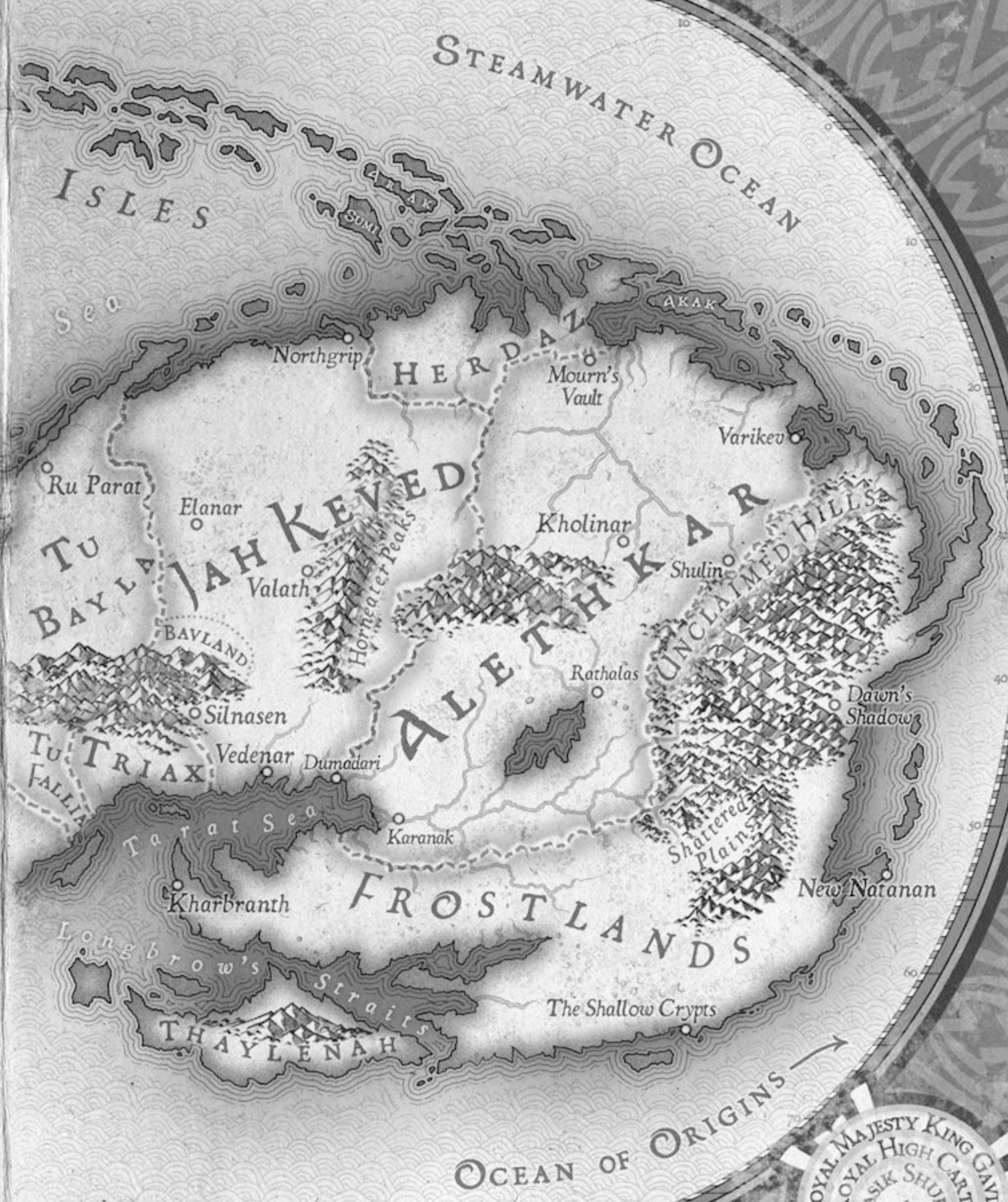
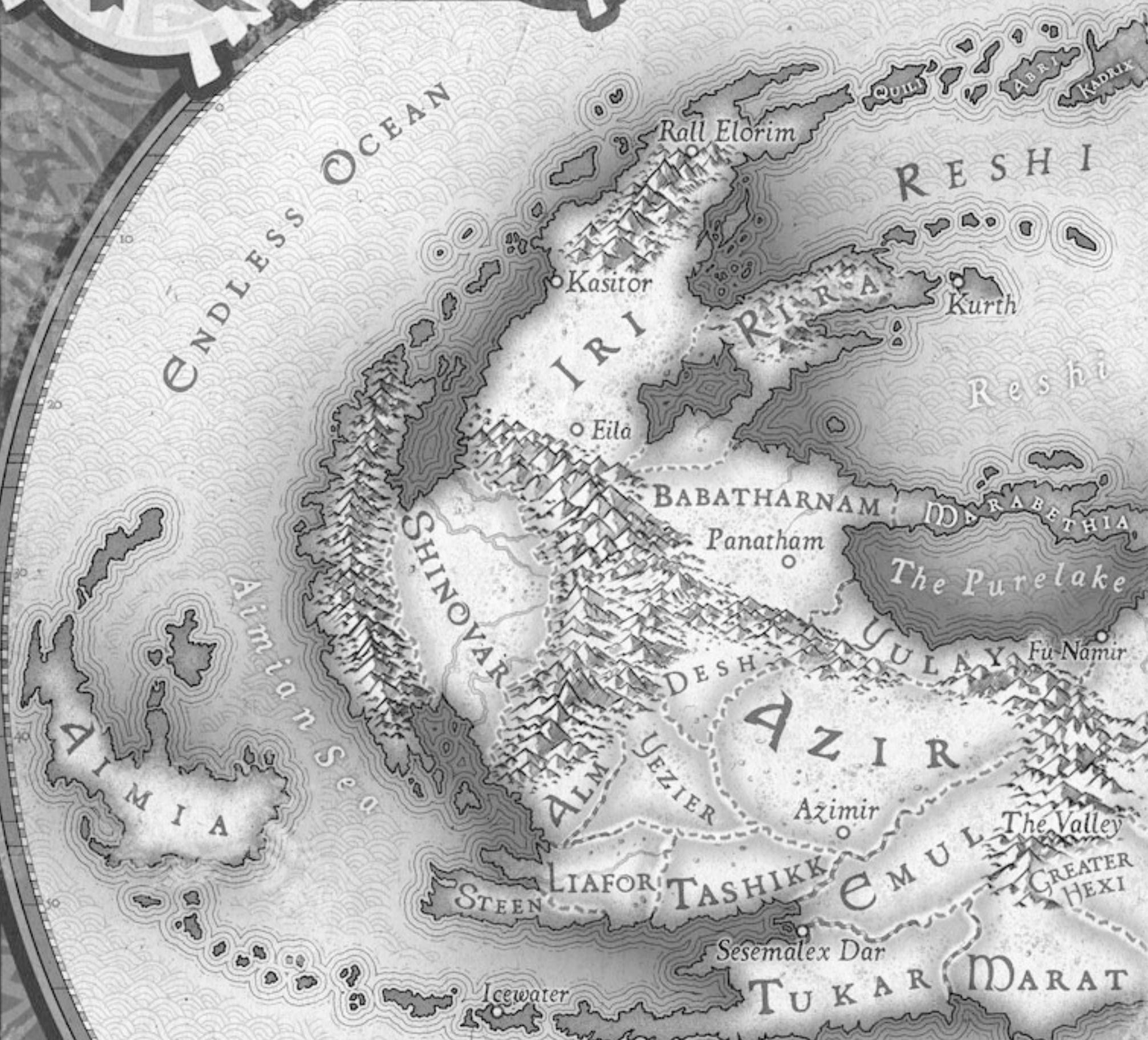
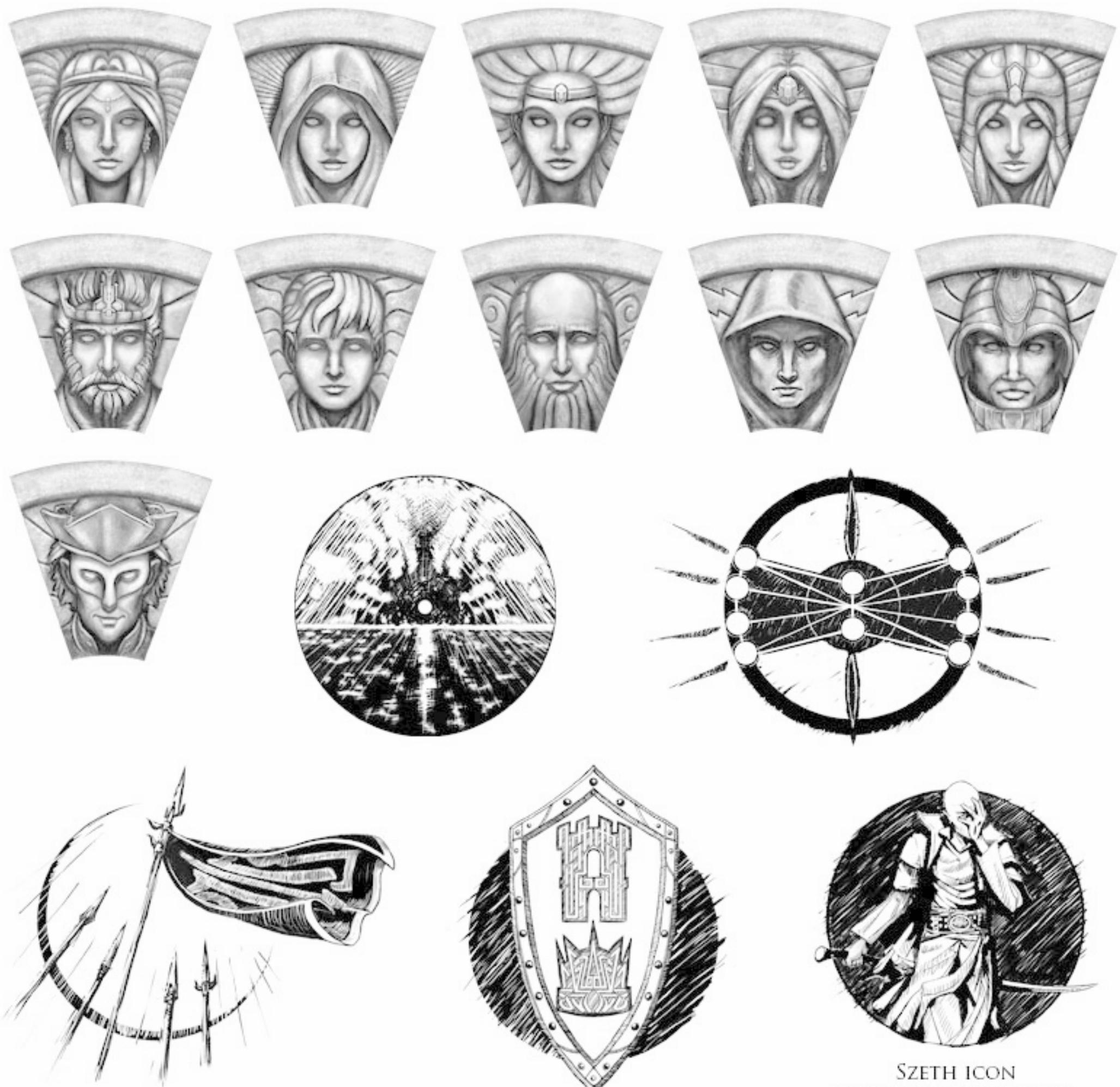




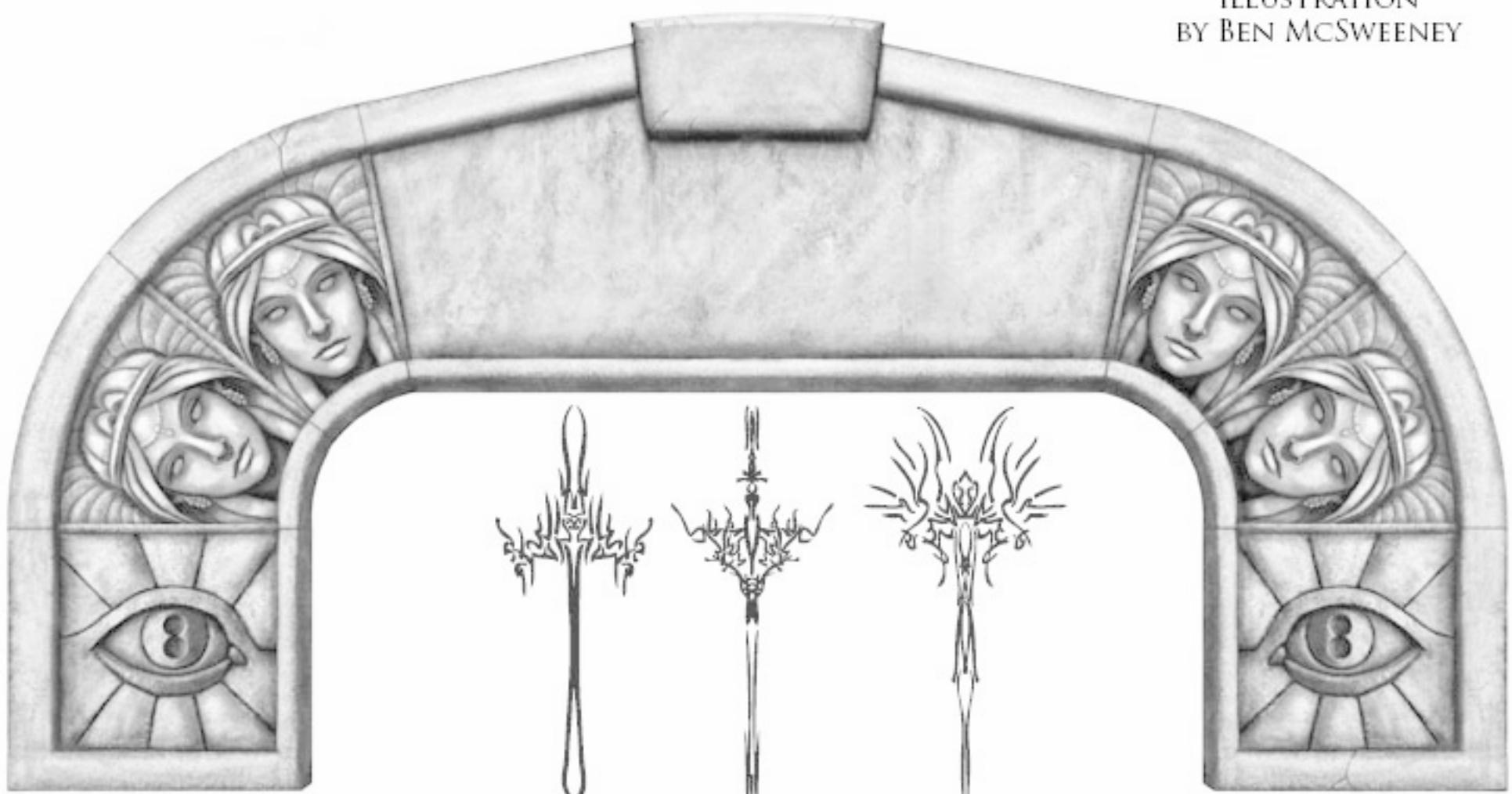


Roshar





SZETH ICON
BASED ON AN ORIGINAL
ILLUSTRATION
BY BEN MCSWEENEY





Map of Alethkar and surroundings, created by His Majesty Gavilar Kholin's royal surveyors, circa II67.

Skyeels

Skyeels are common near most coastal cities we pass. I had read of them often, and was excited to see them. Most are between 4 and 5 feet long, though I spotted one monster that must have been 9 feet from snout to tail.

They are so graceful and fluid in the air, often accompanied by dozens of tiny spren, flying around them in a swarm as if riding their wakes. The sailors call them "luckspren" — I doubt it is their true name.



How does the creature stay in the air?
I noticed some sort of pouch under each wing that deflates as it dives.



They seek fish just below the water's surface, or crabs and rats on the docks, and aren't nearly as graceful when on land.





Charcoal rubbing of a map of Sadeas's warcamp as used by a common spearman. It was scratched on the back of a palm-size cremling shell. Rubbing labeled in ink by an anonymous Alethi scholar, circa 1173.

Chulls

Chulls are everywhere, of course, and they come in a variety of shapes and sizes. There must be far more breeds of the animals than I'd originally assumed. I've seen them pulling carts, towing boxes, carrying jugs of water in racks on their sides.

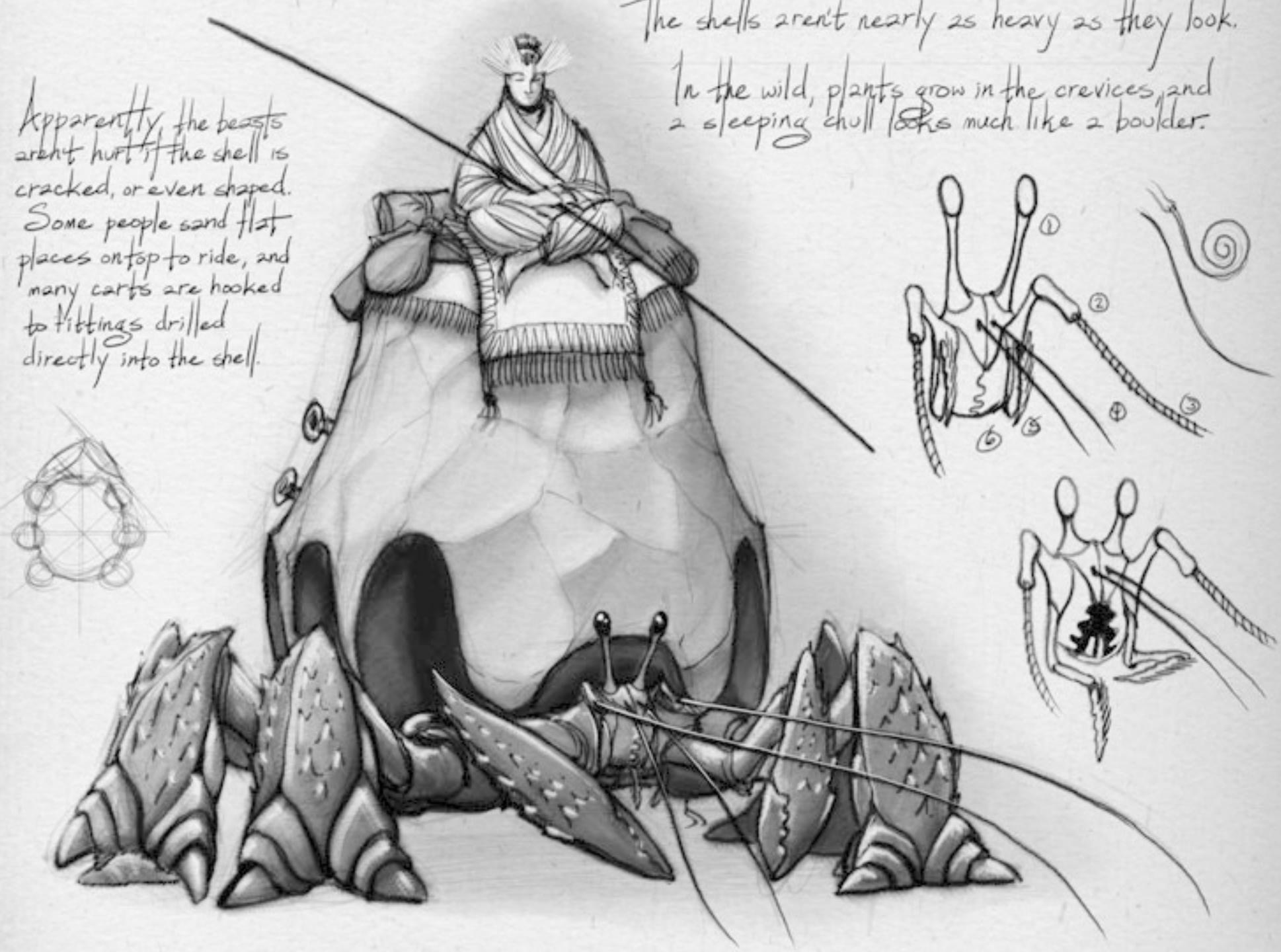
I even saw a man riding one for transportation, though it seems that walking would be far faster.

Apparently, the beasts aren't hurt if the shell is cracked, or even shaped. Some people sand flat places on top to ride, and many carts are hooked to fittings drilled directly into the shell.

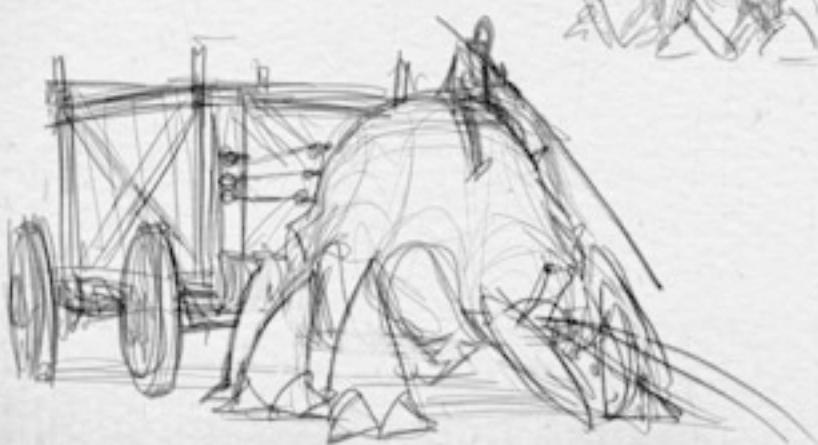


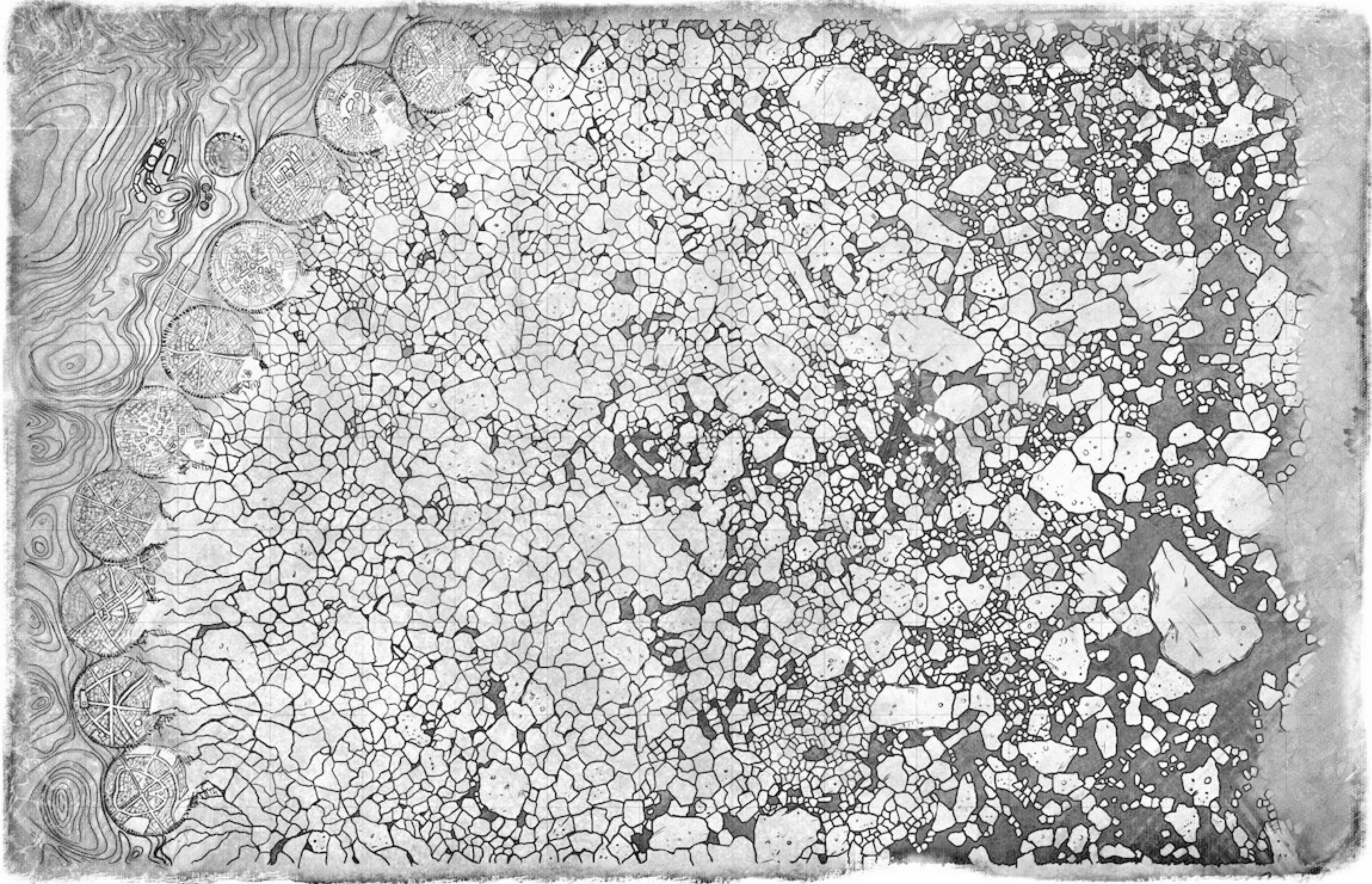
The shells aren't nearly as heavy as they look.

In the wild, plants grow in the crevices, and a sleeping chull looks much like a boulder.



Many of the drivers here on the coast direct the animals by tapping on their antennae with a long pole, rather than using a complex leather bridle like the workers on my father's estate.





PRIME MAP OF THE SHATTERED PLAINS. In the east, one can clearly note the Tower, the largest plateau of the area. Warcamps are visible in the west.

Glyphpairs and plateau numbers have been removed to preserve the clarity of this smaller reproduction of the original hanging in His Majesty Elhokar's Gallery of Maps.

ALEGHY CODES OF WAR

Readiness. The officer will be prepared at all times for battle. Never drunken on wine, never without his weapon.

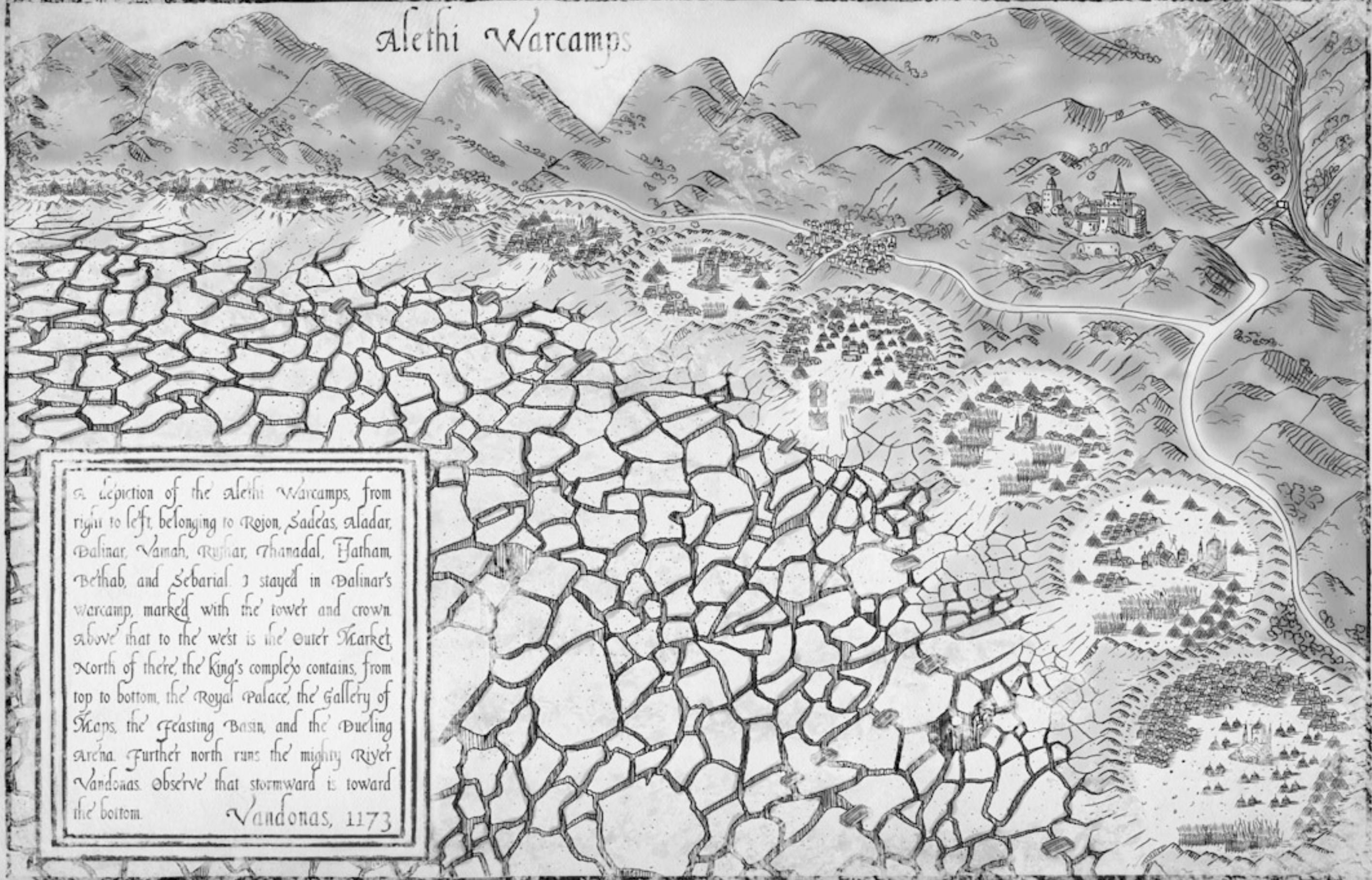
Inspiration. The officer will wear his uniform when in public, to look ready for war and to give strength to his troops.

Restraint. The officer will refrain from needless duels, arguments, or squabbles with other officers in camp, to prevent injury to men who may be needed to command.

Leadership
The officer will require no action of his soldiers that he would not be willing to perform himself.

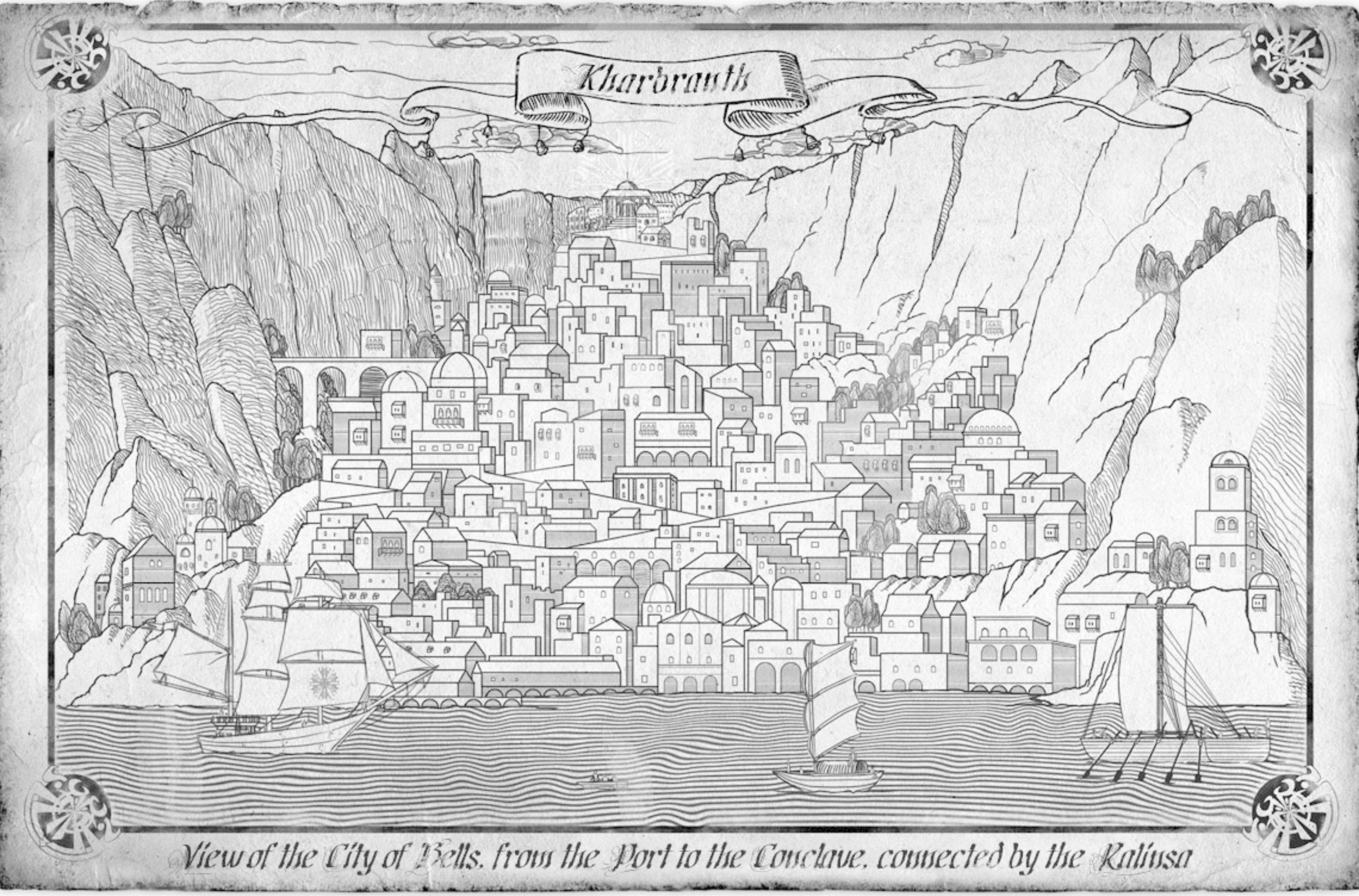


Honor
The officer will not abandon allies on the field, nor will he seek to profit from the loss of his allies.



Map of Alethi warcamps by the painter Vandonas, who visited the warcamps once and painted perhaps an idealized representation of them.





Kharbranth

View of the City of Bells, from the Port to the Conclave, connected by the Ralisa

Analysis of four world cities and their underlying forms based on city plans found in the archives of the Palanaeum, Kharbranth.

Akinah

When one removes the current streets and main byways of Akinah, Thaylen City, Vedenar, and Kholinar and combines the street blocks into larger shapes, leaving behind the natural rock formations upon which these cities were originally built, the underlying pattern of the stone becomes more clear.



Thaylen City



The divine ten-part symmetry of Akinah is accentuated when the shape of the city is viewed from above. Amidst the lines of Thaylen City a star pattern emerges. Twisting streets of Vedenar become an organized pattern of arrows and circles.



Vedenar

In the case of Kholinar, even the city walls follow the contour of the subcartographical rock formations known as the Windblades.

The walls incorporate the formations, using them to augment the defensive strength of the city.



Kholinar

I am left wondering if this is a strange coincidence. And if not, then what does it all mean?



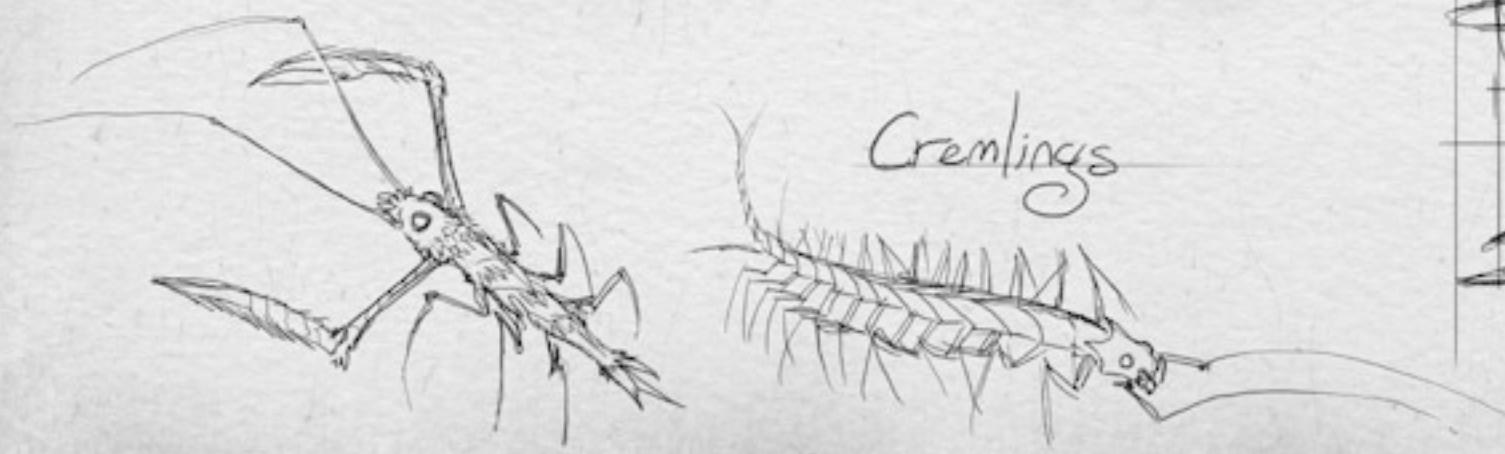
The Scholar, Habsal



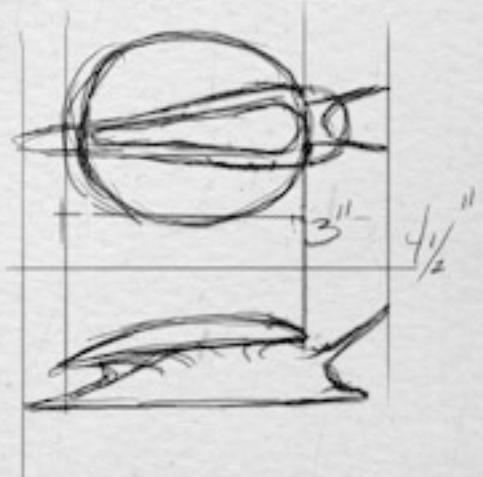
Shale bark



Shale snail?



Crenlings





The History of Man



The Expulsion
the loss of the tranquiline halls

The Desolations
WAR AGAINST THE VOIDBRINGERS

Acharieoth
the last desolation,
defeat of the
Voidbringers

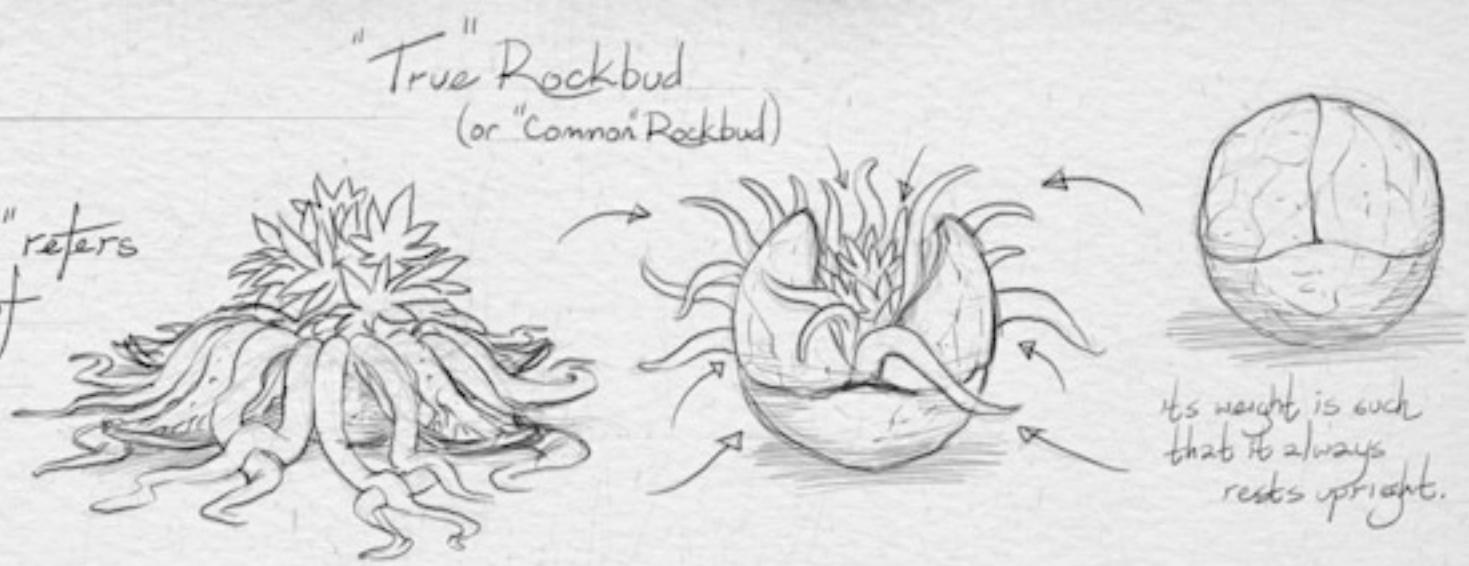
The Reckoning
the fall of the Knights
Radiant

The Hierocracy
the failure of Vorinism



Rockbuds

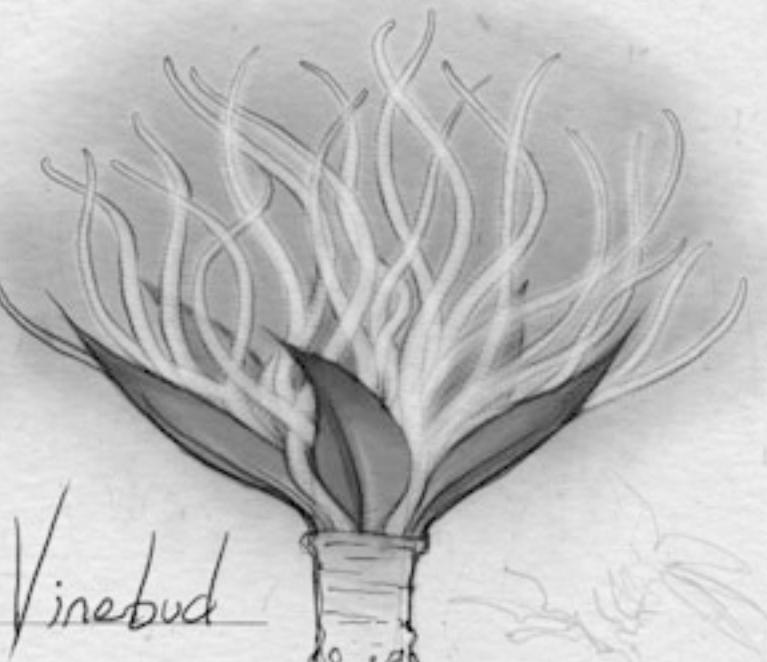
The term "rockbud" refers to an entire family of plants, but also to one plant in particular.



its weight is such that it always rests upright.

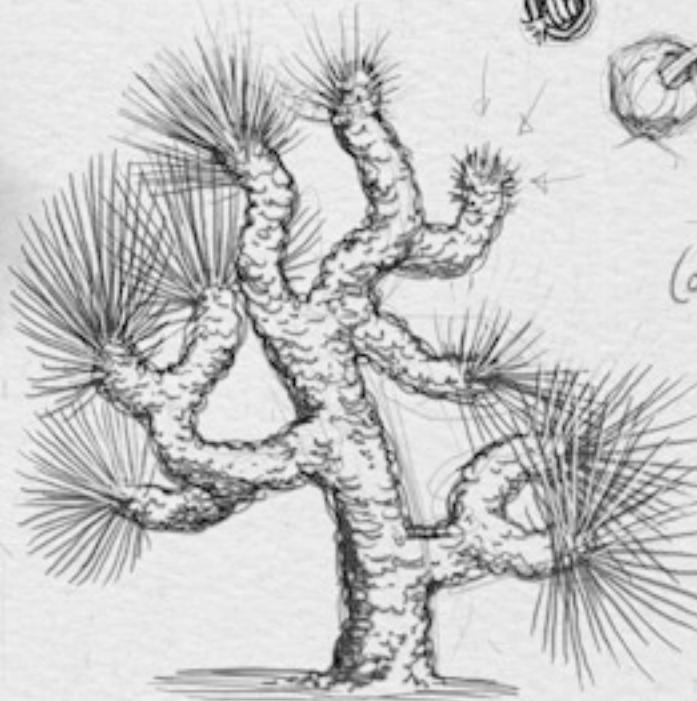
Layis Polyp

The polyp grains are suspended in a gritty material not unlike sand. They can be dried and stored in a variety of ways.



Vinebud

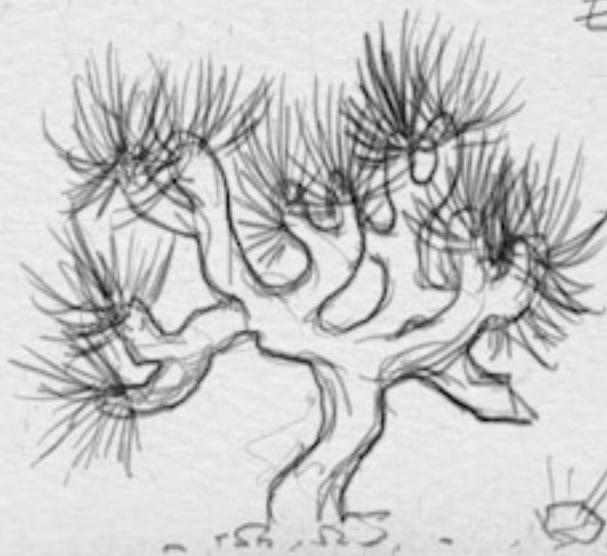
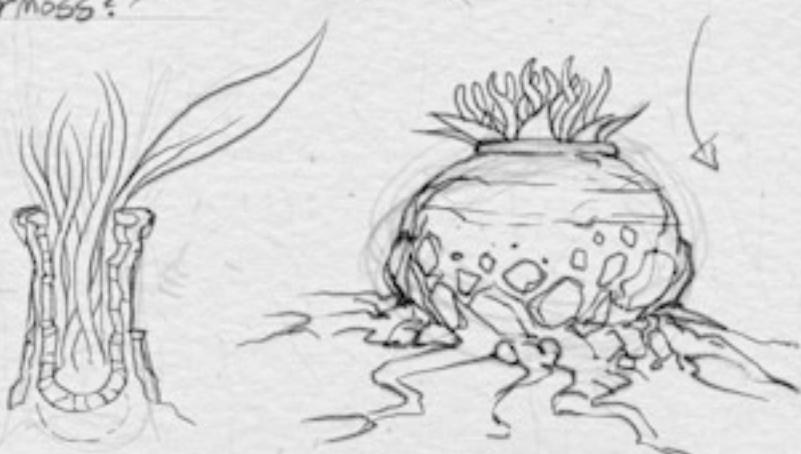
Possibly related to
fingermoss?

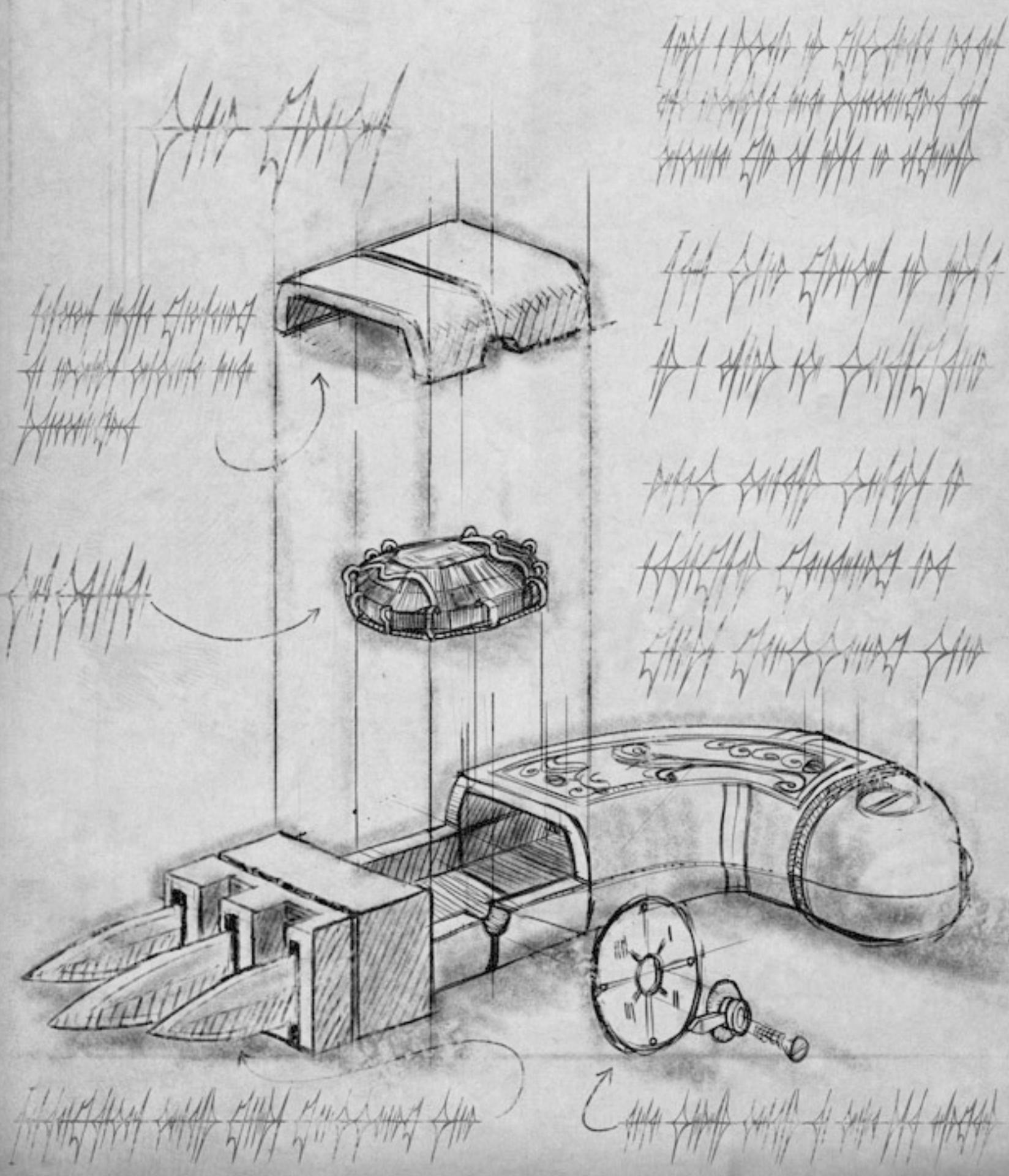
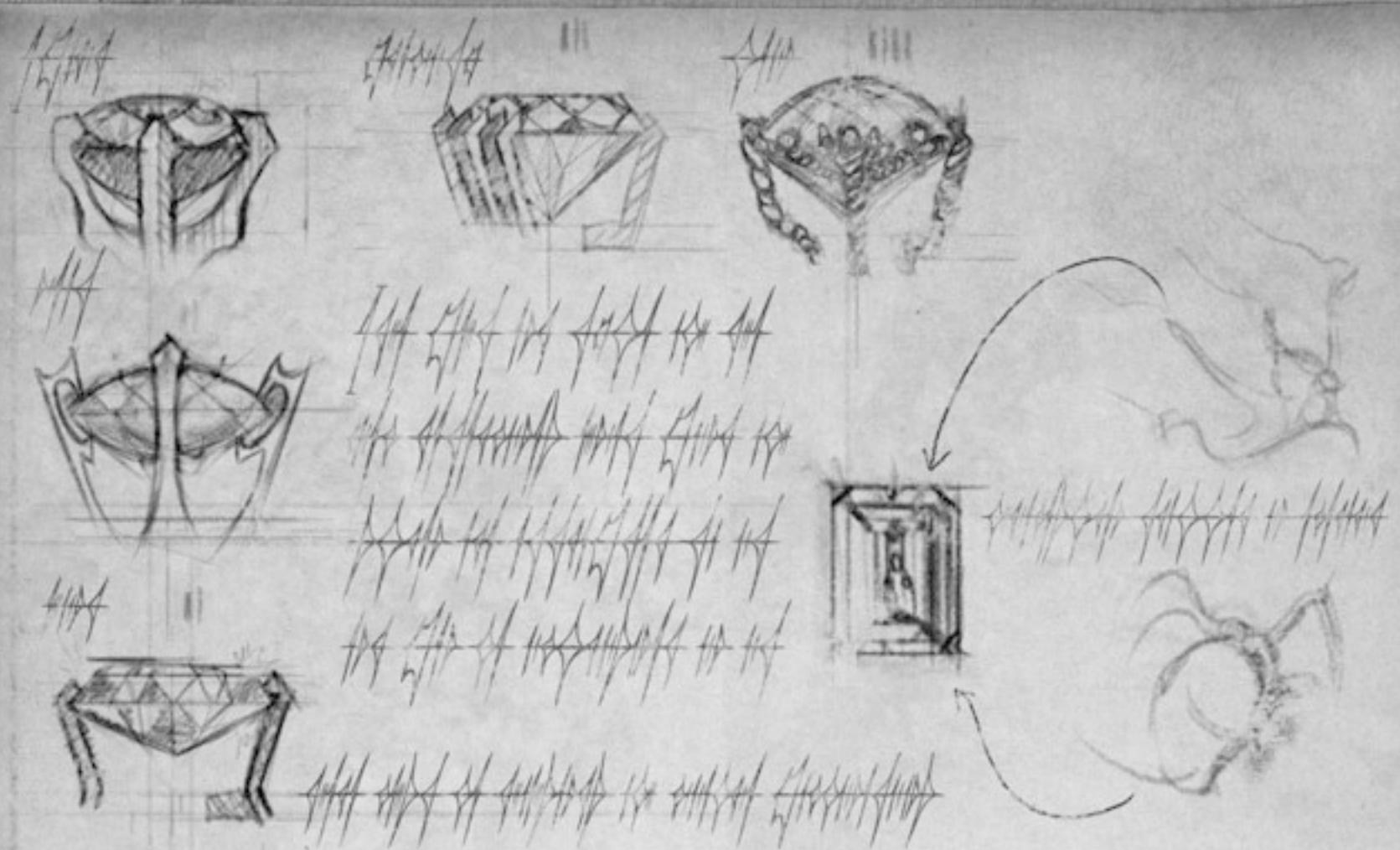


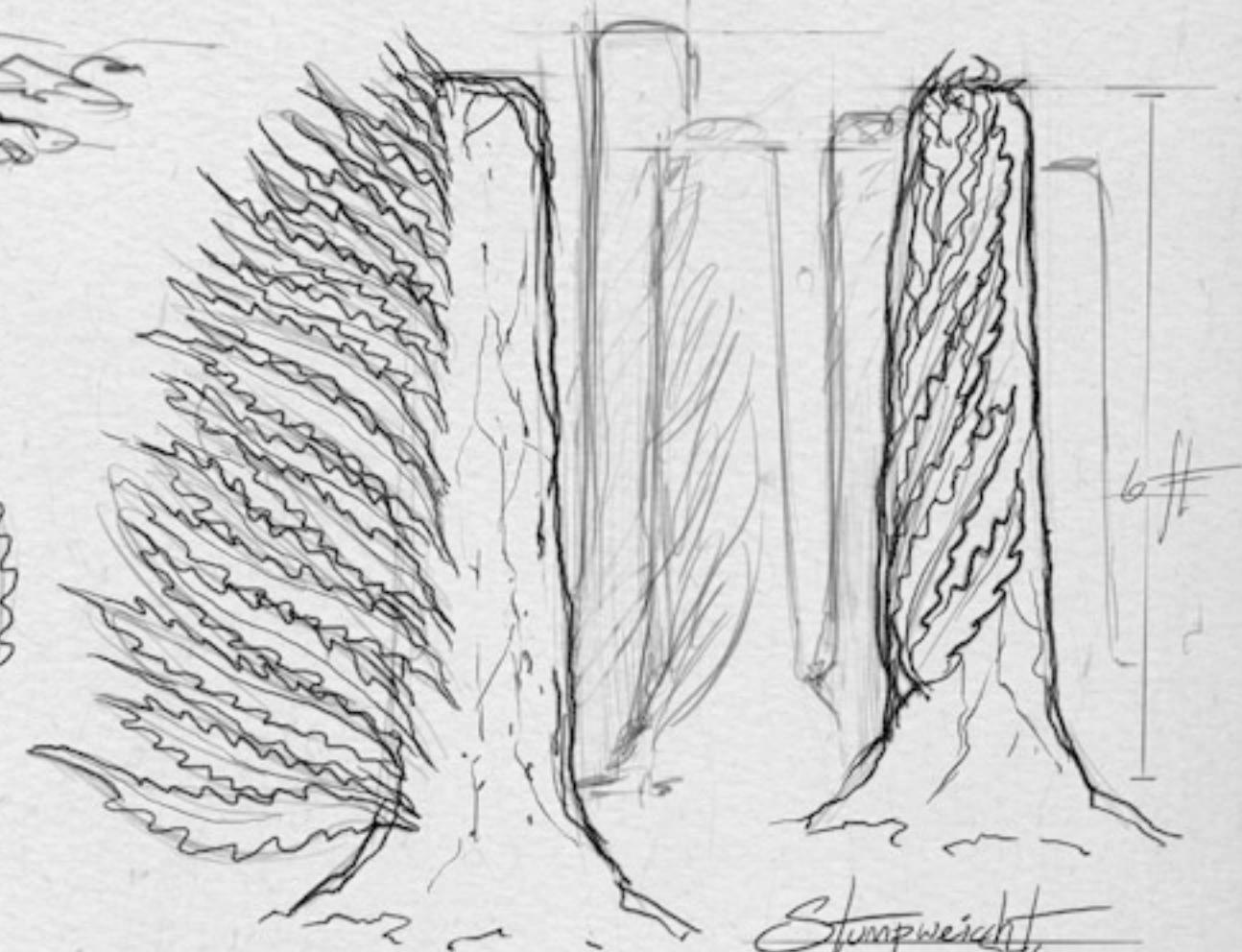
Pricklebac (or "Twisted Spine")

Actually a colony of plants, only the tips of the "branches" are alive.

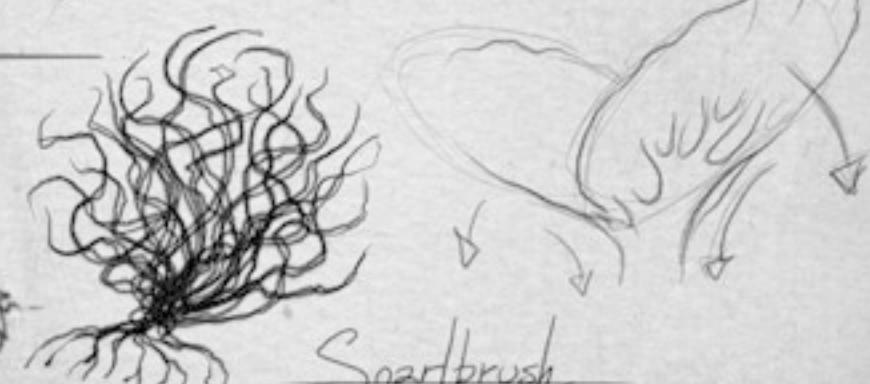
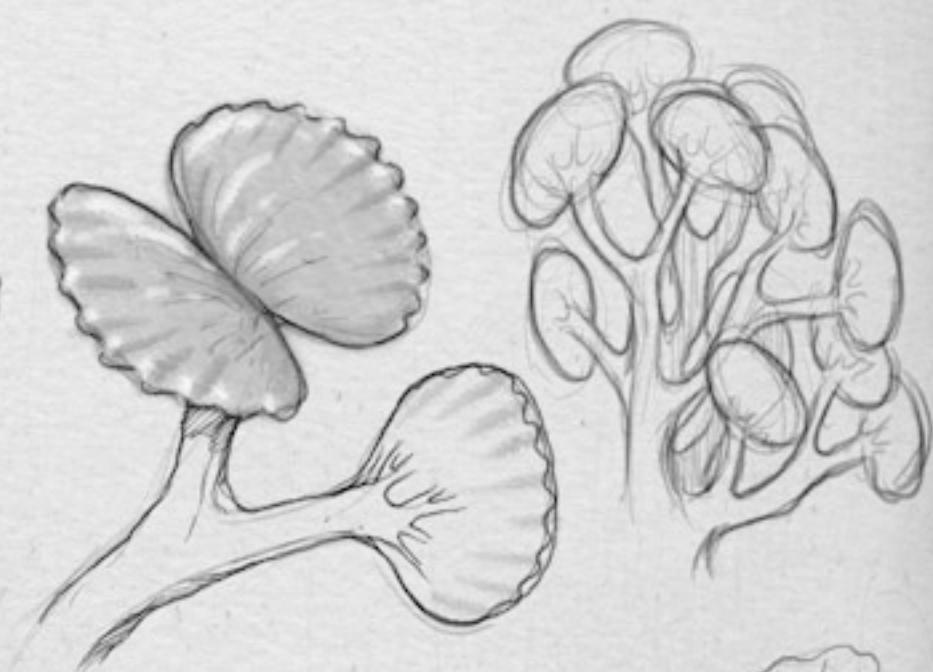
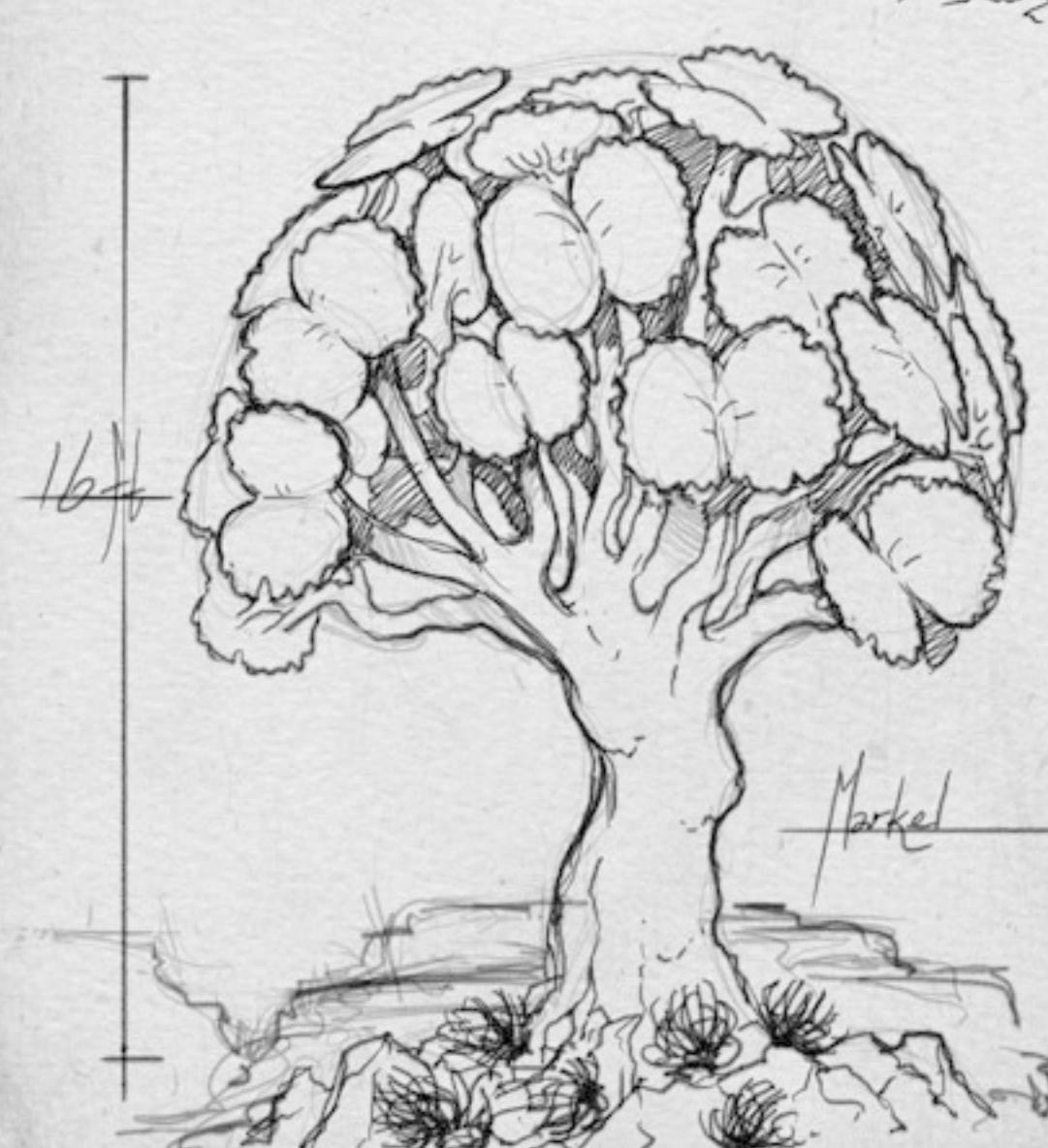
Each individual bud builds upon the shell of the previous generation.

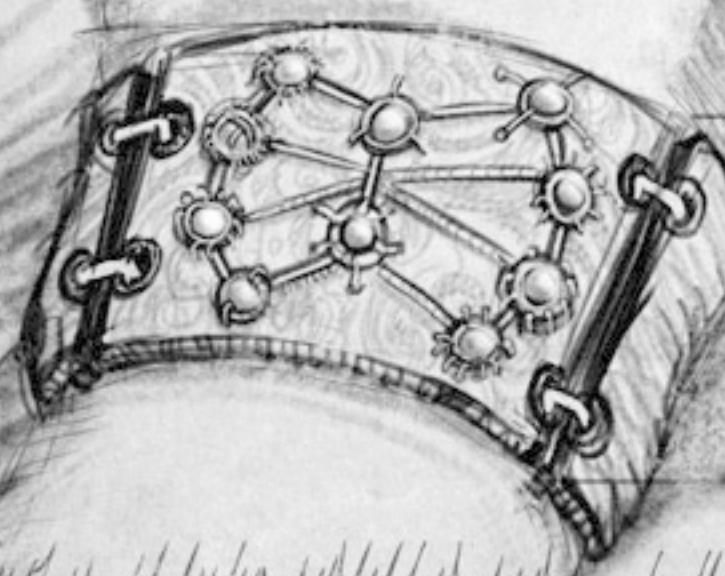
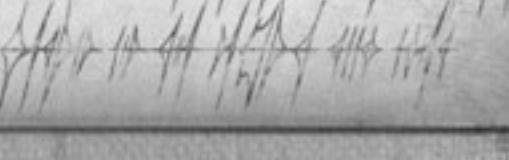
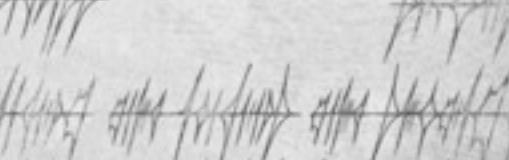
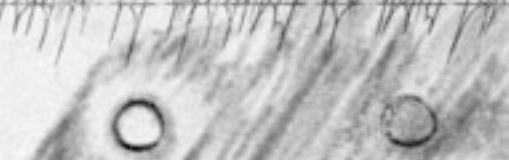
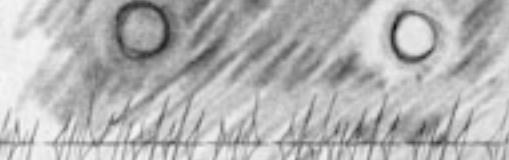
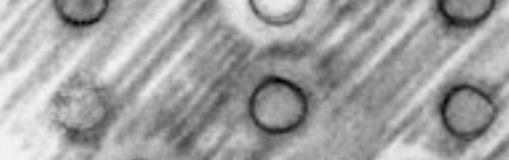
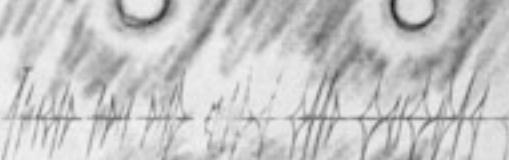
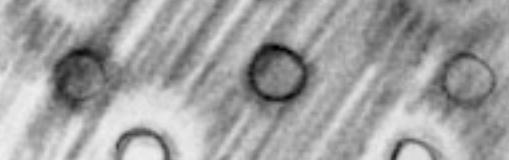
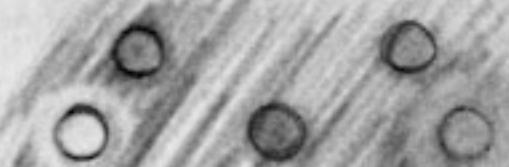
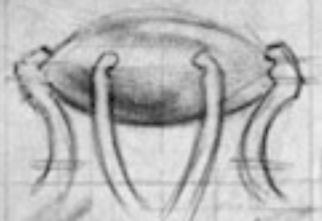






Stumpweight



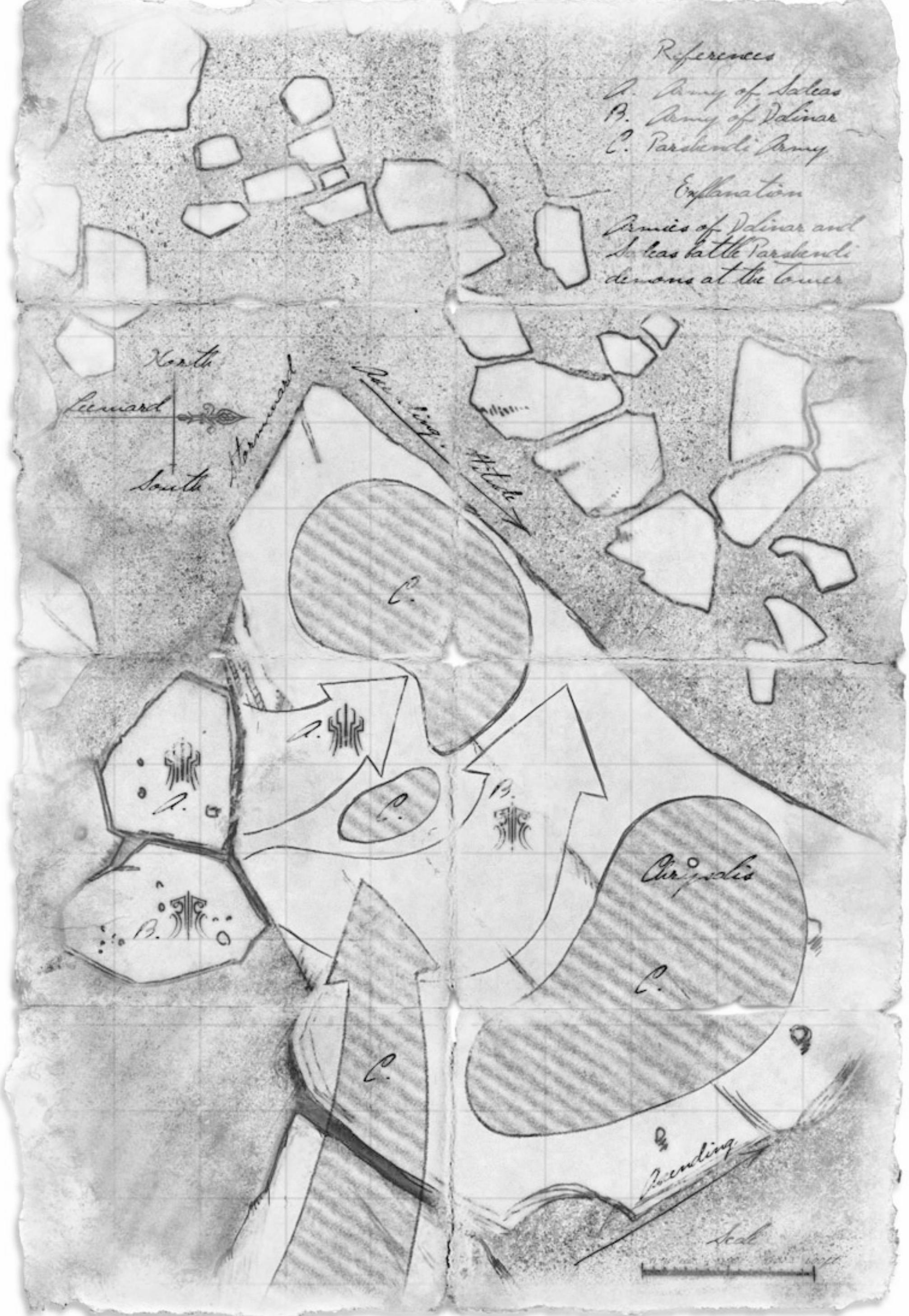


References

- A. Army of Soltas
- B. Army of Valinor
- C. Pardendi Army

Explanation

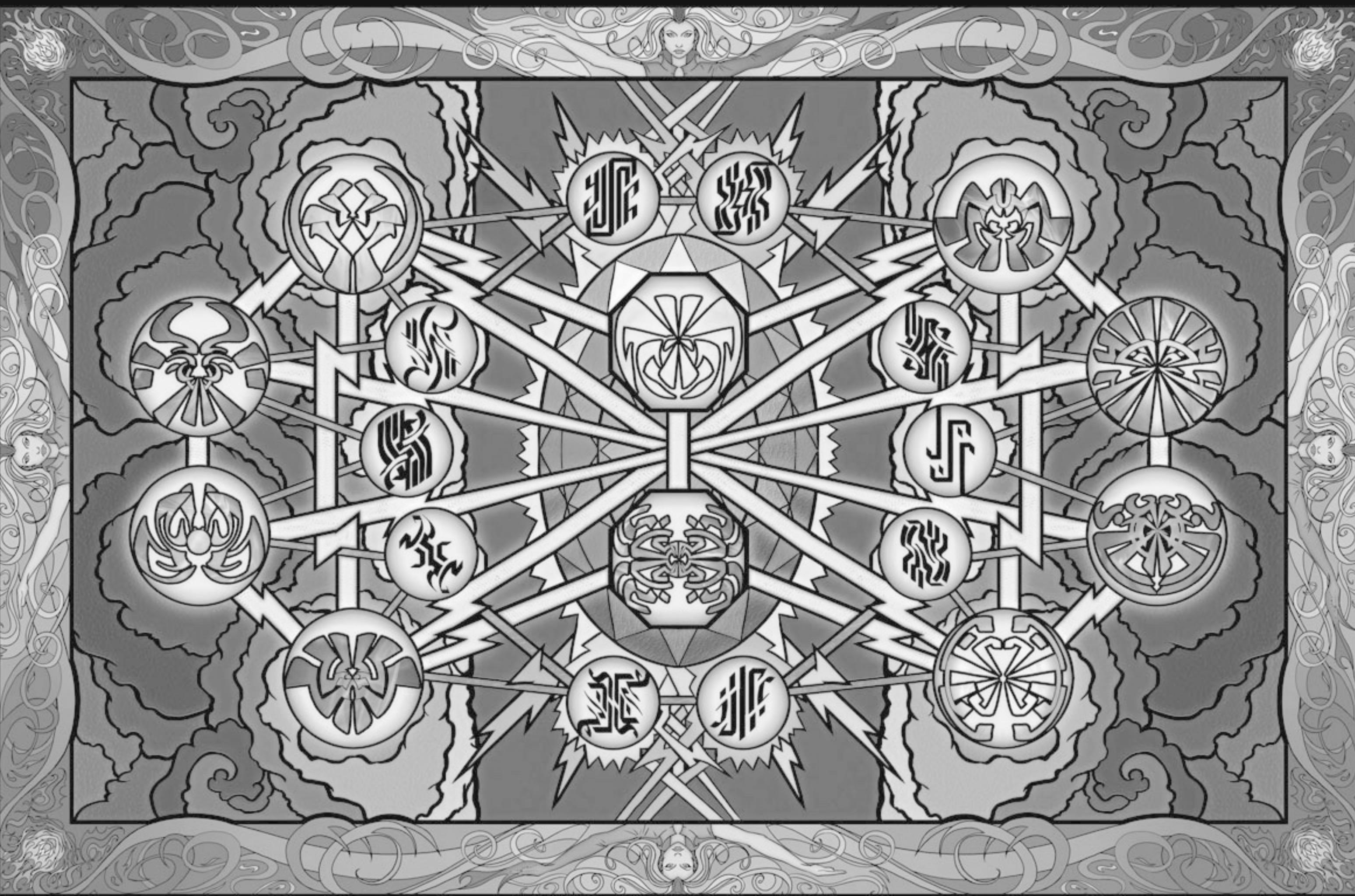
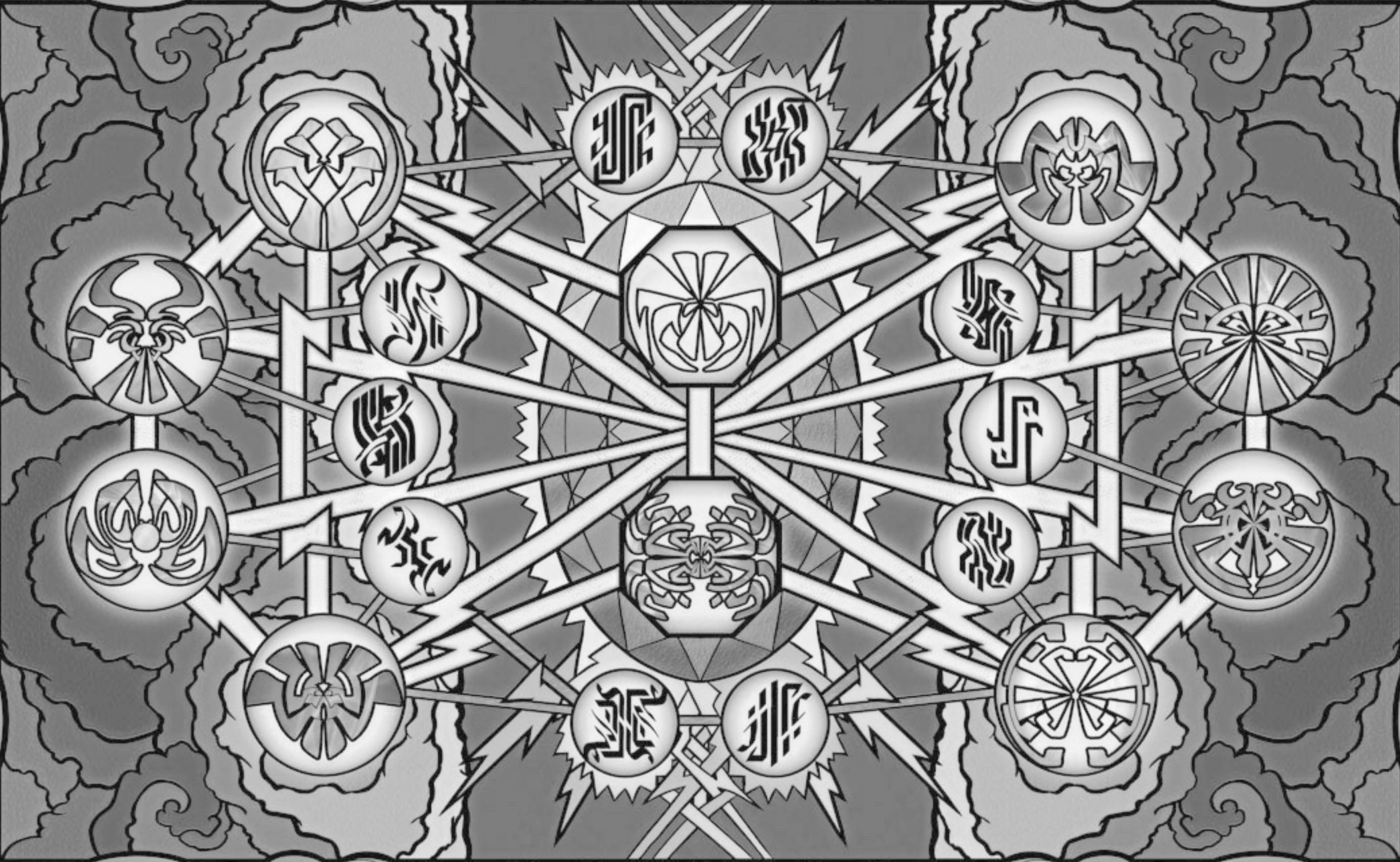
Armies of Valinor and
Soltas battle Pardendi
demons at the Tower



Map of the Battle of the Tower, drawn and labeled by Navani Kholin, circa 1173.







THE WAY OF KINGS

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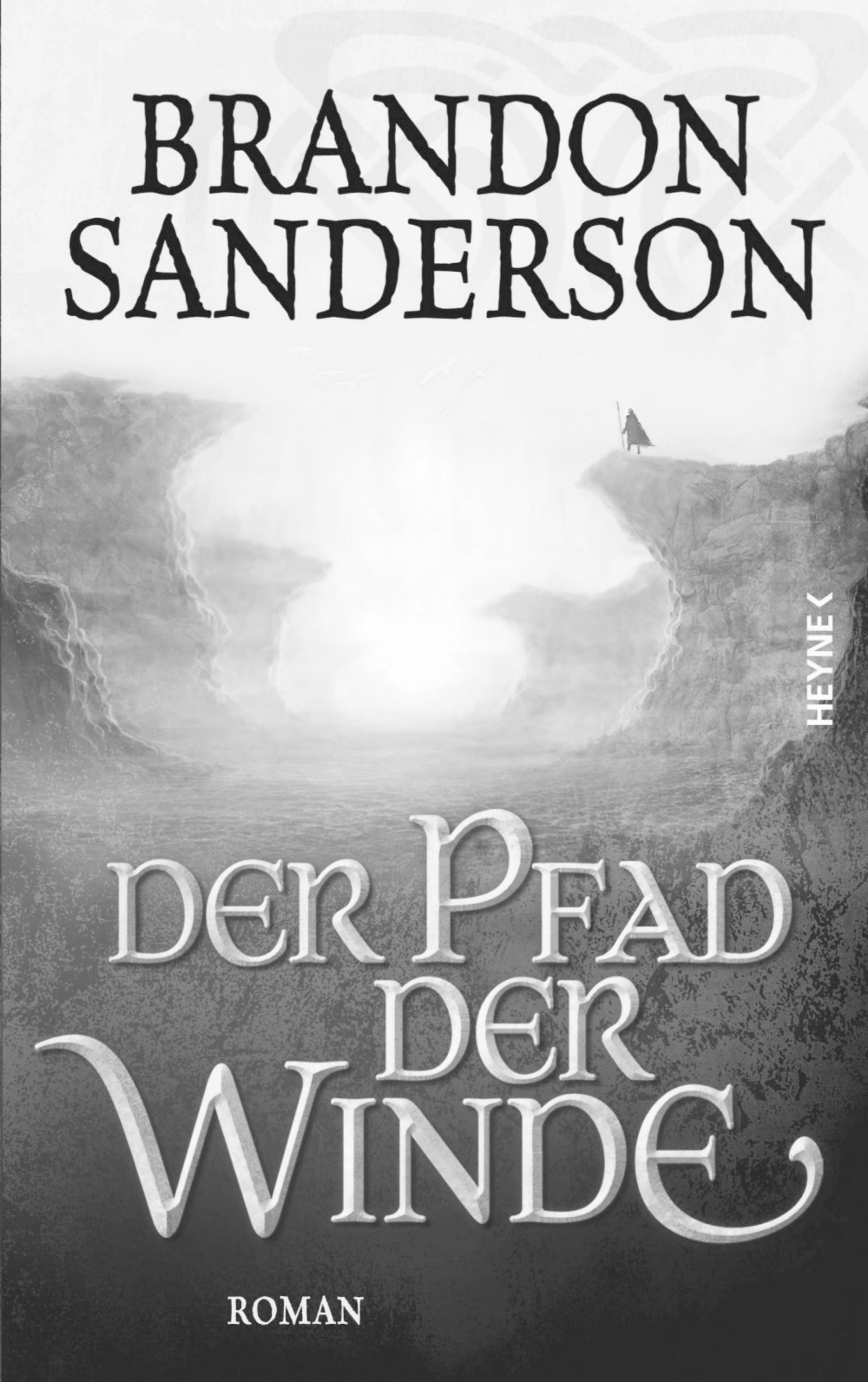
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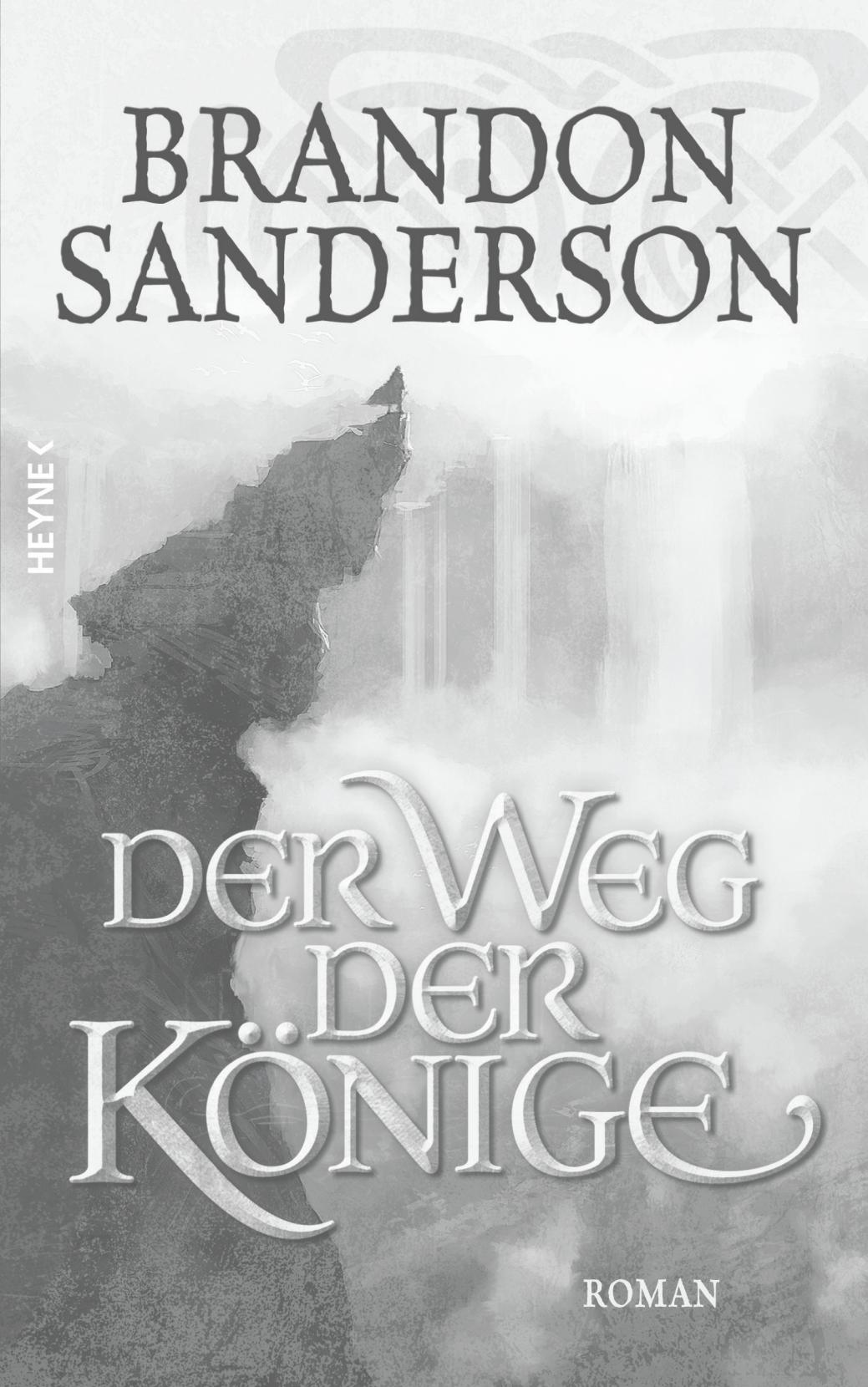
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EL CAMINO
DE LOS REYES

LA GUERRA DE LAS TORMENTAS I

B



飄光典籍首部曲

王者之路

THE WAY OF KINGS

布蘭登·山德森

段宗忱 譯

一個終年被風暴侵襲、寸草難生的岩石國度，埋藏了神話殘篇的秘密。
數世紀後，四個截然不同的命運之人即將交會，
古老的榮光將再度閃耀，或是徹底死寂？

BRANDON SANDERSON