



WELCOME TO
ROSHARTM



COSMERE[®]

ROLEPLAYING GAME

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Brandon Sanderson's novel series, the Stormlight Archive, is epic in every sense of the word. The sweeping scope of Brandon's narrative is enough to fill five substantial novels, with another five to come. The gripping story and unparalleled world-building have inspired a legion of fans to read and reread not only these stories, but the entire Cosmere universe of fantasy fiction.

What you hold in your hands is not a weighty tome. It's a sampler and teaser, designed specifically for people who haven't read the Stormlight novels. This booklet introduces Roshar, a world of conflict, storms, and Investiture. Divine forces shaped this planet, some leading to subjugation and cruelty, others cultivating ideals of growth and honor. It's a world where flawed heroes gain incredible powers by forging bonds and seeking redemption.

If you're playing the COSMERE RPG and beginning an adventure in the Stormlight campaign setting, this guide illustrates Roshar's unique world-building and tells you what a typical citizen of Eastern Roshar would know about the world without revealing any character or plot spoilers for *The Way of Kings*.

Welcome to a universe unlike any other, and a fantasy setting as captivating as it is alien. Welcome to Roshar! We hope this is just the first step of your journey.

— Johnny O'Neal

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A WORLD OF STORMS AND WAR



A bridgeman looks east toward an approaching highstorm.

HIGHSTORMS

No force has shaped Roshar's ecology and culture more completely than **highstorms**: hurricane-force storms of incredible power that sweep across the continent about once per five-day week, always traveling from east to west. Heralded by a powerful stormwall with enough strength to hurl boulders, highstorms can be incredibly destructive. However, the highstorm also infuses Roshar with incredible energy called **Stormlight**.

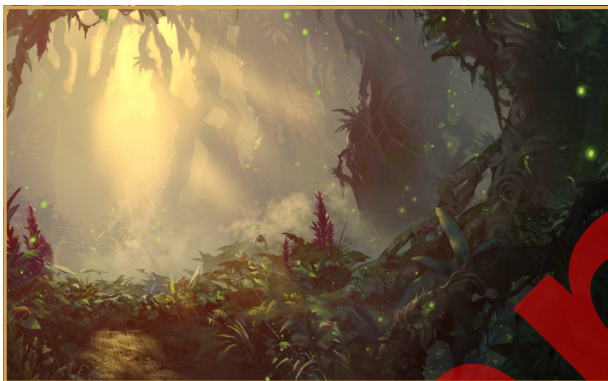


SPHERES

Throughout Roshar, **spheres** are the most commonly accepted currency. Small gemstones embedded in glass, their denominations are based on the size and type of gems inside. Well-cut gemstones glow for several days when infused with Stormlight, so merchants distrust dun spheres. Infused spheres glow brightly enough to be a helpful light source, especially when multiple spheres are placed in a lantern, and most people carry at least one sphere for good luck.

A VAST SUPERCONTINENT

Roshar is the name of the planet and its single continent. The majority of the continent's terrain is stone, and its storm-swept lands are harsh. However, this world is far from barren. Every type of biome can be found on Roshar, from snow-capped mountains to lush jungles.



SHARDBEARERS

Across Roshar, two relics are prized above all other material possessions: **Shardblades** and **Shardplate**. Shardblades slice effortlessly through any unliving matter, and kill foes with a single strike, leaving no wounds except burning eyes. Fueled by Stormlight, Shardplate is the only armor that can deflect a Shardblade, and each suit endows its bearer with superhuman speed and strength. A single **Shardbearer** can turn the tide of an entire battle, and wars have been fought to claim a single Blade or suit of Plate.



Roshar has three moons: blue Nomon, green Mishim, and violet Salas.

Infused gemstone allows bearer to bond Blade

Visor appears entirely transparent from bearer's perspective

Cracked vambrace leaks Stormlight

Gilded enamel adorns slate-gray Plate material

Despite massive size, Blade is lighter than a longsword