



STORMLIGHT[™] HANDBOOK

TABLETOP ROLEPLAYING IN THE WORLD OF
BRANDON SANDERSON'S THE STORMLIGHT ARCHIVE[®]



COSMERE[®]

ROLEPLAYING GAME

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INTRODUCTION

THE COSMERE ROLEPLAYING GAME IS A tabletop roleplaying game (RPG) in which you and a group of friends collaboratively tell a story of heroes in a universe of adventure and powerful Investiture. This handbook provides rules for playing in the world of Roshar—the setting for the Stormlight Archive novels. In this game, you and your fellow players take on the roles of characters from around the world, working together to determine how your stories unfold as you face a cataclysmic era of global conflict.

THE COSMERE RPG

The planet Roshar is a small part of a much larger universe known as the cosmere. Dozens of inhabited worlds fill the cosmere—worlds of mist, of color, and of powerful divine magic, worlds where adventures abound. The COSMERE RPG uses a rules system designed for not only adventures on Roshar, but on any of these worlds.

ADVENTURES ON ROSHAR

The first books of the COSMERE RPG focus on the acclaimed Stormlight setting. The battle for the cosmere begins here, as the Knights Radiant and Odium's forces wield powerful Investiture in a conflict spanning all of Roshar.

The core Stormlight books for the COSMERE RPG include the following:

Stormlight Handbook. You're reading this book now!

It contains the foundational rules for playing the game, such as how to create characters, roll dice, and play out scenes. You'll use this handbook alongside either a published adventure or the *Stormlight World Guide*, which provides lore and adversary profiles you can use to create your own adventures.

Stormlight World Guide. This guide explores the history and cultures of Roshar and its place in the cosmere. This book contains new canonical lore in the form of character biographies, timelines, and travelogues. It also provides adversary profiles for a wide range of non-player characters (NPCs).

Stonewalkers. The first official Stormlight adventure, written in close partnership with Brandon Sanderson and Dan Wells, takes players from 1st through 8th level on an adventure across the continent of Roshar.

ADVENTURES BEYOND ROSHAR

Whether you're ready to adventure throughout the cosmere, or whether you simply want to introduce a character from another world, the *Stormlight Handbook* is just the beginning! You can expand your adventures with other books in the COSMERE RPG series, including the upcoming *Mistborn Handbook*, *Mistborn World Guide*, and *Mistborn Legacy* adventure.

THE KNIGHTS RADIANT MUST STAND AGAIN.

The ancient oaths have at last been spoken; the spren return.

Men seek what was lost; I fear the quest will destroy them.

*It is the nature of magic. A broken soul
has cracks into which something else can be fit.*

*Surgebindings, the powers of creation themselves;
they can brace a broken soul, but they can also widen its fissures.*

USING THIS BOOK

This book presents the information you'll need to create remarkable characters and collaborate on an epic tale, divided into the following sections:

Introduction. This describes roleplaying games, presents the COSMERE RPG's dice and core mechanics, and provides an example of what to expect in a typical game session.

Chapter 1: Character Creation. This walks you through creating your player character, from imagining a compelling backstory to filling out your character sheet.

Chapter 2: Origins. This offers detailed information for your character's origins, including ancestry and culture.

Chapter 3: Character Statistics. This provides everything you need to know about your character's attributes, defenses, resources, skills, senses, and expertises.

Chapter 4: Heroic Paths. This presents the rules for using paths and talents, then details the six heroic paths from which you'll choose your character's first specialized abilities: Agent, Envoy, Hunter, Leader, Scholar, and Warrior.

Chapter 5: Radiant Paths. This describes the ten orders of the mythical Knights Radiant—magic users who wield Stormlight and the forces of nature—and guides you in choosing a Radiant path, joining that order, and climbing its ranks.

Chapter 6: Surges. This outlines the ten magical powers that Radiant characters control and the talents that upgrade them.

Chapter 7: Items. This provides your character's starting equipment, weapons, armor, and fabrials, along with rules for crafting, travel, and more.

Chapter 8: Goals and Rewards. This guides you through choosing your character's core drives and downfalls, setting objectives to advance between levels, and earning rewards for completing your goals and advancing the narrative.

Chapter 9: Adventuring. This introduces general rules for adventuring in Roshar. You'll learn about the three scene types—combat, conversations, and endeavors—and how to navigate dynamic events. During your adventures, you'll experience trials and tribulation; this chapter also presents rules for the conditions, damage, and injuries you'll face, plus rules for resting, recovering, and enjoying extended downtime.

Chapter 10: Combat. This describes how to engage in a combat scene, including the general actions every character can use and the rules for targeting, making attacks, and moving around the battlefield.

Chapter 11: Conversations. This provides the rules for tense conversation scenes in which characters attempt to influence each other's opinions or behavior.

Chapter 12: Endeavors. This presents rules for high-stakes endeavor scenes such as solving mysteries and conspiracies, exploring dangerous environments, and pursuing (or fleeing) adversaries in adrenaline-pumping chases.

Chapter 13: Gamemastering. This guides GMs through the nuances of running a game for their players, including calling for skill tests, using the plot die, depicting enormous battles, creating a comfortable space to explore intense themes and maximize everyone's experience, and more.

The Next Step. This presents resources for beginning a campaign and immersing yourself in the storm-blasted world of Roshar and the cosmere beyond.

Appendix: Animal Companions. This provides profiles for Rosharan creatures you can befriend and work with.

Glossary and Index. These sections summarize key terms and provide page references for more information.

Character Sheet. This provides a sheet to keep track of your character's statistics, abilities, equipment, and other information.

ADAPTING THE STORMLIGHT ARCHIVE

In adapting the Stormlight Archive into a tabletop roleplaying game, great care was taken to remain faithful to Roshar and the cosmere. New lore and powers described in this book 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.



WELCOME TO ROSHAR

Wracked by an endless cycle of supernatural storms and devastated by eons of conflict, Roshar is a harsh world. Warlike kingdoms vie for superiority, attacking and oppressing any who dare challenge them, including their own people. Even the flora and fauna of this planet are rugged and resilient; many sport tough shells or can retract into themselves to survive the highstorms that sweep across the landscape.

But amid this unyielding environment lies great beauty and power. The highstorms carry Stormlight, a well of magic that empowers the world and those who dwell on it. Elements and emotions spring to life in the form of spren—ethereal beings who fade in and out of the physical world, affecting it in strange ways. Flamespren dance around blazing hearths. Painspren grasp at people suffering from wounds. Gloryspren shine around those who realize the magnitude of their accomplishments. Even greater powers lurk in places less traveled; the heart of the storm and the depths of lonely valleys hold spren more powerful than most people could imagine.

HISTORY OF ROSHAR

This section contains significant spoilers for the Stormlight Archive novels.

In times now lost to memory, long before humankind's arrival, indigenous cultures flourished across Roshar. The singers (as they called themselves) were humanoids with striking marbled skin and protective carapace. They could attune to the rhythms of Roshar, connecting profoundly with the enigmatic spren and wielding magic to change the singers' forms and powers.

When human refugees arrived first on Roshar, the singers regarded them with a mix of suspicion and hospitality, allowing humans to live in the muddy lands now called Shinovar. However, this uneasy peace was unraveled by Odium, the god of hatred, who many of the invading humans had worshipped on their world. Manipulated by Odium, humans and singers made war on one another.

Over millennia of escalating conflict, another deity called Honor opposed Odium's designs. Both created immortals—the Fused and the Heralds—to fight their battles in a series of cataclysmic wars called Desolations.