Basic Info

Brandon Sanderson (born December 19, 1975) is an American author of epic fantasy and science fiction. He is best known for the Cosmere fictional universe, in which most of his fantasy novels, most notably the Mistborn series and The Stormlight Archive, are set. Outside of the Cosmere, he has written several young adult[a] and juvenile series including The Reckoners, the Skyward series, and the Alcatraz series. He is also known for finishing Robert Jordan's high fantasy series The Wheel of Time and has created several graphic novel fantasy series including the White Sand and Dark One.

Cosmere

The cosmere is the name of the universe in which Elantris, Mistborn, Warbreaker, The Stormlight Archive, White Sand, and stories contained in Arcanum Unbounded: The Cosmere Collection are all set. This idea came from Sanderson's desire to create an epic-length series without requiring readers to buy a ridiculous number of books. Because of that, he hides connections to his other works within each book, creating a "hidden epic". He has estimated that the cosmere sequence could conclude with at least 40 books.

The story of the cosmere is about a mysterious being called Adonalsium, who existed on a world known as Yolen. Adonalsium was killed by a group of sixteen conspirators, causing its power to shatter into sixteen different Shards, each of which bears immense power.[38] The sixteen people then took these Shards and traveled to new worlds, populating them with different systems of magic. In one case, the Shards Ruin and Preservation worked together to actually create a planet and its people (Scadrial, as featured in Mistborn).

Laws of Magic

The idea of hard magic and soft magic was popularized by Sanderson for world building and creating magic systems in fictional settings. The terminology of hard and soft originate from hard and soft sciences, hard science fiction, hard fantasy and soft science fiction and both terms are approximate ways of characterizing two ends of a spectrum. Hard magic systems follow specific rules, the magic is controlled and explained to the reader in the narrative detailing the mechanics behind the way the magic 'works', and can be used for building interesting worlds that revolve around the magic system. Soft magic systems may not have clearly defined rules or limitations, or provide limited exposition regarding their workings, and are used to create a sense of wonder to the reader.

Sanderson's three laws of magic are creative writing guidelines that can be used to create magic systems for fantasy stories.

An author's ability to solve conflict with magic is directly proportional to how well the reader understands said magic.

1. Weaknesses, limits and costs are more interesting than powers.
2. The author should expand on what is already a part of the magic system before something entirely new is added, as this may otherwise entirely change how the magic system fits into the fictional world.
3. Additionally, there is a zeroth law.
4. Always err on the side of what's awesome.

Links

Youtube Link: [Where Does a Book Begin for You?—How I came Up with Mistborn - YouTube](https://www.youtube.com/watch?v=ybH97I7k_3M)

Soundcloud Link: https://soundcloud.com/orionbooks/the-way-of-kings-by-brandon