd written had been terribly derivative. But I *did* know that I loved writing. That there was something about the creation, the story, the raw invention of something out of nothing that captivated me. I'd ignored classes the year before in college to spend time on my old DOS computer, pounding out those short stories. Terrible though they were, I was very proud of them.

Now I wanted to do something bigger, something more expansive. Something with a real world to it. Though I didn't have much time during my missionary work in Korea, I toiled hard on this concept that I eventually named *White Sand*.

It began with a single idea. A group crossing a field of white, featureless sand and finding—to their shock—a hand peeking out of the sands. Digging down, they found a person buried in the dune, still alive.

That little spark of an idea is what started my modern writing career. It careened into the envisioning of a world trapped between two stars, one bright and omnipresent, the other tiny and offering a strange light, filtered through some bizarre astronomical phenomena. I drew it out, grew excited, and started writing.

What came out across three years was...well, not very good. Oh, it had ideas, but it's very hard to escape your influences as a new writer. The first draft of *White Sand* was one part *Dune*, one part The Wheel of Time, and one part *Les Misérables*. It had the classic first novel ending—that of no ending at all. I got far enough along that I figured, "Huh. Well, guess I stop here."

But the ideas...many of the ideas in it were genuine Sanderson, the embryos of what would become my calling card in the fantasy genre. Compelling magic, a living setting, and characters who were trapped at the point of friction between worlds. I couldn't leave *White Sand* alone. So, years later, I tried again.

After finishing *Elantris* (my sixth novel), I looked back to *White Sand* and decided to give it another go. This time, I asked myself the questions of a more mature worldbuilder. Could I come up with a desert planet that wasn't just a clone of Arrakis or Tatooine? Could I make it a place of contrasts, with interesting fauna and flora? Could I make the character arcs tie into the plot of the story?

Sample file

I was successful, for the most part. The book turned out rather well, but I was still unpublished at that time. It would be years before I sold a novel, and by then I was most excited about doing *Mistborn*. Which meant that *White Sand* languished. Time and time again, I'd mention it to people as my best unpublished novel—but there never seemed to be a good opportunity to release it.

That's when Dynamite came to me and asked if—perhaps—I had something unpublished that might make a good original graphic novel.

I can honestly say that working with them on this story has been one of the most fruitful, exciting experiences of my professional life. Rik, the writer chosen to adapt the novel into graphic form, was a pure delight to work with—he helped us smooth out the problems that remained in the book, and streamline it into a format that worked for a graphic novel. The artist, Julius, has brought sand mastery to life in a way that jumps off the page. Of all my magics, this is the most innately visual, and the one that lends itself best to this kind of adaptation.

It is gratifying beyond expression to finally see this story going out to readers. From its humble beginnings in a sketchpad to this magnificent, finished graphic novel, this story has taken quite the journey to reach you. And it is with the utmost pleasure and honor that I at long last present to you *White Sand*. My first novel, in its third incarnation.

FOREWORD

ISAAC STEWART

On a beautiful spring evening in May of 2019, Brandon and I ate dinner outside on the edge of Berlin's Gendarmenmarkt. We had just finished touring Germany for Heyne's edition of *Oathbringer*, and as we ate schnitzel and wurst, the conversation turned from the delicious German food to a favorite topic at Dragonsteel—the Cosmere.

As we talked, we realized Khriss's story wasn't over yet. *White Sand* is really only a prologue to the rest of her tale. If we wanted to continue her journey—whether in comics or prose—we needed to provide a stronger Cosmere-reinforced foundation for her in the graphic novel. This omnibus allows us the chance to do that, adding more of Khriss's story, as well as making adjustments to the rest of the pages based on reader feedback we've received over the years.

Rik, Rich, Joseph, and the Dynamite team put together a great graphic novel for the original releases. We stand on their shoulders with this updated omnibus and hope that you will enjoy the new material as much as you enjoyed the original. I'm honored to be the first to welcome you back again to the world of Taldain.

Sample file

Glossary

Aisha!
An exclamation. "Sand!" or "Sand Lord!"

A'Kar
High Priest and leader of the Ker'reen faith.

a'keldar, pl. a'keldarin
Great sand wolf. Cousin to keldar, pl. keldarin.

ashawen
Dark, pungent Kerztian spice.

DaiKeen
Family group Ker'reen members join and afterward wear its symbol on their foreheads.

DelRak Naisha, pl. DelRakin
Deep sandling that hides underneath the sand until prey steps on it.

deep sand
Dangerous areas of Dayside where sandlings can grow to massive sizes and dorim vines are too far below the sand to be used for water.

the Diem
Profession of the sand masters; also the building complex they live in.

DoKall
Substance that can make sandling carapace water resistant over time.

dorim vines
Water-filled vines found beneath Kerla sands.

KaDo and Kamo
Rare Kerztian herbs and spices.

KaRak, pl. KaRakin
Extremely large deep sandling hunted for sport.

Karshad
Language of the Ker'reen priests.

KelThrain
Main bridge that spans the distance between Kezare proper and the kelzin district.

Kelzi, pl. Kelzin
Member of Lossand's upper class.

Ker Kedasha
Tent city, capital of Kerzta.

the KerKor
Ker'reen holy document.

Kerla
Dayside expanse where life and water can be found thriving beneath the sand.

Ker'Naisha
Kerztian for "Sand Lord."

Ker'reen
State religion of Kerzta, focusing on a strict adherence to the Sand Lord and his laws.

Kerzta
Largest and most technologically advanced nation on Dayside.

Kerztian
Relating to the nation of Kerzta or those whose heritage originates from there.

Kezare
Captial city of Lossand.

Kli, pl. Klin
Title granted by the Ker'reen church and passed from parent to child.

lak
Stone coins used on Dayside.

Lonsha
Kerztian word for a person from Darkside.

Lonzare
District of Kezare built by Darksiders and Lossandins in partnership.

Lossand
Second largest Dayside nation.

Los'seen
Lenient Lossandin philosophy of honoring the Sand Lord.

Lraezare
Port city in the south of Lossand.

Napthani flame
Expensive and hard-to-obtain explosive substance.

Nor'Tallon
Capital city of Tallon.

overmaster
When a sand master dehydrates too much; leads to burning out their ability to master sand.

overburn
When a sand master feeds the last water and life in their body to the sand in exchange for one last powerful burst of sand mastery. Very dangerous.

qido, pl. qidoin
Curled, horn-like canteen.

Reven
King of Seevis

Rim Kingdoms
Nations beyond Dayside's northwest mountains.

Ry'DoAli
Kerztian for "The Vein of Cursed Waters." River that runs through the middle of Lossand.

Ry'Kensha
"Cursed one." Kerztian word for sand master.

Senior Trackt
Like a head constable or police captain. Often addressed as "Senior."

shalrim
Plant whose fibers can be woven into soft cloth.

Taisha, pl. Taishin
A member of Lossand's governing body, the Taishin Council.

terha, pl. terhan
Sandling larger and faster than a tonk. Favored mount of warriors. Terhan shells are impossible to dissolve in water if doused monthly with DoKall.

terken, adjective
Impervious to sand mastery.

tonk, pl. tonks
Dayside beast of burden.

trackt
A constable of Lossand.

traid'ka
Kerztian word suggesting good fortune.

ZaiDon
Soft, flexible jerky made from sandlings and eaten with most Dayside meals.

zensha
Kerztian word for traitor.

zinkall, pl. zinkallin
Pneumatic dart guns used on Dayside.

Zo'Ken
Sand master game of target practice.

Sample file


DAYSIDE
NORTHERN BORDER OCEAN
DEEP SAND
DENKA
SEEVIS
TALLON
ERZT
Dosha-Har'Ken
Esh'Ker'Losh
Reveln
Kraeda
Nor'Tallon
Ker'Kedasha
Kezare
Ry'Do'AIR
Lraezare
LOSSAND
SOUTHERN BORDER OCEAN

Sample file

Astronomy

Elisian astronomers used the movement of the stars to create a model of our planetary system. Dayside scholars relied on little more than the movement of the moon, which left gaping holes in their knowledge.





Sun (AiaDa)



Despite the benefit of the stars, we Elisians are still missing huge parts of the puzzle. From what I've observed, there are at least three evidences that show other unseen forces are at work.

First, the astronomer Djodjen observed moons orbiting Ridos's Eye and learned of stable and unstable orbits. The Eye is in stable orbit around the Dayside sun, but Taldain is not. It's stuck in an unstable orbit Djodjen refers to as the Wombear's Saddle—if you place a marble in a saddle, it will roll one way or the other. Taldain, however, is pulled along by the Eye instead of rolling off into a stable orbit. For Taldain to stay locked this way requires an outside force we don't understand yet.

Moon from KraeDa on Dayside



Second, both Dayside and Darkside base the measurement of one "day" upon the orbital period of the moon. The particulate cloud that envelops the Eye on Darkside pulses once every seven days, to the second. Is it a coincidence that the time between pulses and seven of the moon's orbital periods match up exactly? It's almost as if it was engineered this way.

Opposite view of Moon from Darkside



Third, Djodjen's observations of the moons orbiting the Eye demonstrate the peculiarity of the orbit of Taldain's moon. As Taldain orbits the sun, the moon's orbit should gradually change, and yet it does not. Like clockwork, the moon is in the same place in the sky at First Hour in Kezare, for example, no matter the day, month, or year.

Taldain's astronomical arrangement seems completely normal to one who has lived with it their whole life. Yet I cannot discount what these anomalies imply. More observation is needed.

Sample file

Timekeeping

Even though Dayside and Darkside both call the same duration of time a "day," their accounting of minutes and hours differ.

Dayside divides one day cycle into fifteen 90-minute hours. A Darkside day is twenty-four 60-minute hours. In other words, a 90-minute Dayside hour equals 96 Darkside minutes.

Dayside Hour	Taishin Standard Time	Darkside Time
1st	Past bedtime	Midnight
2nd		1:36 AM
3rd		3:12
4th		4:48
5th	Ker'reen morning prayers	6:24
6th	Standard work day starts	8:00
7th		9:36
8th		11:12
9th	Midday meal	12:48 PM
10th		2:24
11th		4:00
12th	Standard work day ends	5:36
13th		7:12
14th	Ker'reen evening prayers	8:48
15th	Standard sleep time begins	10:24

Elisian Clock



Dayside Clock



Moon hand tells the hour. Other hand tells the minute.

It's important to note that these hours shift depending on several things, including which nation or even neighborhood one lives in, sometimes depending upon one's Profession, or even upon local moonrise and moonset. But in general, Taishin Standard Time is becoming more common, even within the nation of Kerzta, which is often reticent to adopt anything of Lossandin origin.

Coinage

1/2 lak		1 gray lak - granite
1 lak		1 blue lak - blue and white marble.
5 lak		1 green lak - jade
10 lak		1 red lak - tiger's-eye, or red jasper and black hematite
20 lak		1 white lak - white marble
50 lak		1 gold lak - amber (or sometimes other gold-colored stones)
100 lak		1 silver lak - hematite, a rare Dayside stone

Dayside coinage systems are not based upon precious metals, like in Elis and the Dynasty, where Crowns and Dynars are used respectively, but upon rare and valuable semi-precious gemstones which are sliced into round "coins" called lak.

Lak are used in all Dayside nations, to a varying degree. The Rim Kingdoms' economies rely almost exclusively on them, while the closer to Kerzta one gets, the more bartering for goods is accepted, even if lak is preferred.

I've had to get used to the Daysider habit of referring to lak by their color. If a color is not stated, then the speaker means blue lak.

The salary of a well-paid mid- to upper-class craftsperson is about 250 lak a day, which equates to 50 green lak, or 25 red lak. Metal and stone are valuable in the Kerla, where the ground lies buried under a hundred feet of sand. Both materials are much less rare now, mostly because of trading between Kerztians and Lossandins, but a small sack of steel can still turn a healthy profit.

Sample file



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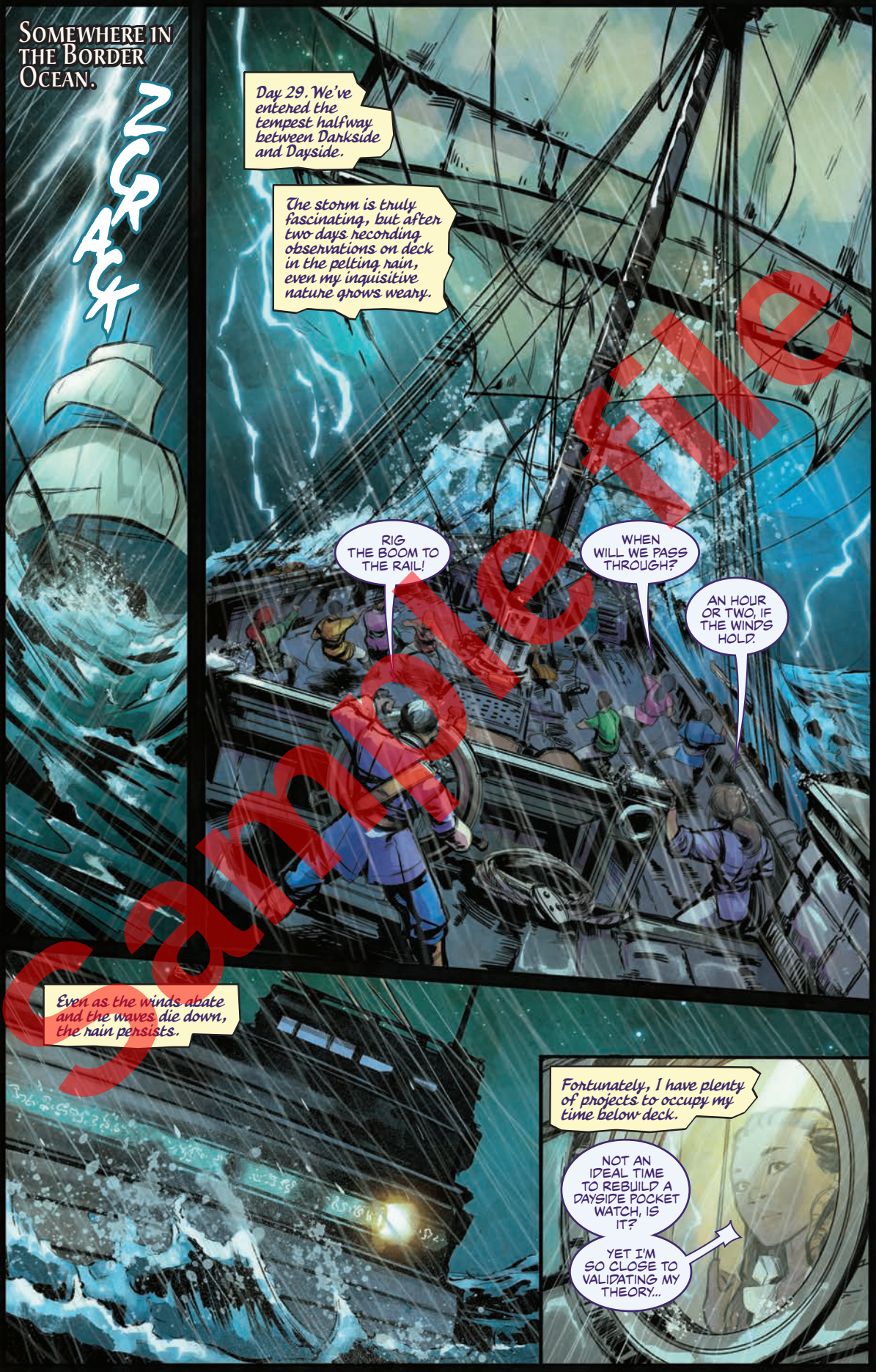

Somewhere in the Border Ocean.
ZRAK
Day 29. We've entered the tempest halfway between Darkside and Dayside.
The storm is truly fascinating, but after two days recording observations on deck in the pelting rain, even my inquisitive nature grows weary.
RIG THE BOOM TO THE RAIL!
WHEN WILL WE PASS THROUGH?
AN HOUR OR TWO, IF THE WINDS HOLD.
Even as the winds abate and the waves die down, the rain persists.
Fortunately, I have plenty of projects to occupy my time below deck.
NOT AN IDEAL TIME TO REBUILD A DAYSIDE POCKET WATCH, IS IT?
YET I'M SO CLOSE TO VALIDATING MY THEORY...

sample file


CLICK
GIVE ME A MOMENT, AND I'LL INFORM THE WINDS AND THE WAVES THAT THE DUCHESS KHRISSALLA IS INCONVENIENCED.
YES.
WAS THAT A JOKE, BAON?
IT'S JUST THAT YOUR TONE OF VOICE DIDN'T CHANGE. IF YOU WANT TO TELL JOKES, YOU NEED TO WORK ON YOUR DELIVERY.
DO I STRIKE YOU AS A FUNNY PERSON, DUCHESS?
...NO.
THEN I WILL KEEP MY TONE OF VOICE THE WAY IT IS.
WELL, IT WOULDN'T KILL YOU TO LIGHTEN UP A LITTLE, WOULD IT?
NO, I AM NOT THE ONE IT WOULD KILL. BUT REMEMBER, I WAS HIRED TO PROTECT YOU, NOT ENTERTAIN YOU.
I WILL DO MY JOB, AND YOU WILL FIDDLE WITH LITTLE BITS OF METAL. GO ON.
TICK TOCK

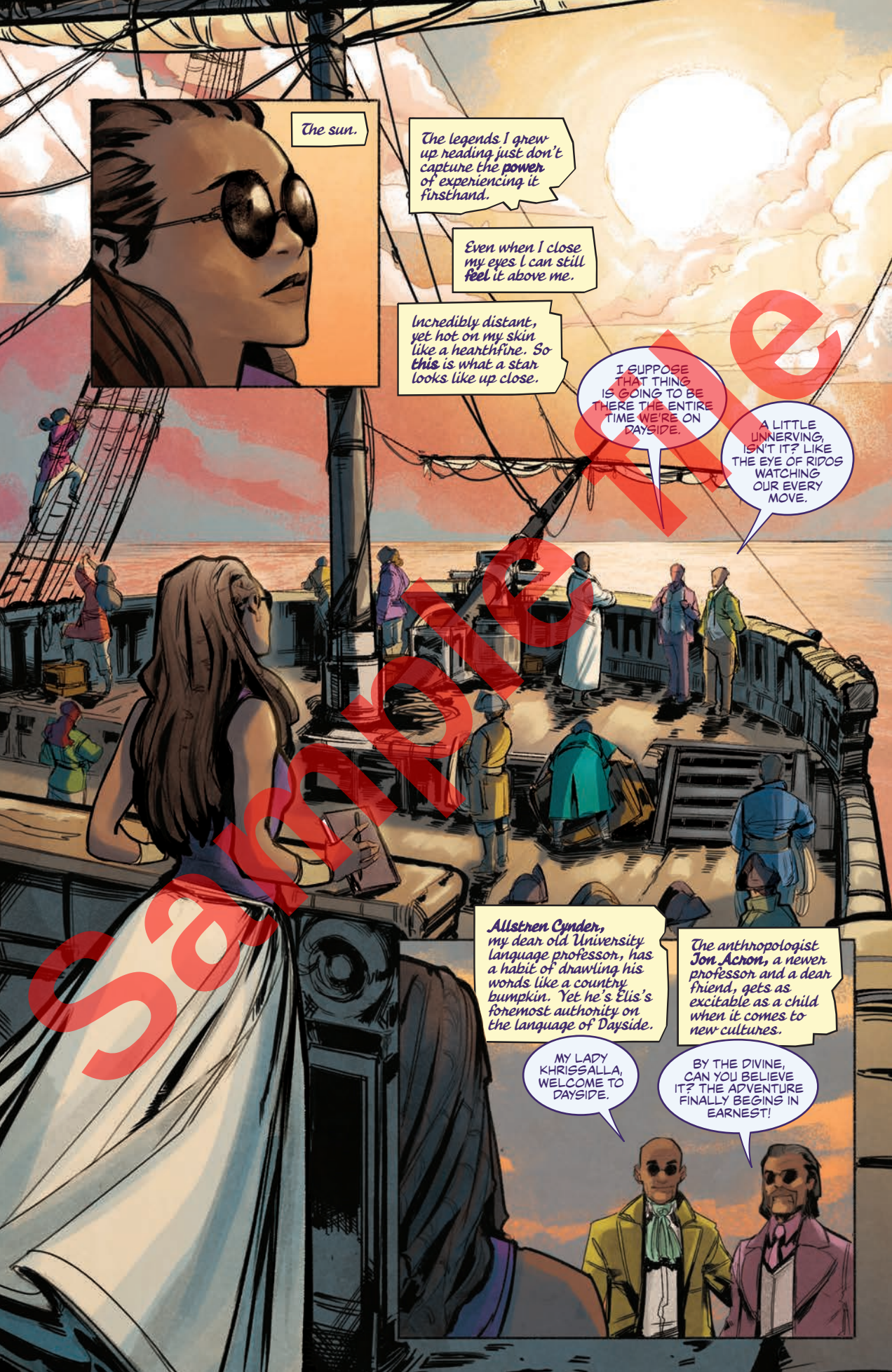
sample file


The storm makes this more difficult than it should be.
But I can't help my curiosity.
Besides, we'll reach Dayside soon...
TICK TOCK
...and I want to know if my suspicions about their timekeeping are correct.
TICK TOCK
TICK TOCK
DONE. FINALLY.
IT'S WORKING, YES? DUCHESS?
YES...FASCINATING. THEIR MINUTES ARE SLIGHTLY LONGER THAN OURS. A 90-MINUTE DAYSIDE HOUR EQUALS 96 DARKSIDE MINUTES.
I SUSPECT YOU DIDN'T NEED TO FIX IT TO KNOW THAT.
I'M A SCIENTIST. BY REPAIRING THE WATCH, I VERIFIED MY HYPOTHESIS.
I THINK YOU JUST LIKE TEARING THINGS APART TO SEE HOW THEY WORK.

Sample file


SHELLA, HOW LONG DID THAT TAKE? DO YOU THINK WE'RE OUT OF THE STORM?
YOU CAN CHECK AS EASILY AS I.
SHELLA!
BY THE DIVINE...
THAT'S BRIGHT.
THE SUN OFTEN IS.
LET'S GET ON DECK FOR A CLOSER LOOK.
BUT NOT TOO CLOSELY, I HOPE.
FOR THE RECORD, BAON, YOU'RE DOING GREAT AT NOT STRIKING ME AS A FUNNY PERSON.

sample file


The sun.
The legends I grew up reading just don't capture the power of experiencing it firsthand.
Even when I close my eyes I can still feel it above me.
Incredibly distant, yet hot on my skin like a hearthfire. So this is what a star looks like up close.
I SUPPOSE THAT THING IS GOING TO BE THERE THE ENTIRE TIME WE'RE ON DAYSIDE.
A LITTLE UNNERVING, ISN'T IT? LIKE THE EYE OF RIDOS WATCHING OUR EVERY MOVE.
Allstren Cynder, my dear old University language professor, has a habit of drawling his words like a country bumpkin. Yet he's Elis's foremost authority on the language of Dayside.
The anthropologist Jon Acron, a newer professor and a dear friend, gets as excitable as a child when it comes to new cultures.
MY LADY KHRISSALLA, WELCOME TO DAYSIDE.
BY THE DIVINE, CAN YOU BELIEVE IT? THE ADVENTURE FINALLY BEGINS IN EARNEST!
Sample File